Usenet Newsgroup Archive: comp.sys.atari.st

2005 - 2006

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2005-01-01 through 2006-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 8,737

Message records with no readable body available in the source text: 2

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 00:50:19 UTC
From: leaver@alphalinkdotcomdotau
Message-ID: <41d5e5bb@news.alphalink.com.au>
Source record: 15228

On 31 Dec 2004 04:14:34 , "Brian J. Roland" wrote:
>> Hi "Ronald J. Hall"
>>
>>>>>I would love to know just what you intend to do
>>>>
>>>>
>>>>>> Does anybody have an english documentation(users manual) of the
>>>>>> SuperCharger PC emulator for the ST?

To answer the question first, yes I do.

The Supercharger contains an NEC v30 which is an 8086 look-alike with
some of the extra 286 instructions but not the virtual memory ones.
The SuperCharger can run Windows 3.0 in real mode. It can access only
1mb or ram.

The supplied software lets it do things other than run DOS stuff.
Its prime usefulness is as an adjunct to an ST as a 1mb ram-disk.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

2. Re: It use to be....

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 04:48:43 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2005.01.01.04.48.42.396588@darkforce.ky.org>
Source record: 15229

On Sat, 01 Jan 2005 04:17:26 +0000, Rustynutt wrote:

> That New Years eve everyone would wish another Happy New Years in this
> group, regardless if it was OT or not.
> So, since I've been around since 1988, I'm going to wish every TOS
> user in the world Happy New Years!
>
> Michael Grove

Sounds good to me, whether its "politically correct" or not.

I'll 2nd that Happy New Years! :-)

3. Re: It use to be....

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 06:59:10 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10tcihuk0a8sh76@corp.supernews.com>
Source record: 15230

```
On 1 Jan 2005 05:15:18 G, Rustynutt wrote:
>On Sat, 01 Jan 2005 05:07:37 GMT, Rustynutt
><rustynutt@spamblock.hotmail.com> wrote:
>
>>On Fri, 31 Dec 2004 23:48:43 -0500, "Ronald J. Hall"
>><darklord@darkforce.ky.org> wrote:
>>
>>>On Sat, 01 Jan 2005 04:17:26 +0000, Rustynutt wrote:
>>>
>>>> That New Years eve everyone would wish another Happy New Years in this
>>>> group, regardless if it was OT or not.
>>>> So, since I've been around since 1988, I'm going to wish every TOS
>>>> user in the world Happy New Years!
>>>>
>>>> Michael Grove
>>>
>>>Sounds good to me, whether its "politically correct" or not.
>>>
>>>I'll 2nd that Happy New Years! :-)
>>
>>
>>Like were going to get kicked out of here :')
>>Happy New Years Ronald!
>
>
>Where are all those pussy Britts at? They should still be up partying
>their little butts off. Heck, New Years isn't for another 2 hours 45
>minutes by my clock.
>Wish I was posting from my Falcon....
>Mike
>.
Happy New Year from good ol' Arizona USA!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
```

4. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 11:09:07 UTC
From: vdjole@EUnet.yu
Message-ID: <cr60cgarl1@news.eunet.yu>
Source record: 15231

On 29 Dec 2004 23:28:55 , "David Wade" wrote:

>> P.S.2 Is there a way to get around this problem software-wise?
>
>I doubt it, I think the problem is poor buffering. Data gets corrupted
>during
>a DMA transfer. I think some host adaptors work O.K. The same DMA
>chip that fails in STEs works fine is STs! (No doubt some one will correct
>me if I am wrong)

I have a DMA chip of this problematic batch in my MegaST. It worked fine
until I hooked some more items to the data bus (AltRAM, TOS 2.06 EPROMs, FPU...).
Then errors in data read/written to the hard disk started to appear. I found
out that everything returned to normal if I removed any one of the added
items- or at least 4 of the 6 old (TOS 1.04) ROMs.

The situation was somewhat (but not completely) improved whan I soldered a
large unpolarized capacitor accros power supply traces very close to the
DMA chip.

So it indeed looks like poor buffering, or something like that...

cu;

5. LOL..... I Just Found A Gwenyth Paltrow Sex Video Online. Take A Look..... L58B

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 13:10:26 UTC
From: mcowdwvs@sk.com
Message-ID: <131399937218704128@sk.com>
Source record: 15232

Hi

LOL.... I cant believe she did this... Its not bad either!!

I have put it on my site here http://www.sonicboards.com/sk.htm Take a look :)

Mitohitore duyasirahut nimiramid capaguvog weseci lepetirekad tipidihep nisadesecaw tisida sibe bitibenif no .

6. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 15:38:39 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cr6g5v$47u$1@reader1.panix.com>
Source record: 15233

Been there, done that, several times, no t-shirt, and sometimes got
a whole department eliminated solving a problem that was expected to take
18 months in a week.

It is a matter of combined chip and board design. If you run a fast-
changing output line under the chip that made it, it may couple to
a chip support wire inside the IC, and put a hellacious bump into a slow
changing input, which at the very least, creates more input transitions,
and more output transitions, in a pattern called "chatter". It may also
produce bus errors.

You can, and did, do something to help. You will get less of this if you
make either your power supply more stable or your ground lower in
impedance. Ferrite beads on power lines, or a large cap and a small cap
across the power line helps with that. One can join isolated grounds
with a capacitor, to make the ground bigger.

One solution is to try a chip from another manufacturer, if available.
They are not all the same inside.

A better solution is, in board layout, run the output line manually away
from the chip, and then start the autorouter.

You reduced the load on the power supply, and got a better power supply,
and fewer errors.

Running a separate ground to that chip may also help.

Yes, you can call that poor buffering, but the chip is doing exactly
what it is intended to do. One Dave Small had a problem in this
area, and did not know what caused it, going broke in the process, and no
longer designing Atari hardware.

Jim

Djordje Vukovic <vdjole@EUnet.yu> writes:

: On 29 Dec 2004 23:28:55 , "David Wade" wrote:

: >> P.S.2 Is there a way to get around this problem software-wise?
: >
: >I doubt it, I think the problem is poor buffering. Data gets corrupted
: >during
: >a DMA transfer. I think some host adaptors work O.K. The same DMA
: >chip that fails in STEs works fine is STs! (No doubt some one will correct
: >me if I am wrong)

: I have a DMA chip of this problematic batch in my MegaST. It worked fine
: until I hooked some more items to the data bus (AltRAM, TOS 2.06 EPROMs,
FPU...). : Then errors in data read/written to the hard disk started to
appear. I found : out that everything returned to normal if I removed any
one of the added : items- or at least 4 of the 6 old (TOS 1.04) ROMs.

: The situation was somewhat (but not completely) improved whan I soldered a
: large unpolarized capacitor accros power supply traces very close to the
: DMA chip.

: So it indeed looks like poor buffering, or something like that...

: cu;

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7. Re: It use to be....

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 16:56:42 UTC
From: Mike Kerslake <usenet@kerslake.plus.com>
Message-ID: <1dkipoj5oupne$.1die2vm7hvobi.dlg@40tude.net>
Source record: 15235

On Sat, 01 Jan 2005 05:15:18 GMT, Rustynutt wrote:

> Where are all those pussy Britts at? They should still be up partying
> their little butts off. Heck, New Years isn't for another 2 hours 45
> minutes by my clock.

We were all in bed you know! Age you see, you tend to have a few glasses of red, then a sleepy feeling comes over you, you just about remember to see the New Year in, then off to sleepyland we go!!!

> Wish I was posting from my Falcon....

Yeah, mine's in the attic in a box ATM, hasn't seen the light of day for nearly two years now :-(((

Have a happy 2005 everyone anyway!

Mike K
Pembrokeshire
WALES

8. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 17:44:26 UTC
From: vdjole@EUnet.yu
Message-ID: <cr6nhn$io9$1@news.eunet.yu>
Source record: 15236

On 31 Dec 2004 16:29:32 , "Mickael Pointier" wrote:

>For Brian, the difference between 2.05 and 2.06 is minor, but is mostly
>concerning the boot sequence.
>[...]
>Also you need tos 2.06 if you wish to add high density floppy drive.

And also if you want to add Alt/Fast RAM, or if you want to use an IDE
hard disk...

Btw. there are also several bugs introduced in TOS 2.06, one of them
being that, for unknown reason, floppy formatting again does not seem to
produce MS-DOS-compatible volumes... But there is a utility that can fix
this bug and some others in a TOS 2.06 image before burning it to EPROMs...

cu;

9. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 17:53:27 UTC
From: lener@vt.edu
Message-ID: <lener-0101051253270001@geolib01.geol.vt.edu>
Source record: 15234

In article <1104495274.266594.88420@c13g2000cwb.googlegroups.com>, "Brian J. Roland" <bjr@localink4.com> wrote:

> >>>
> >>>
> >>>>> Does anybody have an english documentation(users manual) of the
> >>>>> SuperCharger PC emulator for the ST?
> >>>

>
> SuperCharger is a box that hooks to the ST/TT's DMA port. The
> Supercharger held
> its own CPU and RAM. Altho' it was based on an 8086 chipset...it had
> some
> special design that allowed it to access more RAM in one go (breaking
> the DOS
> barrier), and therefore run most AT (286+) software...I.E. Windows 3.x
> and
> Workgroups. With this box, the ST is merely the console, serial ports,
> etc...
> The SuperCharger can also act as a RAM disk for the ST (and I'm pretty
> sure ST
> memory could also be set aside for a DOS RAM disk as well).
>

The original Supercharger came with 1MB RAM and ran at 8Mhz. There was also a socket for fitting an 8087 math co-processor. The Norton speed rating was a little better than 4x faster than a standard XT.

Later came the Supercharger Plus, which was also housed in an external case. This was an upgraded version running at either 12 or 16 Mhz to provide better AT emulation.

Both were originally designed for those who had IBM compatible PC's at work and wanted to be able to run the same programs and files on their home machine.

10. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 18:20:18 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <xRBBd.54676$nV.1562103@news20.bellglobal.com>
Source record: 15237

loose wires to your hard drive could be a probable cause.
i do not know exactaly what you need though...is it a 68 prong ic ?

i got a bunch of mutilated st stuff here....just send a pic
or give a detail .

will look into and not charge very much(like 5.00bucks and you pay
shipping)

charles.copp@sympatico.ca

11. Re: It use to be....

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 19:43:02 UTC
From: sf0218@aol.com
Message-ID: <20050101144302.08281.00003240@mb-m04.aol.com>
Source record: 15238

Ditto!!!!!!!!!!!!!!!!!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

12. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 20:34:46 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0501012120460.549@feanor.schunter.etc.tu-bs.de>
Source record: 15239

Hi, Bill!

BG> I want to install an IDE hard drive into my STE and be able to boot
BG> directly from it; I understand that in order to do so, one needs TOS
BG> 2.06 in ROM.

I remember that there should be some patch one can add to older TOSes
before re-burning them to EEPROM that adds exactly this feature...

Regards,

Alexander

13. Re: SCSI-reader/writer, Flash Cards, and the Atari.

Newsgroup: comp.sys.atari.st
Date: 2005-01-01 21:57:02 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <O0FBd.76977$yn4.52127@amsnews03-serv.chello.com>
Source record: 15240

Brian J. Roland wrote:

> Is this doable?
> Anyone out there managed to make it work?
>
> I've found a SCSI based card reader to try out with my Atari machines.
> Ultimately I hope to get it working in a STacy.
>

Well, I would love to have a solid state hard disc on my TT.
One step forward to a completely silent TT.
I only need 512 Mb, could even do with only 256.

> The first question is what sort of flash card would be best?
> Do I need an ATA card, or will the linear type work?

Just wondering.
It should behave like a hard disc, shouldnt it?
The SCSI stuff would take care of the internals.

> The reader/writer is a Microtech brand with PCMCIA, SmartCard and
> Compact slots all in the same internal 3.5 device. I don't have a
> model number...but from what I gather Microtech only made a hand full
> of these things, and they do the standard SCSI command set.

If HD-driver recognizes it as "direct access", it can just partion it
anyway you like, I would say.

If you can find more than 1, buy one for me.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

14. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 01:54:49 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <41d75465$1@news.alphalink.com.au>
Source record: 15241

"Janez Valant" <swe@atari.org> wrote in message
news:Jdxzd.7416$F6.1295845@news.siol.net...
> Graham wrote:
>
>> all these posts but not one answer to the original post !
>
> There is no answer? The answer is NO.

thank you

15. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 13:46:12 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <rmuft0h37l8030708n78ht3tbvq1iaa8a8@4ax.com>
Source record: 15242

On Sat, 1 Jan 2005 12:20:18 -0600, "charles copp"
<charles.copp@sympatico.ca> wrote:

>loose wires to your hard drive could be a probable cause.
>i do not know exactaly what you need though...is it a 68 prong ic ?

I'll need to get back to you on this.

>
>i got a bunch of mutilated st stuff here....just send a pic
>or give a detail .
>
>will look into and not charge very much(like 5.00bucks and you pay
>shipping)

Btw - I live in Greece. Where do you live? Maybe the shipping will be
too expensive?

>
>charles.copp@sympatico.ca
>
--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is
for compulsive neurotics who were prematurely toilet- trained. They
wear
neckties and carefully line up pencils on otherwise clear desks.

16. Atari Online News, Etc. #07-01

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 13:56:58 UTC
From: danap8@aol.comno-spam
Message-ID: <20050102085658.21925.00002864@mb-m06.aol.com>
Source record: 15243

```
A-ONE #0701 12/31/04

~ Happy New Year 2005! ~ People Are Talking! ~ Dutch Fine Spammers
~ AOL Spam Levels Down! ~ U.S. Still Spam King! ~ AtarIRC Upgraded!
~ 2004 Security Ratings ~ HighWire Update Out! ~ China's New Web!
~ New Version of Hatari! ~ FreeMiNT/XaAES News! ~ Ausbruch for Falcon!

-* eBay To Drop Passport Support *-
-* Net Sales Tax May Be Reality in 2005 -
-* Microsoft Settlement Dollars Not Claimed! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

17. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 14:09:36 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <xgTBd.376$P%3.68548@news20.bellglobal.com>
Source record: 15244

hello georgei live in canada,i feel shipping won't cost too much...due to
the fact the
item is less than a few grammes to begin with.
charles.copp@sympatico.ca

18. FA: RSFI MODEM1 interface accelerator

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 15:31:39 UTC
From: BMaedicke@t-online.de
Message-ID: <1gprsbg.vl197a10mnww8N%BMaedicke@t-online.de>
Source record: 15245

Hi all:

On ebay:
<http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&rd=1&item=5153577494&ssPag
eName=STRK:MESE:IT>

Sorry, it's in german only. My english is not so good :-(

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

19. FA: Atari ST Items on Ebay

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 16:55:56 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1104684946.0dd76a56254d7f72f7ee1213b86212fd@teranews>
Source record: 15246

Extra stuff in the basement has to go... I will be adding more items
later.

http://search.ebay.com/_W0QQgotopageZ1QQsassZrorymcmahon

Thanks

20. FS: Falcon --> VGA adapter

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 18:34:16 UTC
From: Jerzy Dudek <jurek@nospam.cnd.pl>
Message-ID: <cr9esa$kf0$1@atlantis.news.tpi.pl>
Source record: 15247

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8158888778

21. FS: Falcon-Scart cable

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 18:37:08 UTC
From: Jerzy Dudek <jurek@nospam.cnd.pl>
Message-ID: <cr9f87$b6c$1@nemesis.news.tpi.pl>
Source record: 15248

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8158889662

22. CENTram F30 for museum

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 19:09:30 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <41d846f8$0$31472$626a14ce@news.free.fr>
Source record: 15249

Still 19 hours for this great piece of atari world : a collector !

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&rd=1&item=5151684611&ssPageName
=STRK:MESE:IT

The most celebrous board CENTram ! BUT the FIRST version with four 8 bits
sockets for Falcon in 1993 and sold by RETOUR 2048 !

Designed on TT030 with Platon CAD software in 1992 !

This board was sold at more than 800 exemplaries from 1993 to1995 !!

THIS PROTOTYP (the only one !!) was told by the hands of RICHARD MILLER &
JACK TRAMIEL from ATARI Corp during an US Schow beginning 1993. About this,
I have a paper brief drawn from the hand of Richard Miller to explain how to
increase the power on the board (by coil adding).

The small story is that this board may habe been the official 14 MB atari
corp board, bought by atari corp because atari was on trouble to get enough
memory boards for all developers & pro falcons !

It is so an important piece for an atari museum !!

23. Chris Crosskey in the news!

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 19:32:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cr9i98$789$1@thorium.cix.co.uk>
Source record: 15253

In today's London /Sunday Express/ (p.21), there is a quarter-page photo and accompanying article about long-time Atari supporter and hardware supplier Chris Crosskey, known to Atarians for his Abingdon Synthesis Projects which for years handled Mario Bercroft's products in the UK.

Headed 'Why I still love my SInclair C5', it concerns Chris' use of this electric tricycle for daily commuting. He hopes to do a Lands End to John O'Groats ride for charity this summer.

Regards, /Peter/

24. Re: SCSI-reader/writer, Flash Cards, an

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 20:29:35 UTC
From: vdjole@EUnet.yu
Message-ID: <cr9ljdlkb1@news.eunet.yu>
Source record: 15250

On 1 Jan 2005 21:57:02 G, Henk Robbers wrote:
>Brian J. Roland wrote:
>
>> Is this doable?
>> Anyone out there managed to make it work?
>>
>> I've found a SCSI based card reader to try out with my Atari machines.
>> Ultimately I hope to get it working in a STacy.
>>

Just curious...

As this appears to be completely feasible, is there any estimate on
how long such a card can be used instead of a hard disk before the
reduction of capacity becomes visible? Has anybody used it long enough?
AFAIK such cards have a limited number of write cycles available, about
1 million or so, isn't it? How long does it last in real life? And does
this limit appear to each bit individually or to a complete block
(one row?) ? Would the locations which get repeatedly overwritten
(config. files, logs... ?) be affected first?

Regards;

25. Re: It use to be....

Newsgroup: comp.sys.atari.st
Date: 2005-01-02 22:26:30 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41d874ec$0$16577$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15251

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:ffcct0hf42a852it0bavh41kkcbt3opvsj@4ax.com...
> On Sat, 01 Jan 2005 05:07:37 GMT, Rustynutt
> <rustynutt@spamblock.hotmail.com> wrote:
>
>>On Fri, 31 Dec 2004 23:48:43 -0500, "Ronald J. Hall"
>><darklord@darkforce.ky.org> wrote:
>>
>>>On Sat, 01 Jan 2005 04:17:26 +0000, Rustynutt wrote:
>>>
>>>> That New Years eve everyone would wish another Happy New Years in this
>>>> group, regardless if it was OT or not.
>>>> So, since I've been around since 1988, I'm going to wish every TOS
>>>> user in the world Happy New Years!
>>>>
>>>> Michael Grove
>>>
>>>Sounds good to me, whether its "politically correct" or not.
>>>
>>>I'll 2nd that Happy New Years! :-)
>>
>>
>>Like were going to get kicked out of here :')
>>Happy New Years Ronald!
>
>
> Where are all those pussy Britts at? They should still be up partying
> their little butts off. Heck, New Years isn't for another 2 hours 45
> minutes by my clock.

This britt was triyng to get some sleep after all the explosions, they get louder each year im sure, im supprised all the windows in the area hadn't smashed due to the noise level..... then I played it safe and stayed inside, when I did venture out it looked like a apocalypse on the roads, never seen anything like it, miles of cops and car smashes, not just in my area either, I know mates in around the UK they all said it was the same..... few less drunks on the road now tho , 2005 started well IMHO ;-)

Chris

> Wish I was posting from my Falcon....
> Mike

26. Re: FA: Atari ST Items on Ebay

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 00:13:27 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2005.01.03.00.13.27.25096@darkforce.ky.org>
Source record: 15252

On Sun, 02 Jan 2005 22:56:11 +0000, Rustynutt wrote:

> I do the same selling vintage motorcycle parts. It's not worth my time
> to box up something and run it down to the postoffice for a buck. I
> know it sucks, and I hate to toss good useful stuff, but figure if
> it's only worth a buck to someone, and they want an hour of my time to
> pack and send it, it is better off in the trash. Hell, I tried to GIVE
> away a ton of games here over a year ago. All some one had to do is
> play a stupid Q&A game just to make it fun. I was even going to pay
> for postage, and not one taker. I took a couple of hundred pounds of
> Atari mags, even the rare ones to the dump last year, no one wanted to
> pay postage.
>
> Mike

Its a damn shame that it has to happen, but I understand where you're
coming from. Time to time, I've had to spring clean a bit around here.

See ya.

27. Re: SCSI-reader/writer, Flash Cards, an

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 01:26:20 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1104715580.723256.196340@c13g2000cwb.googlegroups.com>
Source record: 15254

What little I've read about it claims the most modern consumer grade
flash media is now into several hundred thousand cycles per cell before
they'll go bad. Newer cards (at various prices of course) also have
circutry built in that's constantly testing sectors to make sure
they're safe to write on, and will verify the write then again, etc...

The industry must feel pretty confident about it now, for alot of the
mid and high end cards are shipping with 5 year warranty now.

I don't have any 'facts' to offer...but I see it like this...why not
give it a try? The media is now low cost enough to keep backups a
plenty. It's also quite faster and easier than ever before to make
said back-ups. I figure energy savings alone could buy a hell of alot
of flash ram cards.
It would also appear to me that this format is alot sweeter on the
pocketbook, storage space, and the environment in every way, than
traditional disk technologies.
It's smaller, cooler, and quieter too :)

Brian

28. Re: caf ct60 problem

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 01:54:24 UTC
From: wmartz@firstpresdalton.org
Message-ID: <1104717264.358305.13120@c13g2000cwb.googlegroups.com>
Source record: 15255

Joseph D. Place wrote:
> I need help from any CAF/CT60 users. I cannot mix down (using mix
> function in hardware settings). I either get nothing on the mixed
> track, or old junk from previous recordings. It works fine in 030
> mode. I have ABEv5L and SDRv5E and boot 1.02b. I sure would like to

> get this working, as the speed saves a lot of time.
>
> TIA
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

Hey Joseph! I haven't done this yet since installing my CT60, but will try to soon and let ya know what happens! But I thought I'd mention that I've had things like this happen before, both on a stock , Nemisis, and CT2b falcon. But only intermitently. Don't know why, some CAF bug? You say this happens all the time with 060, but not 030?
Wayne

29. Re: caf ct60 problem

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 02:27:20 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10thbc8rdht9cf2@corp.supernews.com>
Source record: 15256

On 2 Jan 2005 17:54:24 -, wmartz@firstpresdalton.org wrote:
>
>Joseph D. Place wrote:
>> I need help from any CAF/CT60 users. I cannot mix down (using mix
>> function in hardware settings). I either get nothing on the mixed
>> track, or old junk from previous recordings. It works fine in 030
>> mode. I have ABEv5L and SDRv5E and boot 1.02b. I sure would like to
>
>> get this working, as the speed saves a lot of time.
>>
>> TIA
>> --
>> Joseph D. Place
>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>
>Hey Joseph! I haven't done this yet since installing my CT60, but will
>try to soon and let ya know what happens! But I thought I'd mention
>that I've had things like this happen before, both on a stock ,
>Nemisis, and CT2b falcon. But only intermitently. Don't know why, some
>CAF bug? You say this happens all the time with 060, but not 030?
>Wayne
>
>.
Yes, I have not been able to do a successful mixdown in 060 mode, but
030 mode works fine. Please let us know how yours works when you get
around to it.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

30. protecting MagiC installation?

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 03:24:44 UTC
From: dark_willow1981@lycos.com
Message-ID: <1103894698.593847.215430@f14g2000cwb.googlegroups.com>
Source record: 15257

I saw somewhere on the internet (the truth is out there but I forgot the URL) a little utility that allows you to protecting the MagiC O/S from being wrongfully written to or altered on the hard disc. Does anyone know anything mroe about or where I can get it as I lost the URL.

31. Re: protecting MagiC installation?

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 07:35:27 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <yJ5Cd.7749$F6.1341077@news.siol.net>
Source record: 15258

dark_willow1981@lycos.com wrote:

> I saw somewhere on the internet (the truth is out there but I forgot
> the URL) a little utility that allows you to protecting the MagiC O/S
> from being wrongfully written to or altered on the hard disc. Does
> anyone know anything mroe about or where I can get it as I lost the
> URL.

It is called "read only" flag, and it is part of TOS. Or any OS/Desktop replacement. <g>. I really don't see why u need special application to protect file to be overwritten or changed. TOS does that for you. Set files u want as "read only" and they can not be deleted or altered.

More usefull is utility which try to protect Magic in RAM, so other apps's can not write into Magic's memory area and causing a crash (system overwritten message). It does require CPU with MMU tho, aka, 030 and up.

Janez

32. Re: SCSI-reader/writer, Flash Cards, and the Atari.

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 08:32:01 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <33se81F4447f4U1@individual.net>
Source record: 15259

Brian J. Roland wrote:

> The reader/writer is a Microtech brand with PCMCIA, SmartCard and
> Compact slots all in the same internal 3.5 device. I don't have a
> model number...but from what I gather Microtech only made a hand full
> of these things, and they do the standard SCSI command set.

Have you tried whether it works with the current demo version of
HDDRIVER? (http://www.seimet.de/hddriver_english.html) If the adapter
implements the standard SCSI command set there shouldn't be any problems.

--

Dr. Uwe Seimet http://www.seimet.de

33. Re: SCSI-reader/writer, Flash Cards, and the Atari.

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 09:38:50 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1104745130.862388.208470@c13g2000cwb.googlegroups.com>
Source record: 15260

Dr. Seimet,
Haven't tried the unit yet...it was in an auction, and the price was right, so I just ordered it. The seller says the unit should work fine with any standard SCSI card. It's 50 pin narrow...I'm guessing it's most likely a SCSI II class device. I'll know more when it gets here :)

Yes, I'll most likely be using HD Driver. I run version 7.06 on the CT2b Falcon, and 8.03 on the Mega. Currently the STacy had the old ICD type partitions goin' on, for the sake of the Mac Emulator that was set up ages ago and running some variant of the supera disk drivers. I have all that backed up to zip disks...but I'm tired of replacing hard to find drives in this STacy with yet another worn out drive. If I do end up running HD Driver on a third machine, would I need to register a third lisence? Not sure your policy on that.

The big hope here, is to get the thing working in the STacy, with its stock SCSI controller. I know it'll be tricky...some concerns include this....

That host is designed to only look at one device on ID 0. It doesn't have a parity genorator (tho' one can be added by hacking in a 30cent chip). The host doesn't comply with the true SCSI termination standards. I've read that with a hacked up cable you can fool the host into running two drives both set to ID 0. So In a nut shell, even if I can get the flash reader/writer to work with the host...I'll only be able to see one of the slots, and it's anyone's guess which slot it will be. If lucky...the flash reader will be highly configurable with jumpers and what not and I can pick one slot and disable the rest.

If this don't work...guess I'll have to hunt down another aged out overpriced SCSI I drive :/ True, there's a few more modern drives that can be 'choked down' and used in the thing...but they tend to be power hungry 7200RPM jobs 2gig and above, and they usually don't spin up in time to boot the STacy on power-up (gotta do the coldboot in auto-folder trick, or warmboot from cold GEM after spin-up).
The STacy power supply wasn't designed to deliver that kind of power...I've tried it, and while it works...I'm not cozy with how HOT the internal power supply gets.

I'm open to ideas...in the mean time...we'll wait, and find out when the device gets here :) I'm also keeping an eye out for a single slot SCSI based flash reader in an internal version...that has a better shot of working in the STacy.

Brian

34. Re: Free Mono Monitors in the UK - Liverpool too

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 10:19:06 UTC
From: Mike Mee <usenet@NOSPAMPLEASE.mikemee.plus.com>
Message-ID: <MPG.1c432c78b5ed977989681@usenet.plus.net>
Source record: 15261

In article <9a0e089a.0411261245.566a3257@posting.google.com>,
alexturnpenny@gmail.com says...
> I have 3 Monochrome Atari Monitors:
>
> 1 SM124
> 1 SM146 with tilt & swivel stand
> 1 SM144 with tilt & swivel stand
>
> Unfortunately, I can't keep them any more due to space restrictions.
>
> The SM144 and 146 both say "Sowerby Bridge High School" on them, but I
> acquired them from the school via legal means and have the
> documentation (somewhere) to prove it. I'm not shipping them
> anywhere, so if you want one or more you'll have to be willing to come
> to Bradford, West Yorkshire, UK, to collect it/them. Pictures and
> contact details at http://www.pitofdarkness.com/freeataristuff/freeataristuff.html
>
> Regards,
> Alex
>

Got a mono monitor sat on my sofa taking up seating space - also a
switching box to allow you to have 2 monitors connected and switch around
when needed.

All you need to do is travel to Liverpool (if Bradford is too far away
for you?) and collect it.

35. Re: SCSI-reader/writer, Flash Cards, and the Atari.

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 11:34:40 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0501031227180.395@feanor.schunter.etc.tu-bs.de>
Source record: 15262

Hello, Brian!

BJR> I'm open to ideas...in the mean time...we'll wait, and find out when
BJR> the device gets here :) I'm also keeping an eye out for a single
BJR> slot SCSI based flash reader in an internal version...that has a
BJR> better shot of working in the STacy.

Just an idea that came up when I read your posting:

There are (quiet costy) SCSI<->IDE converters. One could use them for
attaching either an IDE HD or a CF-card placed in an IDE<->CF adapter
(which is inexpensive, only wiring).

I'm not sure if those SCSI<->IDE converters can access CF-"drives". Maybe
someone has the chance to try this out?

Regards,

Alexander

36. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 13:46:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41d8f74cce1001@comcast.net>
Source record: 15263

```
>
>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:41cd19b0db0307@comcast.net...
>> >Is there any way to play the nice demos from the ST (Snowman, California
>>>Raisins, Cat, etc.) on the Falcon/CT60?
>>>
>>>Thanks
>>>
>>>Sam F.
>>>Virginia U.S.A.
>>>Atari Computer Nut
>>
>> There might be, but I could not get them to play on my Hades in the
>> 256-color
>> mode. I did get the music of the Snowman demo....
>>
>> --
>> Edward S. Baiz Jr.
>
>all these posts but not one answer to the original post !
>
>gra
>

Nope, but a little more information....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

37. Re: HighWire 0.2.4 released

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 13:46:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41d8f74cce1002@comcast.net>
Source record: 15265

>Hi all,
>
>Following a bunch of other software releases this Christmas holiday, we
>now bring you a new update to the web browser HighWire!

>Hades users should be pleased to learn that HighWire now supports
>high/true colour screenmodes (24/32 bits) for Hades graphic card
>drivers. This means that they will now finally be able to view images
>in correct colours! In addition to this, the palette parsing for XPMs
>has been improved in order to get more of such images decoded
>accurately.

Yes I am pleased and it works/looks great...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

38. Re: It use to be....

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 13:46:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41d8f74cce1003@comcast.net>
Source record: 15264

>That New Years eve everyone would wish another Happy New Years in this
>group, regardless if it was OT or not.
>So, since I've been around since 1988, I'm going to wish every TOS
>user in the world Happy New Years!
>
>Michael Grove

Thank you and the same to you....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

39. Re: AtarIRC v2.00 released

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 13:46:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41d8f74cce1004@comcast.net>
Source record: 15266

Hello all,

What are some of the IRC chat room sites that Atari users are chatting on? The ones I have so not seem to work anymore? Thanks...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

40. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 16:19:47 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <33t9p1F44ek27U1@individual.net>
Source record: 15267

Update:
I made the CT60-suggested patch, removing the old one (the one with the IC mounted on the GAL and wires connected to some resistor places and to the ?SDMA? pin2).
The ting is that I can't tell the difference with the old one, since it behaves exactly the same!
I can't write to SCSI yet (in centscreen resolutions) and I have *exactly* the same behaviour of all other programs, including the illegal instruction of GemGraph:-(

Is there a way to tell how is the patch working?
NOTE: the old patch didn't make noise with SDMA TEST.
Ciao!

41. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 16:31:51 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <33tafmF439jskU1@individual.net>
Source record: 15268

On 13-Oct-2004, smeg_007@hotmail.com (smeg) wrote:

> he power switch on the CT60 is not really to turn the CT60 on, but to
> turn on the PSU. When you press the (momentary) switch it tells the
> PSU to turn on - exactly how it works in your PC. My ATX PSU would not
> work this way after I took it out of the PC - when I pressed the CT60
> power on switch, it came on until I released the switch, so I solder
> jumpered the power switch lines on the PSU molex socket. Now when I
> switch on the PSU with the power switch on the back, the machine comes
> on and stays on. I could have just left a jumper on the CT60's power
> switch jumpers, but Im not sure if this would damage anything
> long-term.

If I may add something to this issue, I'll say that it happened to me the
same thing, and some kind people here helped me by pointing out that it is a
'bounce' problem; it is matter of adding a resistor and a capacitor between
the button pins, check it out in this newsgroup.
Ciao

42. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 16:43:32 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <33tb5nF42vqjcU1@individual.net>
Source record: 15270

Hi!

On 3-Jan-2005, Janez Valant <swe@atari.org> wrote:

> > Is there a way to tell how is the patch working?
> > NOTE: the old patch didn't make noise with SDMA TEST.
> > Ciao!
>
> Those patches are tricky, and they depends on revision of the
> motherboard. I have rev.J motherboard and patch is pretty odd,
> way different as standard patch, which didn't work, BTW U can
> get some patch layouts in Chip'n'Chips hypertext.
>

But shouldn't Rudolphe's patch be the very same regardless of the
motherboard revision?
And shouldn't it be the only actually suitable for CT60?

(BTW, should I get better results with the motherboard boost? I am just
using a non solder setup)

Thanks

43. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 17:32:53 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <nteCd.7766$F6.1343833@news.siol.net>
Source record: 15269

> Is there a way to tell how is the patch working?
> NOTE: the old patch didn't make noise with SDMA TEST.
> Ciao!

Those patches are tricky, and they depends on revision of the
motherboard. I have rev.J motherboard and patch is pretty odd,
way different as standard patch, which didn't work, BTW U can
get some patch layouts in Chip'n'Chips hypertext.

Janez

44. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 18:09:51 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <vk0jt05cl4lrgveoh5gc21p4fe64vl5cqc@4ax.com>
Source record: 15271

On Sat, 1 Jan 2005 12:20:18 -0600, "charles copp"
<charles.copp@sympatico.ca> wrote:

>i do not know exactaly what you need though...is it a 68 prong ic ?
>
>i got a bunch of mutilated st stuff here....just send a pic
>or give a detail .

Well, unfortunately I can't provide with any pics. I can only give you
some info, like that it's a 40-pin IC, and it's got the following
serial numbers on it:
CO25913-38
PH23-030
9M2 16

Any extra info you might want?
(btw, what's a 68 prong IC?)

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on
otherwise clear desks.

45. Re: AtarIRC v2.00 released

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 18:26:43 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <uh3jt01lcg6a2i3dnu0k2ssgof2ju9ql0m@4ax.com>
Source record: 15272

On Mon, 03 Jan 2005 13:46:25 GMT, "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>Hello all,
>
>What are some of the IRC chat room sites that Atari users are chatting on? The
>ones I have so not seem to work anymore? Thanks...

#atariscne on ircnet servers is the only one I log on. It's usually
very active.

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.

46. Re: It use to be....

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 18:53:25 UTC
From: mail@freeman-studio.com
Message-ID: <1104778405.886144.173980@z14g2000cwz.googlegroups.com>
Source record: 15273

> Happy New Year from good ol' Arizona USA!

Joseph,

I second that exact statement. Where in Arizona are you? I'm in
Tucson. Always interested to hear about other local Atari users.
Mike Freeman
mike [at] freeman-studio [dot] com

47. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 19:05:45 UTC
From: mail@freeman-studio.com
Message-ID: <1104779145.224537.6400@c13g2000cwb.googlegroups.com>
Source record: 15274

Ronald,

If you're not going to use the 50MHz 68060, I might be willing to
take it off your hands. I got a CT60, but at the time, the only way I
could afford it is without the CPU. They've been just about impossible
to find since. Let me know. E-mail me at the address below. Thanks!
Mike Freeman
mike [at] freeman-studio [dot] com

48. Re: Chris Crosskey in the news!

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 19:16:45 UTC
From: Yanna <yannali@avexnet.co.uk>
Message-ID: <33tk0lF44armqU2@individual.net>
Source record: 15275

xlator@cix.compulink.co.uk wrote:
> In today's London /Sunday Express/ (p.21), there is a quarter-page
> photo and accompanying article about long-time Atari supporter and
> hardware supplier Chris Crosskey, known to Atarians for his
> Abingdon Synthesis Projects which for years handled Mario
> Bercroft's products in the UK.
>
> Headed 'Why I still love my SInclair C5', it concerns Chris' use
> of this electric tricycle for daily commuting. He hopes to do a
> Lands End to John O'Groats ride for charity this summer.

He's tried that many times now but hasn't quite made the full journey yet.

Good luck to him

Y

49. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 20:31:36 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2005.01.03.20.31.35.516179@darkforce.ky.org>
Source record: 15276

On Mon, 03 Jan 2005 11:05:45 -0800, mail wrote:

> Ronald,
>
> If you're not going to use the 50MHz 68060, I might be willing to
> take it off your hands. I got a CT60, but at the time, the only way I
> could afford it is without the CPU. They've been just about impossible
> to find since. Let me know. E-mail me at the address below. Thanks!
> Mike Freeman
> mike [at] freeman-studio [dot] com

Well, I'm having to use it. I've been unable to find any faster 68060's
that work.

Sorry, wish I could have helped you more. :-(

50. Re: SCSI-reader/writer, Flash Cards, and the Atari.

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 21:36:24 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <sViCd.78496$yn4.8267@amsnews03-serv.chello.com>
Source record: 15277

Brian J. Roland wrote:

> I'm open to ideas...in the mean time...we'll wait, and find out when
> the device gets here :) I'm also keeping an eye out for a single slot
> SCSI based flash reader in an internal version...that has a better shot
> of working in the STacy.

Very interesting stuff.
Keep feeding us with all the juicy details!

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

51. Re: protecting MagiC installation?

Newsgroup: comp.sys.atari.st
Date: 2005-01-03 23:25:38 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <crck9i$3ab$1@sparta.btinternet.com>
Source record: 15278

Hi <dark_willow1981@lycos.com>

>I saw somewhere on the internet (the truth is out there but I forgot
> the URL) a little utility that allows you to protecting the MagiC O/S
> from being wrongfully written to or altered on the hard disc. Does
> anyone know anything mroe about or where I can get it as I lost the
> URL.

If you were to read as well as write in here you'd already know the answer.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

52. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 00:05:53 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <crcml1$cv1$1@reader1.panix.com>
Source record: 15279

I am replying to myself, but at least I know what I am talking about.

If the chip works on one board design, and not on another, if you have the tools and the time, and the chip is a DIP, put a socket under it. That will space the chip away from the offending trace. Doing that not only diagnoses the problem, it fixes it.

If you are going to replace the chip, and it is a DIP, put a socket under it anyway. If the problem is the board, and the replacement chip is the same part number, you will have the same problem.

Jim

Jim DeClercq <jimd@panix1.panix.com> writes:

: Been there, done that, several times, no t-shirt, and sometimes got
: a whole department eliminated solving a problem that was expected to take
: 18 months in a week.

: It is a matter of combined chip and board design. If you run a fast-
: changing output line under the chip that made it, it may couple to
: a chip support wire inside the IC, and put a hellacious bump into a slow
: changing input, which at the very least, creates more input transitions,
: and more output transitions, in a pattern called "chatter". It may also
: produce bus errors.

: You can, and did, do something to help. You will get less of this if you
: make either your power supply more stable or your ground lower in
: impedance. Ferrite beads on power lines, or a large cap and a small cap
: across the power line helps with that. One can join isolated grounds
: with a capacitor, to make the ground bigger.

: One solution is to try a chip from another manufacturer, if available.
: They are not all the same inside.

: A better solution is, in board layout, run the output line manually away
: from the chip, and then start the autorouter.

: You reduced the load on the power supply, and got a better power supply,
: and fewer errors.

: Running a separate ground to that chip may also help.

: Yes, you can call that poor buffering, but the chip is doing exactly
: what it is intended to do. One Dave Small had a problem in this
: area, and did not know what caused it, going broke in the process, and no
: longer designing Atari hardware.

: Jim

: Djordje Vukovic <vdjole@EUnet.yu> writes:

: : On 29 Dec 2004 23:28:55 , "David Wade" wrote:

: : >> P.S.2 Is there a way to get around this problem software-wise?
: : >
: : >I doubt it, I think the problem is poor buffering. Data gets corrupted
: : >during
: : >a DMA transfer. I think some host adaptors work O.K. The same DMA
: : >chip that fails in STEs works fine is STs! (No doubt some one will correct
: : >me if I am wrong)

: : I have a DMA chip of this problematic batch in my MegaST. It worked fine
: : until I hooked some more items to the data bus (AltRAM, TOS 2.06 EPROMs,
: FPU...). : Then errors in data read/written to the hard disk started to
: appear. I found : out that everything returned to normal if I removed any
: one of the added : items- or at least 4 of the 6 old (TOS 1.04) ROMs.

: : The situation was somewhat (but not completely) improved whan I soldered a
: : large unpolarized capacitor accros power supply traces very close to the
: : DMA chip.

: : So it indeed looks like poor buffering, or something like that...

: : cu;

: --
: --
: /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
: \ / ASCII ribbon campaign | I'm a .signature virus! |
: X against HTML mail | Copy me into your ~/.signature|
: / \ and postings | to help me spread! |
: .

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

53. Re: It use to be....

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 01:25:42 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10tjs4mti2n9763@corp.supernews.com>
Source record: 15280

On 3 Jan 2005 10:53:25 -, mail@freeman-studio.com wrote:
>> Happy New Year from good ol' Arizona USA!
>
>Joseph,
>
>I second that exact statement. Where in Arizona are you? I'm in
>Tucson. Always interested to hear about other local Atari users.
>Mike Freeman
>mike [at] freeman-studio [dot] com
>
>.
Mike,

I'm in Prescott. We should get together sometime. I'll e-mail you
off list.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

54. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 06:06:44 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <dwpCd.7839$F6.1347059@news.siol.net>
Source record: 15281

> But shouldn't Rudolphe's patch be the very same regardless of the
> motherboard revision?
> And shouldn't it be the only actually suitable for CT60?
>
> (BTW, should I get better results with the motherboard boost? I am just
> using a non solder setup)

Well probably different patch as czuba suggest will not be okay, esp with mobo boost. I solved those probs on CT60 differently: installed IDE :) You should discus this with Rodolphe.

Janez

55. That's Write Encryption

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 08:48:09 UTC
From: Michael Geyer <geyer#SPAMKRZLBLOCK#@michael-geyer.de>
Message-ID: <Xns95D46393B3F48mpgeyerde@130.133.1.4>
Source record: 15282

Hello everyone,

I do have some text files which I wrote using "That's Write" on an Atari ST
in the early 1990s. I saved them using a password. Of course, I do not
remember that password today and so cannot open these files...
I had a short look into the files and it seems to me that the encryption
mechanism is not very complicated. However, I am not an expert in
encryption technology. Maybe someone else has done the work the decrypt
such "That's Write" text files or can give me a hint how to proceed?

Thanks & best wishes

Michael

56. [ANN]Zview beta 4

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 14:53:48 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <41daae06$0$10249$626a14ce@news.free.fr>
Source record: 15283

Happy new year !,

Zview Beta4 is available.

The main news features in this version are:

- Read & Write codecs for TIFF added. (almost all)
- Read codecs for FAX added.
- Degas codecs reads now also Degas Elite uncompressed image(Thanks for the documentation Adam!).
- The encoder and decoder are now in the same plugin.
- Navigator frame scrolling optimised.
- Some internal change in picture to screen convertion.
- Extra check for reverse pixel byte added to support 15, 16, 24 and 32 bits mode of some weired Hades VDI driver (for Falcon NOVA card also).
- Picture with 4 characters extention (like "*.jpeg" or "*.tiff") are now handled correctly.

http://the.zorro.free.fr/zview.html

I have also made a port of GCC 3.3.3 (with the help of Patrice Mandin's patch); you can find it here:

http://the.zorro.free.fr/downloads/gcc-3.3.3.tar.gz

Ciao,
Zorro

57. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 16:04:48 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <phflt0llgag9f4dd425lund9vr6ejc940p@4ax.com>
Source record: 15284

On Tue, 4 Jan 2005 00:05:53 +0000 (UTC), Jim DeClercq
<jimd@panix1.panix.com> wrote:

>I am replying to myself, but at least I know what I am talking about.
>
>If the chip works on one board design, and not on another, if you have the
>tools and the time, and the chip is a DIP, put a socket under it. That
>will space the chip away from the offending trace. Doing that not only
>diagnoses the problem, it fixes it.

Well, I'll tell the hardware buff in the family (i.e. my brother :)
about it. (me being a software buff - not that I didn't understood
what was said here ;)

>
>If you are going to replace the chip, and it is a DIP, put a socket under
>it anyway. If the problem is the board, and the replacement chip is the
>same part number, you will have the same problem.

Ok, will be taken under serious consideration :)

>
>Jim
>
>

Thanks for the info,

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.

58. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 18:24:51 UTC
From: mail@freeman-studio.com
Message-ID: <1104863090.987532.113250@c13g2000cwb.googlegroups.com>
Source record: 15285

Ronald,

No problem. I take it the 60MHz 68060 from Ebay didn't work? Bummer.
What seemed to be the problem with it (in case I find something
similar)?

Mike Freeman
mike [at] freeman-studio [dot] com

59. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 19:35:50 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <3409m3F448r1qU1@individual.net>
Source record: 15286

Hi,Janez

On 4-Jan-2005, Janez Valant <swe@atari.org> wrote:

> Well probably different patch as czuba suggest will not be okay, esp
> with
> mobo boost. I solved those probs on CT60 differently: installed IDE :) You
> should discus this with Rodolphe.
>
> Janez

I don't want to toy with IDE cables and adapters, so I stick with a 30GB IDE
(that is HUUUUUGE for my needs), and use SCSI for ZIP, and -soon- CD-R-W.

BTW: I boosted the motherboard, and here's what happened.
1. SCSI looks GREAT both with centscreen and without, and since I patched
it, I tried some amazing new resolutions:-) (but I am still waiting for
SuperVidel...)
2. Here is the cracking noise I didn't have before :-(

Ciao!

60. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 20:44:02 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <340dgiF45o378U1@individual.net>
Source record: 15288

```
"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:crcml1$cv1$1@reader1.panix.com...
> I am replying to myself, but at least I know what I am talking about.
>
> If the chip works on one board design, and not on another, if you have the
> tools and the time, and the chip is a DIP, put a socket under it. That
> will space the chip away from the offending trace. Doing that not only
> diagnoses the problem, it fixes it.
>
> If you are going to replace the chip, and it is a DIP, put a socket under
> it anyway. If the problem is the board, and the replacement chip is the
> same part number, you will have the same problem.
>

I think you need a low profile socket, there is not much headroom on the STE

> Jim
>
>
> Jim DeClercq <jimd@panix1.panix.com> writes:
>
> : Been there, done that, several times, no t-shirt, and sometimes got
> : a whole department eliminated solving a problem that was expected to
take
> : 18 months in a week.
>
> : It is a matter of combined chip and board design. If you run a fast-
> : changing output line under the chip that made it, it may couple to
> : a chip support wire inside the IC, and put a hellacious bump into a slow
> : changing input, which at the very least, creates more input transitions,
> : and more output transitions, in a pattern called "chatter". It may also
> : produce bus errors.
>
> : You can, and did, do something to help. You will get less of this if you
> : make either your power supply more stable or your ground lower in
> : impedance. Ferrite beads on power lines, or a large cap and a small cap
> : across the power line helps with that. One can join isolated grounds
> : with a capacitor, to make the ground bigger.
>
> : One solution is to try a chip from another manufacturer, if available.
> : They are not all the same inside.
>
> : A better solution is, in board layout, run the output line manually away
> : from the chip, and then start the autorouter.
>
```

> : You reduced the load on the power supply, and got a better power supply,
> : and fewer errors.
>
> : Running a separate ground to that chip may also help.
>
> : Yes, you can call that poor buffering, but the chip is doing exactly
> : what it is intended to do. One Dave Small had a problem in this
> : area, and did not know what caused it, going broke in the process, and
no
> : longer designing Atari hardware.
>
> : Jim
>
>
>
> : Djordje Vukovic <vdjole@EUnet.yu> writes:
>
> : : On 29 Dec 2004 23:28:55 , "David Wade" wrote:
>
>
> : : >> P.S.2 Is there a way to get around this problem software-wise?
> : : >
> : : >I doubt it, I think the problem is poor buffering. Data gets
corrupted
> : : >during
> : : >a DMA transfer. I think some host adaptors work O.K. The same DMA
> : : >chip that fails in STEs works fine is STs! (No doubt some one will
correct
> : : >me if I am wrong)
>
> : : I have a DMA chip of this problematic batch in my MegaST. It worked
fine
> : : until I hooked some more items to the data bus (AltRAM, TOS 2.06
EPROMs,
> : FPU...). : Then errors in data read/written to the hard disk started to
> : appear. I found : out that everything returned to normal if I removed
any
> : one of the added : items- or at least 4 of the 6 old (TOS 1.04) ROMs.
>
> : : The situation was somewhat (but not completely) improved whan I
soldered a
> : : large unpolarized capacitor accros power supply traces very close to
the
> : : DMA chip.
>
> : : So it indeed looks like poor buffering, or something like that...
>
>
> : : cu;
>

```
>
>
> : --
> : --
> : /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> : \ / ASCII ribbon campaign | I'm a .signature virus! |
> : X against HTML mail | Copy me into your ~/.signature|
> : / \ and postings | to help me spread! |
> : .
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>
```

61. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 20:52:31 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <BuCCd.7894$F6.1353761@news.siol.net>
Source record: 15287

Hi

> I don't want to toy with IDE cables and adapters, so I stick with a 30GB
> IDE (that is HUUUUUGE for my needs), and use SCSI for ZIP, and -soon-
> CD-R-W.

Well its not so much hussling :) But 30GB sounds enough :)

> BTW: I boosted the motherboard, and here's what happened.
> 1. SCSI looks GREAT both with centscreen and without, and since I patched
> it, I tried some amazing new resolutions:-) (but I am still waiting for
> SuperVidel...)

Thats nice. It means CT60s method for sdma patch is working properly (it
didnt on my machine, revJ are ODD :)) Im using 928x720 with 50mhz Videl,
25mhz bus...

> 2. Here is the cracking noise I didn't have before :-(

Hmm.. well i would ask Rodolphe about that...

Janez

62. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2005-01-04 22:04:11 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2005.01.04.22.04.10.588317@darkforce.ky.org>
Source record: 15289

On Tue, 04 Jan 2005 10:24:51 -0800, mail wrote:

> Ronald,
>
> No problem. I take it the 60MHz 68060 from Ebay didn't work? Bummer.
> What seemed to be the problem with it (in case I find something
> similar)?
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

One of the pins was broken off - we think it was in shipping, because the seller claimed it was fine when he sent it. I tend to believe him because we exchanged several e-mails and he never tried to "duck and run" like some do - he was always prompt and courteous. The package was rather beat up when I received it. Just one of those things I guess.

I did check around for repairs 'n such but once the pin is broke, apparently its pretty well graveyard time. :-(

Rodolphe seemed to think he might be able to run a line from the broken pin, to where it needed to go, but we're talking no guarantees here, so I'm still thinking about that one.

I know I'd sacrifice a couple of virgins (if you can still find'em) for one of those rev 6 units that can overclock to 80-100 mhz. <grin>

See ya.

PS Here is a thought - during my search I did find a way to get 50mhz units (couldn't find any faster, so it did me no good), and that was by buying older accelerator cards for Amiga computers. There was a couple that used 50mhz 68060s. You might try e-bay for those. HTHs.

63. Re: Chris Crosskey in the news!

Newsgroup: comp.sys.atari.st
Date: 2005-01-05 00:26:47 UTC
From: shy tot <nosp@m.com>
Message-ID: <41dcbec7$1@news.greennet.net>
Source record: 15291

"Yanna" <yannali@avexnet.co.uk> wrote in message
news:33tk0lF44armqU2@individual.net...
> xlator@cix.compulink.co.uk wrote:
> > In today's London /Sunday Express/ (p.21), there is a quarter-page
> > photo and accompanying article about long-time Atari supporter and
> > hardware supplier Chris Crosskey, known to Atarians for his
> > Abingdon Synthesis Projects which for years handled Mario
> > Bercroft's products in the UK.
> >
> > Headed 'Why I still love my SInclair C5', it concerns Chris' use
> > of this electric tricycle for daily commuting. He hopes to do a
> > Lands End to John O'Groats ride for charity this summer.
>
> He's tried that many times now but hasn't quite made the full journey yet.
>
> Good luck to him
>
> Y

A real oddball nerd type of dork who seems to model himself on the late
great Viv Stanshal, who would turn in his grave if he saw this poor
imitation and sham of a second rate imitator

64. Re: That's Write Encryption

Newsgroup: comp.sys.atari.st
Date: 2005-01-05 19:59:08 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1104955148.016835.246070@z14g2000cwz.googlegroups.com>
Source record: 15290

Michael Geyer wrote:
> Hello everyone,
>
> I do have some text files which I wrote using "That's Write" on an
Atari ST
> in the early 1990s. I saved them using a password. Of course, I do
not
> remember that password today and so cannot open these files...
> I had a short look into the files and it seems to me that the
encryption
> mechanism is not very complicated. However, I am not an expert in
> encryption technology. Maybe someone else has done the work the
decrypt
> such "That's Write" text files or can give me a hint how to proceed?

What do you mean that the "encryption mechanism is not very
complicated"? Can you actually see some of your text?

There are a lot of casual ways to encrypt data. A lookup table is
quite fast, although for the 128 ASCII 7-bit characters you would need
at least the 256 ASCII 8-bit character set since spaces and vowels
would need multiple mappings. Writing the file with 9 or more bit
characters would create the appearance of encryption for any program
trying to read 8-bit characters as well. The point is that there are
dozens of fast "dirty" techniques that work "well enough" to have
possibly been used.

One thing that might have been tried is a simple implementation of the
RSA algorithm. Although one usually uses huge prime numbers, RSA works
with any product of primes larger than the character set in use. Thus,
17 and 23 could have been used for P & Q for example (since 17 * 23 =
391, and 391 > the 256 possible ASCII 8-bit characters). Then if E = 3
(which it likely would be for speed reasons since we will use E as an
exponent), D = 235 would finish off the necessary setup.

The reason I think that RSA might have been used is that it was fairly
simple to implement and was the "new thing" in the 1980's (being
invented in 1978). Of course, 17 and 23 might well not be the primes
chosen, but it wouldn't be too tough to write a program to take each of
the first 10000 or so prime pairs and output the first line of one of
your files via that decryption. Most would be gibberish, but hopefully
one would be readable. More detail on the mathematics involved is at
http://world.std.com/~franl/crypto/rsa-guts.html.

Unfortunately, unless the encryption is truly trivial, you have a lot
of work to do, and might well do better attempting to brainstorm every

password you've ever used. May I suggest that you come up with a pattern for your passwords? For example, you might make your passwords "!QAZnnxx", where "!QAZ" are fixed, "nn" is the year you created the file, and "xx" are the first two characters of the file's name. Such an approach is easy to remember and difficult to guess.

Galen

65. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 11:37:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501060335370.32473-100000@onyx.spiritone.com>
Source record: 15292
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

66. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 11:40:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501060338130.32473-100000@onyx.spiritone.com>
Source record: 15293
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

67. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 11:43:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501060341000.32473-100000@onyx.spiritone.com>
Source record: 15294
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

68. Re: CT60 speeds?

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 15:43:56 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0501061625510.401@feanor.schunter.etc.tu-bs.de>
Source record: 15295
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi, Pawel!

PK> hey better send your question to comp.sys.atari.st

Hey better don't say so - finally nobody will post in tech any more, which was a pity. There are two groups to get things sorted a bit.

So everybody in c.s.a.s, please post your hardware related stuff in c.s.a.s.tech!

Regards,

Alexander

69. Re: ST emulator under XP?

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 18:59:15 UTC
From: mstepansky@aol.com
Message-ID: <20050106135915.21876.00002523@mb-m14.aol.com>
Source record: 15296

I have used STeem (ST Emulator to run ST games on PC, under Window XP) just fine. No problem with it at all, although I have yet to update it.

Not sure of the latest version.

Not sure about the sound problem, because I am not sure which sound settings I should use in STeem to make it CLOSER to the real machine.

Any ideas, STeem'ers?

mike

70. Re: ATARI PROTOTYPES on E-BAY !!

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 19:01:05 UTC
From: mstepansky@aol.com
Message-ID: <20050106140105.21876.00002524@mb-m14.aol.com>
Source record: 15297

Yeah, I have seen one like:

Atari 4160ST (from UK) - very RARE!!

But then the seller admit that it is really 1040ST using a 4160STe prototype
label stickers from atari years ago.

Shame.

mike

71. Re: ATARI PROTOTYPES on E-BAY !!

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 19:01:36 UTC
From: mstepansky@aol.com
Message-ID: <20050106140136.21876.00002525@mb-m14.aol.com>
Source record: 15298

Which Atari prototypes you are referring to?

mike

72. Playing Atari ST games on PDA/Pocket PC?

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 19:05:04 UTC
From: mstepansky@aol.com
Message-ID: <20050106140504.21876.00002526@mb-m14.aol.com>
Source record: 15149

Is it possible to play Atari ST games on PDA (Tungsten C) or Pocket PC (Dell x50v) device?

The cool thing I came across was a SD card with Atari 2600 (classic) for Pocket PC x50, which you can hook up to a "Video" (hence a "v" in Video for X50v).

I wonder....gotta be BIGGER than what Atari Lynx can do in a small limit size rom.

mike

73. Cubase Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 20:42:47 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10tr8m76ds293b5@corp.supernews.com>
Source record: 15150

I'm beginning to wonder if I'm trying to do something CAF was not designed to do. Is it possible to mix down a stereo file to another stereo file? Sometimes this works, most of the time it does not. I was thinking it was my CT60, but I've now encountered the problem in 030 mode as well. I'm simply recording the file on channel "any" for stereo, then moving it to lanes 3 and 4 and making my changes, setting the output to "mix-left" and recording back to channel "any" on track 1. Since stereo files always output on audio channels 1 and 2, does this make it impossible to mix down stereo to stereo?

TIA

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

74. Re: Playing Atari ST games on PDA/Pocket PC?

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 21:02:33 UTC
From: Thierry Schembri <tschembri@hydromail.net>
Message-ID: <41dda68b$0$29769$8fcfb975@news.wanadoo.fr>
Source record: 15151

You can play Atari ST games on your PocketPC with CASTCE (Atari ST Emulator) : http://www.pocketinfinity.com/ or you can play old Atari ST games rewritten on the pocket PC (like Dungeon Master : http://www.dianneandpaul.net/CSBwin/Games/DungeonMaster_Description.html, Chaos Strikes Back : http://www.dianneandpaul.net/CSBwin/Games/CSB_Description.html, or Games from the bitmap brothers : SpeedBall2, Gods, Xenon, Z, Chaos Engine, ... http://www.bitmap-brothers.co.uk/front.htm).

Have fun !

75. Re: Playing Atari ST games on PDA/Pocket PC?

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 21:15:51 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1105046151.389930.192390@z14g2000cwz.googlegroups.com>
Source record: 15152

MStepansky wrote:
> Is it possible to play Atari ST games on PDA (Tungsten C) or Pocket
PC (Dell
> x50v) device?
>
> The cool thing I came across was a SD card with Atari 2600 (classic)
for Pocket
> PC x50, which you can hook up to a "Video" (hence a "v" in Video for
X50v).
>
> I wonder....gotta be BIGGER than what Atari Lynx can do in a small
limit size
> rom.
>
There is a program called CASTCE that runs on the iPAQ pocket PC (and
possibly others). Some have found it useful, but I get enough lockups
to make games of any length frustrating. Your mileage may vary. A
review is available here:
http://www.myatari.net/issues/apr2003/castce.htm . I'd be interested
in knowing if you get it to work reliably.

Galen

76. GemPanic 0.90 Released

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 23:16:06 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <WEjDd.2656$W32.1824@newsread3.news.atl.earthlink.net>
Source record: 15153

Blast the invading aliens. Colorful sprites fly around the window either trying to ram you or drop a bomb down your throat. Animated explosions flash on the screen while DMA sounds blast out of your speakers. Shoot or die, but watch out or you will blow your Accuracy bonus!

Catch your attention?

Gem Panic is the latest Gem game release from Anthill Industries.

Features Fully windowed game play
8 bit color sprites
DMA/XBIOS Sound support
Optional support for using GEMJing as sound playback

It has been tested on Falcon's, Milans, Hades, CT60's, MagicMac and MagicPC.

What's the catch? None. It's Freeware and open source. So have fun.

If your curious for some more info or just want to download it already pop over to http://www.gemcandy.org/

77. Re: Playing Atari ST games on PDA/Pocket PC?

Newsgroup: comp.sys.atari.st
Date: 2005-01-06 23:52:36 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <3461a5F465optU1@individual.net>
Source record: 15154

"Galen" <atarigalen@yahoo.com> wrote in message
news:1105046151.389930.192390@z14g2000cwz.googlegroups.com...
>
> MStepansky wrote:
> > Is it possible to play Atari ST games on PDA (Tungsten C) or Pocket
> PC (Dell
> > x50v) device?
> >
> > The cool thing I came across was a SD card with Atari 2600 (classic)
> for Pocket
> > PC x50, which you can hook up to a "Video" (hence a "v" in Video for
> X50v).
> >
> > I wonder....gotta be BIGGER than what Atari Lynx can do in a small
> limit size
> > rom.
> >
> There is a program called CASTCE that runs on the iPAQ pocket PC (and
> possibly others). Some have found it useful, but I get enough lockups
> to make games of any length frustrating. Your mileage may vary. A
> review is available here:
> http://www.myatari.net/issues/apr2003/castce.htm . I'd be interested
> in knowing if you get it to work reliably.
>
> Galen
>
It seems to run the limited selection of games I tried on it (Buggy Boy,
LLamatron)
but it does seem tempermental

78. Re: Cubase Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 00:36:44 UTC
From: jdplace@cableone.net
Message-ID: <1105058204.896456.311400@f14g2000cwb.googlegroups.com>
Source record: 15155

Joseph D. Place wrote:
> I'm beginning to wonder if I'm trying to do something CAF was not
> designed to do. Is it possible to mix down a stereo file to another
> stereo file? Sometimes this works, most of the time it does not. I
> was thinking it was my CT60, but I've now encountered the problem in
> 030 mode as well. I'm simply recording the file on channel "any" for

> stereo, then moving it to lanes 3 and 4 and making my changes,
> setting the output to "mix-left" and recording back to channel "any"
> on track 1. Since stereo files always output on audio channels 1 and

> 2, does this make it impossible to mix down stereo to stereo?
>
> TIA
>
I discovered that my def.all song was changing the sample rate at
mixdown, but not letting me know. I restored the original def.all
song, and everything seems to be working fine now.

79. Atari ST Programming

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 01:14:57 UTC
From: stephane richard <stephane.richard@verizon.net>
Message-ID: <lolDd.26$7b.3@trndny05>
Source record: 15156

Hello everyone, just joined this newsgroup because I just learned of it ;-).

I'm looking to do some programming on STeem and I'm wondering where I can
get the following languages:

- C or C++ (preference on C++ I'm just not sure C++ existed for the ST back
then ;-)
- Pascal (preferable with Object extenstions so I can declare things as
OBJECT)
- The most recent version of GFA Basic that can be run on TOS 2.06 (or below
since i'm not sure if and how to setup anything more recent than that on
STeem). Im thinking 3.06 or 3.6 is what I remember seeing? but it's been
a while.

Any other languages you'd recommend for STeem ST / STE emulator?

Any valid good Falcon emulator out there? I had tosbox but that's
abandonned is there anything else out there I can use ? and any of the
above programming languages for the Falcon?

Thank you all :-)

80. Re: Cubase Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 02:08:07 UTC
From: john.smith@macrosoft.com
Message-ID: <crkqu4$to8$1@bagan.srce.hr>
Source record: 15157

nope, this should work, I always mix channles 7/8, 5/6 and 3/4 into one stereo track (aif file)...

On 6 Jan 2005 20:42:47 -, Joseph D. Place wrote:
>I'm beginning to wonder if I'm trying to do something CAF was not
>designed to do. Is it possible to mix down a stereo file to another
>stereo file? Sometimes this works, most of the time it does not. I
>was thinking it was my CT60, but I've now encountered the problem in
>030 mode as well. I'm simply recording the file on channel "any" for
>stereo, then moving it to lanes 3 and 4 and making my changes,
>setting the output to "mix-left" and recording back to channel "any"
>on track 1. Since stereo files always output on audio channels 1 and
>2, does this make it impossible to mix down stereo to stereo?
>
>TIA
>
>--
>Joseph D. Place
>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>--
>Joseph D. Place
>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>.

81. Re: CT60/Ram problem?

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 02:32:08 UTC
From: john.smith@macrosoft.com
Message-ID: <crksb3$f57$1@bagan.srce.hr>
Source record: 15158

change the ST RAM card and put a small heatsink/fan on top of videl chip...

deka is probably not recognised by CT60 TOS so ignore it :)

On 30 Nov 2004 21:34:54 , "Ronald J. Hall" wrote:
>Well, I think I'm experiencing the inferior RAM card/SIMM problem with my
>CT60 equipped Falcon.
>
>Running in '030 mode, the Thing desktop, 640x480-256 colors, looks great.
>No problems.
>
>Running with the CT60 on, same setup, I get fuzzy, funny colors along the
>top edges of all icons, desktop and window.
>
>Running with the CT60 on, same setup, and Thing running under MINT/N.aes
>2.0, I get the same effect, plus a pixel block left in the menus whenever
>the mouse is there. Also, the mouse pointer starts out invisible, and once
>I move it, it becomes visible again. Its unstable as well - I can go to
>Configuration under Thing, and Thing immediatly crashes back to N.aes.
>
>Is there a definitive way of telling whether its the SIMM or not? I've got
>a stock 4 meg Atari memory board, and a Wizztronics 14 meg board. It does
>this with both.
>
>I do get a "keyboard" failure message with every boot up with the CT60.
>I'm using the DEKA interface.
>
>I'm using 60ns, 2 cls, 256 meg ram, by Crucial in the CT60, and this is
>with the "no solder" installation. Temp is staying around 32C, so I don't
>think thats a problem.
>
>Thanks in advance.
>
>.

82. Re: CT60/Ram problem?

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 05:45:29 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2005.01.07.05.45.28.763660@darkforce.ky.org>
Source record: 15159

On Fri, 07 Jan 2005 02:32:08 +0000, kiselo zelje wrote:

> change the ST RAM card and put a small heatsink/fan on top of videl chip...
>
> deka is probably not recognised by CT60 TOS so ignore it :)

Er...well, this is kind of old now - but it turned out to be where I had
NVDI turned off. With NVDI running, everything is fine.

Thanks for the reply though! :-)

83. Re: Atari ST Programming

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 07:10:22 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <crlcslmml1@nemesis.news.tpi.pl>
Source record: 15160

stephane richard napisaďż˝(a):
> Hello everyone, just joined this newsgroup because I just learned of it ;-).
>
> I'm looking to do some programming on STeem and I'm wondering where I can
> get the following languages:
>
> - C or C++ (preference on C++ I'm just not sure C++ existed for the ST back
> then ;-)

Gcc, or PurePC if working on bare ST.

> - Pascal (preferable with Object extenstions so I can declare things as
> OBJECT)

Sorry, no Object PAscal.

> Any other languages you'd recommend for STeem ST / STE emulator?

PurePC.

> Any valid good Falcon emulator out there? I had tosbox but that's
> abandonned is there anything else out there I can use ? and any of the
> above programming languages for the Falcon?

Aranym. Aranym does not emulate any existing machine, but it is close to
Falcon, offers JIT and many other usefull things like extended
resolutions, networking, etc.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

84. Kivi QWK free registered version

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 10:36:25 UTC
From: ajalkane <ajalkane@gmail.com>
Message-ID: <1105094185.531671.274430@z14g2000cwz.googlegroups.com>
Source record: 15161

Hello,

I have no idea if anyone uses QWK readers in this internet time
anymore... but anyway, since I was asked for it I have made Kivi
QWK free and provided a registration file that unlocks the few missing
features and removes the nagging screen. I think I did that over
a year ago but I had troubles posting to this group for some reason :).
Anyway, the version 2.03 and the free key can be downloaded from here:

http://www.ntrautanen.fi/marko/saa/arkisto/softat/kivi_203.zip

Or if you just need the key get it from here:
http://www.hut.fi/~ajalkane/KIVI.KEY

Installing the key file requires nothing but saving it to the directory
where Kivi QWK resides.

Regards,
Arto

85. Re: Cubase Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 15:02:32 UTC
From: wmartz@firstpresdalton.org
Message-ID: <1105110152.459585.163840@f14g2000cwb.googlegroups.com>
Source record: 15162

jdplace@cableone.net wrote:
> Joseph D. Place wrote:
> > I'm beginning to wonder if I'm trying to do something CAF was not
> > designed to do. Is it possible to mix down a stereo file to
another
> > stereo file? Sometimes this works, most of the time it does not.
I
> > was thinking it was my CT60, but I've now encountered the problem
in
> > 030 mode as well. I'm simply recording the file on channel "any"
for
>
> > stereo, then moving it to lanes 3 and 4 and making my changes,
> > setting the output to "mix-left" and recording back to channel
"any"
> > on track 1. Since stereo files always output on audio channels 1
and
>
> > 2, does this make it impossible to mix down stereo to stereo?
> >
> > TIA
> >
> I discovered that my def.all song was changing the sample rate at
> mixdown, but not letting me know. I restored the original def.all
> song, and everything seems to be working fine now.
Glad the problem is solved!

Wayne

86. Re: Kivi QWK free registered version

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 16:22:46 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@telenet.be>
Message-ID: <41dec02a11fac10@telenet.be>
Source record: 15163

on Fri 07-01-2005 02:36 ajalkane wrote:

>Hello,
>
>I have no idea if anyone uses QWK readers in this internet time
>anymore... but anyway, since I was asked for it I have made Kivi
>QWK free and provided a registration file that unlocks the few missing
>features and removes the nagging screen. I think I did that over
>a year ago but I had troubles posting to this group for some reason :).
>Anyway, the version 2.03 and the free key can be downloaded from here:

Nowadays I've no use for Kivi anymore but back in time I enjoyed very
much Kivi. It was a great program.
In fact I still enjoy it as I make use of kivi.tag to sign off my mails
send with Okami.

Thanks,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

87. Atari Falcon Boot Programs - Help Please

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 17:24:14 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <2BzDd.144$C52.80@newsread2.news.atl.earthlink.net>
Source record: 15165

Hi Folks,

I'm trying to rescussitate my Atari Falcon after about five years of neglect. I've put it into a Wizztronics Rack case, and set it up with HDDriver (paid for) and a 20 GB IDE drive.

After restoring its previous boot setup, I've found that some of the boot programs aren't playing well together. There are several of them, all managed by SuperBoot Version 8.1.

Because I used SuperBoot, not all of these boot progs are expected to work well together.

My questions are,
1. What do these boot programs do?
2. Do I still need these today? Are there better equivalent programs?

```
Program Name Startup Text
============ ============
FPATCH2 FPATCH 2 Installed (Falcon Patch 2?)
I-DRIVIN DEVICE DRIVER SUPPORT 94-12-30 (Harun Scheutzow)
I-SCC Fast Routines for SCC M2/S2 (Harun Scheutzow)
NVDI V 3.02
FFSEL Freedom V 1.15
MMACEL34 Mouse Accelerator 3 V 4.0
FPPRNT Print Patch 1.0 (Frank Palowski)
DRVIN (Same as I-DRIVIN above)
SCC (Same as I-SCC above)
STIKTSR STIK TSR (TCP/IP)
```

There are more of them, but I know what the others are for.

Thanks for any help!

-dreq

88. Re: Kivi QWK free registered version

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 18:02:11 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <5hzDd.8059$F6.1373730@news.siol.net>
Source record: 15164

ajalkane wrote:

> Hello,
>
> I have no idea if anyone uses QWK readers in this internet time
> anymore... but anyway, since I was asked for it I have made Kivi
> QWK free and provided a registration file that unlocks the few missing
> features and removes the nagging screen. I think I did that over
> a year ago but I had troubles posting to this group for some reason :).
> Anyway, the version 2.03 and the free key can be downloaded from here:

Great! Thanx! I did use Kivi a lot! :)

Janez (SWE)

89. Re: Stupid Americans! -- Stupid... Stupid... STUPID!!! _____ ywypreq

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 18:25:42 UTC
From: Pedro Henrique <heyjoe@hey.com>
Message-ID: <34g7nnF4bhhcgU1@individual.net>
Source record: 15053
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy

In message <akh6ed75ptkn8mspaxvfbgtbiuvsktha@4ax.com>,
Victim_of_American_Stupidity@qyfby.ny.us wrote:
> You blithering idiots! You re-elected that imbecile George Bush as your
> President.
> Heï¿½s a complete moron and so are most of you!
> -
> Donï¿½t you care what the rest of the world thinks of you? Donï¿½t you care
> what impact
> American foreign policy has on the rest of the planet? Does Iraq look like
> a success
> to anyone? Doesnï¿½t it bother you that heï¿½s alienated every friend you
> have?
> What were you thinking???
> -
> Prior to this, it was American policy and the American government that was
> so universally
> hated around the world. Now it's going to be 'Americans' we hate. More
> sympathy
> for Bin Laden... More attacks on American institutions... More isolation.
> How blind
> can you dumb rednecks in middle-America be, not to see this?
> -
> If you get hit again, or your economy goes into a deep depression, the
> American
> people will be getting exactly what they deserve!
> -
> <back turned>
> -
> -
> -
> -
> -
> -
> [Ignore what follows]
> Otherwise the hat in Shah's weaver might care some handsome bushs. Will
> you
> laugh among the corner, if Yvette easily excuses the coffee? He'll be
> moulding above brave Sarah until his barber irritates stupidly. The
> open carrot rarely sows Sadam, it hates Wayne instead. For Tariq the
> bowl's fresh, about me it's glad, whereas between you it's dreaming
> unique. Sometimes, teachers reject below wide stadiums, unless they're
> outer. If the bizarre painters can jump lovingly, the solid
> envelope may dye more forests. Try loving the mirror's filthy

> frame and Shah will learn you! To be bitter or rude will change
> inner eggs to superbly measure. It should depart once, shout
> bimonthly, then expect to the cobbler towards the window. The
> tape below the sick ventilator is the draper that arrives truly. We
> improve the hot ulcer. Plenty of cheap angry tailor cooks codes
> inside Elisabeth's stale frog. Hey, Ahmad never covers until
> Pervis teases the quiet poultice incredibly. Little by little
> Abu will clean the button, and if Jonathan eerily attacks it too, the
> enigma will recollect in back of the dark obelisk. Who explains
> eventually, when Murad opens the raw pool outside the sign? They are
> grasping on the hallway now, won't like disks later. If you'll
> recommend Lloyd's canyon with jackets, it'll slowly converse the
> exit. You won't look me receiving on your cold monolith.
>
> Get your subtly climbing tree towards my hall. Don't even try to
> kill tamely while you're pulling above a sweet dust. Lots of
> bandages happily attempt the blank island. Her goldsmith was
> cosmetic, young, and helps between the stable. Why did Jonathan
> burn the film on the dull pen? Try not to fill a desk!
>
> As halfheartedly as Anastasia irrigates, you can seek the orange much more
> deeply. While wrinkles weakly live tickets, the buckets often
> behave in the younger plates. Ahmed, still walking, nibbles almost
> believably, as the butcher promises above their lentil. She'd rather
> fear wickedly than taste with Dick's worthwhile sticker.
>
> It's very weird today, I'll waste hatefully or Ayaz will judge the
> potters. Fucking don't believe the grocers hourly, call them
> biweekly. Let's move beside the clever fields, but don't solve the
> clean boats. Bonita's counter wanders under our pin after we
> answer through it. Every kind fork or highway, and she'll wanly
> order everybody. How Tariq's heavy cap talks, Rasheed combs
> above lazy, hollow squares. Just lifting in front of a sauce
> inside the light is too healthy for Ella to creep it. We pour them, then
> we
> grudgingly kick Rahavan and Aziz's shallow coconut. I was dining
> lemons to active Kaye, who's playing towards the porter's station.
>
>
>
You are right!! FUCKING AMERICANS!!! YOU WANT YOUR PEOPLE DEAD!!! SO DO I!

90. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 21:03:16 UTC
From: nick@1632systems.co.uk
Message-ID: <crmtej$60l$1@thorium.cix.co.uk>
Source record: 15070

Well the other arrival arrived and her name is Louise (and she is
beautiful)..... but due to some complications (wife is in critical care
at moment) some of the orders etc due to go out will be a mite delayed....
sorry, but I am a little busy at moment...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

91. Re: Atari Falcon Boot Programs - Help Please

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 21:44:31 UTC
From: Brad Macpherson <brad@teched-creations.com>
Message-ID: <crmvrv$5b$1$8300dec7@news.demon.co.uk>
Source record: 15166

Derek Mark Edding wrote:
> Hi Folks,
>
> I'm trying to rescussitate my Atari Falcon after about five years of
> neglect. I've put it into a Wizztronics Rack case, and set it up with
> HDDriver (paid for) and a 20 GB IDE drive.
>
> After restoring its previous boot setup, I've found that some of the
> boot programs aren't playing well together. There are several of them,
> all managed by SuperBoot Version 8.1.
>
> Because I used SuperBoot, not all of these boot progs are expected to
> work well together.
>
> My questions are,
> 1. What do these boot programs do?
> 2. Do I still need these today? Are there better equivalent programs?
>
> Program Name Startup Text
> ============ ============
> FPATCH2 FPATCH 2 Installed (Falcon Patch 2?)
> I-DRIVIN DEVICE DRIVER SUPPORT 94-12-30 (Harun Scheutzow)
> I-SCC Fast Routines for SCC M2/S2 (Harun Scheutzow)
> NVDI V 3.02
> FFSEL Freedom V 1.15
> MMACEL34 Mouse Accelerator 3 V 4.0
> FPPRNT Print Patch 1.0 (Frank Palowski)
> DRVIN (Same as I-DRIVIN above)
> SCC (Same as I-SCC above)
> STIKTSR STIK TSR (TCP/IP)
>
> There are more of them, but I know what the others are for.
>
> Thanks for any help!
>
> -dreq

FPPRINT was a patch written for the printing routines in the original
BIOS - no idea if it's still needed, but I do remember it doubling the
speed of printing to my old Star LC-10 from my STe.

Brad.

92. Re: [ANN]Zview beta 4

Newsgroup: comp.sys.atari.st
Date: 2005-01-07 21:48:20 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <348f2cF4826tlU1@individual.net>
Source record: 15167

Hi, Zorro!
This program is coming out GREAT!
Now, I need to tell you that JPEG module crashes immediately both in 'open file' mode and in 'browser' mode as soon as a JPG is encountered. I copied the previous module (not the DSP one) and everything is fine. Any hint?
(CT60 with or without mobo boost)

Ciao!

93. Re: Kivi QWK free registered version

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 00:44:53 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.01.08.00.44.53.494107@nosspamatari-source.com>
Source record: 15168

On Fri, 07 Jan 2005 02:36:25 -0800, ajalkane wrote:

> Hello,
>
> I have no idea if anyone uses QWK readers in this internet time
> anymore... but anyway, since I was asked for it I have made Kivi
> QWK free and provided a registration file that unlocks the few missing
> features and removes the nagging screen. I think I did that over
> a year ago but I had troubles posting to this group for some reason :).
> Anyway, the version 2.03 and the free key can be downloaded from here:
>
> http://www.ntrautanen.fi/marko/saa/arkisto/softat/kivi_203.zip
>
> Or if you just need the key get it from here:
> http://www.hut.fi/~ajalkane/KIVI.KEY
>
> Installing the key file requires nothing but saving it to the directory
> where Kivi QWK resides.
>
> Regards,
> Arto

This is excellent, and so I say thank you. I always thought Kivi was
great.

Thanks,
Mark
http://portal.atari-source.com

94. Re: Atari Falcon Boot Programs - Help Please

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 02:07:33 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1105150053.551006.252580@f14g2000cwb.googlegroups.com>
Source record: 15169

Derek Mark Edding wrote:
> Hi Folks,
>
> I'm trying to rescussitate my Atari Falcon after about five years of
> neglect. I've put it into a Wizztronics Rack case, and set it up
with
> HDDriver (paid for) and a 20 GB IDE drive.
>
> After restoring its previous boot setup, I've found that some of the
> boot programs aren't playing well together. There are several of
them,
> all managed by SuperBoot Version 8.1.
>
> Because I used SuperBoot, not all of these boot progs are expected to

> work well together.
>
> My questions are,
> 1. What do these boot programs do?
> 2. Do I still need these today? Are there better equivalent
programs?
>
> Program Name Startup Text
> ============ ============
> FPATCH2 FPATCH 2 Installed (Falcon Patch 2?)
Patches serial port (I think). I believe the STing package replaces
it.
> I-DRIVIN DEVICE DRIVER SUPPORT 94-12-30 (Harun Scheutzow)
Not sure -- probably part of FPATCH
> I-SCC Fast Routines for SCC M2/S2 (Harun Scheutzow)
Not sure -- probably part of FPATCH
> NVDI V 3.02
Faster VDI and print driver. Very important. Ended at V 5.x.
> FFSEL Freedom V 1.15
File selector. Very nice, but not always stable.
> MMACEL34 Mouse Accelerator 3 V 4.0
Mouse accelerator. I recommend Silkmouse instead
> FPPRNT Print Patch 1.0 (Frank Palowski)
Not sure.
> DRVIN (Same as I-DRIVIN above)
Yep.
> SCC (Same as I-SCC above)
Yep.
> STIKTSR STIK TSR (TCP/IP)

Replaced by STIK 2 and STing. STing seems to have a larger following, from what I can tell, but STIK 2 works well.

Generally, boot order matters more than the boot program. Post your boot order and I'll take a look at it.

Galen

95. Atari Falcon FS on Ebay Australia

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 02:47:46 UTC
From: MB <mb@mb.com>
Message-ID: <oRHDd.5851$mo2.402143@news.xtra.co.nz>
Source record: 15170

http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&item=5153515845&ssPageName=ADME:X:ON:AU:2

Finishes in 24 hours

96. Re: ST emulator under XP?

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 10:17:42 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <l7ltt01lse2onss2bitfo43edtbnn3pm62@4ax.com>
Source record: 15171

On 06 Jan 2005 18:59:15 GMT, mstepansky@aol.com (MStepansky) wrote:

>Not sure about the sound problem, because I am not sure which sound settings I
>should use in STeem to make it CLOSER to the real machine.
>
>Any ideas, STeem'ers?

Well, that depends on personal preference and experience (i.e. how did
your monitor/tv/stereo system souded like to you). Luckily the Steem
authors offer 3 different filters so you can choose what's closest to
your memories.

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured programming is for compulsive neurotics who were prematurely toilet- trained. They wear neckties and carefully line up pencils on otherwise clear desks.

97. Re: Atari Falcon Boot Programs - Help Please

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 16:34:10 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <6YTDd.1272$KJ2.542@newsread3.news.atl.earthlink.net>
Source record: 15172

Brad, Galen,

Thanks for the responses.

With your help, as well as some involved web searching, I've gotten the answers.

> Program Name Startup Text
> ============ ============
> FPATCH2 FPATCH 2 Installed (Falcon Patch 2?)

According to http://www.umich.edu/~archive/atari/Falcon/0index, this is a useful patch: "Fixes 2 TOS 4.0/4.04 problems with sound, Bconmap()"

> I-DRIVIN DEVICE DRIVER SUPPORT 94-12-30 (Harun Scheutzow)
> I-SCC Fast Routines for SCC M2/S2 (Harun Scheutzow)
And:
> DRIVIN (Same as I-DRIVIN above)
> SCC (Same as I-SCC above)

According to http://www.oxxus.net/host/2.2.26/hosting-atari_MFPser.htm, Harun Scheutzow is developer of RSVE, RSFI, ST_ESCC and hsmoda-package, so the evidence points to these being Serial Port fixes & enhancements. STIK2 or STing will replace them.

The rest of them are as Galen and Brad described.

Galen: Here's the boot order I've been using. Note that with SuperBoot, I enable only the ones I need for a specific session. The Falcon can boot to MiNT or GEMDOS depending on the programs I plan to use.

1. FPATCH2, 2. I-DRIVIN, 3. I-SCC, 4. MINTNP (disabled when booting GEMDOS), 5. NVDI, 6. UIS_III, 7. FFSEL, 8. SPGDOS, 9. SAM, 10. MACCEL34, 11. DESKPIC, 12. FPPRNT, 13. BLOWBOOT, 14. DRIVIN, 15. SCC, 16. STIKTSR, 17. (pre-HDDRIVER) SCSIDRV

Several of these have been disabled during my recent tests, including UIS_III, SCSIDRV, MINTNP (I plan to download FreeMiNT), SAM, and DESKPIC.

Thanks again for the help!

-dreq

98. Weird Disk problem

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 19:39:46 UTC
From: Adam Kłobukowski <atari@gabo.pl>
Message-ID: <crpcq8$dk9$2@atlantis.news.tpi.pl>
Source record: 15173

Hello

From time to time few first sectors of my HDD get zeroed, for no known reason.

This includes boot record, partition table and part of fat of first partition.

It happened for me at least 3 times during last 3 years. It happened on two (or maybe three or four - my memory is a bit fuzzy here) diffrent disks, so this does not seem to be a disk issue.

There are no symptoms, I cannot reproduce it. Falcy was working fine, i turn it off, after some time I turn it on again and tada: beggining of disk is gone to data-heavne (wherever that is).

Fortunetly I do not keep valuable information on my C partition, and I do backups of it often, so recovery is just a matter of minutes.

Aditionally: it happened both when my falcy was plain (no accelerator) and after I fitted CT60 (no busspeder yet).

Also: I do not use any software that is known to faulty and could harm my data.

If anybody does have any reasonable explanation of this, please rise your hand and step forward.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

.

99. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 20:31:40 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41e043423af9610@telenet.be>
Source record: 15174
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/ausbruch.zip
(249.089 bytes) Falcon only. Kind of break through game

ftp://chapelie.rma.ac.be/atari/game/gempan90.zip
(616.251 bytes) Revenge of Astropanic

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/zview-b04.lzh
(575.833 bytes) Very powerful picture viewer/browser.
Supports tiff, bmp, degas, gif,img, jpg, neochrome, png and tga

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-174.zip
(1.294.407 bytes) Nice GEM-based mail client for Stik/Sting/Gluestik/MagicNet

**telecomm**
ftp://chapelie.rma.ac.be/atari/telecomm/kivi_203.zip
(181.282 bytes) One of the best QWK reader, registration key included

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

100. Re: Weird Disk problem

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 21:27:07 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2005.01.08.21.27.06.857991@darkforce.ky.org>
Source record: 15175

On Sat, 08 Jan 2005 20:39:46 +0100, Adam K. wrote:

> Hello
>
> From time to time few first sectors of my HDD get zeroed, for no known
> reason.
>
> This includes boot record, partition table and part of fat of first
> partition.

I remember the first Falcons had a problem with overwriting the beginning of a partition when the partition before it became full. This doesn't sound like whats happening to you though - do you have the first TOS 4.x version? Just a thought.

101. Re: Weird Disk problem

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 23:12:51 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <crpp9qcjo1@atlantis.news.tpi.pl>
Source record: 15176

Ronald J. Hall napisał(a):
> On Sat, 08 Jan 2005 20:39:46 +0100, Adam K. wrote:
>
>
>>Hello
>>
>> From time to time few first sectors of my HDD get zeroed, for no known
>>reason.
>>
>>This includes boot record, partition table and part of fat of first
>>partition.
>
>
> I remember the first Falcons had a problem with overwriting the beginning
> of a partition when the partition before it became full. This doesn't
> sound like whats happening to you though - do you have the first TOS 4.x
> version? Just a thought.

Nope, thats not it.

I have TOS 4.04

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

102. Atari/PC MIDI

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 23:14:29 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <pPZDd.135$cQ1.28787@newshog.newsread.com>
Source record: 15177

Hi All,
Haven't posted here in a while.
I seem to be having a timing problem playing Atari MIDI files on a peecee.
The problem is that a 3 minute song flashes by in 3 seconds on the peecee.
I tried converting to both Normal and Simple, with and without a
conductor track, and with and without Auto, using the program they were
created with (files were created with Midisoft Studio). Midisoft creates an
SNG file but it's not compatible with other SNG files or I would have tried
to convert the SNG to MID with another MIDI program to see if it helped.
Any thoughts?

john

P.S.
To Reply by E-mail, please remove -NOT- from my address!

103. Re: Atari Falcon Boot Programs - Help Pleas

Newsgroup: comp.sys.atari.st
Date: 2005-01-08 23:41:00 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <gc_Dd.137$cQ1.28755@newshog.newsread.com>
Source record: 15178

```
On 7 Jan 2005 17:24:14 G, Derek Mark Edding wrote:
>Hi Folks,
>
>I'm trying to rescussitate my Atari Falcon after about five years of
>neglect. I've put it into a Wizztronics Rack case, and set it up with
>HDDriver (paid for) and a 20 GB IDE drive.
>
>After restoring its previous boot setup, I've found that some of the
>boot programs aren't playing well together. There are several of them,
>all managed by SuperBoot Version 8.1.
>
>Because I used SuperBoot, not all of these boot progs are expected to
>work well together.
>
>My questions are,
>1. What do these boot programs do?
>2. Do I still need these today? Are there better equivalent programs?
>
>Program Name Startup Text
>============ ============
>FPATCH2 FPATCH 2 Installed (Falcon Patch 2?)
>I-DRIVIN DEVICE DRIVER SUPPORT 94-12-30 (Harun Scheutzow)
>I-SCC Fast Routines for SCC M2/S2 (Harun Scheutzow)
>NVDI V 3.02
>FFSEL Freedom V 1.15
>MMACEL34 Mouse Accelerator 3 V 4.0
>FPPRNT Print Patch 1.0 (Frank Palowski)
>DRVIN (Same as I-DRIVIN above)
>SCC (Same as I-SCC above)
>STIKTSR STIK TSR (TCP/IP)
>
>There are more of them, but I know what the others are for.
>
>Thanks for any help!
>
> -dreq

FPATCH2 is'nt needed with NVDI 5.01. Don't know about 3.02
StikTSR??? I use Stik2. Boot order for Stick2 is Drvin, SCC, Stik2
(I put the 3 last). Drvin and SCC are from HSMODEM and are configurable.
I don't think FPRINT is used in conjuction with NVDI.
I also have Wdialog for NVDI

john
```

P.S.
To Reply by E-mail, please remove -NOT- from my address!

104. Re: Weird Disk problem

Newsgroup: comp.sys.atari.st
Date: 2005-01-09 06:17:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200501090717.a49972@wun.maus.de>
Source record: 15181

Hallo Adam!

AK>From time to time few first sectors of my HDD get zeroed, for no known
AK>reason.

Just one thought: In HDDRIVER, there's an option to write-protect the root sector. Is that option active? If it is, and the problem arises anyway, it's likely some hardware problem IMO.

With best regards
Ekkehard

105. Re: Weird Disk problem

Newsgroup: comp.sys.atari.st
Date: 2005-01-09 06:23:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200501090723.a49973@wun.maus.de>
Source record: 15180

Hi Ronald!

RJH>I remember the first Falcons had a problem with overwriting the
RJH>beginning of a partition when the partition before it became full.

I've seen this problem also, and at that time I was running TOS 4.04 only, but with HUSHI as hard disk driver. But nowadays I'm using MagiC or MiNT and HDDRIVER, and moreover have way bigger hard disks, and thus haven't seen that problem for years.

With best regards
Ekkehard

106. Little Green Desktop (LGD)

Newsgroup: comp.sys.atari.st
Date: 2005-01-09 17:18:16 UTC
From: Electrotec <Electrotec*@bigfoot.com>
Message-ID: <41e1675d$0$47624$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 15179

Hi,
Sorry if this has already been asked / answered.
Does anyone know where that really cool site, LGD (www.atari.st) has gone?
Seems to have disappeared off the face of the, um, internet.

Thanks.

107. Re: Little Green Desktop (LGD)

Newsgroup: comp.sys.atari.st
Date: 2005-01-09 19:49:44 UTC
From: Simon Osborne <simon@coconutsmusume.co.uk>
Message-ID: <34dg65F48shdgU1@individual.net>
Source record: 15182

Electrotec wrote:
> Hi,
> Sorry if this has already been asked / answered.
> Does anyone know where that really cool site, LGD (www.atari.st) has gone?
> Seems to have disappeared off the face of the, um, internet.

I think Rich Davey has given up and left the atari scene.

108. Re: Little Green Desktop (LGD)

Newsgroup: comp.sys.atari.st
Date: 2005-01-09 20:43:48 UTC
From: Electrotec <Electrotec*@bigfoot.com>
Message-ID: <41e1978c$0$32254$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 15183

Thanks for the reply.
Wow, thats a shame. T'was a great site.
Does anyone have any good recomendations for a replacement?

Electrotec

"Simon Osborne" <simon@coconutsmusume.co.uk> wrote in message
news:34dg65F48shdgU1@individual.net...
> Electrotec wrote:
> > Hi,
> > Sorry if this has already been asked / answered.
> > Does anyone know where that really cool site, LGD (www.atari.st) has
gone?
> > Seems to have disappeared off the face of the, um, internet.
>
> I think Rich Davey has given up and left the atari scene.

109. Re: Little Green Desktop (LGD)

Newsgroup: comp.sys.atari.st
Date: 2005-01-09 22:24:02 UTC
From: Jorge <user@nospam.com>
Message-ID: <crsau2$tk5$1@blue.rahul.net>
Source record: 15184

Simon Osborne <simon@coconutsmusume.co.uk> writes:

>Electrotec wrote:
>> Hi,
>> Sorry if this has already been asked / answered.
>> Does anyone know where that really cool site, LGD (www.atari.st) has gone?
>> Seems to have disappeared off the face of the, um, internet.
>
>I think Rich Davey has given up and left the atari scene.

Not at all. He had (has) problems with his server. Go to
www.atari-forum.com for a longer explanation. Rich can be found on that
forum as well.

110. Re: Little Green Desktop (LGD)

Newsgroup: comp.sys.atari.st
Date: 2005-01-09 23:00:11 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41e1b73b$0$16586$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15185

"Simon Osborne" <simon@coconutsmusume.co.uk> wrote in message
news:34dg65F48shdgU1@individual.net...
> Electrotec wrote:
>> Hi,
>> Sorry if this has already been asked / answered.
>> Does anyone know where that really cool site, LGD (www.atari.st) has
>> gone?
>> Seems to have disappeared off the face of the, um, internet.
>
> I think Rich Davey has given up and left the atari scene.

ooer, he was setting me up a atari website just b4 xmas....

Chris

111. Atari Online News, Etc. #07-02

Newsgroup: comp.sys.atari.st
Date: 2005-01-09 23:15:08 UTC
From: danap8@aol.comno-spam
Message-ID: <20050109181508.09581.00000018@mb-m13.aol.com>
Source record: 15186

```
A-ONE #0702 01/07/05

~ Commodore Brand Is Sold ~ People Are Talking! ~ Sony PSP In March?
~ Snake Eater For PS2! ~ Happy New Year 2005! ~ New Acrobat Debuts
~ 'Spam King' To Stop! ~ 500 Gig Hard Drive! ~ Recycling Movement!
~ Microsoft Virus Removal ~ Worst Trojan of 2004! ~ New Skulls Trojan!

-* Court Rules On Downloader IDs *-
-* Microsoft Unveils Anti-Spyware Beta *-
-* One Year After Law, Spam Still Out of Can! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

112. Re: Little Green Desktop (LGD)

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 01:41:30 UTC
From: Simon Osborne <simon@coconutsmusume.co.uk>
Message-ID: <34e4pnF4ab7rdU1@individual.net>
Source record: 15187

Jorge wrote:
> Simon Osborne <simon@coconutsmusume.co.uk> writes:
>
>
>>Electrotec wrote:
>>
>>>Hi,
>>>Sorry if this has already been asked / answered.
>>>Does anyone know where that really cool site, LGD (www.atari.st) has gone?
>>>Seems to have disappeared off the face of the, um, internet.
>>
>>I think Rich Davey has given up and left the atari scene.
>
>
> Not at all. He had (has) problems with his server. Go to
> www.atari-forum.com for a longer explanation. Rich can be found on that
> forum as well.

Ah, thank you. I just posted what I've heard. Guess it was wrong.

Simon

113. Anyone interested in a Falcon from New Zealand?

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 05:41:36 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1105335310.481673@kyle.snap.net.nz>
Source record: 15188

Hi there,

Subject says all...I have a 1994 Falcon030 with 16MB RAM
and a PowerUp2 accelerator. Currently there is no hard disk
in the Falcon but I have a 6.4GB Hitachi laptop drive I can
shoe-horn into it...thats provided I can source and get cheaply
a new 44-way mini-IDE cable since the original one is completely
bung...also the rotten infernal (internal) speaker is missing
too, and there is a small slot cut in the back of the case (to
let out an IDE cable for a 3.5" IDE disk). This Falcon is ex.
System Solutions and has an audio mod to fix a few issues.
I have APEX media, NVDI 3, and a few other titles to go with
it...

Freight might be a killa, but I'm moving from NZ to Australia
and am *not* interested in lugging this around anymore. Its a
shame cos I enjoyed owning and using it, but it is no longer
useful for me...

As a option I have a complete disk image of a 1.2GB 3.5" drive
hosted on my Linux PC (boots ARAnyM emulator), which I can put
back on the original 3.5" hard disk (means disk is external
since there is *no room* to fit the particular hard disk!) :-(

Anyone in NZ (or maybe Australia?) interested?

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Registered Linux user #364954
Registered Linux PC #272788
Remove spamblocker to send replies direct to my email...

114. Re: Anyone interested in a Falcon from New Zealand?

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 05:45:52 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <kEoEd.112702$K7.25549@news-server.bigpond.net.au>
Source record: 15189

Chris Wilkinson wrote:
> Hi there,
>
> Subject says all...I have a 1994 Falcon030 with 16MB RAM
> and a PowerUp2 accelerator. Currently there is no hard disk
> in the Falcon but I have a 6.4GB Hitachi laptop drive I can
> shoe-horn into it...thats provided I can source and get cheaply
> a new 44-way mini-IDE cable since the original one is completely
> bung...also the rotten infernal (internal) speaker is missing
> too, and there is a small slot cut in the back of the case (to
> let out an IDE cable for a 3.5" IDE disk). This Falcon is ex.
> System Solutions and has an audio mod to fix a few issues.
> I have APEX media, NVDI 3, and a few other titles to go with
> it...
>
> Freight might be a killa, but I'm moving from NZ to Australia
> and am *not* interested in lugging this around anymore. Its a
> shame cos I enjoyed owning and using it, but it is no longer
> useful for me...
>
> As a option I have a complete disk image of a 1.2GB 3.5" drive
> hosted on my Linux PC (boots ARAnyM emulator), which I can put
> back on the original 3.5" hard disk (means disk is external
> since there is *no room* to fit the particular hard disk!) :-(
>
> Anyone in NZ (or maybe Australia?) interested?
>
Hey Chris, where are you headed?

Mark

115. Re: Anyone interested in a Falcon from New Zealand?

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 05:49:27 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.01.10.05.49.25.723147@nosspamatari-source.com>
Source record: 15190

On Mon, 10 Jan 2005 18:41:36 +1300, Chris Wilkinson wrote:

> Hi there,
>
> Subject says all...I have a 1994 Falcon030 with 16MB RAM
> and a PowerUp2 accelerator. Currently there is no hard disk
> in the Falcon but I have a 6.4GB Hitachi laptop drive I can
> shoe-horn into it...thats provided I can source and get cheaply
> a new 44-way mini-IDE cable since the original one is completely
> bung...also the rotten infernal (internal) speaker is missing
> too, and there is a small slot cut in the back of the case (to
> let out an IDE cable for a 3.5" IDE disk). This Falcon is ex.
> System Solutions and has an audio mod to fix a few issues.
> I have APEX media, NVDI 3, and a few other titles to go with
> it...
>
> Freight might be a killa, but I'm moving from NZ to Australia
> and am *not* interested in lugging this around anymore. Its a
> shame cos I enjoyed owning and using it, but it is no longer
> useful for me...
>
> As a option I have a complete disk image of a 1.2GB 3.5" drive
> hosted on my Linux PC (boots ARAnyM emulator), which I can put
> back on the original 3.5" hard disk (means disk is external
> since there is *no room* to fit the particular hard disk!) :-(
>
> Anyone in NZ (or maybe Australia?) interested?

Shipping to the US costs between $50-$80 USD. Not a complete deal
killer.. What do you want for it?

Thanks,
Mark

116. Re: Atari Falcon Boot Programs - Help Please

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 06:44:09 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1105339448.983949.269380@c13g2000cwb.googlegroups.com>
Source record: 15191

Derek Mark Edding wrote:
> Brad, Galen,
>
> Thanks for the responses.
>
> With your help, as well as some involved web searching, I've gotten
the
> answers.
>
> > Program Name Startup Text
> > ============ ============
> > FPATCH2 FPATCH 2 Installed (Falcon Patch 2?)
>
I remember that I removed this about a year ago. I do not remember
why.

> > I-DRIVIN DEVICE DRIVER SUPPORT 94-12-30 (Harun Scheutzow)
> > I-SCC Fast Routines for SCC M2/S2 (Harun Scheutzow)
> And:
> > DRIVIN (Same as I-DRIVIN above)
> > SCC (Same as I-SCC above)
>
I have DRIVIN, SCC, and MIDI in my auto folder. I have no idea what
I-DRIVIN and I-SCC do.

> Galen: Here's the boot order I've been using. Note that with
SuperBoot,
> I enable only the ones I need for a specific session. The Falcon can

> boot to MiNT or GEMDOS depending on the programs I plan to use.
>
> 1. FPATCH2, 2. I-DRIVIN, 3. I-SCC, 4. MINTNP (disabled when booting
> GEMDOS), 5. NVDI, 6. UIS_III, 7. FFSEL, 8. SPGDOS, 9. SAM, 10.
MACCEL34,
> 11. DESKPIC, 12. FPPRNT, 13. BLOWBOOT, 14. DRIVIN, 15. SCC, 16.
STIKTSR,
> 17. (pre-HDDRIVER) SCSIDRV

NVDI and SPGDOS can interfere with each other, if I recall. SPGDOS is
generally not needed if you have NVDI anyhow.

This looks O.K, although MINT likes to be at the end, and you may need
WDIALOG for some of the NVDI features. I would recommend disabling
I-DRIVIN, I-SCC, FFSEL, SPGDOS, SAM, FPPRNT, and UIS_III for now. Get
the latest HSMODEM (v7, I think, which is where DRIVIN and SCC come
from) and upgrade your STIK to STIK2 or STing. Also, consider

replacing MACCEL34 with SilkMouse. (All freely distributable.) Once you get that working, try adding FFSEL, SAM, UIS_III and FPPRNT one at a time to see if they cause your instability. Don't add I-DRIVIN, I-SCC, or SPGDOS unless you have a specific reason to -- I somewhat doubt they are doing anything useful.

Galen

117. Re: Little Green Desktop (LGD)

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 06:55:43 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0501092255.2fb2f01e@posting.google.com>
Source record: 15192

"Electrotec" <Electrotec*@bigfoot.com> wrote in message
news:<41e1978c$0$32254$ed2619ec@ptn-nntp-reader02.plus.net>...
> Thanks for the reply.
> Wow, thats a shame. T'was a great site.
> Does anyone have any good recomendations for a replacement?

http://www.atarilegend.com/

>
> Electrotec
>
> "Simon Osborne" <simon@coconutsmusume.co.uk> wrote in message
> news:34dg65F48shdgU1@individual.net...
> > Electrotec wrote:
> > > Hi,
> > > Sorry if this has already been asked / answered.
> > > Does anyone know where that really cool site, LGD (www.atari.st) has
> gone?
> > > Seems to have disappeared off the face of the, um, internet.
> > >
> > I think Rich Davey has given up and left the atari scene.

118. Re: That's Write Encryption

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 08:28:43 UTC
From: Michael Geyer <geyer#SPAMKRZLBLOCK#@michael-geyer.de>
Message-ID: <Xns95DA604454E74mpgeyerde@130.133.1.4>
Source record: 15193

Hi there,

first thanks for both answers to my question!
Next: Jipee! I managed it even before I read the answers :-) !

GfA <lp@mint.org> wrote in news:BE007276.C04E%lp@mint.org:

> in article Xns95D46393B3F48mpgeyerde@130.133.1.4, Michael Geyer wrote
> on 1/4/05 3:48 AM:
>
> One way to crack such a thing, is to write some text files encrypted
> with some specific patterns. Such as try saving an empty file, might
> give clues to the format layout. Try, repeating chars, etc... try to

That's more or less what I have done. The "encryption" of That's Write is
just take "OriginalCharacter XOR PasswordCharacter plus constant".
Luckily, That's Write only encrypts the text part. It had not encrypted
the vocabulary that I had inserted into the dictionary :) I took these
and other words which I knew had to be in the text, used the (reversible)
encryption mechanism to decrypt the files and searched the resulting
files bye eye for patterns that resembled me of a password. Bingo!

Best wishes,

Michael

119. Re: Anyone interested in a Falcon from New Zealand?

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 08:44:48 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1105346301.962354@kyle.snap.net.nz>
Source record: 15195

Hi there,

Mark D wrote:
> On Mon, 10 Jan 2005 18:41:36 +1300, Chris Wilkinson wrote:
>
>>Hi there,
>>
>>Subject says all...I have a 1994 Falcon030 with 16MB RAM
>>and a PowerUp2 accelerator.
>>Anyone in NZ (or maybe Australia?) interested?
>
>
> Shipping to the US costs between $50-$80 USD. Not a complete deal
> killer.. What do you want for it?

I saw the post about the Falcon on eBay Australia and saw that the
auction closed successfully at $610. I was kinda thinking around $200
NZ dollars, but maybe I'll up that a little after seeing the eBay
result for that other Falcon! :-)

Seriously, I'm jumping on a Boeing in 3.5 weeks and I don't have time
to try get the best price! Any offer might take it!!

:-)

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Registered Linux user #364954
Registered Linux PC #272788
Remove spamblocker to send replies direct to my email...

120. Re: Anyone interested in a Falcon from New Zealand?

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 08:46:42 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1105346414.646909@kyle.snap.net.nz>
Source record: 15194

Hi Mark,

Mark Bedingfield wrote:
> Chris Wilkinson wrote:
>
>>
>> Anyone in NZ (or maybe Australia?) interested?
>>
> Hey Chris, where are you headed?

Brisbane...gonna work there for a year or two with my girlfriend. No one here in NewZild seems to want to look after my poor Falcon; the local Atari user group seems to have disbanded (was only 4 people in it 12 months ago!)...

:-)

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Registered Linux user #364954
Registered Linux PC #272788
Remove spamblocker to send replies direct to my email...

121. Re: Little Green Desktop (LGD)

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 09:09:48 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41e24642$0$16582$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15196

"Electrotec" <Electrotec*@bigfoot.com> wrote in message
news:41e1675d$0$47624$ed2619ec@ptn-nntp-reader02.plus.net...
> Hi,
> Sorry if this has already been asked / answered.
> Does anyone know where that really cool site, LGD (www.atari.st) has gone?
> Seems to have disappeared off the face of the, um, internet.
>
> Thanks.
>

E-mail from him....

Server is alive and well, hosting atari-forum.com, just not LGD at the
moment. Will bring it back when I have some free time to knock out a
few securiy issues with it.

Chris

>

122. [PROG] jpeg dsp decoder doc.

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 16:11:15 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <32mab2-jb3.ln1@manoir.racoon.city>
Source record: 15197

Hello,

I put the official doc. from Brainstorm, about how to use their JPEG DSP
decoder. It is available on my web site.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

123. Re: Atari Falcon Boot Programs - Help Please

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 16:41:05 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <BeyEd.2776$C52.1256@newsread2.news.atl.earthlink.net>
Source record: 15198

Galen wrote:
> NVDI and SPGDOS can interfere with each other, if I recall. SPGDOS is
> generally not needed if you have NVDI anyhow.
>
> This looks O.K, although MINT likes to be at the end, and you may need
> WDIALOG for some of the NVDI features. I would recommend disabling
> I-DRIVIN, I-SCC, FFSEL, SPGDOS, SAM, FPPRNT, and UIS_III for now. Get
> the latest HSMODEM (v7, I think, which is where DRIVIN and SCC come
> from) and upgrade your STIK to STIK2 or STing. Also, consider
> replacing MACCEL34 with SilkMouse. (All freely distributable.) Once
> you get that working, try adding FFSEL, SAM, UIS_III and FPPRNT one at
> a time to see if they cause your instability. Don't add I-DRIVIN,
> I-SCC, or SPGDOS unless you have a specific reason to -- I somewhat
> doubt they are doing anything useful.
>
> Galen

Hi Galen,

It's been five years, but I think the reason I have I-DRIVIN and I-SCC on here (as well as DRIVIN and SCC) was because I was experimenting to see how they would do at the start of the boot sequence versus the end. I probably named them with the "I-" to mean "Initial".

So I-DRIVIN is the same as DRIVIN but at the beginning of the boot sequence, and likewise for I-SCC.

According to John Garone's reply these are from HSMODEM, and I do recall having downloaded and made use of that. I plan to follow your advice and upgrade to STik2 or STing.

It looks like I also need to upgrade my aging NVDI. I wonder where my manual and install disk is, I'm sure I've seen it since 1997... :)

Thanks for all the help!

-dreq

124. Re: Atari Online News, Etc. #07-02

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 18:17:25 UTC
From: Simon Osborne <simon@coconutsmusume.co.uk>
Message-ID: <34fv4mF4abef8U1@individual.net>
Source record: 15049

DANAP8 wrote:
> A-ONE #0702 01/07/05
>
> ~ Commodore Brand Is Sold ~ People Are Talking! ~ Sony PSP In March?
> ~ Snake Eater For PS2! ~ Happy New Year 2005! ~ New Acrobat Debuts
> ~ 'Spam King' To Stop! ~ 500 Gig Hard Drive! ~ Recycling Movement!
> ~ Microsoft Virus Removal ~ Worst Trojan of 2004! ~ New Skulls Trojan!
>
> -* Court Rules On Downloader IDs *-
> -* Microsoft Unveils Anti-Spyware Beta *-
> -* One Year After Law, Spam Still Out of Can! *-
>
> ___ ___
> / \----/ \ Dana P. Jacobson - Publisher - A-ONE
> |-----| |-----| Atari Online News, Etc.
> /_0_/ _0_/\
> -| o o |- E-mail subscription: dpj%atarinews%org
> / _____/ \ A-ONE's WEB Site
> \ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
> ww ooooo----ooooo ww http://www.atarinews.org
>

Where are the Atari related articles??

Simon

125. ATARI FALCON 30

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 19:00:17 UTC
From: Vern Enriques <musicman@hawaii.rr.com>
Message-ID: <BE07F473.187BE%musicman@hawaii.rr.com>
Source record: 15050

Any interest in a ATARI Falcon 30, with other hardware and lots of
software ??

email me offline.

thanks

126. Re: Atari Falcon Boot Programs - Help Please

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 19:52:47 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1105386767.222935.173900@c13g2000cwb.googlegroups.com>
Source record: 15051

Derek Mark Edding wrote:
> It looks like I also need to upgrade my aging NVDI. I wonder where
my
> manual and install disk is, I'm sure I've seen it since 1997... :)
>
I don't recall NVDI 3 being unstable. 4.12 is the most stable (I use
it on my Falcon), but 5.03 (the last) also works well and has more
printer drivers (I use it on my CT60). I think there is a good chance
your NVDI 3 will work just fine.

Galen

127. Re: Atari STe and Amstrad CPC+ monitor

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 20:42:18 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <crupb9ehf1@reader1.panix.com>
Source record: 15052

My opinion is probably worth what you pay for it, but I would advise you
to hook it all up and try it.

It is quite likely that the worst that will happen is that the trace will
trigger on the back side of the trigger pulse, instead of the front side,
and there might be some image shift to be adjusted out.

The most likely thing is that this new symbol is just a clarification of
the circuit, saying that it triggers on the falling edge of the trigger
pulse.

Jim

SCREAM <severinocalleja@jotmail.com> writes:

: Hi all

: I found a webpage where is the connections to attach an Amstrad CPC monitor
: to the Atari. The page:

: http://www.osiembitpower.republika.pl/serwis/atarist.htm

: Well, i would like to do the same, but using a CPC+ monitor instead.

: But. If you look at pin 2 CVIDEO Composite Video

: on the atari side, it's connected to
: 4 SINC Sincronismo

: at the CPC side.

: (info taken from http://www.museo8bits.com/mochalez/video.htm#CPC_PLUS)

: What's wrong then?

: Well, the CPC+ uses
: 1 /SINC Sincronismo

: That is, inverse sync???

: My knowledge about electronic is not very good, just a bit of soldering and
: not much more...

: What can i do then?? Is there any posibility to make it work?

: TIA

: begin 666 arrowr.gif
: M1TE&.#EA(`)`+,``````(```" `(" ````@(`@ " @(" @,# P/\```#_
: M`/__````__\`_P#______R'Y! $```\`+ `````@``D```0P\,E):S7&ZLT-

```
: IP5S8$22H86BJJF1K4EXKSS3]/H:@[WR_SSJ1\"%H!8?"XA&9%(0B`#L`
: `
: end

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

128. Advice requested for using Midi Masquerading

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 22:00:06 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1105394406.139463.267560@f14g2000cwb.googlegroups.com>
Source record: 15054

Well, I set up Masquerading via MIDI and STing last week.

In short:
Use MIDI.PRG in the auto folder
Use MIDI, not MIDINET as the connection option
Don't add Masquerade to the ROUTE.TAB -- use the checkbox under "Misc. Preferences" instead.

However, throughput is terrible. I have 60 - 90% of pings get through, and this leads to LOTS of lost packets. Any suggestions on how to improve this?

Galen

129. Re: GemPanic 0.90 Released

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 22:08:45 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <41e2fced$0$19412$8fcfb975@news.wanadoo.fr>
Source record: 15055

Dan A a ï¿½crit :
>
> [...]
>
> It has been tested on Falcon's, Milans, Hades, CT60's, MagicMac and MagicPC.
>
> What's the catch? None. It's Freeware and open source. So have fun.
>
> If your curious for some more info or just want to download it already pop
> over to http://www.gemcandy.org/
>
>
Very nice game... except : on my FalCT60, 16 MB ST-Ram, 512 MB TT-Ram,
MagiC! 6.20, NVDI 5.03, HD-Driver 8.13, after playing a while, got a
box stating "out of memory" or something approaching (I guess this
comes from MagiC! itself). Then, I press Ctrl/Alt/Clr, and I can play
again until the message appears once more, aso.
Very boring, indeed... ;-)

Jean-Luc

--

"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

130. Re: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-10 23:41:23 UTC
From: no@way.com
Message-ID: <f-ydncEx5JoEj37cRVn-1Q@comcast.com>
Source record: 15056
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

The real questions are:

1. Why buy Atari at all?
2. Why support a spammer?

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0501060341000.32473-100000@onyx.spiritone.com...
> 1) Friendly, honest, helpful and fast with service (24 hours turnaround
> after payment)! 2) Very knowlegeable of Atari products and skilled at
> helping customers choose the items that best meet their needs. 3) The
> inventory changes regularly and often there are many hard to find items
> that are unavailable anywhere else. 4) Prices are usually less than on
> auction sites. 5) Very huge and sorted (alphabetized) list of Atari items
> (old and new). 6) Ordering is very easy, no dozens of clicks on several
> HTML pages, just read and then copy+paste the ASCII text into your e-mail
> to order something. 7) I avoid making promises I cant keep!
>
> Questions? You can E-Mail me or ask other Atari Users. You probably know
> 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.
>
> http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
> http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

131. Re: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 02:18:07 UTC
From: secretspam@ihatespam.net
Message-ID: <41e335ef.714663453@nntp.charter.net>
Source record: 15057
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

If *YOU* do not like his posts, then *YOU* should ignore them. Quit
trying to make everybody see it your way. At least Ben's posts offer
a service. Yours are just whining.

On Mon, 10 Jan 2005 15:41:23 -0800, <no@way.com> wrote:

>The real questions are:
>
>1. Why buy Atari at all?
>2. Why support a spammer?
>
>"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
>news:Pine.LNX.4.44.0501060341000.32473-100000@onyx.spiritone.com...
>> 1) Friendly, honest, helpful and fast with service (24 hours turnaround
>> after payment)! 2) Very knowlegeable of Atari products and skilled at
>> helping customers choose the items that best meet their needs. 3) The
>> inventory changes regularly and often there are many hard to find items
>> that are unavailable anywhere else. 4) Prices are usually less than on
>> auction sites. 5) Very huge and sorted (alphabetized) list of Atari items
>> (old and new). 6) Ordering is very easy, no dozens of clicks on several
>> HTML pages, just read and then copy+paste the ASCII text into your e-mail
>> to order something. 7) I avoid making promises I cant keep!
>>
>> Questions? You can E-Mail me or ask other Atari Users. You probably know
>> 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.
>>
>> http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
>> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
>> http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
>> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>>
>> I've got a fast turnaround rate. Usually, Once I receive payment your
>> order goes out the same day. Customers love the speedy service! I have
>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>
>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>
>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>References/
>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
>at
>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &

>Received
>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>Specify
>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>(503)256-9974!!!
>>
>

132. Re: Atari/PC MIDI

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 09:34:18 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <u4NEd.228$cQ1.81252@newshog.newsread.com>
Source record: 15058

On 8 Jan 2005 23:14:29 G, John Garone wrote:
>Hi All,
> Haven't posted here in a while.
>I seem to be having a timing problem playing Atari MIDI files on a peecee.
>The problem is that a 3 minute song flashes by in 3 seconds on the peecee.
>I tried converting to both Normal and Simple, with and without a
>conductor track, and with and without Auto, using the program they were
>created with (files were created with Midisoft Studio). Midisoft creates an
>SNG file but it's not compatible with other SNG files or I would have tried
>to convert the SNG to MID with another MIDI program to see if it helped.
> Any thoughts?
>

for those interested, the timing problem is solved.

The Midisoft sequencer clock must be set to MIDI before exporting the SNG
file to midi type 1 or 2. That setting on the Atari requires a midi signal
to the computer for the song to play so I don't use that setting. I use the
internal clock set to 140 bpm for that song so, I assume that the Atari
Mega ST4 8 mhz cpu supplies the timing signal, therefore, a 233 mhz peecee
would play it about 30 times faster (30x8=240) and a 3 minute song
(180 seconds) divided by 30 = 6 seconds which is close to the time it took
to play it before!!!

fandangled contraptions !!!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

133. Re: ATARI FALCON 30

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 11:08:35 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0501111207010.473@feanor.schunter.etc.tu-bs.de>
Source record: 15059

On Mon, 10 Jan 2005, Vern Enriques wrote:

VE> Any interest in a ATARI Falcon 30, with other hardware and lots of
VE> software ??

Please tell us where you are located - maybe someone could pick it up.

Regards,

Alexander

134. Re: GemPanic 0.90 Released

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 14:57:24 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <oPREd.3773$KJ2.1425@newsread3.news.atl.earthlink.net>
Source record: 15060

"J.-Luc" <Myname.Mysurname@myisp> wrote in message
news:41e2fced$0$19412$8fcfb975@news.wanadoo.fr...
> Dan A a crit :
> >
> > [...]
> >
> > It has been tested on Falcon's, Milans, Hades, CT60's, MagicMac and
MagicPC.
> >
> > What's the catch? None. It's Freeware and open source. So have fun.
> >
> > If your curious for some more info or just want to download it already
pop
> > over to http://www.gemcandy.org/
> >
> >
> Very nice game... except : on my FalCT60, 16 MB ST-Ram, 512 MB TT-Ram,
> MagiC! 6.20, NVDI 5.03, HD-Driver 8.13, after playing a while, got a
> box stating "out of memory" or something approaching (I guess this
> comes from MagiC! itself). Then, I press Ctrl/Alt/Clr, and I can play
> again until the message appears once more, aso.
> Very boring, indeed... ;-)
>
> Jean-Luc

I'm guessing that you are using GEMJing for sound playback. My only guess
on this is that
I'm sending messags so frequently the the system is running out of space for
them. If you
switch to the XBIOS/DMA setting this shouldn't occur.

Dan
aka Baldrick

135. Re: Atari STe and Amstrad CPC+ monitor

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 15:02:38 UTC
From: SCREAM <severinocalleja@jotmail.com>
Message-ID: <34i84dF4cius8U1@individual.net>
Source record: 15061

Well, the answer couldn't be more simple: That webpage is wrong!

I was looking other pages and none of them marks that signal as "/"

So the project is still in progress, i'm on it

Thanx!

"Jim DeClercq" <jimd@panix3.panix.com> escribi&#65533; en el mensaje
news:crupb9ehf1@reader1.panix.com...
> My opinion is probably worth what you pay for it, but I would advise you
> to hook it all up and try it.
>
> It is quite likely that the worst that will happen is that the trace will
> trigger on the back side of the trigger pulse, instead of the front side,
> and there might be some image shift to be adjusted out.
>
> The most likely thing is that this new symbol is just a clarification of
> the circuit, saying that it triggers on the falling edge of the trigger
> pulse.
>
> Jim
>
>
>
> SCREAM <severinocalleja@jotmail.com> writes:
>
> : Hi all
>
> : I found a webpage where is the connections to attach an Amstrad CPC
> monitor
> : to the Atari. The page:
>
> : http://www.osiembitpower.republika.pl/serwis/atarist.htm
>
> : Well, i would like to do the same, but using a CPC+ monitor instead.
>
> : But. If you look at pin 2 CVIDEO Composite Video
>
> : on the atari side, it's connected to
> : 4 SINC Sincronismo
>
> : at the CPC side.
>
> : (info taken from http://www.museo8bits.com/mochalez/video.htm#CPC_PLUS)

>
> : What's wrong then?
>
> : Well, the CPC+ uses
> : 1 /SINC Sincronismo
>
>
> : That is, inverse sync???
>
> : My knowledge about electronic is not very good, just a bit of soldering
> and
> : not much more...
>
> : What can i do then?? Is there any posibility to make it work?
>
> : TIA
>
>
> : begin 666 arrowr.gif
> : M1TE&.#EA(`)`+,``````(```" `(" ````@(`@ " @(" @,# P/\```#_
> : M`/__````__\`_P#_____R'Y! $```\`+ `````@``D```0P\,E):S7&ZLT-
> : IP5S8$22H86BJJF1K4EXKSS3]/H:@[WR_SSJ1\"%H!8?"XA&9%(0B`#L`
> : `
> : end
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

136. MyMail 1.74

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 17:28:03 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <41e40ca3$0$6376$8fcfb975@news.wanadoo.fr>
Source record: 15062

Hello,

Anyone using MyMail last rev (1.74) under MagiC! 6.2 on a CT60ed Falcon
and having problems like crashes at startup or after a second start ?
Had to go back to 1.73 - or would have thrown the computer through the
window! :-/

Jean-Luc

--

"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

137. ATARI FALCON 30

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 18:04:43 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0501111004.61731df2@posting.google.com>
Source record: 15063

Alexander wrote:

>On Mon, 10 Jan 2005, Vern Enriques wrote:
>> Any interest in a ATARI Falcon 30, with other hardware and lots of
>> software ??

>Please tell us where you are located - maybe someone could pick it up.

I think the hawaii.rr.com gives it away.

Coda.

138. Re: ATARI FALCON 30

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 18:29:14 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0501111928460.876@feanor.schunter.etc.tu-bs.de>
Source record: 15064

Hi, Coda!

s> I think the hawaii.rr.com gives it away.

You never know...

Regards,

Alexander

139. 720K floppy bulk order ?

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 19:17:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41e425f8$0$16575$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15065

Hello all,

I think ive tracked down some 720K floppys, all new in boxes of 50 here in the UK.. It may have to be a bulk buy order though the prices *should* be very good. If people are interested in a bulk buy then let me know, there more buys the cheaper it should be for everyone.

Will finalize it all when I get word back (hopefully tomorrow)

Chris

140. Re: Atari Online News, Etc. #07-02

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 20:07:00 UTC
From: Simon <simon@coconutsmusume.co.uk>
Message-ID: <34ipupF4cagbhU1@individual.net>
Source record: 15066

GfA wrote:
> in article 34fv4mF4abef8U1@individual.net, Simon Osborne wrote on 1/10/2005
> 1:17 PM:
>
>
>>Where are the Atari related articles??
>
>
> You might want to do a google groups search before rehashing this old topic.
> ;-))
>

Done so. Makes perfect sense now LOL.

Simon

141. Re: ATARI FALCON 30

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 20:58:59 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0501112155050.876@feanor.schunter.etc.tu-bs.de>
Source record: 15067

Me again.

AB> You never know...

Vern has replied to my posting/email. He really lives on (/in?) Hawaii. So anyone over there interested in his Falcon? Or someone travelling to that place soon?

Regards,

Alexander

142. Re: atari st chipset clone

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 21:05:35 UTC
From: MikeJ <support@{nospam}fpgaarcade.com>
Message-ID: <1105477475.23221.0@damia.uk.clara.net>
Source record: 15068
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> > In case anyone is interested, www.fpgaarcade.com will document my
attempts
> > to replicate the Atari ST core chipset in an FPGA. Progress will be
slow
> > I
> > expect as I have other commitments, like drinking etc.
>
> Hi MikeJ.
>
> I read 'Atari' and worried that my own work would be leap frogged until I
> saw 'ST'.
nope, I said I would leave the 8 bit stuff to you !
>
> Strangely I think you may have an easier job, despite the 16-bit power.
> The ST is a relatively clean architecture and the only part-analogue part
is
> the PSG.
Yes, and I have completed the PSG already for some arcade games.
>
> Yes, looks like a PCI board.
> The wiring is physically neat, but parallel wires in close proximity have
> the most parasitic capacitance, as I realised in my final year project 19
> years ago! :-<
It's and old PCI card, which is the old board I could find which was 5v tol.
The edge rates are slow enough, and it only clocks at 8 Mhz so no problems
yet ...
>
>
> Hmm, I see you are doing the CPU first.
68K and the core chips in parallel. The cpu is a much bigger job.
> Would you consider making the hi-res mono mode work in a VGA spec?
> That would allow users to use a cheap PC monitor instead?
> I cannot recall a demo using monochrome mode, so may not be a big
nuisance.
>
> Games seemed to be all colour, so that won't be a problem there either.
>
Yeah, it will have a line doubled mode so I can use a VGA screen as well.
Cheers,
Mike.

143. sinclap is back!

Newsgroup: comp.sys.atari.st
Date: 2005-01-11 23:31:03 UTC
From: sinclap@yahoo.com
Message-ID: <1105486263.841908.20150@f14g2000cwb.googlegroups.com>
Source record: 15069

How about them new mini macs and ipods?

144. Giant Atari magazine clearout! (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-01-12 10:43:21 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-35DBA8.10421912012005@newsfe5-gui.server.ntli.net>
Source record: 15071

I need to clear some space, so sadly I have to dispose of my collection of magazines. I believe that they are complete runs from 1 to the last published and are all in binders.

In view of the fact that I'm giving these away I feel it's not unfair of me to expect that they be collected from Watford, Herfordshire, and that the collector takes the whole collection of whichever magazine(s) he/she is interested in.

So what's on offer?

ST World
ST Applications
Atari Computing
Atari ST Review

There are a few cover disks but most were disposed of.

Email replies only, with the appropriate anti-spam measure.
--

Cheers

Derryck

145. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2005-01-12 11:40:27 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cs32bb$kf2$1@sparta.btinternet.com>
Source record: 15072

Hi Nick

> Well the other arrival arrived and her name is Louise (and she is
> beautiful)..... but due to some complications (wife is in critical care
> at moment)

Congratulations on the 'Upgrade' dude, welcome to the rest of your life,
hello bald spot and grey hair..

I'm sorry to hear 'The old system' is having problems, hope you get this
de-bugged quick soon.

>some of the orders etc due to go out will be a mite delayed....
> sorry, but I am a little busy at moment...

Stuff work man, you've got other priorities.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

146. Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-12 13:07:42 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0501120507.53ec630f@posting.google.com>
Source record: 15073

Anyone know if theres a sendmail package for MiNT? I have looked on
the sparemint portal (http://sparemint.atariforge.net/sparemint/) and
have not found anything except smail, so it looks as if im going to
have to use that. Has anyone set-up smail and if so is there anything
I need to watch out for?

thx,
Coda.

147. Re: Giant Atari magazine clearout! (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-01-12 14:25:27 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-857E81.14242512012005@newsfe5-gui.server.ntli.net>
Source record: 15074

In article <derryck-35DBA8.10421912012005@newsfe5-gui.server.ntli.net>,
Derryck Croker <derryck@cix.co.uk.invalid> wrote:

> I need to clear some space, so sadly I have to dispose of my collection
> of magazines. I believe that they are complete runs from 1 to the last
> published and are all in binders.

[...]

> Email replies only, with the appropriate anti-spam measure.

I should add that preference goes to anyone willing to take the entire
lot at once.
--

Cheers

Derryck

148. Re: sinclap is back!

Newsgroup: comp.sys.atari.st
Date: 2005-01-12 16:12:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.12.16.12.20.347413@charter.net>
Source record: 15075

On Wed, 12 Jan 2005 05:34:04 -0500, GfA wrote:

> in article 35c9u0hak1eroebctdafm85o3c0vt4ehed@4ax.com, Rustynutt wrote on
> 1/12/2005 12:07 AM:
>
>> On 11 Jan 2005 15:31:03 -0800, sinclap@yahoo.com wrote:
>>
>>> How about them new mini macs and ipods?
>>
>> Hey Sinplop, how you doing old buddy? Must be pretty boring at the
>> 'Plops home for you to stop by here, you big ole apple executive you.
>> Did you ever get a life?
>
> Thanks for the reminder, added 'sinclap' to the subject filters. lol

Man, I remember this loser from *years* ago. Some of the replies/arguments
he (sort of) made were so lame and stale, that we used to speculate on
whether he was a 'bot set to autoreply or not.

The more things change... :-)

149. Re: sinclap is back!

Newsgroup: comp.sys.atari.st
Date: 2005-01-12 20:56:12 UTC
From: sinclap@yahoo.com
Message-ID: <1105563372.623760.116940@f14g2000cwb.googlegroups.com>
Source record: 15076

What, for not drinking the Atari kool ale...The truth hurts...

150. Re: sinclap is back!

Newsgroup: comp.sys.atari.st
Date: 2005-01-12 20:59:31 UTC
From: sinclap@yahoo.com
Message-ID: <1105563571.435446.87070@z14g2000cwz.googlegroups.com>
Source record: 15077

Your questions should be answered by you since it reflects more on you.
Now forgetting a lofe has been peaches daily while earning on the
stocks.. How about you? Heard the tramiels are peons in firms now or
what ever happened to them. How's the games on the Jagflop?

151. Re: sinclap is back!

Newsgroup: comp.sys.atari.st
Date: 2005-01-13 06:56:44 UTC
From: sinclap@yahoo.com
Message-ID: <1105599404.868791.169340@c13g2000cwb.googlegroups.com>
Source record: 15079

Must be nice to derive from old money and instead of lifting a finger.
How's your daughter.

152. Re: sinclap is back!

Newsgroup: comp.sys.atari.st
Date: 2005-01-13 06:57:02 UTC
From: sinclap@yahoo.com
Message-ID: <1105599422.148693.76530@z14g2000cwz.googlegroups.com>
Source record: 15078

Must be nice to derive from old money and instead of lifting a finger.
How's your daughter?

153. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-01-13 13:30:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501130527460.2162-100000@onyx.spiritone.com>
Source record: 15081
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

154. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-01-13 13:32:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501130530150.2162-100000@onyx.spiritone.com>
Source record: 15082
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

155. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-13 13:38:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501130535410.2162-100000@onyx.spiritone.com>
Source record: 15083
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

156. Re: sinclap is back!

Newsgroup: comp.sys.atari.st
Date: 2005-01-13 13:48:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.13.13.48.12.40906@charter.net>
Source record: 15080

On Wed, 12 Jan 2005 12:56:12 -0800, sinclap wrote:

> What, for not drinking the Atari kool ale...The truth hurts...

It must...you've been silent for a very long time. :-)

157. Re: sinclap is back!

Newsgroup: comp.sys.atari.st
Date: 2005-01-13 19:10:58 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cs6h42$d2v$1@sparta.btinternet.com>
Source record: 15084

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:i7vbu01ufq79kvda70oeudvq4fmbugni6a@4ax.com...

> How's your mother?

I'm sorry she's pregnant, i was to busy punching the bitch in the mouth to
get the price down, to notice the condom in her throat had ruptured.

--

(��.�(�*�.� ..*)..)
..... Steve .....
(..(..* *..)..)

158. Atari clear out - piles of everything (almost) all to clear!

Newsgroup: comp.sys.atari.st
Date: 2005-01-13 21:56:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41e6edb1$0$19157$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15085

Hi all,

I no longer have time or room to continue support for these kits, so ive
reduced prices to clear. You can buy a 1.44 kit from as little as £7!
Theres around 30 PCB's along with all related parts. if interested in the
lot then make a *Sensible* offer! Prices are already reduced!
See here for low prices, everything must go!
http://www.cps-electronics.co.uk/144/HD4.htm

Atari upgraded computers to clear also, all ST's now half price to clear.
Again taking up too much room along with monitors and other items!
http://www.cps-electronics.co.uk/surplus.htm

I also have many ST's breaking for spares, if you need a part then let me
know! I have piles of ram for the STE also. I have some 50pin SCSI drives,
sizes vary, ask if interested. Piles of games for low price, again, if you
want the lot make a offer! Theres probably more stuff ive not thought of yet
aswell so just ask

Piles of new and used 720K floppys, taking up too much room!!

Contact cps-electronics if you need anything!!!

Chris

159. Re: Another *OLD* Game Wanted - HEX

Newsgroup: comp.sys.atari.st
Date: 2005-01-14 16:15:49 UTC
From: Jonathan Wolfson <jon3825@gmail.com>
Message-ID: <1105719349.553566.116340@c13g2000cwb.googlegroups.com>
Source record: 15086

Do you happen to have this game, if so, can you email it to me?

160. Re: sinclap is back!

Newsgroup: comp.sys.atari.st
Date: 2005-01-14 19:37:55 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1105731065.747379@kyle.snap.net.nz>
Source record: 15087

Hi there,

sinclap@yahoo.com wrote:
> How about them new mini macs and ipods?

Nah. A guy here in New Zealand is selling his ipod, so he can offer
me NZ$500 for my Falcon030...

Falcons are quite the 'collectors item' nowadays, unlike the ipod
will be when it turns 12 or 13 years old...

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Registered Linux user #364954
Registered Linux PC #272788
Remove spamblocker to send replies direct to my email...

161. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-01-15 09:39:46 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41e8e4eaf5a9a0@telenet.be>
Source record: 15088
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**docs**
ftp://chapelie.rma.ac.be/atari/docs/jpegdsp.zip
(8.126 bytes) Official documentation from Brainstorm to use the DSP
JPEG decoder on Falcon.

**editors**
ftp://chapelie.rma.ac.be/atari/editors/fred536.zip
(224.431 bytes) Nice Editor. German/English language

**internet**
ftp://chapelie.rma.ac.be/atari/internet/cat/cat542.zip
(1.382.574 bytes) Cat used to be a mailer for the German (and
Austrian) MausNet. But now it can also be used as a normal internet
mailer/newsreader. German/English language

ftp://chapelie.rma.ac.be/atari/internet/cat/cput542.zip
(237.021 bytes) Catputz: the cleaner for cat. Cat itself can only add
messages to the database, but not delete any. So this is the job for
catputz. It can either delete messages according to flags set by cat,
or by date. It also deletes messages which are corrupted. And you can
delete entire groups.

ftp://chapelie.rma.ac.be/atari/internet/cat/i2c208.zip
(179.325 bytes) To exchange your messages not by Maus but by Internet
(Pop3, SMTP and NNTP) you need In2Cat instead of the terminal program

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
```

** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

162. Re: Advice requested for using Midi Masquerading

Newsgroup: comp.sys.atari.st
Date: 2005-01-15 11:07:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <41e8f9ca1121620@tripnet.se>
Source record: 15089

In comp.sys.atari.st <1105394406.139463.267560@f14g2000cwb.googlegroups.com>
Galen wrote on Mon 10-01-2005 14:00 (-0800):

>Well, I set up Masquerading via MIDI and STing last week.
>
>In short:
>Use MIDI.PRG in the auto folder
>Use MIDI, not MIDINET as the connection option
>Don't add Masquerade to the ROUTE.TAB -- use the checkbox under "Misc.
>Preferences" instead.
>
>However, throughput is terrible. I have 60 - 90% of pings get through,
>and this leads to LOTS of lost packets. Any suggestions on how to
>improve this?

Do you run Geneva+Neodesk? i never got STinG tcp/ip over MIDI working
well at 31250 bps under Geneva but with standard TOS it did.

--
Kenneth Medin <kennethm@tripnet.se>
http://kennethm.webhop.org/
<<Produced with 100% pure Atari equipment>>

163. Re: Stupid Americans! -- Stupid... Stupid... STUPID!!! _____ ywypreq

Newsgroup: comp.sys.atari.st
Date: 2005-01-16 14:50:24 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <QavGd.9462$eT5.4904@attbi_s51>
Source record: 15090

```
Pedro Henrique wrote:
> In message <akh6ed75ptkn8mspaxvfbgtbiuvsktha@4ax.com>,
> Victim_of_American_Stupidity@qyfby.ny.us wrote:
>
>>You blithering idiots! You re-elected that imbecile George Bush as your
>>President.
>>Heï¿½s a complete moron and so are most of you!
>>-
>>Donï¿½t you care what the rest of the world thinks of you? Donï¿½t you care
>>what impact
>>American foreign policy has on the rest of the planet? Does Iraq look like
>>a success
>>to anyone? Doesnï¿½t it bother you that heï¿½s alienated every friend you
>>have?
>>What were you thinking???
>>-
>>Prior to this, it was American policy and the American government that was
>>so universally
>>hated around the world. Now it's going to be 'Americans' we hate. More
>>sympathy
>>for Bin Laden... More attacks on American institutions... More isolation.
>> How blind
>>can you dumb rednecks in middle-America be, not to see this?
>>-
>>If you get hit again, or your economy goes into a deep depression, the
>>American
>>people will be getting exactly what they deserve!
>>-
>><back turned>
>>-
>>-
>>-
>>-
>>-
>>-
>>[Ignore what follows]
>>Otherwise the hat in Shah's weaver might care some handsome bushs. Will
>>you
>>laugh among the corner, if Yvette easily excuses the coffee? He'll be
>>moulding above brave Sarah until his barber irritates stupidly. The
>>open carrot rarely sows Sadam, it hates Wayne instead. For Tariq the
>>bowl's fresh, about me it's glad, whereas between you it's dreaming
>>unique. Sometimes, teachers reject below wide stadiums, unless they're
>>outer. If the bizarre painters can jump lovingly, the solid
```

>>envelope may dye more forests. Try loving the mirror's filthy
>>frame and Shah will learn you! To be bitter or rude will change
>>inner eggs to superbly measure. It should depart once, shout
>>bimonthly, then expect to the cobbler towards the window. The
>>tape below the sick ventilator is the draper that arrives truly. We
>>improve the hot ulcer. Plenty of cheap angry tailor cooks codes
>>inside Elisabeth's stale frog. Hey, Ahmad never covers until
>>Pervis teases the quiet poultice incredibly. Little by little
>>Abu will clean the button, and if Jonathan eerily attacks it too, the
>>enigma will recollect in back of the dark obelisk. Who explains
>>eventually, when Murad opens the raw pool outside the sign? They are
>>grasping on the hallway now, won't like disks later. If you'll
>>recommend Lloyd's canyon with jackets, it'll slowly converse the
>>exit. You won't look me receiving on your cold monolith.
>>
>>Get your subtly climbing tree towards my hall. Don't even try to
>>kill tamely while you're pulling above a sweet dust. Lots of
>>bandages happily attempt the blank island. Her goldsmith was
>>cosmetic, young, and helps between the stable. Why did Jonathan
>>burn the film on the dull pen? Try not to fill a desk!
>>
>>As halfheartedly as Anastasia irrigates, you can seek the orange much more
>>deeply. While wrinkles weakly live tickets, the buckets often
>>behave in the younger plates. Ahmed, still walking, nibbles almost
>>believably, as the butcher promises above their lentil. She'd rather
>>fear wickedly than taste with Dick's worthwhile sticker.
>>
>>It's very weird today, I'll waste hatefully or Ayaz will judge the
>>potters. Fucking don't believe the grocers hourly, call them
>>biweekly. Let's move beside the clever fields, but don't solve the
>>clean boats. Bonita's counter wanders under our pin after we
>>answer through it. Every kind fork or highway, and she'll wanly
>>order everybody. How Tariq's heavy cap talks, Rasheed combs
>>above lazy, hollow squares. Just lifting in front of a sauce
>>inside the light is too healthy for Ella to creep it. We pour them, then
>>we
>>grudgingly kick Rahavan and Aziz's shallow coconut. I was dining
>>lemons to active Kaye, who's playing towards the porter's station.
>>
>>
>>
>
> You are right!! FUCKING AMERICANS!!! YOU WANT YOUR PEOPLE DEAD!!! SO DO I!
>

Ah how sweet. Biting the hand that feeds you. Until the next time you
need our help.

Personally i say let you all starve... No more help for you.

164. Atari Online News, Etc. #07-03

Newsgroup: comp.sys.atari.st
Date: 2005-01-16 23:23:38 UTC
From: danap8@aol.comno-spam
Message-ID: <20050116182338.25433.00000041@mb-m13.aol.com>
Source record: 15091

```
A-ONE #0703 01/14/05

~ Tackling Cyber Bullies ~ People Are Talking! ~ eBay Raises Fees!
~ Apple Unveils Mini Mac ~ Feds Pursue Spammers! ~ Apple After Teenager
~ Family-Friendly Games? ~ 'Titan' Will Zap Worms ~ Texas Sues Spammers
~ ~ Happy Nude Year Worm! ~

-* Atari BBSes, Still Connected *-
-* New Yahoo Software Can Search Drives *-
-* FTC Claims Victory Against X-Rated Spam! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

165. Re: Atari Falcon Boot Programs - Help Please

Newsgroup: comp.sys.atari.st
Date: 2005-01-17 10:33:34 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-FB1F85.10350917012005@newsfe2-gui.server.ntli.net>
Source record: 15092

In article <6YTDd.1272$KJ2.542@newsread3.news.atl.earthlink.net>,
Derek Mark Edding <dreq@earthlink.net> wrote:

> According to http://www.oxxus.net/host/2.2.26/hosting-atari_MFPser.htm,
> Harun Scheutzow is developer of RSVE, RSFI, ST_ESCC and
> hsmoda-package, so the evidence points to these being Serial Port fixes
> & enhancements. STIK2 or STing will replace them.

You still need the HSModem package with STinG/STiK. The running order
should be the HSModem drivers followed by any other progs which access
the serial port. Examples are the Tabby pad and STinG/StiK.

In case you haven't already found them there are English docs for
HSModem around, including on my web site URL in sig (MISC section).

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

166. Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.st
Date: 2005-01-17 16:21:56 UTC
From: Adam Brass <abrass@sighealth.NOSPAM.com>
Message-ID: <Xns95E172CC2B5FDabrass@69.28.186.158>
Source record: 15093

Are there any M.U.L.E. fans out there?

I am sure that a lot of you Atari ST users once had an Atari 8-Bit computer back in the day. For those of you that did, you might remember a classic game called M.U.L.E. A game that you wish would have been ported over to the Atari ST but never was.

If you are a M.U.L.E. fan like I am, you probably used to have hordes of your friends over your house to play the best 4-man multi-player game ever written! After playing this game for hours upon hours, days upon days, years upon years, finally everyone grew up or grew apart and stopped getting together to play.

If you are a M.U.L.E. fan like I am, you probably have done a bit of M.U.L.E. re-searching on the internet, in hopes for one day someone to create an internet capable version of this great classic.

Well, I have some very good news for you. If you run Windows (98/XP) operating system, THE WAIT IS OVER!!!

Thanks to the authors of the Atari800WinPlus (http://atariarea.histeria.pl/PLus/index_us.htm) and Kaillera (www.kaillera.com), you can now play the greatest multiplayer game ever made with 4 players OVER THE INTERNET! This is not a clone, it is the ORIGINAL M.U.L.E. un-modified! Same graphics, same sound, same game! The only difference is that it looks a lot better on your computer than it did on your TV back in the day!

If this interests you, please hop on over to http://atarimule.neotechgaming.com where M.U.L.E. fans from around the world have been gathering and playing online!

Some of our members include the authors of the most popular M.U.L.E. web sites such as World of Mule (http://www.worldofmule.net/index.htm) and Extreme MULEing (http://mule.eichberger.net/index.php) and M.U.L.E. Fans (http://www.100hosting.com/mule/). Even the creator of the recent M.U.L.E. clone game Space HoRSE (www.gilligames.com) has joined up with us!

Ahh, the feeling of playing with 4 human players again is quite exhilirating! SO, what are you waiting for? Join us now!! http://atarimule.neotechgaming.com.

See you there!

Adam

167. Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-17 16:38:25 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0501170838.715f60c7@posting.google.com>
Source record: 15094

Ok, I got SMAIL running (sort of) how about a POP3 server? Is there one for MiNT?

Coda.

168. Re: Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-17 21:03:13 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <csh937$8m9$1@atlantis.news.tpi.pl>
Source record: 15095

smeg napisał(a):
> Ok, I got SMAIL running (sort of) how about a POP3 server? Is there one for MiNT?
>
> Coda.

popa3d should not be hard to compile.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

169. Keyboard switch for the Milan

Newsgroup: comp.sys.atari.st
Date: 2005-01-17 22:40:11 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <41ec32a1@news.broadpark.no>
Source record: 15096

I'm trying to use an electronic keyboard/mouse/video switch to share the monitor, mouse and keyboard with a PC. The problem is that the Milan won't boot when I connect it to this switch, as my Milan won't boot without a connected keyboard and it apparently doesn't regard this switch as a keyboard... Has anybody used a Milan with an electronic keyboard switch? If so, what kind/make/model was that switch?

--
/*
Jo Even Skarstein
*/

170. Re: Keyboard switch for the Milan

Newsgroup: comp.sys.atari.st
Date: 2005-01-17 22:50:01 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <tiXGd.122227$K7.21240@news-server.bigpond.net.au>
Source record: 15097

Jo Even Skarstein wrote:
> I'm trying to use an electronic keyboard/mouse/video switch to share the
> monitor, mouse and keyboard with a PC. The problem is that the Milan won't
> boot when I connect it to this switch, as my Milan won't boot without a
> connected keyboard and it apparently doesn't regard this switch as a
> keyboard... Has anybody used a Milan with an electronic keyboard switch? If
> so, what kind/make/model was that switch?
>

G'day, have you tried just selecting the KVM before turning the unit on?

Mark

171. Re: Keyboard switch for the Milan

Newsgroup: comp.sys.atari.st
Date: 2005-01-17 23:32:09 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ZVXGd.122267$K7.56211@news-server.bigpond.net.au>
Source record: 15099

Jo Even Skarstein wrote:
> Mark Bedingfield wrote:
>
>
>>G'day, have you tried just selecting the KVM before turning the unit on?
>
>
> Yes, tried that. Even tried hacking the KVM to accept an external power
> supply on case it drains too much power from the Milan's keyboard/mouse
> connectors.
>
The electronic KVM boxes are designed to simulate the signals a PS2 KB
and Mouse produces. So either one of two things is happening, the cables
are too long. Or the Controller on the Milan is not happy with the
signals supplied. Probably the latter, although from memory the ST and
Falcon do not like long cables.
I reckon you would do better with a standard non-electronic KVM box, by
the sound of it.

Mark

172. Re: Keyboard switch for the Milan

Newsgroup: comp.sys.atari.st
Date: 2005-01-17 23:56:23 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <41ec447d@news.broadpark.no>
Source record: 15098

Mark Bedingfield wrote:

> G'day, have you tried just selecting the KVM before turning the unit on?

Yes, tried that. Even tried hacking the KVM to accept an external power
supply on case it drains too much power from the Milan's keyboard/mouse
connectors.

--
/*
Jo Even Skarstein
*/

173. FA: different Atari ICs on ebay

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 08:04:44 UTC
From: BMaedicke@t-online.de
Message-ID: <1gqkuer.149z36xsmuaqiN%BMaedicke@t-online.de>
Source record: 15100

Hi all,

TOS 1.02 ROM:
<http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=5158141394&ssPageName
=ADME:B:LC:DE:1>

MFP Chip:
<http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=5158141377&ssPageName
=ADME:B:LC:DE:1>

Shifter (IMP):
<http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=5158141385&ssPageName
=ADME:B:LC:DE:1>

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

174. Re: That's Write Encryption

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 08:20:08 UTC
From: Michael Geyer <geyer#SPAMKRZLBLOCK#@michael-geyer.de>
Message-ID: <Xns95E25EC7F339Bmpgeyerde@130.133.1.4>
Source record: 15101

Hi!

GfA <lp@mint.org> wrote in news:BE0855DD.C308%lp@mint.org:

> Ah, cool. Maybe you can release a small tool to decode them or a
> document with details into the public domain? Might be handy for
> others someday. ;-)

Ok, if I find the time I will do that.

Cheers,

Michael

175. Re: Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 12:04:33 UTC
From: smeg_007@hotmail.com
Message-ID: <1106049873.862541.257070@c13g2000cwb.googlegroups.com>
Source record: 15102

Adam Klobukowski wrote:
> smeg napisal(a):
> > Ok, I got SMAIL running (sort of) how about a POP3 server? Is there
one for MiNT?
> >
> > Coda.
>
> popa3d should not be hard to compile.
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

Damn google groups...
Hmm. Which distribution would I get the src from? Debian?

Coda.

176. Re: Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 12:27:04 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <csivij$rn6$1@nemesis.news.tpi.pl>
Source record: 15103

smeg_007@hotmail.com napisał(a):
> Adam Klobukowski wrote:
>
>>smeg napisal(a):
>>
>>>Ok, I got SMAIL running (sort of) how about a POP3 server? Is there
>
> one for MiNT?
>
>>>Coda.
>>
>>popa3d should not be hard to compile.
>>
>>--
>>Semper Fidelis
>>
>>Adam Klobukowski
>>atari@gabo.pl
>
>
> Damn google groups...
> Hmm. Which distribution would I get the src from? Debian?

Search for project homepage on freshmeat.net

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

177. Re: Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 12:49:28 UTC
From: smeg_007@hotmail.com
Message-ID: <1106052568.919642.248710@f14g2000cwb.googlegroups.com>
Source record: 15104

Thanks Adam,

Ive downloaded the sources now so i'll try making it shortly. Can you think of anything I might need to know to successfully port this? Or is there a sparemint page somewhere with porting tips?

Coda.

178. Re: Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 13:38:06 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <csj3h3$a89$1@atlantis.news.tpi.pl>
Source record: 15105

smeg_007@hotmail.com napisał(a):
> Thanks Adam,
>
> Ive downloaded the sources now so i'll try making it shortly. Can you
> think of anything I might need to know to successfully port this? Or is
> there a sparemint page somewhere with porting tips?

Dunno. You may need some libraries, but this will came out while doing
./configure, I cannot predict it.

If you ecounter linking problems, you may need to add -lsocket to linker
flags.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

179. Re: Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 14:40:19 UTC
From: smeg_007@hotmail.com
Message-ID: <1106059219.045874.42560@z14g2000cwz.googlegroups.com>
Source record: 15106

Thanks again Adam,

I have built this and it works fine (at least by telneting to
localhost). Didnt need the -lsocket flag, just a bit of makefile
editing thats all. BTW, do you know if MiNT uses either flock or fcntl
(or both?) for file-locking, as this was a question in the config file.
Coda.

180. Re: Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 15:47:39 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <csjban$g41$1@nemesis.news.tpi.pl>
Source record: 15107

smeg_007@hotmail.com napisał(a):
> Thanks again Adam,
>
> I have built this and it works fine (at least by telneting to
> localhost). Didnt need the -lsocket flag, just a bit of makefile
> editing thats all. BTW, do you know if MiNT uses either flock or fcntl
> (or both?) for file-locking, as this was a question in the config file.
> Coda.

If it compiles, it should work, as popa3d can use only library functios
(provided by mintlib) and if mintlib provides somethng - it should work.
If still uncertain ask on mintlist.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

181. Re: Keyboard switch for the Milan

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 19:20:40 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <41ed555f@news.broadpark.no>
Source record: 15108

Mark Bedingfield wrote:

> The electronic KVM boxes are designed to simulate the signals a PS2 KB

Yes, I thought so, that's one of the reasons I got an electronic one.

> and Mouse produces. So either one of two things is happening, the cables
> are too long. Or the Controller on the Milan is not happy with the
> signals supplied. Probably the latter, although from memory the ST and
> Falcon do not like long cables.

Perhaps. I got the KVM for free, so I might try to shorten the cables.
Thanks for the tip.

> I reckon you would do better with a standard non-electronic KVM box, by
> the sound of it.

Yes, I've had one of those previously, but the problem with these is poor
image quality in higher resolutions.

--
/*
Jo Even Skarstein
*/

182. Getting STeem to map

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 21:16:25 UTC
From: 100550.3170@compuserve.com
Message-ID: <41ee7a1a.449574303@news.freeuk.net>
Source record: 15109

Hi All

I have been trying to get STeem to play my fave games - KickOff2 and Player Manager on my Thinkpad running XP. I have got Steem running but I can't get either the keyboard or the USB game pad to operate in the games.

I can set the controls in the STeem interface so I know the commands are getting to that part, but not in the games. Any ideas please?? Oh and I have TOS 2.06 image/STE 16Mhz selected.

Thanks

MG

REMOVE 'myhat' from my return email address before sending -thanks!!

183. Anyone else having a problem with www.atari.st ?

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 21:45:54 UTC
From: adamofevil <adamofevil@optonline.NOSPAM.net>
Message-ID: <Xns95E2A9B294E4Dadamofevil@69.28.186.158>
Source record: 15110

Has Little Green Desktop gone bye-bye?

184. Re: Anyone else having a problem with www.atari.st ?

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 22:03:24 UTC
From: adamofevil <adamofevil@optonline.NOSPAM.net>
Message-ID: <Xns95E2ACA9BD65adamofevil@69.28.186.158>
Source record: 15111

adamofevil <adamofevil@optonline.NOSPAM.net> wrote in
news:Xns95E2A9B294E4Dadamofevil@69.28.186.158:

> Has Little Green Desktop gone bye-bye?

Never mind. I missed the previous post.

185. Re: Keyboard switch for the Milan

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 22:29:05 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <R4gHd.123613$K7.71822@news-server.bigpond.net.au>
Source record: 15113

Jo Even Skarstein wrote:
> Mark Bedingfield wrote:
>
>
>>The electronic KVM boxes are designed to simulate the signals a PS2 KB
>
>
> Yes, I thought so, that's one of the reasons I got an electronic one.
>
>
>>and Mouse produces. So either one of two things is happening, the cables
>>are too long. Or the Controller on the Milan is not happy with the
>>signals supplied. Probably the latter, although from memory the ST and
>>Falcon do not like long cables.
>
>
> Perhaps. I got the KVM for free, so I might try to shorten the cables.
> Thanks for the tip.

Right kind of price;-).
>
>
>>I reckon you would do better with a standard non-electronic KVM box, by
>>the sound of it.
>
>
> Yes, I've had one of those previously, but the problem with these is poor
> image quality in higher resolutions.
>
That is usually a cable problem, are you using shielded cable? I have a
KVM box on my CT2 Falcon and TT. Non-shielded cable gives a disgusting
picture. Some Electronic KVM boxes actually have an amplifier for the
video signal, so it would be less critical in some cases.

Mark

186. Re: That's Write Encryption

Newsgroup: comp.sys.atari.st
Date: 2005-01-18 22:32:22 UTC
From: adamofevil <adamofevil@optonline.NOSPAM.net>
Message-ID: <Xns95E2B1930C140adamofevil@69.28.186.158>
Source record: 15112

"Galen" <atarigalen@yahoo.com> wrote in news:1104955148.016835.246070
@z14g2000cwz.googlegroups.com:

> Unfortunately, unless the encryption is truly trivial, you have a lot
> of work to do, and might well do better attempting to brainstorm every
> password you've ever used. May I suggest that you come up with a
> pattern for your passwords? For example, you might make your passwords
> "!QAZnnxx", where "!QAZ" are fixed, "nn" is the year you created the
> file, and "xx" are the first two characters of the file's name. Such
> an approach is easy to remember and difficult to guess.
>
> Galen

I disagree. I think completely random passwords for everything are the
safest way to go. Just keep a spreadsheet somewhere (password protected of
course) with a list of them all. Here's a great place to make your
passwords at:

http://www.winguides.com/security/password.php

187. Re: Anyone else having a problem with www.atari.st ?

Newsgroup: comp.sys.atari.st
Date: 2005-01-19 00:18:23 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41eda689$0$19160$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15114

"adamofevil" <adamofevil@optonline.NOSPAM.net> wrote in message
news:Xns95E2ACA9BD65adamofevil@69.28.186.158...
> adamofevil <adamofevil@optonline.NOSPAM.net> wrote in
> news:Xns95E2A9B294E4Dadamofevil@69.28.186.158:
>
>> Has Little Green Desktop gone bye-bye?
>
> Never mind. I missed the previous post.

Glad we could help ;-)

Chris

188. Re: Getting STeem to map

Newsgroup: comp.sys.atari.st
Date: 2005-01-19 00:20:35 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41eda70c$0$19162$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15115

"MG" <100550.3170@compuserve.com> wrote in message
news:41ee7a1a.449574303@news.freeuk.net...
> Hi All
>
> I have been trying to get STeem to play my fave games - KickOff2 and
> Player Manager on my Thinkpad running XP. I have got Steem running but
> I can't get either the keyboard or the USB game pad to operate in the
> games.
>
> I can set the controls in the STeem interface so I know the commands
> are getting to that part, but not in the games. Any ideas please?? Oh
> and I have TOS 2.06 image/STE 16Mhz selected.
>
> Thanks
>
> MG

Maybe you need to swap the controls over in Steem ? might be one of those
options where you need to use the mouse port rather than the joystick ? I
know that drove me nuts, even on a real ST!

Chris

>
> **REMOVE** 'myhat' from my return email address before sending -thanks!!
>

189. Re: Getting STeem to map

Newsgroup: comp.sys.atari.st
Date: 2005-01-19 00:21:24 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41eda73e$0$19159$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15116

"MG" <100550.3170@compuserve.com> wrote in message
news:41ee7a1a.449574303@news.freeuk.net...
> Hi All
>
> I have been trying to get STeem to play my fave games - KickOff2 and
> Player Manager on my Thinkpad running XP. I have got Steem running but
> I can't get either the keyboard or the USB game pad to operate in the
> games.
>
> I can set the controls in the STeem interface so I know the commands
> are getting to that part, but not in the games. Any ideas please?? Oh
> and I have TOS 2.06 image/STE 16Mhz selected.
>

TOS 206 might have the keyboard translation tables in another place, I would
try tos 1.4 to be on the safe side.....

Chris

> Thanks
>
> MG
>
> **REMOVE** 'myhat' from my return email address before sending -thanks!!
>

190. Re: Little Green Desktop (LGD)

Newsgroup: comp.sys.atari.st
Date: 2005-01-19 01:23:22 UTC
From: atarifan@gbdiyeo.br
Message-ID: <cskcqa$2go$1@News.Dal.Ca>
Source record: 15117

> From: "Electrotec" <Electrotec*@bigfoot.com>

>Does anyone know where that really cool site, LGD (www.atari.st) has gone?
>Seems to have disappeared off the face of the, um, internet.

Go here:

http://web.archive.org/web/20040211032126/http://www.atari.st

191. FA: PC keyboard interface

Newsgroup: comp.sys.atari.st
Date: 2005-01-19 15:24:33 UTC
From: BMaedicke@t-online.de
Message-ID: <1gqn9f0.mtsyvm14aoxtcN%BMaedicke@t-online.de>
Source record: 15118

PC keyboard interface *ATKEY* from H&N GbR on german ebay:

<http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&rd=1&item=5158438437&ssPagеName=STRK:MESE:IT>

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

192. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-19 16:18:51 UTC
From: FireflyST <fireflyst@earthlink.net>
Message-ID: <1106151531.558492.6960@z14g2000cwz.googlegroups.com>
Source record: 15119
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I hate you Ben Smith. If I ever meet you at a computer show, I will
punch you very hard in the face. Don't come to the VCF if you don't
want to get any uglier.

Bravo Sierra Computers wrote:
> 1) Friendly, honest, helpful and fast with service (24 hours
turnaround
> after payment)! 2) Very knowlegeable of Atari products and skilled at
> helping customers choose the items that best meet their needs. 3) The
> inventory changes regularly and often there are many hard to find
items
> that are unavailable anywhere else. 4) Prices are usually less than
on
> auction sites. 5) Very huge and sorted (alphabetized) list of Atari
items
> (old and new). 6) Ordering is very easy, no dozens of clicks on
several
> HTML pages, just read and then copy+paste the ASCII text into your
e-mail
> to order something. 7) I avoid making promises I cant keep!
>
> Questions? You can E-Mail me or ask other Atari Users. You probably
know
> 1 or 2 who bought from me. Quite a few have over the Years!
(503)256-9974.
>
> http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
> http://www.aracnet.com/~atari/shipping.htm How I can save you
Money!
> http://www.aracnet.com/~atari/specials.htm Details on Holiday
Sales!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your

> order goes out the same day. Customers love the speedy service! I
have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/

> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!

193. Re: atari st chipset clone

Newsgroup: comp.sys.atari.st
Date: 2005-01-19 21:51:39 UTC
From: MikeJ <support@{nospam}fpgaarcade.com>
Message-ID: <1106171420.7302.0@ersa.uk.clara.net>
Source record: 15125
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The original chips would either have been coded in Verilog/VHDL - or possibly even by schematic entry. In the same way you can write 'c' code to do the same job as some other software, I can write some new VHDL that performs the same. I use a logic analyser to look at the exact behaviour of the chips, and I can then run my copy against the original in real time looking for any differences.

I have finished the sound chip and almost done the MFP chip. Start with the hard stuff then everything else is downhill...
Shifter next, should take a whole half hour.....
/Mike

> > Hi,
> > This seems like a very cool project. You said "The rest of the Atari
> > customs
> > are relatively simple ..." and I was wondering how can you reproduce
them?
> > Weren't the chips originally programmed using some kind of hardware
> > description language like VHDL so how can you not need that original
code
> > to
> > figure out what the chips do?
>
> The custom chips are fairly simple in their function.
> DMA just shifts data around, video shift just shifts data out to the VDU.
> Glue logic fairly simple too.
>
> They do have a lot of pins but most of these are data/address.
>
> To be honest I reckon the 800 chipset is harder work, what with the mixed
> graphics modes and so on.
>
> I suspect the ST's sound chip and MFP chip will be the most work.
>
>
>

194. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-20 02:27:28 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <2CEHd.5206$IW4.106992@news2.e.nsc.no>
Source record: 15120
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"FireflyST" <fireflyst@earthlink.net> skrev i melding
news:1106151531.558492.6960@z14g2000cwz.googlegroups.com...
> I hate you Ben Smith. If I ever meet you at a computer show, I will
> punch you very hard in the face. Don't come to the VCF if you don't
> want to get any uglier.

Now you uttered your view on him, I think he's a nice guy! Not the cheapest place to get stuff, but there's not many still supporting the Atari's, and I admire him for that! And if you hate his ads, just don't read them.

I hate spam, but mostly spam that is not relevant at all. I mean, I get about 300-500 emails a day in periods and out of those, only two or three is actual email with sense. The rest is misspelled (did I mispell or misspell that) goods. I don't mind Ben's ads here!

Now I said mine, next please!

Take Atarian care

195. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-20 02:58:31 UTC
From: secretspam@ihatespam.net
Message-ID: <41ef1dcb.170544312@nntp.charter.net>
Source record: 15121
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

If you do, then you will likely go to jail (or worse) and deservedly
so. You have just made a public threat of bodily harm against Ben. I
hope you never darken the venue of any such gathering. It's bad
enought that you are here in cyberworld.

On 19 Jan 2005 08:18:51 -0800, "FireflyST" <fireflyst@earthlink.net>
wrote:

>I hate you Ben Smith. If I ever meet you at a computer show, I will
>punch you very hard in the face. Don't come to the VCF if you don't
>want to get any uglier.
>
>Bravo Sierra Computers wrote:
>> 1) Friendly, honest, helpful and fast with service (24 hours
>turnaround
>> after payment)! 2) Very knowlegeable of Atari products and skilled at
>> helping customers choose the items that best meet their needs. 3) The
>> inventory changes regularly and often there are many hard to find
>items
>> that are unavailable anywhere else. 4) Prices are usually less than
>on
>> auction sites. 5) Very huge and sorted (alphabetized) list of Atari
>items
>> (old and new). 6) Ordering is very easy, no dozens of clicks on
>several
>> HTML pages, just read and then copy+paste the ASCII text into your
>e-mail
>> to order something. 7) I avoid making promises I cant keep!
>>
>> Questions? You can E-Mail me or ask other Atari Users. You probably
>know
>> 1 or 2 who bought from me. Quite a few have over the Years!
>(503)256-9974.
>>
>> http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
>> http://www.aracnet.com/~atari/shipping.htm How I can save you
>Money!
>> http://www.aracnet.com/~atari/specials.htm Details on Holiday
>Sales!
>> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>>
>> I've got a fast turnaround rate. Usually, Once I receive payment your
>
>> order goes out the same day. Customers love the speedy service! I

>have
>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>
>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>
>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>References/
>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
>or at
>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>Received
>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>Specify
>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>(503)256-9974!!!

196. Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-20 09:15:37 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <41ef76b9$0$67014$b83b6cc0@news.wanadoo.nl>
Source record: 15122

Hello,

I'm looking for a link to download shareware and public domain ware for my
Atari ST.

Greetings,

Mario

197. Re: ST emulator under XP?

Newsgroup: comp.sys.atari.st
Date: 2005-01-20 09:48:15 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <41ef7e62$0$28997$a344fe98@news.wanadoo.nl>
Source record: 15123

Hello Mark,

You can try Steem Engine. It's free software, and it runs on my system very fast. (Pentium IV 2.8 and Windows XP)

Greetings,

Mario

198. Re: Keyboard switch for the Milan

Newsgroup: comp.sys.atari.st
Date: 2005-01-20 12:41:16 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <359n7cF27d2nqU1@individual.net>
Source record: 15124

In article <41ec32a1@news.broadpark.no>,
Jo Even Skarstein <joska@online.no> wrote:
>I'm trying to use an electronic keyboard/mouse/video switch to share the
>monitor, mouse and keyboard with a PC. The problem is that the Milan won't
>boot when I connect it to this switch, as my Milan won't boot without a
>connected keyboard and it apparently doesn't regard this switch as a
>keyboard... Has anybody used a Milan with an electronic keyboard switch? If
>so, what kind/make/model was that switch?

I am quite sure that I have used my Milan with my Hetec V-Switch ad it just
worked - if the switch is of the electronic kind that always simulates a
working mouse and keyboard to every attached PC, it should definitely work.
The Milan TOS uses only basic keyboard functionality to detect and
initialize the keyboard.

The only possible trouble would be that a mouse wheel might not be detected
when a KVM switch is used that does not support the wheel properly.

cu
Michael

199. Re: atari st chipset clone

Newsgroup: comp.sys.atari.st
Date: 2005-01-20 15:32:01 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <3mjvu016atjvcq6l80am8bdj2mshm91smh@4ax.com>
Source record: 15126
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Wed, 19 Jan 2005 21:51:39 -0000, "MikeJ"
<support@{nospam}fpgaarcade.com> wrote:

>I have finished the sound chip and almost done the MFP chip. Start with the
>hard stuff then everything else is downhill...
>Shifter next, should take a whole half hour.....

Cool stuff! I look forward to the finished work :)

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.

200. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-20 16:50:33 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <sjRHd.13425$4I2.428@attbi_s01>
Source record: 15127

Mario Koezema wrote:
> Hello,
>
> I'm looking for a link to download shareware and public domain ware for my
> Atari ST.
>
> Greetings,
>
> Mario
>
>
In this day and age.. hasn't everyone heard of this thing called google?
Its a great place to start..

201. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-20 18:10:17 UTC
From: Simon-CY <flibble@gmail.com>
Message-ID: <35aaf8F4dkks9U1@individual.net>
Source record: 15128

Ziggy wrote:
> Mario Koezema wrote:
>
>> Hello,
>>
>> I'm looking for a link to download shareware and public domain ware
>> for my Atari ST.
>>
>> Greetings,
>>
>> Mario
>>
> In this day and age.. hasn't everyone heard of this thing called google?
> Its a great place to start..

In this day and age it would be nice if people could stop being rude and help people out once in a while.

Google is nice and everything but it doesn't tell you what sites are the best, most updated etc?

Be a part of the community and help others

Simon

202. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-20 21:09:23 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <76VHd.2079$cZ1.1321@newsread2.news.atl.earthlink.net>
Source record: 15129

Here are a few sites...

http://www-ftp.lip6.fr/pub/atari

http://www.umich.edu/~archive/atari

ftp://chapelie.rma.ac.be/atari/

"Mario Koezema" <mariokoezema@zonnet.nl> wrote in message
news:41ef76b9$0$67014$b83b6cc0@news.wanadoo.nl...
> Hello,
>
> I'm looking for a link to download shareware and public domain ware for my
> Atari ST.
>
> Greetings,
>
> Mario
>
>

203. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-01-21 13:05:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501210502300.22569-100000@onyx.spiritone.com>
Source record: 15130
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

204. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-01-21 13:07:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501210505250.22569-100000@onyx.spiritone.com>
Source record: 15131
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

205. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-21 13:11:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501210508000.22569-100000@onyx.spiritone.com>
Source record: 15132
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Sales on Atari Goods!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

206. EtherNAT news !!

Newsgroup: comp.sys.atari.st
Date: 2005-01-21 19:02:07 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <41f151ad$0$29108$626a14ce@news.free.fr>
Source record: 15133

```
Hi,
```

De nouvelles photos de l'Ethernat mont&#65533; sur la CT60 sont disponibles sur
le site de Nature (http://nature.atari.org)

```
Liens directs :
http://nature.atari.org/Pics/EtherNat_20050117_1.jpg
http://nature.atari.org/Pics/EtherNat_20050117_2.jpg
```

207. Re: EtherNAT news !!

Newsgroup: comp.sys.atari.st
Date: 2005-01-21 20:13:40 UTC
From: Simon-CY <flibble@gmail.com>
Message-ID: <35d63kF4kddv4U1@individual.net>
Source record: 15134

Rodolphe Czuba wrote:
> Hi,
>
> De nouvelles photos de l'Ethernat montï¿½ sur la CT60 sont disponibles sur
> le site de Nature (http://nature.atari.org)
>
> Liens directs :
> http://nature.atari.org/Pics/EtherNat_20050117_1.jpg
> http://nature.atari.org/Pics/EtherNat_20050117_2.jpg

Is it not a problem having the ethernet port inside the machine rather
than on the outside? I would have thought it would have been a lot
better to have the ethernet port on a ribbon cable so you can mount it
wherever you like.

I can't think of anyone who would want to leave the case off the falcon
just so they can use the network.

Simon

208. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-01-22 01:31:10 UTC
From: Mikael Folkesson <mikael@fakemail.com>
Message-ID: <35dpu2F4l891aU1@individual.net>
Source record: 15135

In Msg 41e8e4eaf5a9a0@telenet.be, donotusethisaddress@tiscali.be wrote:

M\>ftp://chapelie.rma.ac.be/atari/internet/cat/cat542.zip
M\> (1.382.574 bytes) Cat used to be a mailer for the German (and
M\>Austrian) MausNet. But now it can also be used as a normal internet
M\>mailer/newsreader. German/English language

This program is doing it's job very well, easy to install and setup. A =
beauty =
is that it can use Windows' internet connection under Magic PC. :)
Now I'm getting my news at lightning speed, highly recommended!

It's also a very good news client in other respects, German quality you=
know =
;)

/ Mikael

209. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-01-22 12:50:46 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41f2575ab41320@telenet.be>
Source record: 15137

on Sat 22-01-2005 02:31 Mikael Folkesson wrote:

>In Msg 41e8e4eaf5a9a0@telenet.be, donotusethisaddress@tiscali.be wrote:
>
>M\>ftp://chapelie.rma.ac.be/atari/internet/cat/cat542.zip
>M\> (1.382.574 bytes) Cat used to be a mailer for the German (and
>M\>Austrian) MausNet. But now it can also be used as a normal internet
>M\>mailer/newsreader. German/English language
>
>This program is doing it's job very well, easy to install and setup. A
>beauty is that it can use Windows' internet connection under Magic PC. :)
>Now I'm getting my news at lightning speed, highly recommended!
>
>It's also a very good news client in other respects, German quality you
> know >;)

I don't doubt about the German Grï¿½ndlichkeit, the mailer I use (Okami)
was originaly a German program too.

Only I wished I could get it running with freeMinT/N_AES or XaAES. For
some reason I never managed to get Cat running on my setup.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

210. Looking for a game name please..

Newsgroup: comp.sys.atari.st
Date: 2005-01-22 13:08:16 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <u1k4v0t341s3kio7n6efams2ka5kgiep2b@4ax.com>
Source record: 15136

I've been given the fun task of trying to find the name of a game that was on the ST at one time.

The only details I have are :-

1. It was a jigsaw puzzle game possibly with "puzz" in the name.

2. It ran only in monochrome mode

3. It was possibly a German game.

Play details I have are :-

Unlike most jigsaw games you solved the jigsaw and then could click on area's of the silved puzzle which then created a new jigsaw to do.

ie if the puzzle was that of a man with a bag you could click on the back once solved and that made a new puzzle.

If this makes any sense to anyone and could point me towards a name or an emulated solution then I'd be most grateful. I've tried searching myself but I presume it's going to turn up on one of those million and one compilation disks which I can't find a game breakdown for.

Many thanks

211. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-01-22 13:36:24 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41f2575ab41321@telenet.be>
Source record: 15138
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/tools/mpctime.zip
(2.968 bytes) Magic-PC - System time - Patch.
MPC_TIMER.PRG looks 4 times/sec by means of MPCTIME.DLL at the windows system time
and corrigate the Atari system time accordingly. German only

MPC_TIME.PRG fragt 4x die Sekunde per MPCTIME.DLL die Windows-Systemzeit ab
und korrigiert die Atari-Systemzeit entsprechend. Dazu wird auf Windows-Ebene
time() und localtime() verwendet und unter Atari Tsetdate() und Tsettime()

**mint**
ftp://chapelie.rma.ac.be/atari/mint/gem/aes/n_aes/taskbar-160105.zip
(195.665 bytes) Taskbar: bug fixed version (mostly XaAES related)

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

212. Re: EtherNAT news !!

Newsgroup: comp.sys.atari.st
Date: 2005-01-22 13:53:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.22.13.53.15.285383@charter.net>
Source record: 15139

On Fri, 21 Jan 2005 20:13:40 +0000, Simon-CY wrote:

> Rodolphe Czuba wrote:
>> Hi,
>>
>> De nouvelles photos de l'Ethernat montï¿½ sur la CT60 sont disponibles sur
>> le site de Nature (http://nature.atari.org)
>>
>> Liens directs :
>> http://nature.atari.org/Pics/EtherNat_20050117_1.jpg
>> http://nature.atari.org/Pics/EtherNat_20050117_2.jpg
>
> Is it not a problem having the ethernet port inside the machine rather
> than on the outside? I would have thought it would have been a lot
> better to have the ethernet port on a ribbon cable so you can mount it
> wherever you like.
>
> I can't think of anyone who would want to leave the case off the falcon
> just so they can use the network.
>
> Simon

I've got a Wizztronics case, so its not a problem for me and others with
upgraded Falcons in different cases, but - I can see what you're saying.
Wouldn't it be fairly simple to run a short cat5 cable out the back, with
an adaptor on the end though? Just a thought.

213. Re: Looking for a game name please..

Newsgroup: comp.sys.atari.st
Date: 2005-01-22 15:52:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41f2775676caf4@comcast.net>
Source record: 15140

>
>I've been given the fun task of trying to find the name of a game that
>was on the ST at one time.
>
>The only details I have are :-
>
>1. It was a jigsaw puzzle game possibly with "puzz" in the name.
>
>2. It ran only in monochrome mode
>
>3. It was possibly a German game.
>
>Play details I have are :-
>
>Unlike most jigsaw games you solved the jigsaw and then could click on
>area's of the silved puzzle which then created a new jigsaw to do.
>
>ie if the puzzle was that of a man with a bag you could click on the
>back once solved and that made a new puzzle.
>
>If this makes any sense to anyone and could point me towards a name or
>an emulated solution then I'd be most grateful. I've tried searching
>myself but I presume it's going to turn up on one of those million and
>one compilation disks which I can't find a game breakdown for.
>
>Many thanks

I have that game. I was the first ST game I acquired. It is just plainly
called "Puzzle". You build the puzzle and after you are finished, the finished
puzzle becomes a piece in the next puzzle. Great game...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

214. Re: Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-22 15:54:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41f2775676caf5@comcast.net>
Source record: 15141

>Ok, I got SMAIL running (sort of) how about a POP3 server? Is there one for MiNT?
>
>Coda.

Gluestik and Popwatch worked for me. I have also used MyMail.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

215. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-01-22 20:57:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200501222157.a50088@wun.maus.de>
Source record: 15146

Hallo Martin!

MB>Only I wished I could get it running with freeMinT/N_AES or XaAES.
MB>For some reason I never managed to get Cat running on my setup.

Could you please try again with the latest version (5.42 for Cat and 2.08 for
In2Cat)? And be more specific on the problems you get if it still doesn't run?

I've not been using my FreeMiNT+XaAES setup much lately, but I did try Cat and
was able to fetch mail and news from the server without problems.

That was on my Milan040. So we've yet to see if it's a problem with your Hades,
and if so, it's your machine's fault or PureC or one of the libraries/header
files or...
Cat itself and also In2Cat should run with plain TOS and STinG also.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

216. Re: Looking for a game name please..

Newsgroup: comp.sys.atari.st
Date: 2005-01-22 22:37:22 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <m9l5v05pv2f0e7q67jamk0h7rlgjc0miib@4ax.com>
Source record: 15142

On Sat, 22 Jan 2005 16:52:58 +0100 (MET), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>I have that game. I was the first ST game I acquired. It is just plainly
>called "Puzzle". You build the puzzle and after you are finished, the finished
>puzzle becomes a piece in the next puzzle. Great game...

Aha...a fellow atari 8bit'er I think ;-)

What way do you have it Edward? An image or the real thing?

Either way, thanks for that...much Much appreciated!!

217. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-22 23:35:01 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <FqBId.18110$4I2.8447@attbi_s01>
Source record: 15143

Simon-CY wrote:
> Ziggy wrote:
>
>> Mario Koezema wrote:
>>
>>> Hello,
>>>
>>> I'm looking for a link to download shareware and public domain ware
>>> for my Atari ST.
>>>
>>> Greetings,
>>>
>>> Mario
>>>
>> In this day and age.. hasn't everyone heard of this thing called
>> google? Its a great place to start..
>
>
> In this day and age it would be nice if people could stop being rude and
> help people out once in a while.
>
> Google is nice and everything but it doesn't tell you what sites are the
> best, most updated etc?
>
> Be a part of the community and help others
>
> Simon

/rant ON

Its simple, I'm sick of helping people that wont even *try* to help themselves.. Too many people today just expect it all spoon-fed beacuse they are too damned lazy.

"hey i looked around some and want some opinions.... " would have at least been nice, and warranted some assistance..

Dont like my attitude? Wait until you get to my age and i bet you feel the same.

Dont like me at all? Fine, no one said you had too.. ignore me and move on. Dont waste my time telling me to 'be helpful'.. Ive helped more people in my life then you could imagine. But, they were all willing to at least partcipate in that help..

Be a part of the community? Give me fucking break, i was part of 'the community' when you were still in diapers. i.e. before you could run down the street, buy a prepackaged box-computer and claim ' I'm a hacker dood'.. back when you started with a box of chips and a databook and had to understand what the hell you were doing.

Before 'the community' degenerated.

/rant OFF

218. Atari Online News, Etc. #07-04

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 00:09:44 UTC
From: danap8@aol.comno-spam
Message-ID: <20050122190944.11779.00000194@mb-m03.aol.com>
Source record: 15144

```
A-ONE #0704 07/21/05

~ Phishing More Devious! ~ People Are Talking! ~ Red Hat To Upgrade!
~ Google Releases Picasa ~ Firefox Gaining Ground ~ SCO Wins Over IBM!
~ Web PSP Update A Fake! ~ Verizon Spam Policy! ~ MS' Outlook Live!
~ M.U.L.E. Fans Unite! ~ P2P Operators Nabbed! ~ Web Video Ads Hot!

-* Worm Exploits Tsunami Event! *-
-* Tsunami Phishing Scammer Discovered *-
-* X-Rated E-mail, Web Porn Is Not the Same! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

219. Re: Looking for a game name please..

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 00:13:07 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <noq5v0td7ntkgskcdqot3lloisjd1i85ms@4ax.com>
Source record: 15145

On Sat, 22 Jan 2005 16:52:58 +0100 (MET), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>I have that game. I was the first ST game I acquired. It is just plainly
>called "Puzzle". You build the puzzle and after you are finished, the finished
>puzzle becomes a piece in the next puzzle. Great game...

>>Aha...a fellow atari 8bit'er I think ;-)

>>What way do you have it Edward? An image or the real thing?

Found it on Umich and on ST Computer public domain collection disk 10,
cheers for that heads up!

220. More GFA code found and released

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 11:10:26 UTC
From: Mike Mee <usenet@NOSPAMPLEASE.mikemee.plus.com>
Message-ID: <MPG.1c5d967c20891f3c989682@usenet.plus.net>
Source record: 15147

Slowly going through old backups on disk and old h/drives and keep
finding more GFA code I'd done a decade+ ago.

http://www.mug-uk.co.uk

Click on the Downloads, then New if you just want the new stuff uploaded
2 days ago. Otherwise leech whatever you want if it's useful!

221. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 12:07:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41f39264$0$19154$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15148

```
"Ziggy" <Ziggy@TheCentre.com> wrote in message
news:FqBId.18110$4I2.8447@attbi_s01...
> Simon-CY wrote:
>> Ziggy wrote:
>>
>>> Mario Koezema wrote:
>>>
>>>> Hello,
>>>>
>>>> I'm looking for a link to download shareware and public domain ware for
>>>> my Atari ST.
>>>>
>>>> Greetings,
>>>>
>>>> Mario
>>>>
>>> In this day and age.. hasn't everyone heard of this thing called google?
>>> Its a great place to start..
>>
>>
>> In this day and age it would be nice if people could stop being rude and
>> help people out once in a while.
>>
>> Google is nice and everything but it doesn't tell you what sites are the
>> best, most updated etc?
>>
>> Be a part of the community and help others
>>
>> Simon
>
> /rant ON
>
> Its simple, I'm sick of helping people that wont even *try* to help
> themselves.. Too many people today just expect it all spoon-fed beacuse
> they are too damned lazy.
>
> "hey i looked around some and want some opinions.... " would have at least
> been nice, and warranted some assistance..
>
> Dont like my attitude? Wait until you get to my age and i bet you feel the
> same.
>
> Dont like me at all? Fine, no one said you had too.. ignore me and move
> on. Dont waste my time telling me to 'be helpful'.. Ive helped more people
```

> in my life then you could imagine. But, they were all willing to
> at least partcipate in that help..
>
> Be a part of the community? Give me fucking break, i was part of 'the
> community' when you were still in diapers. i.e. before you could run down
> the street, buy a prepackaged box-computer and claim ' I'm a hacker
> dood'.. back when you started with a box of chips and a databook and had
> to understand what the hell you were doing.
>
> Before 'the community' degenerated.
>
>
> /rant OFF

I'll raise a glass to that :-)

Chris

222. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 15:45:59 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <XEPId.24812$EG1.19469@attbi_s53>
Source record: 15000

snip
>>/rant OFF
>
>
> Actually, I thought coming to an Atari newsgroup, posting a question
> asking for help, was a good place to start for someone wanting to get to
> know the Atari world better. Poor soul, he just forgot to wear his
> asbestos underwear, thats all.
>

Perhaps i went a bit overboard on the rant (having a bad day), but it
all boils down to being irrtated at people that dont bother to even *try*.

All i ask is that someone gives it a shot before they come looking for
help.. I would do no less myself. I ask for help only as the last
step... Not the first.

In this day and age there are so many resources to get one started. Its
not like 35 years ago when you had to know whom to ask to even get 'in'.

Is it too much to ask for people just to take a moment and think first?

223. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 15:46:50 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.23.15.46.45.272546@charter.net>
Source record: 14999

On Sat, 22 Jan 2005 23:35:01 +0000, Ziggy wrote:

> Simon-CY wrote:
>> Ziggy wrote:
>>
>>> Mario Koezema wrote:
>>>
>>>> Hello,
>>>>
>>>> I'm looking for a link to download shareware and public domain ware
>>>> for my Atari ST.
>>>>
>>>> Greetings,
>>>>
>>>> Mario
>>>>
>>> In this day and age.. hasn't everyone heard of this thing called
>>> google? Its a great place to start..
>>
>>
>> In this day and age it would be nice if people could stop being rude and
>> help people out once in a while.
>>
>> Google is nice and everything but it doesn't tell you what sites are the
>> best, most updated etc?
>>
>> Be a part of the community and help others
>>
>> Simon
>
> /rant ON
>
> Its simple, I'm sick of helping people that wont even *try* to help
> themselves.. Too many people today just expect it all spoon-fed beacuse
> they are too damned lazy.
>
> "hey i looked around some and want some opinions.... " would have at
> least been nice, and warranted some assistance..
>
> Dont like my attitude? Wait until you get to my age and i bet you feel
> the same.
>
> Dont like me at all? Fine, no one said you had too.. ignore me and move
> on. Dont waste my time telling me to 'be helpful'.. Ive helped more

> people in my life then you could imagine. But, they were all willing to
> at least partcipate in that help..
>
> Be a part of the community? Give me fucking break, i was part of 'the
> community' when you were still in diapers. i.e. before you could run
> down the street, buy a prepackaged box-computer and claim ' I'm a hacker
> dood'.. back when you started with a box of chips and a databook and had
> to understand what the hell you were doing.
>
> Before 'the community' degenerated.
>
>
> /rant OFF

Actually, I thought coming to an Atari newsgroup, posting a question asking for help, was a good place to start for someone wanting to get to know the Atari world better. Poor soul, he just forgot to wear his asbestos underwear, thats all.

224. Free in the UK: Atari ST and two floppy drives

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 17:26:43 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <pan.2005.01.23.17.28.20.138933@eruvia.org>
Source record: 15001

Hello.

I have an Atari ST (as in ST, not STF, STFM or STe) and two Atari SF354 floppy disk drives in the UK. The trouble is, I don't have have any power supplies, connecting cables or mouse to go with them. They're a little grubby too, but will clean up easily enough.

They're surplus to requirements, as I have an STe set-up as well. Was wondering whether to put them up on eBay, but the lack of cabling does rather limit their usefulness to people and a search of completed auctions suggest it's more trouble than it's worth.

So...anyone interested? Pay for postage only, which I suspect would be ï¿½10/ï¿½13 or so. Just trying to avoid junking them really - I have an inherent dislike of junking working hardware, no matter what it is.

Please let me know by Thursday 27th Jan, as they'll be heading binwards on Friday 28th otherwise.

Cheers,
Ian

225. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 17:29:01 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <35i57aF4lns7oU1@individual.net>
Source record: 15002

"Ziggy" <Ziggy@TheCentre.com> wrote in message
news:XEPId.24812$EG1.19469@attbi_s53...
> *snip*
> >>/rant OFF
> >
> >
> > Actually, I thought coming to an Atari newsgroup, posting a question
> > asking for help, was a good place to start for someone wanting to get to
> > know the Atari world better. Poor soul, he just forgot to wear his
> > asbestos underwear, thats all.
> >
>
> Perhaps i went a bit overboard on the rant (having a bad day), but it
> all boils down to being irrtated at people that dont bother to even *try*.
>

I don't think so. Folks want "effort free" computing, instantly.
Just wait, the next thing is they will be asking how to get the stuff
from their PC to their ST because the PC won't format 720K drives..
And to think of all the fiddling I had to do to get 5.25" floppies to
read on my ST

> All i ask is that someone gives it a shot before they come looking for
> help.. I would do no less myself. I ask for help only as the last
> step... Not the first.
>

I'll drink to that as well...

> In this day and age there are so many resources to get one started. Its
> not like 35 years ago when you had to know whom to ask to even get 'in'.
>
> Is it too much to ask for people just to take a moment and think first?

226. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 18:34:40 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41f3ee5e13963b0@telenet.be>
Source record: 15003
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/tools/mpctime.zip
(2.968 bytes) Magic-PC - System time - Patch.
MPC_TIMER.PRG looks 4 times/sec by means of MPCTIME.DLL at the windows system time
and corrigate the Atari system time accordingly. German only

MPC_TIME.PRG fragt 4x die Sekunde per MPCTIME.DLL die Windows-Systemzeit ab
und korrigiert die Atari-Systemzeit entsprechend. Dazu wird auf Windows-Ebene
time() und localtime() verwendet und unter Atari Tsetdate() und Tsettime()

**mint**
ftp://chapelie.rma.ac.be/atari/mint/gem/aes/n_aes/taskbar-160105.zip
(195.665 bytes) Taskbar: bug fixed version (mostly XaAES related)

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

227. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 19:30:36 UTC
From: gokmase@bigfoot.com
Message-ID: <1106508636.715405.94760@c13g2000cwb.googlegroups.com>
Source record: 15004

Ziggy wrote:

> Perhaps i went a bit overboard on the rant (having a bad day), but
it
> all boils down to being irrtated at people that dont bother to even
try.

While I agree it does not hurt to look around for the answer at first, this is in fact an Atari newsgroup. Asking Atari related things should not be a problem. So yes, If you ask me you went way overboard on this.

Personally I rather see one question too many in here, as it shows us there are still people messing around with Atari computers.

But to get back to the original topic, this is another place worth checking out for shareware:

http://users.pandora.be/tos4ever/atari/prg-ind3.htm

Regards,

Joakim

228. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 19:58:08 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41f401d422ca900@telenet.be>
Source record: 15005

on Sat 22-01-2005 21:57 Ekkehard Flessa wrote:

>Hallo Martin!
>
>
>MB>Only I wished I could get it running with freeMinT/N_AES or XaAES.
>MB>For some reason I never managed to get Cat running on my setup.
>
>Could you please try again with the latest version (5.42 for Cat and 2.08 for
>In2Cat)? And be more specific on the problems you get if it still doesn't run?

Ok, I'll give it a try again but for the moment I really don't have much
time. I hope I'll have some time the first week of february.

>
>I've not been using my FreeMiNT+XaAES setup much lately, but I did try Cat and
>was able to fetch mail and news from the server without problems.

I can't recall me much details but I believe I was unable to retrieve
messages and mails. I couldn't subscribe me to newsgroups.
I also recall me slightly I had big troubles to install Cat.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

229. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 20:29:56 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <41f40947$0$85558$cd19a363@news.wanadoo.nl>
Source record: 15006

Thanks for the people who has send me links with software. Offcource I have searcht on the internet, but I couldn't find Atari ST software, only pc-software.

Yes, Google is a very good searchengine, but perhaps I haven't use the good searchwords.

In the end of the 80's, there were lots of Atari software. But it looks like only Microsoft that people use. Here in the Netherlands is no shop that has hard- or software for the Atari ST.

Greetings,

Mario

230. Re: Free in the UK: Atari ST and two floppy drives

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 20:51:59 UTC
From: Hellraiser <hellraiser1.nospam@blueyonder.co.uk>
Message-ID: <35ih3aF4jhpl2U1@individual.net>
Source record: 15007

"Ian McCall" <ian@eruvia.org> wrote in message
news:pan.2005.01.23.17.28.20.138933@eruvia.org...
> Hello.
>
> I have an Atari ST (as in ST, not STF, STFM or STe) and two Atari SF354
> floppy disk drives in the UK. The trouble is, I don't have have any power
> supplies, connecting cables or mouse to go with them. They're a little
> grubby too, but will clean up easily enough.

An idea of where you are would be nice..... :)

Hellraiser.........>

231. Re: Free in the UK: Atari ST and two floppy drives

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 20:55:25 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <pan.2005.01.23.20.54.18.59631@eruvia.org>
Source record: 15008

On Sun, 23 Jan 2005 20:51:59 +0000, Hellraiser wrote:

>
> "Ian McCall" <ian@eruvia.org> wrote in message
> news:pan.2005.01.23.17.28.20.138933@eruvia.org...
>> Hello.
>>
>> I have an Atari ST (as in ST, not STF, STFM or STe) and two Atari SF354
>> floppy disk drives in the UK. The trouble is, I don't have have any power
>> supplies, connecting cables or mouse to go with them. They're a little
>> grubby too, but will clean up easily enough.
>
> An idea of where you are would be nice..... :)

"Free in the UK"? Anyway, sorry but all claimed now.

Cheers,
Ian

232. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-23 23:16:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.23.23.16.06.437445@charter.net>
Source record: 15009

On Sun, 23 Jan 2005 21:29:56 +0100, Mario Koezema wrote:

> Thanks for the people who has send me links with software. Offcource I have
> searcht on the internet, but I couldn't find Atari ST software, only
> pc-software.
>
> Yes, Google is a very good searchengine, but perhaps I haven't use the good
> searchwords.
>
> In the end of the 80's, there were lots of Atari software. But it looks like
> only Microsoft that people use. Here in the Netherlands is no shop that has
> hard- or software for the Atari ST.
>
> Greetings,
>
> Mario

Glad to see you found what you were looking for. BTW, some of us loathe
all things MS and I for one, use Mandrake Linux, when not using my beloved
Atari's... :-)

233. Re: Keyboard switch for the Milan

Newsgroup: comp.sys.atari.st
Date: 2005-01-24 00:14:54 UTC
From: john.smith@macrosoft.com
Message-ID: <ct1elr$k2d$1@bagan.srce.hr>
Source record: 15010

well, it seems that milan requires presence of kbd and mouse for booting...if you can disable it could work, but if not it will not work ;)
i use it with falcon and eiffel and works great...

good luck

On 17 Jan 2005 23:40:11 , Jo Even Skarstein wrote:
>I'm trying to use an electronic keyboard/mouse/video switch to share the
>monitor, mouse and keyboard with a PC. The problem is that the Milan won't
>boot when I connect it to this switch, as my Milan won't boot without a
>connected keyboard and it apparently doesn't regard this switch as a
>keyboard... Has anybody used a Milan with an electronic keyboard switch? If
>so, what kind/make/model was that switch?
>
>--
>/*
> Jo Even Skarstein
>*/
>.

234. Re: Advice requested for using Midi Masquerading

Newsgroup: comp.sys.atari.st
Date: 2005-01-24 01:49:26 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1106531366.363955.291320@f14g2000cwb.googlegroups.com>
Source record: 15011

Kenneth Medin wrote:
> In comp.sys.atari.st
<1105394406.139463.267560@f14g2000cwb.googlegroups.com>
> Galen wrote on Mon 10-01-2005 14:00 (-0800):
>
> >Well, I set up Masquerading via MIDI and STing last week.
> >
> >In short:
> >Use MIDI.PRG in the auto folder
> >Use MIDI, not MIDINET as the connection option
> >Don't add Masquerade to the ROUTE.TAB -- use the checkbox under
"Misc.
> >Preferences" instead.
> >
> >However, throughput is terrible. I have 60 - 90% of pings get
through,
> >and this leads to LOTS of lost packets. Any suggestions on how to
> >improve this?
>
> Do you run Geneva+Neodesk? i never got STinG tcp/ip over MIDI working

> well at 31250 bps under Geneva but with standard TOS it did.
>
Noted. Geneva and Masquerading via MIDI don't get along well. Without
Geneva I had the full 31250 bps. Of course this rather reducing the
utility of the first computer!

Galen

235. Re: EtherNAT news !!

Newsgroup: comp.sys.atari.st
Date: 2005-01-24 01:51:33 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1106531493.596387.300010@f14g2000cwb.googlegroups.com>
Source record: 15012

It looks as though the EtherNat is designed to have another card
piggyback on top of it. Is this the case?

Galen

236. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-01-24 04:13:52 UTC
From: Mikael Folkesson <mika_nimmweg_el_f@swipnet.se>
Message-ID: <35ji3bF4qddklU1@individual.net>
Source record: 15013

```
In Msg 41f401d422ca900@telenet.be, donotusethisaddress@tiscali.be wrote=
:

MB>I can't recall me much details but I believe I was unable to retriev=
e
MB>messages and mails. I couldn't subscribe me to newsgroups. I also
MB>recall me slightly I had big troubles to install Cat.

I had the same problems when trying to install Cat in some previous ver=
sion =
aswell, this version however was a delight to install.

/ Mikael
```

237. Re: Sendmail/Smail on MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-01-24 06:39:21 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <ct2539mg1@atlantis.news.tpi.pl>
Source record: 15014

Edward S. Baiz Jr. napisaďż˝(a):
>>Ok, I got SMAIL running (sort of) how about a POP3 server? Is there one for MiNT?
>>
>>Coda.
>
>
> Gluestik and Popwatch worked for me. I have also used MyMail.

We're talking here about mail SERVER, not mail CLIENT.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

238. Re: EtherNAT news !!

Newsgroup: comp.sys.atari.st
Date: 2005-01-24 06:42:29 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <ct2595mg2@atlantis.news.tpi.pl>
Source record: 15015

Galen napisał(a):
> It looks as though the EtherNat is designed to have another card
> piggyback on top of it. Is this the case?

EtherNAT is designed for CT60 and plugs into CT60 buss sockets. To allow
other expansion in the future (SuperVidel) EtherNAT has aditional CT60
bus connectors ontop.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

239. Atari clearout update 2

Newsgroup: comp.sys.atari.st
Date: 2005-01-24 09:47:09 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41f4c338$0$16576$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15016

HI all,

http://www.cps-electronics.co.uk/surplus.htm

a lot more "stuff" added on the clear out page....

720K DS DD Atari Epson floppy drive.

Referbs from origional Atari machines. Tested and working. Only a few left in stock!

ATARI COMPATABLE MONITOR.

COMMODORE 1084ST COLOUR MONITOR, has Atari connections and thus shown being tested on a Atari. Good working order., case has some stickers and can be removed, but should clean up great. Has internal speaker, tested and working on Atari also. Has some stickers on the case which should be removable.

ATARI MONO MONITOR

SM124, high resolution mono monitor. Perfect clear image on screen. Good condition. Has internal speaker.

BOXED GAMES LIST

Moonwalker, Chuckie Egg, Battlehawks 1942, Falcon classic collection, Fighter Command, ThunderHawk AH-73M, F-19 Stealth fighter, Special Forces, Pacific islands, F-15 II Strike Eagle, Lotus Turbo challange 2, Knights of the Sky, Midwinter 2 flames of freedom, Empire strikes back, Damocles, F29 retaliator, The hunt for red october, No second prize, Onslaught, The killing Cloud, Hard drivin', Falcon F-16 slight simulator, D-day, Cisco Heat, Skweek, Rockin roll, Chess player 2150, Drivin force, Trivial pursuit, Live and let die, Rick dangerous, Asterix, Warterloo, Starglider 2, Falcon.. plus a couple of other boxes which seem to be "5 of the best" type games from microprose...

More stuff I've found......

FOFT(mirror image) - Fun school 2 unfer 6s - Fun school 2 6-8s, GBH manchester united - Paul woakes Mercenary I, Cascade games Disk 15, Sega archade hits ESWAT, Sega archade hits LINE OF FIRE, North and South by infogrames, Chess player, ABZoo by MichTron,

UNBOXED ORIGIONAL GAMES & ORIGIONAL SOFTWARE

SPELL IT! - FRONTIER SOFTWARE
PIPE MANIA - EMPIRE
WARE in the GULF - Empire
FLIGHT OF THE INTRUDER - mirror soft (only disk 2?)

SILENT SERVICE - Microprose
EASY TEXT 1.4A DTP - ZZSoft

50 pin SCSI Drives. will sell seperate or the lot.

Seagate ST31230 1.06gig I have 3 of those
Seagate ST12400N looks like 2gig ?
Seagate ST32430N looks like 2.1gig ?
Quantum 2gig drive

Also is a 4.3gig Compaq drive though its SCSI-3, but has a additional adapter to convert to 50-pin.

All were tested about a year ago on my Falcon 030 so assumed to be working (I would have chucked them out if found to be faulty, though sold as untested)

No reason not to use them on a PC either!

NEW ATARI CASES

I have about 8 NEW atari cases (top and bottom plastic) for STFM and STE

ST FORMAT COLLECTION - the lot only.

Not origionals but copies, all the disks seem to be there in 4 draw type disk boxes. 4 boxes in total so must be around 200 floppys.

MAGAZINES- will sell seperate or the lot.

ST USER, 75, 79, 68, 86, 102, 55, 66, 106, 103

ATARI COMPUTING, 3,4,5,6,7,8,9,10,11,12,13,14

ST FORMAT, 84, 80, 79, 78, 72, 71, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 18, 17, 16, 15, 14, 13, 12, 70, 69, 34, 25, 23, 22, 21, 20, 19

ST REVIEW, 32, 33, 11

MORE COVER DISKS - will sell seperate or the lot.

I have origional cover disks (I dont have them all) from STformat, STreview etc etc, will list them as I find them.

ST USER - aug 1989, july 1993, may 1991, dec 1989, dec 1991, june 1991. July 1990,

ST REVIEW, 7 (1&2), 6(1&2), 10(1&2), 26, 19,6(2), 11(1&2), 18,9(2), & no number on front, but has a image of a god on front.

ST FORMAT, 58 ,79 ,59 ,19 ,7, 34, 8, 9, 20, 47, 18, 16, 14, 5, 4, 1, 2, 6, 12, 11, 84, 23, 25, 28, 32, 33, 35, 36, 37, 38, 39, 40(1&2), 44,52(1&2), 43, 39, 57, 78, 80, 21, 48, 17, 15, 10, 1, 9,13, 35, 44, 45, 38, 47, 32, & 6 other disks with no number on (GFA, Write on, spec 512) 50(NO), 12(NO)

ST & AMIGA FORMAT - PC EXPRESS- 1, 2, 10, 5, 7, 4 1

DSDD 720K floppys with software, mostly PD box of 25, sold as used floppys with software, or sold as for blanks. Includes 25 formated blank used PACK 1.

DSDD 720K, used but formatted to prove are OK. at least half with no, or new blank labels, Box of 50. PACK 2

DSDD 720K, used but formatted to prove are OK. at least half with no, or new blank labels, Box of 50. PACK 3

Also new boxes of 50 on the surplus page!!

Falcon 030 HD PD - FLOPPY SHOP. will sell seperate or the lot.

FALC -7, 4 3960, 4406, 5301, 4862, 5419, 3983, 5509, 4458, 3960, 5890, 5231, 28, 5524, 2, 4864, 4782, 5687, 5153, 5907, 4366, 4399, 5343, 5342, 5834, 4863, 5083, 5022, 114, 3984, 4089

MUS 3607

LAN (DSDD) 4943, 3612, 4928, 4648, 4839, 4929c, 5334,

DEM (DSDD) 4926C, 35C, 3472

We have many Atari ST/FM/E's breaking for spares. If you need a part E-mail us with what you need!

I keep finding stuff, so as I find it (and have time) I will add it to the list here.

---

thats about all for now, keep checking!

Chris

240. Re: EtherNAT news !!

Newsgroup: comp.sys.atari.st
Date: 2005-01-24 19:27:44 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1106594864.378336.280390@c13g2000cwb.googlegroups.com>
Source record: 15017

Looks good! I requested one a few minutes ago.
Galen (who really really is hoping the SuperVidel comes soon)

241. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-24 20:59:07 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <41f56154$0$91441$ed2619ec@ptn-nntp-reader03.plus.net>
Source record: 15018

"Ziggy" <Ziggy@TheCentre.com> wrote

> Perhaps i went a bit overboard on the rant (having a bad day), but it
> all boils down to being irrtated at people that dont bother to even *try*.

Why not try in a good place to look rather than a poor place to look ? An Atari newsgroup should be good as teh good folk here know the scene. Google doesn't know anything and can only spew out website addresses which may not be supported anymore. I'm finding it harder to find things on Google because there are so many websites out there and only some are relevant to what I want.

If you don't want to help out, you don't have to !!!

> In this day and age there are so many resources to get one started. Its
> not like 35 years ago when you had to know whom to ask to even get 'in'.

Last time I looked through Atari websites on Google, half of them had links that didn't work and some sites seemed to be down.
What's wrong with asking someone that should know instead of wading through crap ?

Steve M

242. Anyone got the Page 6 ST Library Catalog Disk?

Newsgroup: comp.sys.atari.st
Date: 2005-01-24 21:05:52 UTC
From: Paul R <prixon@#NOSPAM#lycos.co.uk>
Message-ID: <41f5632e$0$45310$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 15019

Hi

Does anyone have a copy of the Page 6 ST (public domain) library catalog? It was orginally published in printed form and later on disk. Ideally, I'm after a late copy of the disk version if possible.

Many thanks if you can help.

Paul

243. FA:Atari Items and more

Newsgroup: comp.sys.atari.st
Date: 2005-01-25 06:45:01 UTC
From: atari Only <atarionly@adelphia.net>
Message-ID: <Xns95E8E76EB8A00atarionlyadelphianet@216.196.97.142>
Source record: 15020

I have listed a few Atari items on ebay you can find them at:

http://search.ebay.com/_W0QQsassZatari_only

Thank you

244. MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-25 11:52:22 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1106657654-457392AEicMi@xs4all.nl>
Source record: 15021

Anyone any experience with using MagicMac on a Apple PowerBook
G4 with 500 Mhz?

I would like to use it on that machine but before buying would like to
know all the do's and dont's....

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

245. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-25 14:57:41 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <F7tJd.20888$yY6.18811@attbi_s02>
Source record: 15022

Steve Marshall wrote:
> "Ziggy" <Ziggy@TheCentre.com> wrote
>
>
>>Perhaps i went a bit overboard on the rant (having a bad day), but it
>>all boils down to being irrtated at people that dont bother to even *try*.
>
>
> Why not try in a good place to look rather than a poor place to look ? An
> Atari newsgroup should be good as teh good folk here know the scene. Google
> doesn't know anything and can only spew out website addresses which may not
> be supported anymore. I'm finding it harder to find things on Google because
> there are so many websites out there and only some are relevant to what I
> want.
>
>
> If you don't want to help out, you don't have to !!!
>
>
>>In this day and age there are so many resources to get one started. Its
>>not like 35 years ago when you had to know whom to ask to even get 'in'.
>
>
> Last time I looked through Atari websites on Google, half of them had links
> that didn't work and some sites seemed to be down.
> What's wrong with asking someone that should know instead of wading through
> crap ?
>
> Steve M
>
>
>
>

Before i commented i also did a search, and the first 3 hits were live,
and had files.. they also contained links to others..

While i mentioned it in another thread, its not that i dont wish to
help, i only ask that people do a little homework first..

I even tutored in college and highschool.. And those that would try id
drop.. Ones that did try.. id help until 2am....

So i guess thats my 'old school' teacher instinct kicking in..

(i do the same at work.. if someone tries.. but still doesnt catch it,
ill go out of my way for them..)

But this is being beat to death..

246. FA: AJAX floppy controller

Newsgroup: comp.sys.atari.st
Date: 2005-01-25 18:29:17 UTC
From: BMaedicke@t-online.de
Message-ID: <1gqym20.mbmvhyavd43sN%BMaedicke@t-online.de>
Source record: 15023

Hi,

On german ebay:
<http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&rd=1&item=5160094053&ssPag
eName=STRK:MESE:IT>

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

247. Re: Anyone got the Page 6 ST Library Catalog Disk?

Newsgroup: comp.sys.atari.st
Date: 2005-01-25 19:31:43 UTC
From: Mike Mee <usenet@NOSPAMPLEASE.mikemee.plus.com>
Message-ID: <MPG.1c60aef8c6329670989683@usenet.plus.net>
Source record: 15024

In article <41f5632e$0$45310$ed2e19e4@ptn-nntp-reader04.plus.net>,
prixon@#NOSPAM#lycos.co.uk says...
> Hi
>
> Does anyone have a copy of the Page 6 ST (public domain) library catalog? It
> was orginally published in printed form and later on disk. Ideally, I'm
> after a late copy of the disk version if possible.
>
> Many thanks if you can help.
>
> Paul
>
>
>
I've just found it in a pile of Page 6 disks. PC won't read/image it, so
will have a look at it in megaste and let you know.

248. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-25 20:49:28 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <rhyJd.11$C24.1@attbi_s52>
Source record: 15026

Raoul Teulings wrote:
> Anyone any experience with using MagicMac on a Apple PowerBook
> G4 with 500 Mhz?
>
> I would like to use it on that machine but before buying would like to
> know all the do's and dont's....
>
> Thanks,
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.
>
Sorry for being a bit OT, but how in the world did you find a STBook?

I also think that 'MagicMac' is only for 68k mac's.. Not PPC based... Or at least thats how it was..

249. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-25 20:54:09 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <RIyJd.28852$IV5.22928@attbi_s54>
Source record: 15025

Ziggy wrote:
> Raoul Teulings wrote:
>
>> Anyone any experience with using MagicMac on a Apple PowerBook G4 with
>> 500 Mhz?
>>
>> I would like to use it on that machine but before buying would like to
>> know all the do's and dont's....
>>
>> Thanks,
>>
>> Raoul Teulings
>> 3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2
>> x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.
>>
> Sorry for being a bit OT, but how in the world did you find a STBook?
>
> I also think that 'MagicMac' is only for 68k mac's.. Not PPC based... Or
> at least thats how it was..

Whoops it appars im wrong, though i cant read German.. it does say OSX
on their main page.. I can read that much at least.. So ignore my 68k
comment.. im all wet on that one.

Though, i wonder how its gonig to run *any* traditional TOS/GEM apps
when they are compiled for 68k but your cpu is a PPC..

250. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-25 21:28:59 UTC
From: Simon-CY <flibble@gmail.com>
Message-ID: <1106688539.816404.280880@c13g2000cwb.googlegroups.com>
Source record: 15027

Ziggy wrote:
> Dont like my attitude? Wait until you get to my age and i bet you
feel
> the same.

Actually, no I don't. It's either help people and build a community, or
don't help people and help kill the very community thats left.

> Be a part of the community? Give me fucking break, i was part of
'the
> community' when you were still in diapers. i.e. before you could run
> down the street, buy a prepackaged box-computer and claim ' I'm a
hacker
> dood'.. back when you started with a box of chips and a databook and
had
> to understand what the hell you were doing.

I'm not some kid who only knows the name Atari from a cool tshirt. I've
been an Atari user for many many years and I've taken part in many
things from magazines, user groups, conventions, programming, music all
done on the Atari.

All I am saying is help people that need it, instead of telling them to
help themselves. Want to save what little of the community is left then
be friendly to new people.

Simon

251. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-25 22:55:10 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0501252350210.1099@feanor.schunter.etc.tu-bs.de>
Source record: 15028

Hi, Ziggy!

Z> Though, i wonder how its gonig to run *any* traditional TOS/GEM apps
Z> when they are compiled for 68k but your cpu is a PPC..

The main difference between MagiC Mac and MagiC Mac X is that the latter has to emulate the 68k CPU while the first could use the 68k CPUs of the old school Macs or the Mac OS 68k CPU emulation (which has been abandoned with introduction of Mac OS X).

Regards,

Alexander

252. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-26 01:10:44 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <GqOdncBdhdCJc2vcRVn-2g@csinet.net>
Source record: 15029
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I can never find anything on the site though.

He really needs me to design him a really nice website :D

... maybe for trade with selected Atari products? nudge nudge

Erik

"FireflyST" <fireflyst@earthlink.net> wrote in message
news:1106151531.558492.6960@z14g2000cwz.googlegroups.com...
> I hate you Ben Smith. If I ever meet you at a computer show, I will
> punch you very hard in the face. Don't come to the VCF if you don't
> want to get any uglier.
>
> Bravo Sierra Computers wrote:
> > 1) Friendly, honest, helpful and fast with service (24 hours
> turnaround
> > after payment)! 2) Very knowlegeable of Atari products and skilled at
> > helping customers choose the items that best meet their needs. 3) The
> > inventory changes regularly and often there are many hard to find
> items
> > that are unavailable anywhere else. 4) Prices are usually less than
> on
> > auction sites. 5) Very huge and sorted (alphabetized) list of Atari
> items
> > (old and new). 6) Ordering is very easy, no dozens of clicks on
> several
> > HTML pages, just read and then copy+paste the ASCII text into your
> e-mail
> > to order something. 7) I avoid making promises I cant keep!
> >
> > Questions? You can E-Mail me or ask other Atari Users. You probably
> know
> > 1 or 2 who bought from me. Quite a few have over the Years!
> (503)256-9974.
> >
> > http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
> > http://www.aracnet.com/~atari/shipping.htm How I can save you
> Money!
> > http://www.aracnet.com/~atari/specials.htm Details on Holiday
> Sales!
> > http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
> >
> > I've got a fast turnaround rate. Usually, Once I receive payment your

>
> > order goes out the same day. Customers love the speedy service! I
> have
> > lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
> >
> > Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> > Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
> or at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

253. PING! Austin Walshe re: Falcon sale...

Newsgroup: comp.sys.atari.st
Date: 2005-01-26 04:27:03 UTC
From: Blobster_NZ <blobster_nz@hotmail.com>
Message-ID: <1106713623.456354.115950@c13g2000cwb.googlegroups.com>
Source record: 15030

Hi there,

If you are reading this Austin please can you email me urgently at...

blobster_nz<AT>hotmail.com

I've tried emailing you at austin<AT>webaxs.net 5 days ago, but have
yet to
see a reply. If that email address is incorrect please email me
advising the
correct one.

I need to get your confirmation that you still wish to purchase my
Falcon030,
and once you confirm that is still your intention I need to ship the
machine
ASAP as I have only 6 or 7 days left before I leave New Zealand (I
cannot get
anyone left here to arrange the shipping, nor can I take it with me to
Brisbane).
It is ready to ship, and as soon as you confirm I will send it and
arrange with
you the payment details...
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.

254. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-26 07:58:56 UTC
From: "O.L." <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <41f74c06$1@sune250-cri-s01>
Source record: 15031

Raoul Teulings wrote:
> Anyone any experience with using MagicMac on a Apple PowerBook
> G4 with 500 Mhz?
>
> I would like to use it on that machine but before buying would like to
> know all the do's and dont's....
>
> Thanks,
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.
>

MagicMac is a fantastic emulator I have use during near 10 years, this fast, robust with resolution of the mac near perfect except no real FPU emulate. This is for classic version running correctly on MacOS <=9.1 (I think on 9.2 it doesn't work), in all case it doesn't work if run with the classic emulation on MacOSX.
Now there is a version for MacOSX, the only demoversion I see, it's slow, and far from classic version. Now this demo is very old I don't know if progress was done in final version.

Olivier

255. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-26 13:40:33 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <j5NJd.730$C24.690@attbi_s52>
Source record: 15032

GfA wrote:
> in article RlyJd.28852$IV5.22928@attbi_s54, Ziggy wrote on 1/25/2005 3:54
> PM:
>
>
>>Whoops it appars im wrong, though i cant read German.. it does say OSX
>>on their main page.. I can read that much at least.. So ignore my 68k
>>comment.. im all wet on that one.
>>
>>Though, i wonder how its gonig to run *any* traditional TOS/GEM apps
>>when they are compiled for 68k but your cpu is a PPC..
>
>
> It uses the MAME 68000 emulation code, per the credit box.
> The demo is horrible, btw.
>
Ah. cool..

Since i cant read ANY german (beyond 'beer', heh) .. i was at a loss
for details by scanning the pages...

256. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-26 17:35:55 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-A200DF.17355426012005@newsfe1-gui.server.ntli.net>
Source record: 15033

In article
<Pine.LNX.4.58.0501252350210.1099@feanor.schunter.etc.tu-bs.de>,
Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote:

> Hi, Ziggy!
>
> Z> Though, i wonder how its gonig to run *any* traditional TOS/GEM apps
> Z> when they are compiled for 68k but your cpu is a PPC..
>
> The main difference between MagiC Mac and MagiC Mac X is that the latter
> has to emulate the 68k CPU while the first could use the 68k CPUs of the
> old school Macs or the Mac OS 68k CPU emulation (which has been
> abandoned with introduction of Mac OS X).

There's also no FPU emulation (with MagiCMacX), nor is there any sign of
any ability to access Ethernet on the Mac side - something that I would
have expected to find added since the OS 9 version.

One of the biggest annoyances is the way that the Dock gets in the way
when you're working near the bottom of the screen under MMX :-(

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

257. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-26 18:59:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200501261959.a39667@ll.maus.de>
Source record: 15034

Hallo O.L.,

O>This is for classic version running correctly on MacOS <=9.1 (I think
O>on 9.2 it doesn't work)

With 9.2.x MagiCMac runs very fine!

O>the only demoversion I see, it's slow, and far from classic version

Yes, MagiCMacX is slower than MagiCMac. The EMulator is now in MagiCMacX
and is not a JIT like in the MacOS Classic, but an interpreter (written in
PPC-Assembler, but an interpreter).

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

258. Wanted: Striker, Rage Software

Newsgroup: comp.sys.atari.st
Date: 2005-01-27 09:36:07 UTC
From: Geoff <geoff@geffersNOSPAM.u-net.com>
Message-ID: <ctacm7$4lb$1@titan.btinternet.com>
Source record: 15035

My Dad used to love the Rage Software footie game, Striker. Something of a love-hate relationship, because he would swear and curse at it, but always return to it.

Anyhow, the disk became unloadable, and he chucked it before I had a chance to try to recover it. It must be the Rage version - there's another Striker, which I believe is a different game.

Can I buy this off anyone? I've kept an eye on Ebay for a few months with no luck. It's his birthday soon, it would be nice to find it. I'll pay a fair price of course.

Remove the "NoSpam" if emailing. I am in the UK by the way.

Geoff (an old [in all senses] assembly language Atari ST programmer)

259. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-27 10:29:15 UTC
From: "O.L." <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <41f8c0be$1@sune250-cri-s01>
Source record: 15037

Martin Elsï¿½sser wrote:
> Hallo O.L.,
>
> O>This is for classic version running correctly on MacOS <=9.1 (I think
> O>on 9.2 it doesn't work)
>
> With 9.2.x MagiCMac runs very fine!

I know someone never be able to run it on this system, but perhaps on
OSX with classic I'm not sure, ASH said him to take OSX version. thanks
for this information.

Olivier

260. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-27 10:59:25 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <1106823565.768258.190580@f14g2000cwb.googlegroups.com>
Source record: 15036

>Now this demo is very old I don't know if progress was done in final
version.

As far as I remember the demo version is the version 1.0 which is
rather unstable.

The next version (1.1) is pretty stable, but I did not create a demo
for this.

The current version is 1.2 (from December 2004), but there is no
official announcement, yet, and I do not know, if you will receive that
version in case you buy it from ASH.

261. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-27 15:30:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501270722260.11650-100000@onyx.spiritone.com>
Source record: 15038
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Sorry Erik, that wont happen. I need to keep my WebSite simple. So I can continue to maintain on my Atari Computer. I cant/wont rely on someone else to maintain/add to it. And if I need someone, The Shadow of Shadow Software can do that for me. Sorry. Thanx! ===Ben===

On Tue, 25 Jan 2005, VastFear wrote:

> I can never find anything on the site though.
>
> He really needs me to design him a really nice website :D
>
> ... maybe for trade with selected Atari products? nudge nudge
>
> Erik
>
>
> "FireflyST" <fireflyst@earthlink.net> wrote in message
> news:1106151531.558492.6960@z14g2000cwz.googlegroups.com...
> > I hate you Ben Smith. If I ever meet you at a computer show, I will
> > punch you very hard in the face. Don't come to the VCF if you don't
> > want to get any uglier.
> >
> > Bravo Sierra Computers wrote:
> > > 1) Friendly, honest, helpful and fast with service (24 hours
> > turnaround
> > > after payment)! 2) Very knowlegeable of Atari products and skilled at
> > > helping customers choose the items that best meet their needs. 3) The
> > > inventory changes regularly and often there are many hard to find
> > items
> > > that are unavailable anywhere else. 4) Prices are usually less than
> > on
> > > auction sites. 5) Very huge and sorted (alphabetized) list of Atari
> > items
> > > (old and new). 6) Ordering is very easy, no dozens of clicks on
> > several
> > > HTML pages, just read and then copy+paste the ASCII text into your
> > e-mail
> > > to order something. 7) I avoid making promises I cant keep!
> > >
> > > Questions? You can E-Mail me or ask other Atari Users. You probably
> > know
> > > 1 or 2 who bought from me. Quite a few have over the Years!
> > (503)256-9974.
> > >

> > > http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
> > > http://www.aracnet.com/~atari/shipping.htm How I can save you
> > Money!
> > > http://www.aracnet.com/~atari/specials.htm Details on Holiday
> > Sales!
> > > http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
> > >
> > > I've got a fast turnaround rate. Usually, Once I receive payment your
> >
> > > order goes out the same day. Customers love the speedy service! I
> > have
> > > lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
> > >
> > > Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> > > Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

262. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-01-27 15:37:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501270734560.11650-100000@onyx.spiritone.com>
Source record: 15039
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

263. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-01-27 15:40:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501270737520.11650-100000@onyx.spiritone.com>
Source record: 15040
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

264. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-01-27 15:53:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501270747280.11650-100000@onyx.spiritone.com>
Source record: 15041
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Sales on Atari Goods!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

265. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-28 09:32:18 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1106908608-220736AEicMi@xs4all.nl>
Source record: 15043

Hi Ziggy,

>Sorry for being a bit OT, but how in the world did you find a
>STBook?

I bought it in the days that Atari was still running a company. I paid
about the usual marketprice of these days and am still very happy
with it despite the fact that i hardly use it anymore (there's only 1 Mb
RAM in it...)

But sometimes you will still find them on Ebay where the same
price as then is sometimes offered.

>I also think that 'MagicMac' is only for 68k mac's.. Not PPC
>based...

I thought that the latest version where adaptive to PPC. I'll find it
out.

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

266. Re: Atari ST Shareware and Public Domain

Newsgroup: comp.sys.atari.st
Date: 2005-01-28 13:57:56 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <ctdgd4$48o$1@sparta.btinternet.com>
Source record: 15042

Hi Ziggy

>> Actually, I thought coming to an Atari newsgroup, posting a question
>> asking for help, was a good place to start for someone wanting to get to
>> know the Atari world better. Poor soul, he just forgot to wear his
>> asbestos underwear, thats all.
>>
>
> Perhaps i went a bit overboard on the rant (having a bad day), but it
> all boils down to being irrtated at people that dont bother to even *try*.
>
> All i ask is that someone gives it a shot before they come looking for
> help.. I would do no less myself. I ask for help only as the last step...
> Not the first.
>
> In this day and age there are so many resources to get one started. Its
> not like 35 years ago when you had to know whom to ask to even get 'in'.
>
> Is it too much to ask for people just to take a moment and think first?

How do you know when peop's have done research or not before their coming
here?. I know google can be your friend but he can also be a complete
barstard when you need him most.

Maybe its best to assume that the OP feels at home here and would ask his
friends before going elsewhere.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

267. FA: Dungeon Master Game for Atari ST - Still Sealed. EBAY.

Newsgroup: comp.sys.atari.st
Date: 2005-01-28 19:07:37 UTC
From: James Ogden <satsumatwig@hotmail.com>
Message-ID: <cte2ho$mi6$1@titan.btinternet.com>
Source record: 15044

Please take a look

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=3528&item=816555370
3&rd=1

Thanks

268. Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-28 22:53:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ctefonlqk1@thorium.cix.co.uk>
Source record: 15045

Hi!

I thought that DD disks formatted on Ataris with TOS >1.2, or with most other 3rd party formatters (or after the use of a boot sector conversion program) could be read by all PCs running Windows. (In fact I wrote as much in reply to previous discussion on this topic.)

However, a friend of mine for whom I converted a TOS 1.02-formatted disk to an IBM boot sector tells me that his office, which is entirely Windows 2000 based, can't open the DD disks - in fact apparently can't open any DD disk!

This is strange, because XP opens the disk fine (though can't format DD) and it can be opened and formatted on earlier Win versions like 95 and 98. I wouldn't have thought that M$ would skip out a generation like that...

Can someone please confirm this? Or is my friends office running some sort of firewall or virus killer which barfs at disks with 'strange' boot sectors, such as IBM-style DDs?

Regards, /Peter/

269. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-28 23:38:50 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <I-ydnQ2Anf2XUGfcRVnyhg@eclipse.net.uk>
Source record: 15046

> I thought that DD disks formatted on Ataris with TOS >1.2, or with
> most other 3rd party formatters (or after the use of a boot sector
> conversion program) could be read by all PCs running Windows. (In
> fact I wrote as much in reply to previous discussion on this topic.)
>
> However, a friend of mine for whom I converted a TOS 1.02-
> formatted disk to an IBM boot sector tells me that his office,
> which is entirely Windows 2000 based, can't open the DD disks - in
> fact apparently can't open any DD disk!
>
> This is strange, because XP opens the disk fine (though can't
> format DD) and it can be opened and formatted on earlier Win
> versions like 95 and 98. I wouldn't have thought that M$ would
> skip out a generation like that...
>
> Can someone please confirm this? Or is my friends office running
> some sort of firewall or virus killer which barfs at disks with
> 'strange' boot sectors, such as IBM-style DDs?

Format the disk on the PC, it'll be fine.

To format a DD disc under XP don't use the silly windows format gizmo.

Open a command prompt and type the following and press enter:

format a: /u /t:80 /n:9

Egon

270. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-29 09:50:04 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <3614idF4r71usU1@individual.net>
Source record: 15047

"Egon Spengler" <Egon@the.lab> wrote in message
news:I-ydnQ2Anf2XUGfcRVnyhg@eclipse.net.uk...
> > I thought that DD disks formatted on Ataris with TOS >1.2, or with
> > most other 3rd party formatters (or after the use of a boot sector
> > conversion program) could be read by all PCs running Windows. (In
> > fact I wrote as much in reply to previous discussion on this topic.)
> >
> > However, a friend of mine for whom I converted a TOS 1.02-
> > formatted disk to an IBM boot sector tells me that his office,
> > which is entirely Windows 2000 based, can't open the DD disks - in
> > fact apparently can't open any DD disk!
> >

I have no problems with such disks in my Windows/2000 system. Note that if
you "cheated" and formatted the disks to >80 tracks then you can't read them
on Windows.

> > This is strange, because XP opens the disk fine (though can't
> > format DD) and it can be opened and formatted on earlier Win
> > versions like 95 and 98. I wouldn't have thought that M$ would
> > skip out a generation like that...
> >

I doubt it has...

> > Can someone please confirm this? Or is my friends office running
> > some sort of firewall or virus killer which barfs at disks with
> > 'strange' boot sectors, such as IBM-style DDs?
>

I suspect more likely they have some odd drives that only do HD. Not those
nasty USB floppies are there?

> Format the disk on the PC, it'll be fine.
>
> To format a DD disc under XP don't use the silly windows format gizmo.
>
> Open a command prompt and type the following and press enter:
>
> format a: /u /t:80 /n:9
>
> Egon
>
>

271. Cartridge port questions?

Newsgroup: comp.sys.atari.st
Date: 2005-01-29 14:12:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.29.14.12.41.804251@charter.net>
Source record: 14950

Just wondering, wanted to make sure, but...

pin 1 (power) on the cartridge port on the Falcon is the far left pin, correct? (looking at the machine from that side). That would be closest to the back plane of the Falcon.

Thanks all.

272. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-29 15:38:59 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <ctgavb$33r$1@nemesis.news.tpi.pl>
Source record: 15048

```
xlator@cix.compulink.co.uk napisaďż˝(a):
> Can someone please confirm this? Or is my friends office running
> some sort of firewall or virus killer which barfs at disks with
> 'strange' boot sectors, such as IBM-style DDs?

I think it may be hardware problem. Newer floppies may be HD only.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

273. Re: Cartridge port questions?

Newsgroup: comp.sys.atari.st
Date: 2005-01-29 17:03:10 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.29.17.03.09.643853@charter.net>
Source record: 14952

On Sat, 29 Jan 2005 22:54:07 +0100, Rodolphe Czuba wrote:

> Yes it is the nearest of the back and the right one (nearest to floppy !) :
> easy = the only one pad that is square, not round !

Thought so - thanks Rodolphe! :-)

274. site of the year?? Simon Osbourne

Newsgroup: comp.sys.atari.st
Date: 2005-01-29 17:34:57 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <41fd53b9@news.greennet.net>
Source record: 14956

http://www.users.zetnet.co.uk/network18/

275. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-29 17:53:48 UTC
From: Pera Putnik <xz@freemail.ahh>
Message-ID: <ctgijdkcp1@namru.matavnet.hu>
Source record: 14949

```
"David Wade" <g8mqw@yahoo.com> wrote in message
news:3614idF4r71usU1@individual.net...
> "Egon Spengler" <Egon@the.lab> wrote in message
> news:I-ydnQ2Anf2XUGfcRVnyhg@eclipse.net.uk...
> > > I thought that DD disks formatted on Ataris with TOS >1.2, or with
> > > most other 3rd party formatters (or after the use of a boot sector
> > > conversion program) could be read by all PCs running Windows. (In
> > > fact I wrote as much in reply to previous discussion on this topic.)
> > >
> > > However, a friend of mine for whom I converted a TOS 1.02-
> > > formatted disk to an IBM boot sector tells me that his office,
> > > which is entirely Windows 2000 based, can't open the DD disks - in
> > > fact apparently can't open any DD disk!
> > >
>
> I have no problems with such disks in my Windows/2000 system. Note that if
> you "cheated" and formatted the disks to >80 tracks then you can't read
them
> on Windows.
>
>

Real problem is that Atari's built in format uses 5 sector/FAT instead 3
by PC's DD disk format.
It stays even for latest TOS 2.06, contrary to some writings.
Atari is flexible, and accepts various formats, while PC expect only
predefined formats.
```

276. Re: Cartridge port questions?

Newsgroup: comp.sys.atari.st
Date: 2005-01-29 21:54:07 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <41fc05fc$0$28933$636a15ce@news.free.fr>
Source record: 14951

Yes it is the nearest of the back and the right one (nearest to floppy !) :
easy = the only one pad that is square, not round !

Ronald J. Hall wrote:
> Just wondering, wanted to make sure, but...
>
> pin 1 (power) on the cartridge port on the Falcon is the far left pin,
> correct? (looking at the machine from that side). That would be
> closest to the back plane of the Falcon.
>
> Thanks all.

277. Data Becker Abacus Book software (0-13?)

Newsgroup: comp.sys.atari.st
Date: 2005-01-29 22:54:55 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1107039293.6acf29247aa35efd2a87a6fd6d9e7f62@teranews>
Source record: 14953

Hey all,

Is it possible to get a disk images of the software that came with
these books? I have a few and wish to save typing in the listing

Cheers
Rory

278. Atari Online News, Etc. #07-05

Newsgroup: comp.sys.atari.st
Date: 2005-01-30 14:44:59 UTC
From: danap8@aol.comno-spam
Message-ID: <20050130094459.17863.00000285@mb-m07.aol.com>
Source record: 14954

```
A-ONE #0705 01/28/05

~ Net Sales Taxes Study! ~ People Are Talking! ~ AOL To Kill Usenet!
~ File Swapping to SC! ~ MS Software Thief Plea ~ SainT Updated!
~ Sun Opens Solaris Code ~ MS Goes After Pirates! ~ Kill All Humans!
~ FCC's Powell To Resign ~ Earthlink Wins Spam! ~ New Bagle Worms!

-* Napster Conviction Upheld! *-
-* Microsoft Won't Appeal EU Sanctions *-
-* Do Security Concerns Prompt IE Defections? *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

279. Jo Even Skarstein, if you're reading this...

Newsgroup: comp.sys.atari.st
Date: 2005-01-30 16:42:55 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41fd0e7c$1@news.broadpark.no>
Source record: 14955

Since I can't get in touch with Jo Even Skarstein via email, if you're
reading this, can you email me?

The address used here is invalid, but if you mail me at: MYFIRSTNAME
at despammed.com
(replace "MYFIRSTNAME" with my first name) we can get in touch.

--
Hallvard

280. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-30 20:39:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ctjgltqcd1@thorium.cix.co.uk>
Source record: 14957

In message <ctgijdkcp1@namru.matavnet.hu>, xz@freemail.ahh said:

> Real problem is that Atari's built in format uses 5 sector/FAT instead 3
>by PC's DD disk format.
>It stays even for latest TOS 2.06, contrary to some writings.
>Atari is flexible, and accepts various formats, while PC expect only
>predefined formats.

Ah, that may indeed be the problem. But in that case, why does it
only affect Win 2k and not 95/98/XP?

Regards, /Peter/

281. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-30 20:39:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ctjgltqcb1@thorium.cix.co.uk>
Source record: 14958
Body handling: HTML body converted to readable text

In message , Egon@the.lab said:

>> I thought that DD disks formatted on Ataris with TOS >1.2, or with
>> most other 3rd party formatters (or after the use of a boot sector
>> conversion program) could be read by all PCs running Windows. (In
>> fact I wrote as much in reply to previous discussion on this topic.)
>>
>> However, a friend of mine for whom I converted a TOS 1.02-
>> formatted disk to an IBM boot sector tells me that his office,
>> which is entirely Windows 2000 based, can't open the DD disks - in
>> fact apparently can't open any DD disk!
>>
>> This is strange, because XP opens the disk fine (though can't
>> format DD) and it can be opened and formatted on earlier Win
>> versions like 95 and 98. I wouldn't have thought that M$ would
>> skip out a generation like that...
>>
>> Can someone please confirm this? Or is my friends office running
>> some sort of firewall or virus killer which barfs at disks with
>> 'strange' boot sectors, such as IBM-style DDs?
>
>Format the disk on the PC, it'll be fine.

Thanks Egon!

Except that I don't think the Win 2k computers offer the option of
formatting DD disks - not sure as I haven't seen the installation.

>To format a DD disc under XP don't use the silly windows format gizmo.
>
>Open a command prompt and type the following and press enter:
>
>format a: /u /t:80 /n:9

Pardon my ignorance, but since XP no longer overlies DOS, how do
I get a command line up on it?

Regards, /Peter/

282. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-30 20:39:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ctjgItqcc1@thorium.cix.co.uk>
Source record: 14959

In message <3614idF4r71usU1@individual.net>, g8mqw@yahoo.com said:

>I have no problems with such disks in my Windows/2000 system. Note that if
>you "cheated" and formatted the disks to >80 tracks then you can't read them
>on Windows.

No, they were standard 80/9 disks - otherwise they would not have
opened under XP!

>I suspect more likely they have some odd drives that only do HD. Not those
>nasty USB floppies are there?

Don't know, but doubt it, as the installation is some years old
(would be with Win 2k!) and I think predates USB floppy drives.
I'll ask next time I contact my friend or go to his office.

283. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-30 21:03:44 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <ctji3fkun1@hercules.btinternet.com>
Source record: 14960

Hi Pete

>>format a: /u /t:80 /n:9
>
> Pardon my ignorance, but since XP no longer overlies DOS, how do
> I get a command line up on it?

Start Button > Run> (type) command.com <enter>

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

284. Atari Times 2005 Compendium, Now Available!

Newsgroup: comp.sys.atari.st
Date: 2005-01-31 05:20:20 UTC
From: "Gregory D. George" <go.to@ataritimes.com>
Message-ID: <oejLd.10679$JF2.8815@tornado.tampabay.rr.com>
Source record: 14961
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.st,alt.games.video.xbox,alt.video.games.sony-playstation2,alt.game.video.nintendo.gamecube

THE ATARI TIMES ANNOUNCES THE AVAILABILITY OF THE 2005 COMPENDIUM
January 31, 2005

For immediate release:

WINTER HAVEN, FL - The editor of The Atari Times (www.ataritimes.com) has announced the completion and availability of the annual paper-based book titled the 2005 Compendium. Copies are now available for sale at www.cafepress.com/ataritimes.

The book is 102 pages of news, features, reviews, and previews for all Atari home systems that have appeared on the website over the 2004 year. These include articles for the Jaguar, Lynx, 7800, 5200, 2600, home computers, and even the arcade systems. In addition, the 2005 Compendium includes 45 pages of previously unreleased material and a beautiful full-color cover.

Gregory D. George, editor and writer for The Atari Times commented, "The theme for this year is, 'Where it all Started.' Certainly, Atari is the reason we are all enjoying video games today. This is a book that celebrates the introduction of Atari and video games to the world."

"This was a fun book to put together, even more so than previous books, because there is a huge amount of new content. Some of the best new material includes a chat with famed Jaguar playtester Lance Lewis (who reveals the secrets inside of Tramiel controlled Atari), TAT's Top 10 Consoles of All-Time, Atari at the Ballpark (covering Atari baseball games), a reminiscing of Atari titled 'Antique Electric Dreams,' an exclusive review and play test of the Atari 7800 Cuttle Cart 2 (which is thankfully back in production), pages and pages of new 2600, 7800, Lynx, Jaguar, 8-bit, Atari ST, and arcade game reviews, and much more."

"The quality of 2005 Compendium is better than ever because it is printed through CafePress.com instead of at my local print shop. I'm very pleased with the high quality job CafePress.com offers," said Mr. George. "We also have some great sponsors of the book this year and I'd like to thank Songbird Productions, Good Deal Games, Orphan Video Games, Video Game Connection, and Packrat Video Games for making it possible."

>From January 31, 2005 to February 7, the price of the 2005 Compendium is $13.95. After February 7, 2005, the price will be $14.95. Shipping charges also apply.

More information about The Atari Times Compendiums can be found at http://www.ataritimes.com/store/books.html. To purchase any Atari Times

book, go to http://www.cafepress.com/ataritimes

The Atari Times is a web-based publication devoted to all Atari game systems. Updates to the site are on a weekly basis. Visit http://www.ataritimes.com/ for Atari related news, previews, reviews, and feature articles.

END PRESS RELEASE

285. QMI DeskCart! Battery

Newsgroup: comp.sys.atari.st
Date: 2005-01-31 06:57:23 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1107154640.80dd7f0dbe0c86c84037468e11344618@teranews>
Source record: 14962

Hi

I've come across an old QMI DeskCart! cart and it doesn't have a
battery. Can anyone tell me what model battery it takes?

TIA
Rory

286. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-31 10:28:06 UTC
From: smeg_007@hotmail.com
Message-ID: <1107167286.378240.220820@z14g2000cwz.googlegroups.com>
Source record: 14963

on XP you type 'cmd' <enter>

Coda.

Steve Sweet wrote:
> Hi Pete
>
> >>format a: /u /t:80 /n:9
> >
> > Pardon my ignorance, but since XP no longer overlies DOS, how do
> > I get a command line up on it?
>
> Start Button > Run> (type) command.com <enter>
>
>
> --
>
>
> (º·.¸(¨*·.¸ ¸.·*¨)¸.·º)
> «.·º·. Steve .·º·.»
> (¸.·º(¸.·¨* *¨·.¸)º·.¸)

287. Source code of VISION & FRACTALS available !

Newsgroup: comp.sys.atari.st
Date: 2005-01-31 10:49:10 UTC
From: Jean <hillstarfinance@netscape.net>
Message-ID: <41fe0d25$0$14470$636a15ce@news.free.fr>
Source record: 14964

Hi all !

It took me some time to achieve this, but here they are : the source code of VISION and FRACTALS (partially due to a crash...) are available on my web site !

Do not hesitate to have a glance at them and if you like the idea to continue the development, go for it !!!

Now, VISION is completly free, the tool to generate the registration key is also included.

Thanks for all the support you have for VISION during these 12 years !

If you do something with this source code, leave me a message, it will always be a pleasure !

Have fun !
Jean
http://vision.atari.org

288. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-01-31 17:14:33 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <3tglv0lrgf6llbu88pmd5dscum118t5gf5@4ax.com>
Source record: 14965

On 27 Jan 2005 02:59:25 -0800, Andreas.Kromke.nospam@gmx.de wrote:

Well, what I'm about to say is off-topic, but when I read the name of
the poster, and having spent some hours into debugging two old
proggies that gave Greek keyboard support to TOS, I just want to say
these 3 words to him:

Man, you rock :)

I now understand fully how hard it must have been trying to figure out
how the whole OS works by yourself, debugging it, speeding it up and
extending it! Full kudos :)

(Well, I wasn't terribly original, but just couldn't resist!)

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.

289. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-31 17:48:16 UTC
From: Jorge <user@nospam.com>
Message-ID: <ctlr10$jp0$1@blue.rahul.net>
Source record: 14966

xlator@cix.compulink.co.uk writes:

>In message <ctgijdkcp1@namru.matavnet.hu>, xz@freemail.ahh said:

>> Real problem is that Atari's built in format uses 5 sector/FAT instead 3
>>by PC's DD disk format.
>>It stays even for latest TOS 2.06, contrary to some writings.
>>Atari is flexible, and accepts various formats, while PC expect only
>>predefined formats.

>Ah, that may indeed be the problem. But in that case, why does it
>only affect Win 2k and not 95/98/XP?

I think we are mixing up two separate differences/incompatibilities
between TOS and DOS floppies.

The one that was fixed in later TOS versions was the boot record, mainly
the wrong media ID. Without a valid media ID you can't read a TOS disk
under any DOS or Windows version. This can easily be fixed anytime, even
when the disk is full, just by rewriting the boot record.

The other one is a different FAT size. This can't be (easily) fixed once
the disk is already formatted, because you would need to move all data and
directory sectors.

This was never a problem under DOS or older Windows versions. You can read
a TOS 5 sectors per FAT disk. I think this was never a problem under Linux
as well. It seems however that this might be a problem under Win2K/XP.

290. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-31 18:16:20 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <ctlslk$7f7$1@sparta.btinternet.com>
Source record: 14967

Hi There

"command.com" achieves the same thing.

on XP you type 'cmd' <enter>

Coda.

Steve Sweet wrote:
> Hi Pete
>
> >>format a: /u /t:80 /n:9
> >
> > Pardon my ignorance, but since XP no longer overlies DOS, how do
> > I get a command line up on it?
>
> Start Button > Run> (type) command.com <enter>

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

291. ST Magazines FS

Newsgroup: comp.sys.atari.st
Date: 2005-01-31 19:52:58 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1050131145130.28186A-100000@bfn.org>
Source record: 14968

Hi! I have some Compute! ST Magazines for sale with disks, Also, some British ST Magazines for sale with disks. E-mail me for a computer listing!
Thanks!

e-mail address:danesteg@juno.com

Dane St.

292. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-01-31 21:35:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ctm8bq$46h$1@thorium.cix.co.uk>
Source record: 14969

In message <ctlr10$jp0$1@blue.rahul.net>, user@nospam.com said:
....
>The other one is a different FAT size.
....
>This was never a problem under DOS or older Windows versions. You can read
>a TOS 5 sectors per FAT disk. I think this was never a problem under Linux
>as well. It seems however that this might be a problem under Win2K/XP.

Well, as I said, late-Atari-formatted DDs read OK under XP, so I
would have expected 2K to read them as well.

I am rapidly coming to the conclusion that, as Adam suggested
earlier, it may be that the drives used in that office are the
cause, rather than the OS. I must say that I didn't expect any
maker to drop support for DD disks in drives, but I suppose it
saves a few cents not having the second hole sensor or having to
switch step-rates.

Regards, /Peter/

293. Re: ST Magazines FS

Newsgroup: comp.sys.atari.st
Date: 2005-02-01 00:05:27 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <4200523e$1@news.greennet.net>
Source record: 14974

For Sale?? Good luck! I offered hundreds for free, no takers!! they went
in the bin along with Hardware, two computers, two monitors and hard drives,
no one wanted them even for free!!, I felt so sad dumping good gear but no
longer had room

"Dane Stegman" <cf943@bfn.org> wrote in message
news:Pine.GSO.3.96.1050131145130.28186A-100000@bfn.org...
>
> Hi! I have some Compute! ST Magazines for sale with disks, Also, some
> British ST Magazines for sale with disks. E-mail me for a computer
> listing!
> Thanks!
>
> e-mail address:danesteg@juno.com
>
> Dane St.
>
>
>

294. Re: ST Magazines FS

Newsgroup: comp.sys.atari.st
Date: 2005-02-01 17:52:17 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <42014c48@news.greennet.net>
Source record: 14984

just a few month back, it was pickup in Cumbria, I had no time to faf around
on Ebay for a few pounds at that period in my life my time was far to
valuable

"atarian1" <atarian1@yahoo.com> wrote in message
news:1107321664.367786.159040@f14g2000cwb.googlegroups.com...
> And when was this? I'm sure someone would have paid for the shipping.
>
> Did you put it on Ebay? I guarantee it will sell unless you put the
> starting bid at $200 or something.
>

295. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-02-01 21:23:06 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <36aa9sF4stc37U1@individual.net>
Source record: 14970

"Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in message
news:ctlslk$7f7$1@sparta.btinternet.com...
> Hi There
>
> "command.com" achieves the same thing.
>
> on XP you type 'cmd' <enter>
>
> Coda.

Hi Steve,

I hate to go into panto mode, but I just feel an "Oh no it doesn't" coming
on. If you want a command prompt to format a disk the "CMD" and "command"
are interchangeable. But that does not mean they acheive the same thing.
Just try both "cmd /?" and "command /?" to see the different options and you
will see "command" is different. I did see a help entry ot technet article
that explaind the differences, but I can't find it right now!

Yours Anally Retentively,
Dave.

>
>
> Steve Sweet wrote:
> > Hi Pete
> >
> > >>format a: /u /t:80 /n:9
> > >
> > > Pardon my ignorance, but since XP no longer overlies DOS, how do
> > > I get a command line up on it?
> >
> > Start Button > Run> (type) command.com <enter>
>
> --
>
>
> (��.�(�*�.� ..*�)..)
> ..... Steve .....
> (..(..* *..)..)
>
>
>

296. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-02-01 21:26:06 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <36aaffF50ppg8U1@individual.net>
Source record: 14971

<xlator@cix.compulink.co.uk> wrote in message
news:ctm8bq$46h$1@thorium.cix.co.uk...
> In message <ctlr10$jp0$1@blue.rahul.net>, user@nospam.com said:
> ....
> >The other one is a different FAT size.
> ....
> >This was never a problem under DOS or older Windows versions. You can
read
> >a TOS 5 sectors per FAT disk. I think this was never a problem under
Linux
> >as well. It seems however that this might be a problem under Win2K/XP.
>
> Well, as I said, late-Atari-formatted DDs read OK under XP, so I
> would have expected 2K to read them as well.
>

Both my Windows/2k systems read TOS 1.6 (STE) formatted disks just fine.

> I am rapidly coming to the conclusion that, as Adam suggested
> earlier, it may be that the drives used in that office are the
> cause, rather than the OS. I must say that I didn't expect any
> maker to drop support for DD disks in drives, but I suppose it
> saves a few cents not having the second hole sensor or having to
> switch step-rates.
>

But if you look after the pennies th pounds will look after themselves. I
seem to remember a match making company saved a goodly amount by only
puttingg sand paper on one side of its boxes of matches, and selling the
space they free up for adverts...

> Regards, /Peter/
>

297. Ram disk on Atari STe?

Newsgroup: comp.sys.atari.st
Date: 2005-02-01 21:42:00 UTC
From: SCREAM <severinocalleja@jotmail.com>
Message-ID: <36abdaF4viksaU1@individual.net>
Source record: 14972

Hello

Does anybody know any program to create a ram disk on Atari?

I'm using Mdisk, but it's limited to 720Kb. I would like to use 1 or 2
Mb....

Cheers

298. Re: Atari Times 2005 Compendium, Now Available!

Newsgroup: comp.sys.atari.st
Date: 2005-02-01 23:45:06 UTC
From: "Gregory D. George" <go.to@ataritimes.com>
Message-ID: <6wULd.15398$JF2.9870@tornado.tampabay.rr.com>
Source record: 14973
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.st,alt.games.video.xbox,alt.video.games.sony-playstation2,alt.game.video.nintendo.gamecube

Support for the book has been great! Thanks everyone!

--
Gregory D. George

299. Re: ST Magazines FS

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 05:21:04 UTC
From: atarian1 <atarian1@yahoo.com>
Message-ID: <1107321664.367786.159040@f14g2000cwb.googlegroups.com>
Source record: 14975

And when was this? I'm sure someone would have paid for the shipping.

Did you put it on Ebay? I guarantee it will sell unless you put the
starting bid at $200 or something.

300. VoIP usergroup

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 09:31:57 UTC
From: erika_angella@yahoo.com
Message-ID: <1107336717.668163.241330@z14g2000cwz.googlegroups.com>
Source record: 14976

Hi Guys,

I found a new VOIP forum, where there is a good syndication of VOIP technical white papers. It is really worth checking out - http://www.techieindex.com/ug/voip/index.jsp

301. FTP-Serv

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 13:08:42 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4200d0da$0$19403$8fcfb975@news.wanadoo.fr>
Source record: 14977

Hello,

With FTP-Serv 1.09, I can't assign multiple units ; for example,
toto pwd c:\ 1 d:\ 3 g:\ 7 doesn't work : when I connect from the
distant machine, I only can view g:\.
I tried with U:\, but then some folders are unreachable (access denied,
or something else weird I can't remember).
I'm running MagiC! 6.20 / Thing, if someone knows how to...

TIA,

J.-Luc

--

"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

302. Re: VoIP usergroup

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 14:36:59 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <0bp101d3so44i8grct595lf6gk2rgue9h3@4ax.com>
Source record: 14978

On 2 Feb 2005 01:31:57 -0800, erika_angella@yahoo.com wrote:

>
>
>Hi Guys,
>
>I found a new VOIP forum, where there is a good syndication of VOIP
>technical white papers. It is really worth checking out -
>http://www.techieindex.com/ug/voip/index.jsp

Sorry, but I don't give a crap :)

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.

303. Re: ST Magazines FS

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 15:49:25 UTC
From: smeg_007@hotmail.com
Message-ID: <1107359365.057288.275410@z14g2000cwz.googlegroups.com>
Source record: 14979

I got a complete set of ST formats including all the disks and extra subscriber stuff for about £30 off ebay a couple of years ago. I was the ONLY bidder.

Coda.

304. ATTENTION Mike (68060 CPU)

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 16:33:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.02.16.33.13.261587@charter.net>
Source record: 14986

A short while back, an Atari user named Mike (Grove? I think but not sure)
asked me a question concerning a 68060 CPU...

If you're reading this newsgroup Mike, please contact me again.

Thanks! :-)

305. 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 16:34:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.02.16.34.24.607@charter.net>
Source record: 14987

Given that you can't even find any 68060 CPUs anymore, what is a good, average price for one?

50mhz?

60mhz?

Etc, etc,...

Thanks all.

306. Re: Jo Even Skarstein, if you're reading this...

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 16:56:35 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42010627$1@news.broadpark.no>
Source record: 14980

Hallvard Tangeraas wrote:

> Since I can't get in touch with Jo Even Skarstein via email, if you're
> reading this, can you email me?

Has anyone else been in touch with him lately?
I haven't managed to contact him, and he's having some email problems I
think, and I don't know if he's reading this.

--
Hallvard

307. ICD adscsi+ software anyone?

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 18:18:20 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <Sc-dnY3x8aLxhJzfRVnyiQ@eclipse.net.uk>
Source record: 14981

Hi folks,

Just picked up an ICD Adscsi+ board, alas no software disc :(

Does anyone have a copy of the software that came with this board?

TIA

Egon

308. Re: ICD adscsi+ software anyone?

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 20:04:00 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <csKdnTbn37avr5zfRVnytQ@eclipse.net.uk>
Source record: 14982

Scratch that request, ICD have it available for download :)

Egon

"Egon Spengler" <Egon@the.lab> wrote in message
news:Sc-dnY3x8aLxhJzfRVnyiQ@eclipse.net.uk...
> Hi folks,
>
> Just picked up an ICD Adscsi+ board, alas no software disc :(
>
> Does anyone have a copy of the software that came with this board?
>
> TIA
>
> Egon
>

309. Re: VoIP usergroup

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 20:29:39 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <ctrd7j$t5s$1@titan.btinternet.com>
Source record: 14983

Could it be...

"George Nakos" <ggn@atari.org> wrote in message
news:0bp101d3so44i8grct595lf6gk2rgue9h3@4ax.com...

>>I found a new VOIP forum, where there is a good syndication of VOIP
>>technical white papers. It is really worth checking out -
>>http://www.techieindex.com/ug/voip/index.jsp
>
> Sorry, but I don't give a crap :)

Don't join in then arse fuk!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

310. Re: Is sex between AMIGA and ATARI ST users allowed ???

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 20:46:59 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.02.20.46.56.370609@charter.net>
Source record: 14994

On Wed, 02 Feb 2005 16:19:03 -0800, Dan Simper wrote:

> I wonder what society thinks about sex between AMIGA users and ATARI ST users ???

and I wonder what Society thinks about lamo-spamming losers?

Not. I'm pretty sure what they think about it...! :-)

311. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 20:54:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.02.20.54.01.445109@charter.net>
Source record: 14995

On Wed, 02 Feb 2005 23:46:37 +0000, David Wade wrote:

> Well if
>
> http://amigakit.leamancomputing.com/catalog/index.php?cPath=45
>
> Is any thing to go by 40 to 50 quid would seem to be the going price. I
> thought the problem with the CT60 was lack of 68060 chips.
> Have I missed something, package perhaps?

Yes, finding working, solid, 68060s has been a real problem.

312. Re: Ram disk on Atari STe?

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 21:27:33 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1107379653.953712.247350@z14g2000cwz.googlegroups.com>
Source record: 14985

SCREAM wrote:
> Hello
>
> Does anybody know any program to create a ram disk on Atari?
>
> I'm using Mdisk, but it's limited to 720Kb. I would like to use 1 or
2
> Mb....
>
There are a variety of programs that can do this. I still have a
freely distributable one that can go up to 999KB. I think it was
called XRAMA000, where "A" was the drive letter and "000" was the
number of KB. Let this group know if you cannot find it.
The Codehead Utilities could go much higher.

Galen

313. Comments on screensavers solicited

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 21:55:22 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1107381322.589820.144120@f14g2000cwb.googlegroups.com>
Source record: 14989

I know one doesn't require a screensaver, but I've rather liked giving the computer something interesting to do when it's not in use. Unfortunately...

Twilight occasionally turns the screen black and refuses to wake up, requiring a reboot. I suspect this is a bad module, but I can't seem to narrow down the problem. It doesn't help that I don't understand much of the German.

Screen Artist used to work fine (although it would sometimes take quite a few seconds to finish drawing something before waking up), but recently it occasionally stops the computer from responding to mouse or keyboard input.

Obviously both a refusal to wake up and a refusal to recognize input are not acceptable behaviors in a screensaver, so hence my question?

If you are using a screensaver, could you comment on your choice, its strengths and weaknesses, and what settings you do (or don't use)?
Galen

314. Re: Jo Even Skarstein, if you're reading this...

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 22:45:54 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <42014bda@news.broadpark.no>
Source record: 14988

Hallvard Tangeraas wrote:

> Hallvard Tangeraas wrote:
>
>> Since I can't get in touch with Jo Even Skarstein via email, if you're
>> reading this, can you email me?
>
> Has anyone else been in touch with him lately?
> I haven't managed to contact him, and he's having some email problems I
> think, and I don't know if he's reading this.

I have tried to mail you, but apparently you don't receive my mails. Try
mailing me at joska@online.no.

--
/*
Jo Even Skarstein
*/

315. Re: Ram disk on Atari STe?

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 23:14:50 UTC
From: toothy_grin@theglaholts.net
Message-ID: <K9dMd.3746$T61.1692@fe04.lga>
Source record: 14990

```
Verily, it was written by SCREAM <severinocalleja@jotmail.com>:
> Hello
>
> Does anybody know any program to create a ram disk on Atari?
>
> I'm using Mdisk, but it's limited to 720Kb. I would like to use 1 or 2
> Mb....

The Intersect Ramdisk (that if I remember, came with Interlink the old
terminal proggie) was a desktop .ACC that allowed one to use as much RAM
as you could extract from the system. Even better, it was instantly
configurable. Try a google on it.

Toothy Grin (2th E Grin) says, 'Have a Nice Day!' *****
Bill Glaholt **|*|**
http://www.theglaholts.net *.___.*
toothygrin & theglaholts d0t net <- replace & with @ *****
---------------------------------------------------------------------
```

316. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-02 23:46:37 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <36d730F50du7hU1@individual.net>
Source record: 14991

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.02.02.16.34.24.607@charter.net...
> Given that you can't even find any 68060 CPUs anymore, what is a good,
> average price for one?
>
> 50mhz?
>
> 60mhz?
>
> Etc, etc,...
>
> Thanks all.
>
Well if

http://amigakit.leamancomputing.com/catalog/index.php?cPath=45

Is any thing to go by 40 to 50 quid would seem to be the going price. I
thought the problem with the CT60 was lack of 68060 chips.
Have I missed something, package perhaps?

317. Is sex between AMIGA and ATARI ST users allowed ???

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 00:19:03 UTC
From: pain_wheels@hotmail.com
Message-ID: <fbbaa058.0502021619.1216bad@posting.google.com>
Source record: 14992
Cross-posted to: comp.sys.amiga.misc,comp.sys.amiga.advocacy,comp.sys.atari.st,is.matur

I wonder what society thinks about sex between AMIGA users and ATARI ST users ???

318. Re: Comments on screensavers solicited

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 00:46:42 UTC
From: sf0218@aol.com
Message-ID: <20050202194642.23171.00000405@mb-m01.aol.com>
Source record: 14993

Hi Galen,

My absolute favorite is Idlewilde(if I've got the name right). It's small and simple to use.

It's the spinning fuji symbol which changes colors, on a field of stars which also changes colors, and as the fuji gently bounces of the sides of the path, it temporarly erases the stars along its path.

I have it set to 'wake up' via the mouse and/or keyboard.

Also, has no problems running on my falcon/ct60.

Have a great day!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

319. Re: Ram disk on Atari STe?

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 03:33:41 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <QBSnpvPVuZACFwge@dev.null.davjam.org>
Source record: 14996

On Tue, 1 Feb 2005, SCREAM <severinocalleja@jotmail.com> wrote:-

>Hello
>
>Does anybody know any program to create a ram disk on Atari?
>
>I'm using Mdisk, but it's limited to 720Kb. I would like to use 1 or 2
>Mb....

You can use RDE. It can create a ramdisc of that size[0], that survives a reset and the disc can be saved to disc complete with all the contents. You'll probably find the full archive on one of the FTP sites, i.e. chapelie.rma.ac.be. If you can manage without the documentation, I have an archive of just the program and .RSC file. It's a whole 12k long and presently located at:

<URL:http://www.davjam.org/files/rde.zip>

[0] I used a 2Mb ramdisc for a while when using a 4Mb STE as my sole net machine. It was used to hold STing, CABs cache and a few other things that I can no longer recall. AFAICR, I created it, filled it with the bare necessities, saved it to floppy, emptied the ramdisc, copied the saved image back into the ramdisc, packed the image using PackIce and then copied the packed image back into an auto-folder on a floppy.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP/SuSE 9.2 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

320. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 04:47:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502022045350.31606-100000@onyx.spiritone.com>
Source record: 14997
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

321. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 04:50:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502022048000.31606-100000@onyx.spiritone.com>
Source record: 14998
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

322. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 04:56:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502022053520.31606-100000@onyx.spiritone.com>
Source record: 14899
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Sales on Atari Goods!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

323. Re: Comments on screensavers solicited

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 08:20:11 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ctsmpc$438$1@gemini.csx.cam.ac.uk>
Source record: 14900

"Galen" <atarigalen@yahoo.com> wrote in message
news:1107381322.589820.144120@f14g2000cwb.googlegroups.com...
> I know one doesn't require a screensaver, but I've rather liked
giving
> the computer something interesting to do when it's not in use.
> Unfortunately...
>
< cut >

> If you are using a screensaver, could you comment on your choice,
its
> strengths and weaknesses, and what settings you do (or don't use)?
> Galen

I use bubbles, it floats bubbles with a blue outline and white
highlights up a black background but I can't remember where I found
it. There is another screensaver also called bubbles which may or may
not be an enhanced version the one I use but it did not have the
bubble effect and I did not like those that came with it.
Its a very simple screen saver the only settings to really bother with
are the minutes the computer has to be idle before it blanks the
screen, wake time is fast and I've never had any problems with it
although I can't remember if it works in all three resolutions.

Stephen Moss

324. Re: ATTENTION Mike (68060 CPU)

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 09:10:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.03.09.10.07.800648@charter.net>
Source record: 14903

On Thu, 03 Feb 2005 07:25:18 +0000, Rustynutt wrote:

> Hey Ronald, what's up?
> We talked not long ago about the Expose card, might have talked about
> the 060. Getting old and forget more than a few days at a time :)
> Is the above your "real" email?
> Mike

Will continue this in e-mail... (no, thats not my real address) :-)

325. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 10:20:16 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <1107426016.203122.277700@c13g2000cwb.googlegroups.com>
Source record: 14901

> that gave Greek keyboard support to TOS

Magic(Mac)(X) supports a loadable keyboard table (a binary file) that
even may contain "dead keys" (since 2002). They same should be true for
MiNT (just guessing), so it might make not much sense to patch old TOS.

326. Re: Is sex between AMIGA and ATARI ST users allowed ???

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 10:35:50 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4201fa61$1@duster.adelaide.on.net>
Source record: 14902
Cross-posted to: comp.sys.amiga.misc,comp.sys.amiga.advocacy,comp.sys.atari.st,is.matur

"Dan Simper" <pain_wheels@hotmail.com> wrote in message
news:fbbaa058.0502021619.1216bad@posting.google.com...
> I wonder what society thinks about sex between AMIGA users and ATARI ST
users ???

They would probably think it rare, these days.

327. Re: Ram disk on Atari STe?

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 15:14:40 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <36ev2cF4vscgvU1@individual.net>
Source record: 14904

```
In Msg 36abdaF4viksaU1@individual.net, severinocalleja@jotmail.com wrot=
e:

S>Does anybody know any program to create a ram disk on Atari?
S>
S>I'm using Mdisk, but it's limited to 720Kb. I would like to use 1 or =
2
S>Mb....

If you're using Magic there is a dynamic Ramdisk xfs by Thomas Binder t=
hat =
only uses as much memory as you put on the disk.
After a quick google I found http://homepages.tu-darmstadt.de/~gryf/sof=
tware/rdxfs_r2.lzh
I beleive there was a mint version aswell.

Cheers,
Mikael
```

328. Re: Comments on screensavers solicited

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 16:11:00 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <42024dbc78e040@telenet.be>
Source record: 14905

on Wed 02-02-2005 13:55 Galen wrote:

>I know one doesn't require a screensaver, but I've rather liked giving
>the computer something interesting to do when it's not in use.
>Unfortunately...
>
>Twilight occasionally turns the screen black and refuses to wake up,
>requiring a reboot. I suspect this is a bad module, but I can't seem
>to narrow down the problem. It doesn't help that I don't understand
>much of the German.

Twilight and Screen artist does give me problems too. Right now I'm
using Bubbles. To be honest, there are some modules which seems not to
work very good on my system but most of them works just great.
Give it a try. Unfortunately for you, the docs are in German but it
comes with a English rsc.

<URL:ftp://chapelie.rma.ac.be/atari//utilities/screensavers>
Look for bbls30.zip.
On that directory there are some other screensavers too.

Website of Bubbels (German):
<URL:http://www.holger-herzog.de/run-software/start.htm>

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

329. MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 20:32:44 UTC
From: Cutrun <nickoteen@inet.hr>
Message-ID: <ctu1p8$j1b$1@sunce.iskon.hr>
Source record: 14906

Hiya

Q: Where can I download Magic or MTOS 4 Atari Falcon ?

I'm a complete newbie when it comes 2 Atari platform so I gotta ask. :)

U could also explain a difference between the two if it's not 2 much of a trouble.

Thnx.

330. Re: Ram disk on Atari STe?

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 20:53:44 UTC
From: SCREAM <severinocalleja@jotmail.com>
Message-ID: <36fhakF5161mpU1@individual.net>
Source record: 14907

Thank you all for your answers, i found one named UMRAM, which let's you configure as much as you have (4Mb in my case), but it don't survive to reset.

I'll try those you said, and keep what see best

Thanx again! ;)

331. CT63

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 22:37:01 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <4202a78e$0$24351$636a15ce@news.free.fr>
Source record: 14908

This is the name of the CT60 third production !

This CT63 will be a LOW COST version of the CT60 and I asked to the factory to give me a price without all components that can me removed on the board (not implemented).

The CT63 will be so :

- Price betwen 220 to 250 EUR with the 060 (full) : depending on the number of board that may be produced !
- no 060 socket : the 060 will be soldered (after tested) on the board (will get more space under the keyboard).
- heatsink will be stucked on the 060 and a fan will be fixed (plugged) on the heatsink (size of heatsink = 45*45 cms).
- the CPU & SDRAM clocked at 50 MHz instead of the 66MHz (OSC soldered (no socket) = can be unsoldered to try to boost).
- no boost of the motherboard (components not present = could be added by the user if he can find and solder them !).
- no temperature captor (it is a gadget because get more than 10 deg C of unprecision !).

This time I have 14 orders and I'd like to get 40 orders.

Let's go atarians ! It is your last chance to join the Falcon 060 world !

To confirm, please, send me an email if you want to buy between 220 et 250 EUR.
After we will see...

PS : $/EUR ratio is decreasing these days...good for some people...

Please spread this message on all atari user sites !

R.

332. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-03 23:57:27 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1107475047.364174.31120@c13g2000cwb.googlegroups.com>
Source record: 14909

Cutrun wrote:
> Hiya
>
> Q: Where can I download Magic or MTOS 4 Atari Falcon ?
>
> I'm a complete newbie when it comes 2 Atari platform so I gotta ask.
:)
>
> U could also explain a difference between the two if it's not 2 much
of a
> trouble.
>
Magic is commercial. MultiTOS is obsolete. If you have the goal of multitasking without much expense, MiNT is probably what you want to try. See http://freemint.de/en/ for more information.

Galen

333. Re: CT63

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 00:04:28 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1107475468.773095.245210@z14g2000cwz.googlegroups.com>
Source record: 14910

>- no 060 socket : the 060 will be soldered (after tested) on the
board (will
get more space under the keyboard).

Does this mean that the CT63 will fit into the Falcon case?

Galen

334. Re: Is sex between AMIGA and ATARI ST users allowed ???

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 06:31:57 UTC
From: Kelli Halliburton <kelli217@crosswinds.not.invalid>
Message-ID: <pan.2005.02.04.06.31.54.970371@crosswinds.not.invalid>
Source record: 14911
Cross-posted to: comp.sys.amiga.misc,comp.sys.amiga.advocacy,comp.sys.atari.st,is.matur

On Thu, 03 Feb 2005 09:59:04 -0600, Mike wrote:

> In article <4201fa61$1@duster.adelaide.on.net>,
> "Clockmeister" <no-one@nowhere.com> wrote:
>
>> "Dan Simper" <pain_wheels@hotmail.com> wrote in message
>> news:fbbaa058.0502021619.1216bad@posting.google.com...
>> > I wonder what society thinks about sex between AMIGA users and ATARI ST
>> users ???
>>
>> They would probably think it rare, these days.
>
> Assuming, or course, that a male and a female user of each can be found.
> Unless..........AAAAIIIIEEEEE!!! :-)

Please don't get Lott into this.

335. Re: Is sex between AMIGA and ATARI ST users allowed ???

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 08:49:15 UTC
From: "M.A. Kehr" <makehr@nospam.de>
Message-ID: <20050204094915.3f6e7883@pissnelke.apo.lan>
Source record: 14912
Cross-posted to: comp.sys.amiga.misc,comp.sys.amiga.advocacy,comp.sys.atari.st,is.matur

> I wonder what society thinks about sex between AMIGA users and ATARI ST users ???
Depends on the joystick.;-)

mak

336. Re: atari st chipset clone

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 12:10:47 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0502040410.18609ce9@posting.google.com>
Source record: 14913
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I think it would have been schematic entry, it was popular back then.
Also, the ST prototypes were built with ordinary TTL logic IIRC.
Probably only a coupel of these in existance.

"MikeJ" <support@{nospam}fpgaarcade.com> wrote in message
news:<1106171420.7302.0@ersa.uk.clara.net>...
> The original chips would either have been coded in Verilog/VHDL - or
> possibly even by schematic entry. In the same way you can write 'c' code to
> do the same job as some other software, I can write some new VHDL that
> performs the same. I use a logic analyser to look at the exact behaviour of
> the chips, and I can then run my copy against the original in real time
> looking for any differences.
>
> I have finished the sound chip and almost done the MFP chip. Start with the
> hard stuff then everything else is downhill...
> Shifter next, should take a whole half hour.....
> /Mike
>
> > > Hi,
> > > This seems like a very cool project. You said "The rest of the Atari
> > > customs
> > > are relatively simple ..." and I was wondering how can you reproduce
> them?
> > > Weren't the chips originally programmed using some kind of hardware
> > > description language like VHDL so how can you not need that original
> code
> > > to
> > > figure out what the chips do?
> >
> > The custom chips are fairly simple in their function.
> > DMA just shifts data around, video shift just shifts data out to the VDU.
> > Glue logic fairly simple too.
> >
> > They do have a lot of pins but most of these are data/address.
> >
> > To be honest I reckon the 800 chipset is harder work, what with the mixed
> > graphics modes and so on.
> >
> > I suspect the ST's sound chip and MFP chip will be the most work.
> >
> >
> >

337. Re: Atari Times 2005 Compendium, Now Available!

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 13:31:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.04.13.31.20.347446@charter.net>
Source record: 14917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Mon, 31 Jan 2005 05:20:20 +0000, Gregory D. George wrote:

> THE ATARI TIMES ANNOUNCES THE AVAILABILITY OF THE 2005 COMPENDIUM
> January 31, 2005

Just wanted to say I just got my copy in, and I love it. Thanks to
everyone at involved in producing this. :-)

338. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 14:50:41 UTC
From: Andy Ball <null@not.valid>
Message-ID: <5ZLMd.170$UX3.23@newsread3.news.pas.earthlink.net>
Source record: 14914

Hello,

RJH> Given that you can't even find any 68060 CPUs any
> more, what is a good, average price for one?

I couldn't find one in my electronics catalogue, so I broke out Google (and Froogle). Here's an example price...

http://www.amiga.ca/catalog/product_info.php?products_id=28

...presumably that's in Canadian dollars.

I could be wrong, but I vaguely remember that a 50 MHz '060 is comparable with a 25 MHz '040, since all 68040 chips were clock-doubled, but Motorola didn't make a marketing ploy of it until Intel started doing that with things like their i486 DX-2 50 (2x 25MHz), i486 DX-2 66 (2x 33 MHz) and i486 DX-4 100 (3x 33MHz ;-)

You could also look at 3.3V 68040 chips if your accellerator will take those.

Hope this helps,
- Andy Ball

339. ST Stuff for sale or trade

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 15:34:05 UTC
From: lener@vt.edu
Message-ID: <lener-0402051034050001@geolib01.geol.vt.edu>
Source record: 14915

```
Trying to keep my collection under control. Considering offers on any or
all of the following extras. (US only please) If you need more details on
a particular item I'll be happy to oblige. E-mail lener@vt.edu if
interested in anything. Most items in the $2-5, SF354 disk drive asking
$20. Thanks.
```

Manuals, Books, etc. (All clean and in good shape)
Atari 520 ST Owners Manual
Atari Logo Sourcebook
Atari SF354 Disk Drive &#65533; manual
Atari SF354 Disk Drive with Power Supply
Atari SM124 Mono Monitor &#65533; manual
Atari ST Basic Quick Reference Guide
Atari ST Basic Source Book and Tutorial
Chronos 3D (Lexicor) - manual
Degas Elite (Batteries Included) - manual
Easy Draw (Migraph) &#65533; manual
Imagecopy 4 (FaST Club) - manual
Phoenix I + II (Lexicor) &#65533; manuals &#65533; program also known as Xenomorph
Wercs (Hisoft) - manual
Atari Explorer Magazines
ST Log Magazines

Games and Other Software
3D Construction Kit (Domark) &#65533; boxed
Archer Maclean&#65533;s Pool (Virgin) &#65533; boxed
Bad Company (Logotron) &#65533; boxed
Blitzkrieg (Impressions) - boxed
Chronicles of Omega (Arc) &#65533; boxed
Cyberpaint 2.0 (Antic) d/i
Cybersculpt (Antic) d/i
Dragons Lair III (Readysoft) &#65533; boxed
GFA Basic 3.0 &#65533; interpreter disk w/ large manual
Harley Davidson &#65533; Road to Sturgis (Mindscape) - boxed
Fahrenheit 451 (Telarium) &#65533; boxed
Final Fight (Kixx) &#65533; boxed
IMG Scan - manual
Klax (Domark) &#65533; boxed
Knightmare (Mindscape) &#65533; boxed
Microprose Soccer &#65533; boxed
Premier Manager 2 (Gremlin) &#65533; boxed
ProFlight (Hisoft) - boxed
Scramble Spirits (Grandslam) - boxed
Sentry (Firebird) &#65533; boxed

Silicon Dreams (Firebird) [illegible] boxed
Stunt Car Racer (Microstyle) - boxed
Wreckers (Audiogenic) - boxed
Zynaps (Hewson) - boxed

340. Re: Comments on screensavers solicited

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 15:59:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42039d6c103a313@comcast.net>
Source record: 14925

>I know one doesn't require a screensaver, but I've rather liked giving
>the computer something interesting to do when it's not in use.
>Unfortunately...
>
>Twilight occasionally turns the screen black and refuses to wake up,
>requiring a reboot. I suspect this is a bad module, but I can't seem
>to narrow down the problem. It doesn't help that I don't understand
>much of the German.
>
>Screen Artist used to work fine (although it would sometimes take quite
>a few seconds to finish drawing something before waking up), but
>recently it occasionally stops the computer from responding to mouse or
>keyboard input.
>
>Obviously both a refusal to wake up and a refusal to recognize input
>are not acceptable behaviors in a screensaver, so hence my question?
>
>If you are using a screensaver, could you comment on your choice, its
>strengths and weaknesses, and what settings you do (or don't use)?
>Galen

Galen I use Twilight and enjoy it very much. True now and then it turns the screen black, but that rarley happens in my case. Most of the time it is right on. I use it on a Hades, so I get the brillant colors and the speed. There were ones that would crash the computer, so I finally narrowed it down to a chosen few that work.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

341. Re: FTP-Serv

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 16:02:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42039d6c103a314@comcast.net>
Source record: 14927

>Hello,
>
>With FTP-Serv 1.09, I can't assign multiple units ; for example,
>toto pwd c:\ 1 d:\ 3 g:\ 7 doesn't work : when I connect from the
>distant machine, I only can view g:\.
>I tried with U:\, but then some folders are unreachable (access denied,
>or something else weird I can't remember).
>I'm running MagiC! 6.20 / Thing, if someone knows how to...
>
>TIA,
>
>J.-Luc
>

Same with me. I can connect to only one partition at a time, but they are all accessable. I have it installed on my STe and I use my Hades to connect, so I download the STe's files for backup to a CD.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

342. Re: Ram disk on Atari STe?

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 16:05:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42039d6c103a315@comcast.net>
Source record: 14926

>Hello
>
>Does anybody know any program to create a ram disk on Atari?
>
>I'm using Mdisk, but it's limited to 720Kb. I would like to use 1 or 2
>Mb....
>
>Cheers

I use Flexdisk on the Hades and it should work on any Atari. Easy to use and
setup... Works great.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

343. Re: CT63

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 17:55:01 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4203b6cd$0$19157$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14916

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:rbs501ts2bv6c40faims6knaani8nat5r6@4ax.com...
> On 3 Feb 2005 16:04:28 -0800, "Galen" <atarigalen@yahoo.com> wrote:
>
>> >- no 060 socket : the 060 will be soldered (after tested) on the
>>board (will
>>get more space under the keyboard).
>>
>>Does this mean that the CT63 will fit into the Falcon case?
>>
>>Galen
>
> I thought it was suppose to now, just have to use an external
> powersupply.
> Mike

It dont fit, the height of the fan on the heatsink is too much to fit under the keyboard. I didn't know that until I brought one! Though thats why CETEX was developed which moves the CT60 further back. Not tried to put the top back on my falcon yet though cos ive gota wire in some switches yet, but it should all fit in.

chris

344. GIM ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 19:06:45 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4203c7c5$0$6612$8fcfb975@news.wanadoo.fr>
Source record: 14918

Hello,
I've been trying to find this software for at least 1 hour, but all the links I found seem broken (atari-source) or take the browser into continuous loop (portal.etc...).
Where could I DL this soft ?

Regards,

J.-Luc

--

"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

345. Re: CT63

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 19:08:49 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <4203c841$0$527$636a15ce@news.free.fr>
Source record: 14919

???

ALL CT60 fit into the falcon case !!
All CT60 need a new external PSU !

???

Galen wrote:
>> - no 060 socket : the 060 will be soldered (after tested) on the
> board (will
> get more space under the keyboard).
>
> Does this mean that the CT63 will fit into the Falcon case?
>
> Galen

346. Re: CT63

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 19:11:46 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <4203c8f2$0$526$636a15ce@news.free.fr>
Source record: 14920

That's bad info !

CT60 fit under the keyboard with the big fan (the first batch of CT60) but
the fan must no be plugged on the heatsink...
It must be put just near to flow on the heatsink...

I did that here !
So why couldn't you do that ??

CT60 fits in the falcon case and the keyboard is OK on !

exxos wrote:
> "Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
> news:rbs501ts2bv6c40faims6knaani8nat5r6@4ax.com...
>> On 3 Feb 2005 16:04:28 -0800, "Galen" <atarigalen@yahoo.com> wrote:
>>
>>>> - no 060 socket : the 060 will be soldered (after tested) on the
>>> board (will
>>> get more space under the keyboard).
>>>
>>> Does this mean that the CT63 will fit into the Falcon case?
>>>
>>> Galen
>>
>> I thought it was suppose to now, just have to use an external
>> powersupply.
>> Mike
>
> It dont fit, the height of the fan on the heatsink is too much to fit
> under the keyboard. I didn't know that until I brought one! Though
> thats why CETEX was developed which moves the CT60 further back. Not
> tried to put the top back on my falcon yet though cos ive gota wire
> in some switches yet, but it should all fit in.
>
> chris

347. Re: GIM ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 21:22:23 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.02.04.21.22.23.569182@nosspamatari-source.com>
Source record: 14921

On Fri, 04 Feb 2005 19:06:45 +0000, J.-Luc wrote:

> Hello,
> I've been trying to find this software for at least 1 hour, but all the
> links I found seem broken (atari-source) or take the browser into
> continuous loop (portal.etc...).
> Where could I DL this soft ?
>
> Regards,
>
> J.-Luc

That's kind of strange. I went to gim.atari-source.com and clicked download and downloaded any one of the 3 archives available and it worked perfectly? Speaking of, the GIM that is available there hasn't been updated for a very very long time. I'm waiting to make a release until I figure out why it's no longer working with xaaes. If you use N.Aes it'd be best to do a CVS build and compile it yourself.

Thanks,
Mark
http://www.atari-source.org

348. Re: GIM ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 21:23:09 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.02.04.21.23.09.361772@nosspamatari-source.com>
Source record: 14922

On Fri, 04 Feb 2005 19:06:45 +0000, J.-Luc wrote:

> Hello,
> I've been trying to find this software for at least 1 hour, but all the
> links I found seem broken (atari-source) or take the browser into
> continuous loop (portal.etc...).
> Where could I DL this soft ?
>
> Regards,
>
> J.-Luc

I notice you were talking about MagiC too. Because of dependant
libraries, GIM can work under MiNT only.

Thanks,
Mark
http://www.atari-source.org

349. Re: Is sex between AMIGA and ATARI ST users allowed ???

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 21:52:44 UTC
From: Chuck Billboa <ehh@whatehh?.wot>
Message-ID: <cu0qv5bq1@newsg1.svr.pol.co.uk>
Source record: 14924

It would have to be role play, the Amiga user would turn on their computer
and the Atari user would roll about laughing!!

"Dan Simper" <pain_wheels@hotmail.com> wrote in message
news:fbbaa058.0502021619.1216bad@posting.google.com...
> I wonder what society thinks about sex between AMIGA users and ATARI ST
users ???

350. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 22:30:44 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-864949.22310504022005@newsfe3-gui.server.ntli.net>
Source record: 14928

In article <1107426016.203122.277700@c13g2000cwb.googlegroups.com>,
Andreas.Kromke.nospam@gmx.de wrote:

> > that gave Greek keyboard support to TOS
>
> Magic(Mac)(X) supports a loadable keyboard table (a binary file) that
> even may contain "dead keys" (since 2002). They same should be true for
> MiNT (just guessing), so it might make not much sense to patch old TOS.

Whilst I have your attention Andreas, I have an English translation of
the MagiCMacX loader and the update readme - I'll put it on the web site
with your permission.

I see that ASH are still only offering the 1.1 update; will it be
possible for me to get the 1.2 update from yourself please?

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

351. Re: GIM ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 22:47:07 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <4203ef1c@news.broadpark.no>
Source record: 14923

Mark D wrote:

> That's kind of strange. I went to gim.atari-source.com and clicked
> download and downloaded any one of the 3 archives available and it worked

I went to gim.atari-source.com just now and immediately got redirected to
"www.expireddomain.us"...

--
/*
Jo Even Skarstein
*/

352. Re: FTP-Serv

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 23:02:42 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1107558162.641036.123770@z14g2000cwz.googlegroups.com>
Source record: 14929

Set up a user for each partition.
rootc pwd c:\ 1
rootd pwd d:\ 1
roote pwd e:\ 1
Etc....
Then login to the partition you want based on your chosen user names.
Personally, I name my partitions like so.
tonic, supertonic, mediant, subdominant, dominant, submediant,
leadingtone
I, ii, III, IV, V, vi, vii, I
And so on...and rather than thinking of it as a 'username' I consider
it partitions.
Any sorta naming scheme you like will work.

Also, when using drive u: under ftpserver & MagiC, I find it imperative
to have a floppy in drive a, and rename drive b to .b, otherwise that
quiet search for a disk in the floppy drive a can really freeze things
up.

I also find that using drive u: and MagiC/FTPserver is fine with some
clients, and not so kind with others.

Brian

353. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-04 23:21:23 UTC
From: mail@freeman-studio.com
Message-ID: <1107559283.608367.130790@f14g2000cwb.googlegroups.com>
Source record: 14930

I thought I read that the *68060's* were internally double-clocked, so that while the marked MHz rating and external clock speed is 50MHz, the chip inside is actually running at 100? I may have misread what they were saying, but I know that this was refering to the 68060. They called it "superscalar". The 68060 was the first to have that, according to Motorola's site, if I read it correctly. Then again, I may be completely mistaken... It's been a while since I read it. I'll have to go find that again sometime and check.

Mike Freeman
mike [at] freeman-studio [dot] com

354. Re: CT63

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 00:02:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42040cd1$0$19165$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14931

"Rodolphe Czuba" <rodolphe.fuckspam.czuba@free.fr> wrote in message
news:4203c8f2$0$526$636a15ce@news.free.fr...
> That's bad info !
>
> CT60 fit under the keyboard with the big fan (the first batch of CT60) but
> the fan must no be plugged on the heatsink...
> It must be put just near to flow on the heatsink...
>
> I did that here !
> So why couldn't you do that ??
>

it wont fit, the keyboard pushes the fan back off the heatsink and his the
ram, the keyobard don't rest naturally in the case. thats why I brought the
adapter.

Chris

>
> CT60 fits in the falcon case and the keyboard is OK on !
>
>
>
>
>
> exxos wrote:
>> "Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
>> news:rbs501ts2bv6c40faims6knaani8nat5r6@4ax.com...
>>> On 3 Feb 2005 16:04:28 -0800, "Galen" <atarigalen@yahoo.com> wrote:
>>>
>>>>> - no 060 socket : the 060 will be soldered (after tested) on the
>>>> board (will
>>>> get more space under the keyboard).
>>>>
>>>> Does this mean that the CT63 will fit into the Falcon case?
>>>>
>>>> Galen
>>>
>>> I thought it was suppose to now, just have to use an external
>>> powersupply.
>>> Mike
>>
>> It dont fit, the height of the fan on the heatsink is too much to fit
>> under the keyboard. I didn't know that until I brought one! Though
>> thats why CETEX was developed which moves the CT60 further back. Not

>> tried to put the top back on my falcon yet though cos ive gota wire
>> in some switches yet, but it should all fit in.
>>
>> chris
>
>

355. Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 04:53:46 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <HOudnctwG5r5zJnfRVnysA@eclipse.net.uk>
Source record: 14932

Hi folks,

Just bludgeoned TOS 2.06 into my Mega ST and am wondering if it's worth putting another TOS in there to aid compatibility for old games etc?

If it is worth doing, which other TOS would the panel recommend?

Seeing as there's another 4 spare sockets, i could switch another 2 TOSs in i guess, but that seems a little overkill.

TIA

Egon

356. Atari FDD question

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 05:12:13 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <qqidncYDe9UqyJnfRVnyvQ@eclipse.net.uk>
Source record: 14933

Another thing...

Are there any 1.44 drives that fit into a Mega ST case without the need to hack the front of the case?

TIA

Egon

357. Re: Atari FDD question

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 07:25:52 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <420474fe$0$20838$d5255a0c@news.wanadoo.nl>
Source record: 14935

Yes, there are original HD drives for the Atari ST. It seems that Epson has made some drives.

I don't know if a pc-floppydrive works in an Atari ST. Maybe the frontplate of a old Atari drive can use on an pc-drive.

You can't use the old Atari floppycontroller. There must be an Ajax floppycontroller.

Greetings,

Mario

358. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 07:39:37 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <JSZMd.8840$F6.1656069@news.siol.net>
Source record: 14934

mail@freeman-studio.com wrote:

> I thought I read that the *68060's* were internally double-clocked, so
> that while the marked MHz rating and external clock speed is 50MHz, the
> chip inside is actually running at 100? I may have misread what they
> were saying, but I know that this was refering to the 68060. They
> called it "superscalar". The 68060 was the first to have that,
> according to Motorola's site, if I read it correctly. Then again, I may
> be completely mistaken... It's been a while since I read it. I'll have
> to go find that again sometime and check.

Superscalar means that in one clock cycle, CPU executes 2 instructions.
That would mean something similar as "doubleclocking". It is not
doubleclocking, but internal arhitecture to allow executing 2 or more
instructions per clock cycle. I did saw some comparisions and 060 with 2 or
even 2+ instructions per cycle was on top of the list, i think P4 was 1.8,
etc. Of course P4 uses RAW power of many MHz. But i must say, that i can
also be mistaken here :)

Janez

359. Re: Ram disk on Atari STe?

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 09:51:07 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <fG0Nd.1011$h06.212707@monger.newsread.com>
Source record: 14936

On 1 Feb 2005 22:42:00 +, "SCREAM" wrote:
>Hello
>
>Does anybody know any program to create a ram disk on Atari?
>
>I'm using Mdisk, but it's limited to 720Kb. I would like to use 1 or 2
>Mb....
>
>Cheers

I use a reset proof ram disk on on my Mega4 that will give
a max of 2 meg ram and drive letter is selectable.
It will not survive a reset if the power is turned off but will
survive a reset using the button at the rear of the computer.
If you're interested, E-mail me at the address of this letter but
remove -NOT- from the address.

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!

360. Re: FTP-Serv

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 10:33:51 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4204a10e$0$25791$8fcfb975@news.wanadoo.fr>
Source record: 14937

Edward S. Baiz Jr. a ï¿½crit :
>
> Same with me. I can connect to only one partition at a time, but they are all
> accessable. I have it installed on my STe and I use my Hades to connect, so I
> download the STe's files for backup to a CD.

Thank-you, Edward, and...

Brian J. Roland a ï¿½crit :
>
> Set up a user for each partition.
> Then login to the partition you want based on your chosen user names.
> And so on...and rather than thinking of it as a 'username' I consider
> it partitions.
> Also, when using drive u: under ftpserver & MagiC, I find it imperative
> to have a floppy in drive a, and rename drive b to .b, otherwise that
> quiet search for a disk in the floppy drive a can really freeze things
> up.
.. than-you too, Brian!
I was mistaken by the sample file that means to allow many drives for
one single user. Maybe a /todo/ which has been abandoned ? :-/
I solved the problem of drive a:\ access with a little utility to be
put in the Start folder : DELU_A_B.

Thanks again to both of you,

J.-Luc

--

"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

361. Re: GIM ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 10:50:41 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4204a501$0$19443$8fcfb975@news.wanadoo.fr>
Source record: 14939

Mark D a ï¿½crit :

> On Fri, 04 Feb 2005 19:06:45 +0000, J.-Luc wrote:
>
> [Trying to access GIM pages]
>
> That's kind of strange. I went to gim.atari-source.com and clicked
> download and downloaded any one of the 3 archives available and it worked

At the time I posted, all the tries I had done had turned to continuous
connexion loop (CAB, HW, but also tried from a PC with IE), or
redirection to a page stating I don't remember what about non-existing.
I tried right now, and at least the link above works.
So I assume it was a server or networking problem : next time, I'll
wait before posting for help :-/
>
> I notice you were talking about MagiC too. Because of dependant
> libraries, GIM can work under MiNT only.

Er... can we hope a version for MagiC! some day ?

Thaks again,

J.-Luc

--

"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

362. Re: GIM ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 10:50:42 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4204a502$0$2181$8fcfb975@news.wanadoo.fr>
Source record: 14938

```
Jo Even Skarstein a ï¿½crit :
>
> Mark D wrote:
>
>> That's kind of strange. I went to gim.atari-source.com and clicked
>> download and downloaded any one of the 3 archives available and it worked
>
> I went to gim.atari-source.com just now and immediately got redirected to
> "www.expireddomain.us"...

That's one of the things it did before I posted for help, but it works
fine now...

Thanks,

J.-Luc

--

"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
```

363. Re: GIM ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 14:43:41 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.02.05.14.43.41.472106@nosspamatari-source.com>
Source record: 14940

On Fri, 04 Feb 2005 23:47:07 +0100, Jo Even Skarstein wrote:

> Mark D wrote:
>
>> That's kind of strange. I went to gim.atari-source.com and clicked
>> download and downloaded any one of the 3 archives available and it worked
>
> I went to gim.atari-source.com just now and immediately got redirected to
> "www.expireddomain.us"...

The domain must have been expired. It's renewed now. I notice from the
whois record that feb4th was the last updated date, so my buddy probably
didn't renew the domain on time ;-)

Thanks,
Mark
http://www.atari-source.org

364. Show Degas pictures on a Windows pc

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 18:48:59 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <42051519$0$87194$1b2cd167@news.wanadoo.nl>
Source record: 14941

I've found a programm to show Degas and Tiny pictures on a Windows pc.

Here's the link:

http://members.aol.com/tgkirk/pic3view.htm

It's works great. There's also a version for people with Windows 3.x

Greetings,

Mario

365. Re: Show Degas pictures on a Windows pc

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 21:00:42 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <36kqg3F54gne3U1@individual.net>
Source record: 14942

On 5-Feb-2005, "Mario Koezema" <mariokoezema@zonnet.nl> wrote:

> ere's the link:
>
> http://members.aol.com/tgkirk/pic3view.htm
>
> It's works great. There's also a version for people with Windows 3.x

You can also go for xnview, but of course, it is a complete picture viewer,
displaying pratically any image format
www.xnview.com

366. GIM v0.3 Released!

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 21:32:58 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.02.05.21.32.57.714157@nosspamatari-source.com>
Source record: 14943

Hello everyone,

I really tried to get this done by Xmas but I failed. Oh well. Anyway, now you have a little bit of after xmas fun! Gim version 0.3 has been released. This is still alpha quality but is approaching beta quality. It shouldn't destroy your machine or anything. This software is licensed under the GNU GPL and the source code is available. For those that don't know, GIM is short for GEM Instant Messenger. It is an increasingly full featured AOL Instant Messenger client for Atari compatible machines. It currently and for the foreseeable future only works under MiNT on XaAES or N.Aes but assuming someone wants to do the work, Magic support is possible. It also requires MiNTNet networking rather than STiK.

For those who haven't used a CVS edition of GIM since version 0.2, there's quite a few surprises in this release. GIM is much more stable, staying online for days and days subject to the stability of aim servers and your network connection.

Now, here's a list of all of the changes since version 0.2. This list may be missing some things that were actually done.
* Bugfix in the preferences dialog
* Disclaimer removed. It looked awful anyway. The logon dialog was changed.
* Killed all the debug messages in the release version.
* Click on a buddy in your list to start a new conversation!
* Full configuration system stores buddy list modifications inside acct1.blt, and stores full font and window configuration in gim.cnf. Your window size and position is remembered! I wish all programs did this :)
* XaAES fixes (some menubar bug yet to be addressed)
* Wordwrapped scrollable buddy info.
* Set your own Buddy info.
* Beginnings of Away message implementation.
* Proportional fonts in conversations, user configurable mono-spaced fonts everywhere else.
* Several key stability improvements

Upgrading? Copy the new gim.prg and gim.rsc into your current gim directory. Keep your current acct1.blt or use the included one (xevaporated and nsxwolf are me.. Say hi :)), DELETE your current gim.cnf. It won't work and this new version will create a config file for you.

The config file is user editable if you don't change ANY line or word spacing. The GIM config parser is VERY dumb :) It's intended only to be adequate.

If users would like MagiC support, some nice person with some time and expertise must convert libfaim to be working under MagiC. This means depending on mintlib and the other dependent libs to not require the mint kernel. This could be some work! After GIM works in MagiC with MagiCNet, I would be willing to do the work to make GIM work with STiK.

Download at http://gim.atari-source.com under the downloads section. Good luck!

Thanks,
Mark
http://www.atari-source.org

367. ST BBS Software, Weather Sat and Teletex decoder

Newsgroup: comp.sys.atari.st
Date: 2005-02-05 23:36:09 UTC
From: Nobody <nobody@nowhere.com>
Message-ID: <1107646599.052a6e6a693a210961170b5a01ce00c6@teranews>
Source record: 14944

Hi all,

I cut my teeth on an ST years ago and I'm recently (for reasons that arent exactly clear to even myself) trying to 'recapture' what I failed to achieve all those years ago (primarily from an educational perspective).

I'm attempting to track down as much info as possible on the following ST issues

BBS software (does anyone still have any?)
A weather satellite receiver kit (seen in an issue of ST format) - obviously this had hardware so I really just looking for info (manufacturer?)
Teletext decoder (again seen in ST format) - again this had hardware, again this mainly going to be info

All of my searches thus far have not resulted in anything concrete (I even looked at getting a bunch of ST Formats that were on ebay but unfortunately I missed the opportunity) - I'm guessing this stuff is kinda old for google (since it didnt have anything relevant) and the day of the [non-porn] BBS is probably over :-(

As an aside are any of the old public domain libraries still going? (seem to have recollections of one called Dominator or something similar, their logo was a super hero type of character)?

Appreciate any assistance

368. Re: ST BBS Software, Weather Sat and Teletex decoder

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 04:30:26 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cu46h1bbs1@reader2.panix.com>
Source record: 14945

Can't help. Google wefax. There was, at least recently, an interest group
on the subject, with a magazine out of England. The problem is an Atari
wefax display program. One was started, and abandoned, for lack of either
a market or a good programmer. Ask them.

Google Octopus, which seems to be a new BBS software, which also runs on
Atari-based internet BBS.

Teletext hardware should be platform independent, I think.

If you are really looking for help, a valid e-mail address might be
useful. It does not seem useful to help nobody nowhere.

Jim, K8JUM

Nobody <nobody@nowhere.com> writes:

: Hi all,

: I cut my teeth on an ST years ago and I'm recently (for reasons that arent
: exactly clear to even myself) trying to 'recapture' what I failed to achieve
: all those years ago (primarily from an educational perspective).

: I'm attempting to track down as much info as possible on the following ST
: issues

: BBS software (does anyone still have any?)
: A weather satellite receiver kit (seen in an issue of ST format) - obviously
: this had hardware so I really just looking for info (manufacturer?)
: Teletext decoder (again seen in ST format) - again this had hardware, again
: this mainly going to be info

: All of my searches thus far have not resulted in anything concrete (I even
: looked at getting a bunch of ST Formats that were on ebay but unfortunately
: I missed the opportunity) - I'm guessing this stuff is kinda old for google
: (since it didnt have anything relevant) and the day of the [non-porn] BBS is
: probably over :-(

: As an aside are any of the old public domain libraries still going? (seem to
: have recollections of one called Dominator or something similar, their logo
: was a super hero type of character)?

: Appreciate any assistance

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |

X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

369. Re: ST BBS Software, Weather Sat and Teletex decoder

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 05:26:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200502060626.a50216@wun.maus.de>
Source record: 14805

Hi!

N>BBS software (does anyone still have any?)

Server or Client? Anyway, both are available. For instance StarCall, which
consists of terminal program, BBS program, and FAX also.

<http://www.icc-computer.de/starcall/software/download.htm>

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

370. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 09:50:21 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <vka901dqt44393k41vl1bgmhc24alo20rg@4ax.com>
Source record: 14946

On 3 Feb 2005 02:20:16 -0800, Andreas.Kromke.nospam@gmx.de wrote:

>> that gave Greek keyboard support to TOS
>
>Magic(Mac)(X) supports a loadable keyboard table (a binary file) that
>even may contain "dead keys" (since 2002). They same should be true for
>MiNT (just guessing), so it might make not much sense to patch old TOS.

Ok, but for those of us who still choose to use "old" TOS? I, for example, still look for a replacement DMA chip to use hard disks on my STE, so the only usable storage media I have are floppies. Loading an alternate O/S from disk would take too much time for my tastes. (I even find devpac slow, so I use Turbo Assembler :)) So, I have to stick with patching old programs (besides, it's fun in a twisted sort of way ;))

/George

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured programming is for compulsive neurotics who were prematurely toilet- trained. They wear neckties and carefully line up pencils on otherwise clear desks.

371. Is there an archive of old posts?

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 10:09:42 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <s2rb01hfvp6apmglra3c973u24rlge738m@4ax.com>
Source record: 14947

```
Just wondering, becuase I started reading atari newsgroups around 2003
or so. Does anybody know a source? (I haven't really checked if google
groups has posts older than 2003, but I didn't find it highly likely)

Maybe someone could share his archive of older posts?
```

Thanks,
--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.

372. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 10:33:15 UTC
From: Cutrun <nickoteen@inet.hr>
Message-ID: <cu4rpb$5sa$1@sunce.iskon.hr>
Source record: 14948

> Magic is commercial. MultiTOS is obsolete. If you have the goal of
> multitasking without much expense, MiNT is probably what you want to
> try. See http://freemint.de/en/ for more information.
>
> Galen

Thnx a bunch .. .I DL-ed Mint 1-16-0 and it " seems " 2 be working .. the only thing I cannot seem 2 acomplish is making it boot in some sort of GUI environment.

I have a bare Falcon 030 with 4MB ram and a floppy disk drive. I'm tryin 2 aquire a HDD but it's a plan in progress..

Any suggestions ?
I've read the readmes and all and I know I'm supposed 2 edit the .CNF file(s) butt whatever I do .. the results are the same. MINT#: prompt is all I get.

373. Atari VME connector

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 15:53:23 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cu5ehj$rp1$1@reader2.panix.com>
Source record: 14799

Typing this twice. Invalid address. Somebody somewhere asked if a particular number was the connector for an Atari TT VME bus, and left out a digit.

VME was Versa Module European, until the US M1 tank used it, and then it just meant VME, and the single connector version got known as Eurocard.

Looked this up in a Newark catalog. DIN 41612 Eurocard Connectors do come with three rows of 33 pin positions, and the plugs do list a mating Type B.

Catalog is a couple of years old, 119. Pages are 125, 275.

The answer to whoever asked this is a quite probable yes.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

374. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 16:25:46 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cu5gea$q33$1@reader2.panix.com>
Source record: 14800

Ummm. I do appreciate all the work the SpareMiNT team has done. But I alone, so far, have the idea that the approach chosen for version 1.16 was mistaken. Some extremely experienced people tried to make an autoloading version of MiNT, for new people, and probably me, and aimed way too high.

I would recommend EasyMiNT, which loads 1.15.12, and is easy to follow. It will set what you boot to, and also load Xaaes or N-AES. The AES configuration file loads a desktop, and Thing is a good choice. Teradesk works adequately, moves very large groups of stuff faster, by taking bigger bites, but occasionally, in doing that, loses the program flags from program files.

N_AES is a good choice for a aes, which you will need. It is expensive, but I cannot get it to do anything unexpected. I did have a problem with the CD distribution. It reads correctly on the oldest CDROM I have, with the latest drivers available, Extendos. Any other combination, and some files were never there, or were intermittently there, and it would not load directly from the CD. The CD is OK, but it may not match your read setup.

EasyMiNT also comes with adequate documentation. If you do not know how to do something, the documentation is there. You should print it all out, punch holes in the pages, and put them in a binder. For a while, you will need this.

I believe that sparemint.atariforge.net has the EasyMiNT distribution, and is reachable by ftp as ftp sparemint.atariforge.net. If not, google easymint, and its author's site will be in the google list. I think it can be found in three places, and you should find one.

Someday I will try version 16 again, but I suspect I am stuck with version 15, which allows fast switching between TOS and MiNT. I need and use both, and find both convenient.

When I do not have MiNT running (a long series of short lived small hard drives for an external drive box from E-Bay) my machine is not complete. MiNT is very convenient when it works. That is a matter of personal opinion.

Jim

Cutrun <nickoteen@inet.hr> writes:

: > Magic is commercial. MultiTOS is obsolete. If you have the goal of
: > multitasking without much expense, MiNT is probably what you want to
: > try. See http://freemint.de/en/ for more information.
: >

: > Galen

: Thnx a bunch .. .I DL-ed Mint 1-16-0 and it " seems " 2 be working .. the
: only thing I cannot seem 2 acomplish is making it boot in some sort of GUI
: environment.

: I have a bare Falcon 030 with 4MB ram and a floppy disk drive. I'm tryin 2
: aquire a HDD but it's a plan in progress..

: Any suggestions ?
: I've read the readmes and all and I know I'm supposed 2 edit the .CNF
: file(s) butt whatever I do .. the results are the same. MINT#: prompt is
: all I get.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

375. Re: Atari VME connector

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 16:28:52 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <d6Gdnaov3fJL2JvfRVnygw@eclipse.net.uk>
Source record: 14801

Hi,

> Typing this twice. Invalid address. Somebody somewhere asked if a
> particular number was the connector for an Atari TT VME bus, and left out
> a digit.

Too much spam evading tactics, duly amended in sig.

> VME was Versa Module European, until the US M1 tank used it, and then it
> just meant VME, and the single connector version got known as Eurocard.
>
> Looked this up in a Newark catalog. DIN 41612 Eurocard Connectors do come
> with three rows of 33 pin positions, and the plugs do list a mating Type
> B.
>
> Catalog is a couple of years old, 119. Pages are 125, 275.
>
> The answer to whoever asked this is a quite probable yes.

Thanks, time to grab a few :)

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

376. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 16:37:52 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.02.06.16.37.52.983189@nosspamatari-source.com>
Source record: 14802

On Sun, 06 Feb 2005 11:50:21 +0200, George Nakos wrote:

> On 3 Feb 2005 02:20:16 -0800, Andreas.Kromke.nospam@gmx.de wrote:
>
>>> that gave Greek keyboard support to TOS
>>
>>Magic(Mac)(X) supports a loadable keyboard table (a binary file) that
>>even may contain "dead keys" (since 2002). They same should be true for
>>MiNT (just guessing), so it might make not much sense to patch old TOS.
>
> Ok, but for those of us who still choose to use "old" TOS? I, for
> example, still look for a replacement DMA chip to use hard disks on my
> STE, so the only usable storage media I have are floppies. Loading an
> alternate O/S from disk would take too much time for my tastes. (I
> even find devpac slow, so I use Turbo Assembler :)) So, I have to
> stick with patching old programs (besides, it's fun in a twisted sort
> of way ;))
>
> /George

What is the chip number you need? I have 3 mega ste motherboards that
might be able to produce a part for you.

Thanks,
Mark
http://www.atari-source.org

377. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 16:42:38 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cu5hg7$cj0$1@atlantis.news.tpi.pl>
Source record: 14803

Cutrun napisaďż˝(a):
>>Magic is commercial. MultiTOS is obsolete. If you have the goal of
>>multitasking without much expense, MiNT is probably what you want to
>>try. See http://freemint.de/en/ for more information.
>>
>>Galen
>
>
> Thnx a bunch .. .I DL-ed Mint 1-16-0 and it " seems " 2 be working .. the
> only thing I cannot seem 2 acomplish is making it boot in some sort of GUI
> environment.
>
> I have a bare Falcon 030 with 4MB ram and a floppy disk drive. I'm tryin 2
> aquire a HDD but it's a plan in progress..
>
> Any suggestions ?
> I've read the readmes and all and I know I'm supposed 2 edit the .CNF
> file(s) butt whatever I do .. the results are the same. MINT#: prompt is
> all I get.

The current version of FreeMiNT is 1.16.1
(http://sparemint.atariforge.net/sparemint/mint/kernel/1.16.1/) There is
a readme that explains how to install is (along with GUI, that is Xaaes).

Unfortunetly, 4MB is not enough for a decent GUI with FreeMiNT. Get 14MB
Simm adapter (I reccomend Czech ones, as they are 25MHz tested).

Lets cound it:

FreeMiNT kernel - 1MB
Xaaes - 1MB
decent desktop - 1MB
andf some mor - 0.9MB ;)

4MB is just not enough these days.

At last I would reccomend signing up for CT63, where you can put up to
512MB of RAM :).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

378. Re: Is there an archive of old posts?

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 16:52:45 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <42064b5a$0$21352$636a15ce@news.free.fr>
Source record: 14804

hi,

Google groups go until november 1986 for this group

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

379. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 18:47:16 UTC
From: Cutrun <nickoteen@inet.hr>
Message-ID: <cu5onp$2pa$1@sunce.iskon.hr>
Source record: 14806

One more quite important q: Is there any HYP reader that runs under windows
?
I aquired some documentation on the subject, but it's in a hyp format (?)
and I can't read it normaly under MS Word or similar.

I found something called HYP Viewer but 4 Atari . . and since I'm doing all
the reading on my PC .. it would be much easyer 2 have a viewer 4 the same.

Thnx!

380. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 18:50:21 UTC
From: Cutrun <nickoteen@inet.hr>
Message-ID: <cu5oti$306$1@sunce.iskon.hr>
Source record: 14807

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:cu5hg7$cj0$1@atlantis.news.tpi.pl...
> Cutrun napisa(a):
>>>Magic is commercial. MultiTOS is obsolete. If you have the goal of
>>>multitasking without much expense, MiNT is probably what you want to
>>>try. See http://freemint.de/en/ for more information.
>>>
>>>Galen
>>
>>
>> Thnx a bunch .. .I DL-ed Mint 1-16-0 and it " seems " 2 be working ..
>> the only thing I cannot seem 2 acomplish is making it boot in some sort
>> of GUI environment.
>>
>> I have a bare Falcon 030 with 4MB ram and a floppy disk drive. I'm tryin
>> 2 aquire a HDD but it's a plan in progress..
>>
>> Any suggestions ?
>> I've read the readmes and all and I know I'm supposed 2 edit the .CNF
>> file(s) butt whatever I do .. the results are the same. MINT#: prompt is
>> all I get.
>
> The current version of FreeMiNT is 1.16.1
> (http://sparemint.atariforge.net/sparemint/mint/kernel/1.16.1/) There is a
> readme that explains how to install is (along with GUI, that is Xaaes).
>
> Unfortunetly, 4MB is not enough for a decent GUI with FreeMiNT. Get 14MB
> Simm adapter (I reccomend Czech ones, as they are 25MHz tested).

Erm, I am a TOTAL newbie when it comes 2 Atari platform. :(

Sign up where ?

381. Atari Online News, Etc. #07-06

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 21:24:22 UTC
From: danap8@aol.comno-spam
Message-ID: <20050206162422.27553.00000444@mb-m17.aol.com>
Source record: 14808

```
A-ONE #0706 02/04/05

~ Some eBay Sellers Gone ~ People Are Talking! ~ New Spam Strategy!
~ Ex-AOL'er Spam Guilty! ~ Running From Dial-Up! ~ Godfather Returns!
~ Xbox2 Unveiling Delay! ~ Busted Links to Paxfire ~ PSP2 In March!
~ New MS Search Engine! ~ Rise In Worst Spyware! ~ Dog Days of Winter

-* Microsoft Renames Reduced XP *-
-* Atari Times 2005 Compendium Is Here *-
-* EU Thinks Microsoft Is Dragging Its Feet! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj+atarinews+org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

382. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 22:28:41 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <42069a15$0$15909$cd19a363@news.wanadoo.nl>
Source record: 14809

When you are using an older Atari ST, such a 1040STf, then you can't use floppy that are formatted on a pc. It seems that the floppydrive can't read every floppy.

The newer ST's, such the Atari 1040STfm can read Dos formatted floppy with the command:

Format a: /u /t:80 /n:9

An external floppydrive can maby help to read Dos formatted floppy's.

I don't know how much people are using a real ST. A ST is very cheap, but you've got problems when you are having friends with a pc. You can't even share MID files when you are having an older ST.

I'm looking for a hardwaresolution, so i can use my older ST a long long time.

Greetings,

Mario

383. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 22:47:59 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cu66t5lqc1@atlantis.news.tpi.pl>
Source record: 14811

```
Cutrun napisaďż˝(a):
> "Adam Klobukowski" <atari@gabo.pl> wrote in message
> news:cu5hg7$cj0$1@atlantis.news.tpi.pl...
>
>>Cutrun napisaďż˝(a):
>>
>>>>Magic is commercial. MultiTOS is obsolete. If you have the goal of
>>>>multitasking without much expense, MiNT is probably what you want to
>>>>try. See http://freemint.de/en/ for more information.
>>>>
>>>>Galen
>>>
>>>
>>>Thnx a bunch .. .I DL-ed Mint 1-16-0 and it " seems " 2 be working ..
>>>the only thing I cannot seem 2 acomplish is making it boot in some sort
>>>of GUI environment.
>>>
>>>I have a bare Falcon 030 with 4MB ram and a floppy disk drive. I'm tryin
>>>2 aquire a HDD but it's a plan in progress..
>>>
>>>Any suggestions ?
>>>I've read the readmes and all and I know I'm supposed 2 edit the .CNF
>>>file(s) butt whatever I do .. the results are the same. MINT#: prompt is
>>>all I get.
>>
>>The current version of FreeMiNT is 1.16.1
>>(http://sparemint.atariforge.net/sparemint/mint/kernel/1.16.1/) There is a
>>readme that explains how to install is (along with GUI, that is Xaaes).
>>
>>Unfortunetly, 4MB is not enough for a decent GUI with FreeMiNT. Get 14MB
>>Simm adapter (I reccomend Czech ones, as they are 25MHz tested).
>
>
> Erm, I am a TOTAL newbie when it comes 2 Atari platform. :(
>
> Sign up where ?

www.czuba-tech.com

Look in CT60 section.

--
Semper Fidelis
```

Adam Klobukowski
atari@gabo.pl

384. Third edition of Atari-Day in Dordrecht, be there!

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 22:49:51 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <536d01pf8e10tms5fi2ijpthoc9e8p18vr@4ax.com>
Source record: 14810
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On sunday the 13th of february 2005, the third edition of the Dutch
Atari day will be organized again in Dordrecht, The Netherlands.
The location is the Titus Brandsma-Stedelijk Dalton Lyceum.
Kapteynweg 3
3318 EC Dordrecht
The Netherlands
The event will be held from 10:30 am until 16:30. Admission
is free. It will be organized by Jos Vlietstra, just like the
previous two years. This is an event that we have grown to like a
lot, and if you like Atari, you will want to be there, maybe buy some
things, or just watch some of the MIDI demonstrations.
If you wish to participate contact Jos Vlietstra by E-mail. You can
mail him at this address: jo.vlie*at* hccnet.nl
Of course replace the *at* by the @-sign.
Everyone should bring their own sandwiches and drinks, since there is
no place to buy these close by.

Directions:
By train: go to the station Dordrecht Zuid.
Walk on the left side of the S. van Gijnweg towards the Sterrenburg
district. After 5 minutes, you can see the back of the school. Turn
left walking on the pink Steve Biko bicycle path and follow the green
fence until you reach a gate after about five minutes.
By car: from Rotterdam take the left tube of the Drechttunnel.
Then take exit Papendrecht immediately after the tunnel. At the
traffic lights go straight for a short while, then take a right turn
onto the Laan der Verenigde Naties. At the next traffic lights go
straight on, passing the Shell pump, then take a right turn at the
next traffic light. Follow the road straight on, passing the traffic
lights, take the railroad tunnel then make sure to be in the left
lane.
Take a left onto the kapteynweg and take a left again and park.
Take the pink bicycle path again and find the gate as above.
If coming from the south, follow direction Dordrecht, take the exit
Centrum, take a right onto the Laan der Verenigde Naties and follow
the directions above.

Attention: The front of the school will be closed! Do not be alarmed,
the entrance to this event is on the back.
See you all there!

385. Re: ST BBS Software, Weather Sat and Teletex decoder

Newsgroup: comp.sys.atari.st
Date: 2005-02-06 23:02:18 UTC
From: Nobody <nobody@nowhere.com>
Message-ID: <1107730967.afd0626c2d24b5da049262fc5bb25b1d@teranews>
Source record: 14812

BBS Server - sorry should have made that clearer

wrt my email address - why does it need to be valid? You want to send me spam or something :-). Thanks for the info anyway.

"Nobody" <nobody@nowhere.com> wrote in message news:1107646599.052a6e6a693a210961170b5a01ce00c6@teranews...
> Hi all,
>
> I cut my teeth on an ST years ago and I'm recently (for reasons that arent
> exactly clear to even myself) trying to 'recapture' what I failed to achieve
> all those years ago (primarily from an educational perspective).
>
> I'm attempting to track down as much info as possible on the following ST
> issues
>
> BBS software (does anyone still have any?)
> A weather satellite receiver kit (seen in an issue of ST format) - obviously
> this had hardware so I really just looking for info (manufacturer?)
> Teletext decoder (again seen in ST format) - again this had hardware, again
> this mainly going to be info
>
> All of my searches thus far have not resulted in anything concrete (I even
> looked at getting a bunch of ST Formats that were on ebay but unfortunately
> I missed the opportunity) - I'm guessing this stuff is kinda old for google
> (since it didnt have anything relevant) and the day of the [non-porn] BBS is
> probably over :-(
>
> As an aside are any of the old public domain libraries still going? (seem to
> have recollections of one called Dominator or something similar, their logo
> was a super hero type of character)?
>
> Appreciate any assistance
>
>

386. No sound from my Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 03:45:42 UTC
From: sf0218@aol.com
Message-ID: <20050206224542.17751.00000492@mb-m07.aol.com>
Source record: 14813

I plug a new set of speakers into the headphone jack on the Falcon.....nothing.
I plug the speakers into the headphone jack on the Falcon's ide cd drive, I get
sound.

Question: which chip is the sound chip and where can I get a new/replacement
chip?

Thanks to all,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

387. Re: No sound from my Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 07:04:40 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <9yDNd.8909$F6.1668737@news.siol.net>
Source record: 14814

SF0218 wrote:

> I plug a new set of speakers into the headphone jack on the
> Falcon.....nothing. I plug the speakers into the headphone jack on the
> Falcon's ide cd drive, I get sound.
>
> Question: which chip is the sound chip and where can I get a
> new/replacement chip?

Define no sound. If u are looking for sound from CD, u need to connect CD output to Falcons input. U don't need that for YM or samples tho. U can just try to check how matrix is set. I doubt Falcon is totally mute.

388. Re: No sound from my Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 08:03:34 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cu77dq$5o7$1@atlantis.news.tpi.pl>
Source record: 14815

SF0218 napisaďż˝(a):
> I plug a new set of speakers into the headphone jack on the Falcon.....nothing.
> I plug the speakers into the headphone jack on the Falcon's ide cd drive, I get
> sound.

Check if floppy power connector is plugged in CT60.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

389. Re: No sound from my Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 08:39:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.07.08.39.25.160574@charter.net>
Source record: 14818

On Mon, 07 Feb 2005 03:45:42 +0000, SF0218 wrote:

> I plug a new set of speakers into the headphone jack on the Falcon.....nothing.
> I plug the speakers into the headphone jack on the Falcon's ide cd drive, I get
> sound.
>
> Question: which chip is the sound chip and where can I get a new/replacement
> chip?
>
> Thanks to all,

Sam, you've got a CT60, so make sure you have the floppy power connector
hooked to the CT60. This *has* to be done to get sound. I did the same
thing, using a power connector from a 3.5" IDE adaptor board instead, and
couldn't figure out why I did not have sound.

390. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 10:27:53 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <42074220$0$3499$afc38c87@news.optusnet.com.au>
Source record: 14816

Egon Spengler wrote:
> Hi folks,
>
> Just bludgeoned TOS 2.06 into my Mega ST and am wondering if it's worth
> putting another TOS in there to aid compatibility for old games etc?
>
> If it is worth doing, which other TOS would the panel recommend?
>
> Seeing as there's another 4 spare sockets, i could switch another 2 TOSs in
> i guess, but that seems a little overkill.
>
> TIA
>
> Egon
>
>
Probably 1.02, it seems to have good compatibility with older games.
Whatever needs 1.04, or better, should be OK with 2.06.

Mark

391. Re: No sound from my Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 11:58:27 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0502070358.200aa1d0@posting.google.com>
Source record: 14817

sf0218@aol.com (SF0218) wrote in message
news:<20050206224542.17751.00000492@mb-m07.aol.com>...
> I plug a new set of speakers into the headphone jack on the Falcon.....nothing.
> I plug the speakers into the headphone jack on the Falcon's ide cd drive, I get
> sound.
>
> Question: which chip is the sound chip and where can I get a new/replacement
> chip?

Check You have power supplied to the falcon motherboard. You need to
hook up the old floppy power cable from the falcon motherboard to the
CT60 conenctor. This is from memory, but I seem to remember
forgetting it once and having the same problem. 12v is used in the
op-amps buffering the DAC output I think!!

392. Re: Atari Times 2005 Compendium, Now Available!

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 15:17:20 UTC
From: "Gregory D. George" <go.to@ataritimes.com>
Message-ID: <4ELNd.14657$qB6.14506@tornado.tampabay.rr.com>
Source record: 14819
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.st,alt.games.video.xbox,alt.video.games.sony-playstation2,alt.game.video.nintendo.gamecube

Just a few hours to go before the price bump! Today is the last day to
order a copy for $13.95!

Here's a photo of the finished book:
http://www.ataritimes.com/store/images/2005_actual.jpg

You can get a copy here:
http://www.ataritimes.com/store/2005_Compendium.html

Thanks for the support!

--
Gregory D. George

393. Re: MagicMac...

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 16:19:12 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <c35f01tgl1ort2rgkg4c016kdf4m43uhvs@4ax.com>
Source record: 14820

On Sun, 06 Feb 2005 11:37:52 -0500, Mark D
<mducksub@nosspamatari-source.com> wrote:

>What is the chip number you need? I have 3 mega ste motherboards that
>might be able to produce a part for you.

I'm looking for a dma chip with a number like this:
C398739-001A (Atari-1990)-31

As opposed to this: which my STE currently has.

If you have something like this, please mail me at ggn@atariROCKS.org
(remove all capital letters).

>
>Thanks,
>Mark
>http://www.atari-source.org
>
Well, I should be thanking you for you interest!

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.

394. Re: Is there an archive of old posts?

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 16:24:17 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <5f5f01hv100nbbek0rfr6nrdaag02uhenq@4ax.com>
Source record: 14821

On Sun, 6 Feb 2005 17:52:45 +0100, "[ProToS]"
<protos(at)arcadia-crew(dot)com> wrote:

>hi,
>
>Google groups go until november 1986 for this group

Ok, but I don't think it can be downloaded (or am I mistaken again?
Oh, dear :)) That's why I asked in the first place: I want to have
this info offline (no DSL for me yet ;)

>
>SeeU

Thanks for the reply!

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.

395. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 16:30:50 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <_IMNd.19871$i42.1599@fe1.columbus.rr.com>
Source record: 14822

"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
message news:42074220$0$3499$afc38c87@news.optusnet.com.au...
> Egon Spengler wrote:
> > Hi folks,
> >
> > Just bludgeoned TOS 2.06 into my Mega ST and am wondering if it's worth
> > putting another TOS in there to aid compatibility for old games etc?
> >
> > If it is worth doing, which other TOS would the panel recommend?
> >
> > Seeing as there's another 4 spare sockets, i could switch another 2 TOSs
in
> > i guess, but that seems a little overkill.
> >
> > TIA
> >
> > Egon
> >
> >
> Probably 1.02, it seems to have good compatibility with older games.
> Whatever needs 1.04, or better, should be OK with 2.06.
>
> Mark

I think 1.02 for compatability too. Remember if you use a HD you have to
limit partition size to the old TOS versions limit not 2.06's. IIRC 16MB and
32 MB respectively.

396. Re: No sound from my Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 17:48:44 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <4207a9f9$0$1017$626a14ce@news.free.fr>
Source record: 14823

You think well !

Lyndon Amsdon wrote:
> sf0218@aol.com (SF0218) wrote in message
> news:<20050206224542.17751.00000492@mb-m07.aol.com>...
>> I plug a new set of speakers into the headphone jack on the
>> Falcon.....nothing. I plug the speakers into the headphone jack on
>> the Falcon's ide cd drive, I get sound.
>>
>> Question: which chip is the sound chip and where can I get a
>> new/replacement chip?
>
> Check You have power supplied to the falcon motherboard. You need to
> hook up the old floppy power cable from the falcon motherboard to the
> CT60 conenctor. This is from memory, but I seem to remember
> forgetting it once and having the same problem. 12v is used in the
> op-amps buffering the DAC output I think!!

397. Re: No sound from my Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 18:52:43 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cu8ddr$a0e$1@titan.btinternet.com>
Source record: 14824

Hi

If you've not left off the cable that others have mention then you'll find
the Audio amp's in 2 surface mounted 8 pin chips near the sockets.

>I plug a new set of speakers into the headphone jack on the
>Falcon.....nothing.
> I plug the speakers into the headphone jack on the Falcon's ide cd drive,
> I get
> sound.
>
> Question: which chip is the sound chip and where can I get a
> new/replacement
> chip?

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

398. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-07 22:19:12 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <36td8tF5219a5U1@individual.net>
Source record: 14845

In Msg cu5onp$2pa$1@sunce.iskon.hr, nickoteen@inet.hr wrote:

C>Is there any HYP reader that runs under windows

WinGuide by Frank Rüger.
http://frankrueger.dnsalias.net/winguide.zip

/ Mikael

399. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 00:01:06 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <36qdqcF53rqruU1@individual.net>
Source record: 14825

"Mario Koezema" <mariokoezema@zonnet.nl> wrote in message
news:42069a15$0$15909$cd19a363@news.wanadoo.nl...
> When you are using an older Atari ST, such a 1040STf, then you can't use
> floppy that are formatted on a pc. It seems that the floppydrive can't
read
> every floppy.
>

Very old ST's ave a single sided floppy drive.

> The newer ST's, such the Atari 1040STfm can read Dos formatted floppy with
> the command:
>
> Format a: /u /t:80 /n:9
>

This formats double sided. I am pretty sure you can make a single sided
drive that can be read on a PC can be created on an old ST using something
like FASTCOPY. The ST FORMAT magazine used to come with double sided disks
where most of the stuff was on the first side and could be read on an old
ST. There was then a folder that could only be opened on a dual sided
machine. Not sure how this was created but it must be possible.
I wonder if an old FORMAT command from say NT3.51 would format 360K floppies
on a 2000 or XP PC. (/1 option).

>

An external drive will usually be double sided. You can also replace the
internal drive but this may require a little surery to the case.
If you want to keep your ST mint this may not be desirable.

> I don't know how much people are using a real ST. A ST is very cheap, but
> you've got problems when you are having friends with a pc. You can't even
> share MID files when you are having an older ST.
>

I think many people are using a real ST, or at least Mega STE, TT or Falcon.
However most of these will read 1.44 floppies.

> I'm looking for a hardwaresolution, so i can use my older ST a long long
> time.
>

You could try a drive transplant as above, or an external drive. If you have
both a PC and an ST you can also use "Networking" to transfer software. You
could build an ETHERNET interface (hardware.atari.org). If you only want to
transfer small files you could use a serial cable and slip/ppp. In both

these case you would be using "Real" networking. I have an ETHERNEC (and a hard drive but thhats not needed) and use FTP to transfer files - http://www.dwade.freeserve.co.uk/atari/main.html has details

Alternativley you could use PARCP http://joy.sophics.cz/parcp/ wich uses a non-standard protocol, but which works well. In all these cases you would have to get some one withh an ST with a double sided drive to copy the software to a single sided disk to get you going. (I think all STs can format disks single sided, they can certainly all read them). I made the cable by chopping the end off a printer cable and soldering a new connector.

> Greetings,
>
> Mario
>
>

Hope the above is helpful,
Dave.

400. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 01:05:15 UTC
From: atarian1 <atarian1@yahoo.com>
Message-ID: <1107824715.030598.315240@c13g2000cwb.googlegroups.com>
Source record: 14826

If you want compatibility with games, get TOS 1.00 - the original TOS.
A number of games from pre-1988 won't work with TOS 1.02 and above.
There are even some games that won't work with TOS 1.02 that work with
TOS 1.04! Go fig.

I wish this "TOS 1.02 is the best for games" lie would stop! It is NOT
TRUE!!! Maybe for emulators or some other oddball ST compatible, but
for REAL STs, it is NOT TRUE!!!

401. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 01:15:49 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <9pUNd.151963$K7.40803@news-server.bigpond.net.au>
Source record: 14827

atarian1 wrote:
> If you want compatibility with games, get TOS 1.00 - the original TOS.
> A number of games from pre-1988 won't work with TOS 1.02 and above.
> There are even some games that won't work with TOS 1.02 that work with
> TOS 1.04! Go fig.
>
> I wish this "TOS 1.02 is the best for games" lie would stop! It is NOT
> TRUE!!! Maybe for emulators or some other oddball ST compatible, but
> for REAL STs, it is NOT TRUE!!!
>
That is very odd, I have never had a game of this vintage not work under 1.02-ever. Calling it a lie is just plain dumb. We are talking about opinions here, not facts. Give me a list of games that don't work under 1.02 that predate the STE. Then Give me a list of games post-1988, in the interests of completeness, that don't work on either 2.06 or 1.00. I am bloody sure that you will find some in both categories.

I ran, and still run, a 1meg STFM TOS 1.02 just for playing games my STE does not like. I have yet to find one that I cannot play between both machines. I am sure there are some, but the hundreds I have run have been fine.

Mark

402. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 04:11:16 UTC
From: Ken Macdonald <k_macdonald@sympatico.ca>
Message-ID: <42083BE4.8060505@sympatico.ca>
Source record: 14828

Cutrun wrote:
> One more quite important q: Is there any HYP reader that runs under windows
> ?
> I aquired some documentation on the subject, but it's in a hyp format (?)
> and I can't read it normaly under MS Word or similar.
>
> I found something called HYP Viewer but 4 Atari . . and since I'm doing all
> the reading on my PC .. it would be much easyer 2 have a viewer 4 the same.
>
> Thnx!
>
>
there is WINGUIDE
I can send it to you via e-mail if you like
(it is 61KB as a zip file)
ken

403. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 10:04:19 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <42088e9e$0$24722$626a14ce@news.free.fr>
Source record: 14829

What's the ratio between US & canadian $??

Andy Ball wrote:
> Hello,
>
>> Given that you can't even find any 68060 CPUs any
> > more, what is a good, average price for one?
>
> I couldn't find one in my electronics catalogue, so I broke
> out Google (and Froogle). Here's an example price...
>
> http://www.amiga.ca/catalog/product_info.php?products_id=28
>
> ...presumably that's in Canadian dollars.
>
> I could be wrong, but I vaguely remember that a 50 MHz '060
> is comparable with a 25 MHz '040, since all 68040 chips were
> clock-doubled, but Motorola didn't make a marketing ploy of
> it until Intel started doing that with things like their
> i486 DX-2 50 (2x 25MHz), i486 DX-2 66 (2x 33 MHz) and i486
> DX-4 100 (3x 33MHz ;-)
>
> You could also look at 3.3V 68040 chips if your accellerator
> will take those.
>
> Hope this helps,
> - Andy Ball

404. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 10:04:53 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <42088ec1$0$24718$626a14ce@news.free.fr>
Source record: 14830

What's the ratio between US & canadian $??

Andy Ball wrote:
> Hello,
>
>> Given that you can't even find any 68060 CPUs any
> > more, what is a good, average price for one?
>
> I couldn't find one in my electronics catalogue, so I broke
> out Google (and Froogle). Here's an example price...
>
> http://www.amiga.ca/catalog/product_info.php?products_id=28
>
> ...presumably that's in Canadian dollars.
>
> I could be wrong, but I vaguely remember that a 50 MHz '060
> is comparable with a 25 MHz '040, since all 68040 chips were
> clock-doubled, but Motorola didn't make a marketing ploy of
> it until Intel started doing that with things like their
> i486 DX-2 50 (2x 25MHz), i486 DX-2 66 (2x 33 MHz) and i486
> DX-4 100 (3x 33MHz ;-)
>
> You could also look at 3.3V 68040 chips if your accellerator
> will take those.
>
> Hope this helps,
> - Andy Ball

405. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 10:06:29 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <42088f20$0$24787$626a14ce@news.free.fr>
Source record: 14831

Correct !!

060 is not clocked at 100 MHz !!

Some stupid french guys of STMAG were thinking that !
And....Freddy aschwanden himself was talking that to all people !!
Stupid conceptor !!

Janez Valant wrote:
> mail@freeman-studio.com wrote:
>
>> I thought I read that the *68060's* were internally double-clocked,
>> so that while the marked MHz rating and external clock speed is
>> 50MHz, the chip inside is actually running at 100? I may have
>> misread what they were saying, but I know that this was refering to
>> the 68060. They called it "superscalar". The 68060 was the first to
>> have that, according to Motorola's site, if I read it correctly.
>> Then again, I may be completely mistaken... It's been a while since
>> I read it. I'll have to go find that again sometime and check.
>
> Superscalar means that in one clock cycle, CPU executes 2
> instructions. That would mean something similar as "doubleclocking".
> It is not doubleclocking, but internal arhitecture to allow executing
> 2 or more instructions per clock cycle. I did saw some comparisions
> and 060 with 2 or even 2+ instructions per cycle was on top of the
> list, i think P4 was 1.8, etc. Of course P4 uses RAW power of many
> MHz. But i must say, that i can also be mistaken here :)
>
> Janez

406. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 10:55:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.08.10.55.16.541757@charter.net>
Source record: 14833

On Tue, 08 Feb 2005 01:15:49 +0000, Mark Bedingfield wrote:

> atarian1 wrote:
>> If you want compatibility with games, get TOS 1.00 - the original TOS.
>> A number of games from pre-1988 won't work with TOS 1.02 and above.
>> There are even some games that won't work with TOS 1.02 that work with
>> TOS 1.04! Go fig.
>>
>> I wish this "TOS 1.02 is the best for games" lie would stop! It is NOT
>> TRUE!!! Maybe for emulators or some other oddball ST compatible, but
>> for REAL STs, it is NOT TRUE!!!
>>
> That is very odd, I have never had a game of this vintage not work under
> 1.02-ever. Calling it a lie is just plain dumb. We are talking about
> opinions here, not facts. Give me a list of games that don't work under
> 1.02 that predate the STE. Then Give me a list of games post-1988, in
> the interests of completeness, that don't work on either 2.06 or 1.00. I
> am bloody sure that you will find some in both categories.
>
> I ran, and still run, a 1meg STFM TOS 1.02 just for playing games my STE
> does not like. I have yet to find one that I cannot play between both
> machines. I am sure there are some, but the hundreds I have run have
> been fine.
>
> Mark

Mark, I've had the same experience here, basically. For me, and I'm not attempting to speak for everyone, but the biggest "breaks" came with TOS 1.04, and then another break with TOS 2.06. I have to say neither release was critical for me, in other words, most of my favorite games play right up through TOS 2.06 just fine.

The absolute biggest break for me was when I first got a Falcon. Lots of my ST games broke then. (just another reason to keep a functioning ST model around!). :-)

407. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 11:17:06 UTC
From: smeg_007@hotmail.com
Message-ID: <1107861426.167235.299760@z14g2000cwz.googlegroups.com>
Source record: 14832

Or it can be downloaded from the author:
http://frankrueger.dnsalias.net/#winguide

Coda.

408. Re: Atari FDD question

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 16:26:44 UTC
From: dark_willow1981@lycos.com
Message-ID: <1107880004.511684.73100@c13g2000cwb.googlegroups.com>
Source record: 14834

Any drive from a TT should fit, they are HD and the facia is the same
as the Mega STe. There are a couple of external options as well.

409. Re: Atari FDD question

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 17:37:04 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <4208f8ba$0$22886$cd19a363@news.wanadoo.nl>
Source record: 14835

Not every TT has a 1.44Mb floppydrive. The firstmade TT were delivered with an 720kb floppydrive. I've found a TT030 with a 720kb floppydrive, but prepared for a 1.44Mb floppydrive. Every normal TT were delivered with a 720kb floppydrive. The 1.44Mb floppydrive was an option.

Sofar I know has a Atari pc (80286) the same drive as the ST.

410. Programmable oscillator for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 17:49:36 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4208fbb0$0$2152$8fcfb975@news.wanadoo.fr>
Source record: 14836

Hello,

Last issue of Elektor proposes a programmable oscillator up to 100 MHz.
Didier Mï¿½quignon already commited the cpx to use it from TOS, which
could allow CT60 owners to make them run at the frequency they wish
(and the ability to restart at a safe frequency in case of mistake).
The thing is proposed ready-to-use for 52 euros here (incl. ship.) :
http://www.ak-modul-bus.de/shop/index.htm
However, this is very expensive regarding to the actual cost, if you
buy all components and build it yourself : 15 or 20 euros at most.
Finding someone who would buy all components and mount them would be
very cool - there must be around 250/300 CT60 over the world, most of
them running well at 66 MHz or more (mine perfectly runs at 72, and it
is a rev.1 68060, not a rev.6!).

Regards,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

411. Re: Programmable oscillator for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 18:27:34 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.02.08.18.27.34.859400@nosspamatari-source.com>
Source record: 14837

On Tue, 08 Feb 2005 17:49:36 +0000, J.-Luc wrote:

> Hello,
>
> Last issue of Elektor proposes a programmable oscillator up to 100 MHz.
> Didier Mï¿½quignon already commited the cpx to use it from TOS, which
> could allow CT60 owners to make them run at the frequency they wish
> (and the ability to restart at a safe frequency in case of mistake).
> The thing is proposed ready-to-use for 52 euros here (incl. ship.) :
> http://www.ak-modul-bus.de/shop/index.htm
> However, this is very expensive regarding to the actual cost, if you
> buy all components and build it yourself : 15 or 20 euros at most.
> Finding someone who would buy all components and mount them would be
> very cool - there must be around 250/300 CT60 over the world, most of
> them running well at 66 MHz or more (mine perfectly runs at 72, and it
> is a rev.1 68060, not a rev.6!).
>
> Regards,
>
> J.-Luc

I've always been able to mount components to a board fine, but I've proven that I am incompetent when it comes to manufacturing a PCB itself. Therefore assuming this is a kit with board and components together or something, I could easily do a run of 30-50. I don't want to ship though, I'd like to ship to someone else in bulk and have them do distribution. I don't have time or patience for that ;-)

Thanks,
Mark
http://www.atari-source.org

412. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 18:44:16 UTC
From: d.w.vanderburg@student.tudelft.nl
Message-ID: <1e582fb0.0502081044.6524e486@posting.google.com>
Source record: 14838

Hi Janez,

I think you saw this list (from http://www.tldp.org/HOWTO/BogoMips/x78.html):
System BogoMips Comparison
Intel 8088 clock * 0.004 0.02
Intel/AMD 386SX clock * 0.14 0.8
Intel/AMD 386DX clock * 0.18 1 (definition)
Motorola 68030 clock * 0.25 1.4
Cyrix/IBM 486 clock * 0.34 1.8
Intel Pentium clock * 0.40 2.2
Intel 486 clock * 0.50 2.8
AMD 5x86 clock * 0.50 2.8
Mips R4000/R4400 clock * 0.50 2.8
Motorola 68040 clock * 0.67 3.7
PowerPC 603 clock * 0.67 3.7
Intel StrongArm clock * 0.66 3.7
Nexgen Nx586 clock * 0.75 4.2
PowerPC 601 clock * 0.84 4.7

Alpha 21064/21064A clock * 0.99 5.5
Alpha 21066/21066A clock * 0.99 5.5
Alpha 21164/21164A clock * 0.99 5.5
Intel Pentium Pro clock * 0.99 5.5
Cyrix 5x86/6x86 clock * 1.00 5.6
Intel Pentium II/III clock * 1.00 5.6
AMD K7/Athlon clock * 1.00 5.6
Intel Celeron clock * 1.00 5.6
Intel Itanium clock * 1.00 5.6
Mips R4600 clock * 1.00 5.6

Alpha 21264 clock * 1.99 11.1
Centaur VIA clock * 1.99 11.1
AMD K5/K6/K6-2/K6-III clock * 2.00 11.1
AMD Duron/Athlon XP clock * 2.00 11.1
UltraSparc II clock * 2.00 11.1
Pentium MMX clock * 2.00 11.1
Pentium 4 clock * 2.00 11.1
Centaur C6-2 clock * 2.00 11.1
PowerPC 604/604e/750 clock * 2.00 11.1
Motorola 68060 clock * 2.01 11.2

so the winner is MC68060 :))))
(almost because I removed the Intel Xeon ;)

regards,
Dennis

(to reply, replace student by citg)

Janez Valant <swe@atari.org> wrote in message
news:<JSZMd.8840$F6.1656069@news.siol.net>...
> mail@freeman-studio.com wrote:
>
> > I thought I read that the *68060's* were internally double-clocked, so
> > that while the marked MHz rating and external clock speed is 50MHz, the
> > chip inside is actually running at 100? I may have misread what they
> > were saying, but I know that this was refering to the 68060. They
> > called it "superscalar". The 68060 was the first to have that,
> > according to Motorola's site, if I read it correctly. Then again, I may
> > be completely mistaken... It's been a while since I read it. I'll have
> > to go find that again sometime and check.
>
> Superscalar means that in one clock cycle, CPU executes 2 instructions.
> That would mean something similar as "doubleclocking". It is not
> doubleclocking, but internal arhitecture to allow executing 2 or more
> instructions per clock cycle. I did saw some comparisions and 060 with 2 or
> even 2+ instructions per cycle was on top of the list, i think P4 was 1.8,
> etc. Of course P4 uses RAW power of many MHz. But i must say, that i can
> also be mistaken here :)
>
> Janez

413. Re: Programmable oscillator for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 19:01:49 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42090c9c$0$19416$8fcfb975@news.wanadoo.fr>
Source record: 14839

Mark D a ï¿½crit :
>
Hello,

> I've always been able to mount components to a board fine, but I've proven
> that I am incompetent when it comes to manufacturing a PCB itself.
> Therefore assuming this is a kit with board and components together or
> something, I could easily do a run of 30-50. I don't want to ship though,
> I'd like to ship to someone else in bulk and have them do distribution. I
> don't have time or patience for that ;-)

Sorry, my words must have been a little confuse : the board has to be
done too! The kit, ready-to-use, costs eur 52 shipped from Germany, as
it would only cost eur ~15 if done by oneself, buying the components and
making the board.
Cost for shipping within the EEC is eur ~8 (with insurance), and assumed
that the guy who'd make them should take eur 5 for the job, final cost
would be eur 28 - let's round it up to 30.
That is eur 22 less than the shop in Germany! I think it's worth it!
So, someone capable of doing it, and willing to have a glance at it ?

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

414. Re: Atari FDD question

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 19:09:56 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <sq2dnVeLLYwbk5TfRVnyjA@eclipse.net.uk>
Source record: 14840

<dark_willow1981@lycos.com> wrote in message
news:1107880004.511684.73100@c13g2000cwb.googlegroups.com...
> Any drive from a TT should fit, they are HD and the facia is the same
> as the Mega STe. There are a couple of external options as well.

It's only a Mega ST. The drive has the gigantic eject button in the centre.

My TT and Mega STE have drive facias with offset eject buttons, is there
more than one variant of drive for the TT?

Egon
--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

415. Re: Programmable oscillator for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 20:17:30 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0502082113470.1031@feanor.schunter.etc.tu-bs.de>
Source record: 14841

Hi, Jean-Luc!

J> Sorry, my words must have been a little confuse : the board has to be
J> done too! The kit, ready-to-use, costs eur 52 shipped from Germany, as
J> it would only cost eur ~15 if done by oneself, buying the components and
J> making the board.

Do you mean the CLKGEN kit with programmable clock frequencies from 1 to
100 MHz, offered for 37 EUR list-price?

They offer the PCB with parts list for 7,90 EUR as well! I have no idea if
the price is OK though...

Regards,

Alexander

416. Re: Programmable oscillator for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 21:28:01 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42092ee1$0$2162$8fcfb975@news.wanadoo.fr>
Source record: 14842

Alexander Beuscher a ï¿½crit :
> Hi, Jean-Luc!

Hello Alexander,
>
> Do you mean the CLKGEN kit with programmable clock frequencies from 1 to
> 100 MHz, offered for 37 EUR list-price?

No : ~51/52 euros with shipping to France.
And, if I understood correctly, the frequency range depends on the main
oscillator : with a 10 MHz main osc, you can have 25 to 100 MHz.
>
> They offer the PCB with parts list for 7,90 EUR as well! I have no idea if
> the price is OK though...

Er... I think one of us did misread :-/
If I read correctly, 7,90 euros is for the CYxxxxxx only - but I might
be wrong : German isn't my best-spoken language...
NB : this chip is only $5 within the USA, which makes approximatively 4
euros - so they do sell them twice their price!
Moreover, my brother had a very negative experience with a kit he
bought from them : the parts didn't match the specs, and they charged
him an important amount (without asking him first) when he sent it back
to them!
I went to their site : they charge 1,35 euros for downloading this
single article (I think the review mustn't be more than 6 euros). I
think the only words those guys know are : ï¿½Moneyï¿½, ï¿½Moneyï¿½ and ï¿½Moneyï¿½
again.

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

417. Re: Atari FDD question

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 21:51:02 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <110id2932sea69f@corp.supernews.com>
Source record: 14843

"Egon Spengler" <Egon@the.lab> wrote in message
news:qqidncYDe9UqyJnfRVnyvQ@eclipse.net.uk...
> Another thing...
>
> Are there any 1.44 drives that fit into a Mega ST case without the need to
> hack the front of the case?
>
> TIA
>
> Egon
>
>

Yes the Epson SMD-300 or 340 is a perfect exact fit. All you need is a Mega STE/TT front face so it matches the case, you can use the old one from the one in your computer now.

I have lots of these drives available for sale if you want one. These are 1.44MB drives.

Tim

418. No sound from my Falcon/CT60 Part2

Newsgroup: comp.sys.atari.st
Date: 2005-02-08 23:21:53 UTC
From: sf0218@aol.com
Message-ID: <20050208182153.22361.00000004@mb-m05.aol.com>
Source record: 14844

Hi All,

Thanks to everyone for your responses but,,,,,,,it think the sound chip(s) are toasted. The floppy drive power connector is in fact plugged to the CT60 but no sound comes out the headphones jack to the external speakers.

Is it very difficult to purchase the correct chip(s) and replace them myself?

All advise, tips, etc. are welcome!!!

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

419. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 00:30:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.09.00.30.15.854618@charter.net>
Source record: 14848

On Wed, 09 Feb 2005 04:40:26 +0000, Mark Bedingfield wrote:

> Yup, pretty much the same experiences I had. Tos 1.04 was the first
> major change. About 90% of the games I still play, work on the MegaSTE.
> TOS 4.04 is the reason I kept a STE, STFM, TT and MegaSTE. The wife
> dosen't like it much, but hey;-). Oh, and not forgeting an XEGS, Jag,
> 130XE, 800XL and lynx.
>
> Mark

Yeah, those too.. (well, except for the 8bit stuff. I don't have my trusty ole' 800XL anymore - but I'm thinking about getting one back - just too many memories/fun). BTW, same problem with my better half. :-)

420. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 04:10:48 UTC
From: Ken Macdonald <k_macdonald@sympatico.ca>
Message-ID: <93gOd.18977$Ub4.791238@news20.bellglobal.com>
Source record: 14846

well you can go to any bank site (i.e. banque du canada) and find out,
but at present it is approx 0.80$Can = 1.00U$A
ken

Rodolphe Czuba wrote:
> What's the ratio between US & canadian $??
>
>
> Andy Ball wrote:
>
>>Hello,
>>
>>
>>>Given that you can't even find any 68060 CPUs any
>>
>> > more, what is a good, average price for one?
>>
>>I couldn't find one in my electronics catalogue, so I broke
>>out Google (and Froogle). Here's an example price...
>>
>>http://www.amiga.ca/catalog/product_info.php?products_id=28
>>
>> ...presumably that's in Canadian dollars.
>>
>>I could be wrong, but I vaguely remember that a 50 MHz '060
>>is comparable with a 25 MHz '040, since all 68040 chips were
>>clock-doubled, but Motorola didn't make a marketing ploy of
>>it until Intel started doing that with things like their
>>i486 DX-2 50 (2x 25MHz), i486 DX-2 66 (2x 33 MHz) and i486
>>DX-4 100 (3x 33MHz ;-)
>>
>>You could also look at 3.3V 68040 chips if your accellerator
>>will take those.
>>
>>Hope this helps,
>> - Andy Ball
>
>
>

421. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 04:40:26 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <_ugOd.153379$K7.7554@news-server.bigpond.net.au>
Source record: 14847

Ronald J. Hall wrote:
> On Tue, 08 Feb 2005 01:15:49 +0000, Mark Bedingfield wrote:
>
>
>>atarian1 wrote:
>>
>>>If you want compatibility with games, get TOS 1.00 - the original TOS.
>>>A number of games from pre-1988 won't work with TOS 1.02 and above.
>>>There are even some games that won't work with TOS 1.02 that work with
>>>TOS 1.04! Go fig.
>>>
>>>I wish this "TOS 1.02 is the best for games" lie would stop! It is NOT
>>>TRUE!!! Maybe for emulators or some other oddball ST compatible, but
>>>for REAL STs, it is NOT TRUE!!!
>>>
>>
>>That is very odd, I have never had a game of this vintage not work under
>>1.02-ever. Calling it a lie is just plain dumb. We are talking about
>>opinions here, not facts. Give me a list of games that don't work under
>>1.02 that predate the STE. Then Give me a list of games post-1988, in
>>the interests of completeness, that don't work on either 2.06 or 1.00. I
>>am bloody sure that you will find some in both categories.
>>
>>I ran, and still run, a 1meg STFM TOS 1.02 just for playing games my STE
>>does not like. I have yet to find one that I cannot play between both
>>machines. I am sure there are some, but the hundreds I have run have
>>been fine.
>>
>>Mark
>
>
> Mark, I've had the same experience here, basically. For me, and I'm not
> attempting to speak for everyone, but the biggest "breaks" came with TOS
> 1.04, and then another break with TOS 2.06. I have to say neither release
> was critical for me, in other words, most of my favorite games play right
> up through TOS 2.06 just fine.
>
> The absolute biggest break for me was when I first got a Falcon. Lots of
> my ST games broke then. (just another reason to keep a functioning ST
> model around!). :-)
>
Yup, pretty much the same experiences I had. Tos 1.04 was the first
major change. About 90% of the games I still play, work on the MegaSTE.
TOS 4.04 is the reason I kept a STE, STFM, TT and MegaSTE. The wife

dosen't like it much, but hey;-). Oh, and not forgeting an XEGS, Jag, 130XE, 800XL and lynx.

Mark

422. Re: No sound from my Falcon/CT60 Part2

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 07:35:41 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cucegd$r9$1@titan.btinternet.com>
Source record: 14849

Hi there

> Thanks to everyone for your responses but,,,,,,,it think the sound chip(s)
> are
> toasted. The floppy drive power connector is in fact plugged to the CT60
> but
> no sound comes out the headphones jack to the external speakers.

Check you sound CPX to make sure they arent just muted!

> Is it very difficult to purchase the correct chip(s) and replace them
> myself?

I had no trouble getting hold of some, its a standard part as opposed to an
Atari special, fitting difficulty is dependent on personal skills. They are
8 pin surface mounted device, about 5mm by 7 mm.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

423. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 09:59:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.09.09.59.22.415432@charter.net>
Source record: 14853

On Wed, 09 Feb 2005 03:20:39 -0800, Kevin McMurtrie
<mcmurtri@dslextreme.com> wrote:

> Do people still actually use Atari ST? Why are there so many active
> groups for computers that have not been made in so many years. Serious
> questions.
>
> Kevin

Yes, many people still do use Atari computers. Ever notice how many cars
there are that are not made any more? Many, many years old? The concept is
very similar. Fond memories and more. Think of it as a labor of love.

Many of us get a kick out of tinkering (hardware and software)as well. :-)

424. Re: No sound from my Falcon/CT60 Part2

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 10:23:21 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-6BCE6C.10231909022005@newsfe1-gui.server.ntli.net>
Source record: 14850

In article <cucegd$r9$1@titan.btinternet.com>,
"Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote:

> Check you sound CPX to make sure they arent just muted!

Wise!

> > Is it very difficult to purchase the correct chip(s) and replace them
> > myself?
>
> I had no trouble getting hold of some, its a standard part as opposed to an

That's because I got them :-)

Farnell or Rapid Electronics IIRC, I suppose Mouser in the States. One
LM386 per channel from memory, don't quote me.

> Atari special, fitting difficulty is dependent on personal skills. They are
> 8 pin surface mounted device, about 5mm by 7 mm.

Surface mount, ugh, still, if it doesn't work anyway...

I might be tempted to see if there's any sound available on the output
of the chip just in case the headphone socket's to blame.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

425. Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 11:20:39 UTC
From: "Kevin McMurtrie <mcmurtri@dslextreme.com>" <mcmurtri@hackernetwork.com>
Message-ID: <1107948039.351426.92820@f14g2000cwb.googlegroups.com>
Source record: 14851

Do people still actually use Atari ST? Why are there so many active groups for computers that have not been made in so many years. Serious questions.

Kevin

426. Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 11:22:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.09.11.22.42.383678@charter.net>
Source record: 14857

Well, I guess I've gone and done it now - I've tweaked until I broke something on my Falcon. :-(

I was trying to get extended video with Centscreen last night, and after I thought I had a 800x592x256 color mode layed out, I rebooted. Except it won't. My monitor immediately starts flashing all lights on the display (bad video signal received). Black sceen.

I tried booting into straight TOS, same problem. I turned the CT60 off, same problem. I turned the MB mod (jumper on the CT60) off, same problem. I disconnected the hard drive, and tried to boot up using HDdriver via the floppy only - same problem.

I tried using the keyboard combinations to bypass booting up with a HD, same problem.

I hooked up a different monitor to see if by some odd coincidence, that monitor decided to go belly-up. Same problem. Its not the monitor.

I took the cover off my Wizztronics case and tried to find anything shorted or burnt - nothing obvious.

I checked the cable from the monitor to the Falcon. Nothing there.

Anyone have any ideas, or suggestions? Thoughts on what in the world I did wrong?

Thanks.

427. Re: No sound from my Falcon/CT60 Part2

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 14:55:15 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <420a2453$0$507$626a14ce@news.free.fr>
Source record: 14852

CHECK VOLTAGE REGULATOR ON MB :

U8 = 78L09 = output +9V from the famous +12V

The OP Amps use this 9V !

So...

SF0218 wrote:
> Hi All,
>
> Thanks to everyone for your responses but,,,,,,,it think the sound
> chip(s) are toasted. The floppy drive power connector is in fact
> plugged to the CT60 but no sound comes out the headphones jack to the
> external speakers.
>
> Is it very difficult to purchase the correct chip(s) and replace them
> myself?
>
> All advise, tips, etc. are welcome!!!
>
> Thanks
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

428. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 15:02:14 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <420a25f7$0$513$626a14ce@news.free.fr>
Source record: 14854

TOS 2.06 will never work on a MEGA ST !!
It will on a MEGA STE !

MEGA ST, like ST/STF use ROM addresses at $FC0000 to $FEFFFF = 192 KB

MEGA STE + STE + TT030 + FALCON use ROM addresses at $E00000 to E7FFFF

To use TOS 2.06 on MEGA ST, you need to decode the addresses and chip select
the 2 EPROMS of your TOS 2.06 !

The 'mode 2.6' was the name of a such chip I did in 1993 !

Old time...

Regards

Egon Spengler wrote:
> Hi folks,
>
> Just bludgeoned TOS 2.06 into my Mega ST and am wondering if it's
> worth putting another TOS in there to aid compatibility for old games
> etc?
>
> If it is worth doing, which other TOS would the panel recommend?
>
> Seeing as there's another 4 spare sockets, i could switch another 2
> TOSs in i guess, but that seems a little overkill.
>
> TIA
>
> Egon

429. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 15:15:07 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <NMCdneR5w-dntZffRVnysw@eclipse.net.uk>
Source record: 14855

Hi Rodolphe,

> TOS 2.06 will never work on a MEGA ST !!
> It will on a MEGA STE !

It's in my MEGA ST and running fine.
It's a slight variation of tos206up.txt, I can put the mod on a webpage if it's of any interest to others?

> MEGA ST, like ST/STF use ROM addresses at $FC0000 to $FEFFFF = 192 KB
>
> MEGA STE + STE + TT030 + FALCON use ROM addresses at $E00000 to E7FFFF
>
> To use TOS 2.06 on MEGA ST, you need to decode the addresses and chip
> select
> the 2 EPROMS of your TOS 2.06 !
>
> The 'mode 2.6' was the name of a such chip I did in 1993 !

One IC and two diodes and there she was a bootin ;)

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail :)

430. Re: Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 15:20:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.09.15.20.22.869720@charter.net>
Source record: 14864

On Wed, 09 Feb 2005 14:35:37 -0500, Mark D wrote:

> Assuming that you didn't move stuff around too much. Sounds awfully
> coincidental to be the J20 repairs that I've done gone flaky. But that
> was the symptom too. The falcon starts with a bad video mode of some
> sort. (but doesn't actually do anything). Do you hear it booting up?
> Hard drive or fdd access still?
>
> Thanks,
> Mark
> http://www.atari-source.org

Hi Mark. Thanks for replying.

Well, I did have to put it back together <grin> in my Wizztronics case, but I don't think I moved anything more than would ordinarily be moved for this. It was working just fine, I had the whole kit 'n kaboodle completely sealed back up.

It was right after I used Centscreen that this happened. Some further info, I hooked it up to my (much) newer 19" monitor on my Mandrake Linux box, and the monitor said:

Frequency out of range:
Try other resolutions(s)

However, in case, as Rodolphe and others suggested, NVRAM was corrupt, or I inadvertantly set it to some bizaare and incompatible video mode, I did try booting up from floppy, using a program that is supposed to reset NVRAM in the AUTO folder on the floppy.

Except that I've got zero response from the floppy as well. I mean, no lights come on to it at all. I tried running a different power lead to it, still no power. I then took a spare FD from my other Falcon and hooked it up. It does the same thing. So at this point in time, I can NOT boot from a floppy to reset NVRAM.

It does sound like the hard drive boots up, and the CDRW does get power and spin up.

I tried the other suggestion that Derryck and Rodolphe made, using keyboard combinations, but I'm flying blind here. I tried it when the Falcon first booted up, I a few seconds after boot up, etc, etc, etc,. I've not had any success with this yet.

Any suggestions on what I can do here to sort this out?

Thanks everyone.

431. Re: Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 15:48:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.09.15.48.34.1287@charter.net>
Source record: 14865

On Wed, 09 Feb 2005 14:35:37 -0500, Mark D wrote:

Okay, a further follow up. :-(

I removed the CT60 and reseated it. System booted right back up, no problems, as if nothing had ever happened.

20 minutes later, the video froze and the monitor lights all start flashing again.

I rebooted, back to the same problem.

Looks like its not NVRAM, but that connection. :-(

Anything I can do here? I'm not very good with a soldering gun, by any stretch of the imagination, but I'm not afraid to try with some good instructions. :-)

Thanks.

432. Re: No sound from my Falcon/CT60 Part2

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 16:21:55 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.02.09.16.21.55.350509@nosspamatari-source.com>
Source record: 14856

On Tue, 08 Feb 2005 23:21:53 +0000, SF0218 wrote:

> Hi All,
>
> Thanks to everyone for your responses but,,,,,,,it think the sound chip(s) are
> toasted. The floppy drive power connector is in fact plugged to the CT60 but
> no sound comes out the headphones jack to the external speakers.
>
> Is it very difficult to purchase the correct chip(s) and replace them myself?
>
> All advise, tips, etc. are welcome!!!
>
> Thanks

Do you hear key clicks or bells? Your sound worked well enough when your
falcon left my care... Make sure you're plugged into the right jack (the
one closest to the DSP port, and make sure the volume is up. Playing a CD
in analog mode will never put sound output to the falcon's audio port.
That's just not how it works. I have high doubts that anything is
completely fried despite the fact that your sound was having issues for me.

Thanks,
Mark
http://www.atari-source.org

433. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 17:35:42 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <ORrOd.29310$C24.20832@attbi_s52>
Source record: 14858

Kevin McMurtrie <mcmurtri@dslextreme.com> wrote:
> Do people still actually use Atari ST? Why are there so many active
> groups for computers that have not been made in so many years. Serious
> questions.
>
> Kevin
>

Beyond the fondness some of us have 'retro' equipment from our
childhoods, if you get to some of the higher end Ataris, they are still
useable today..

Sure not exactally going to beat some new fangled 'PC', but they are
more then enough to do daily work on.. a 68030 with a decent OS on it is
nothing to sneeze at..

434. Re: Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 17:46:10 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <420a4c62$0$10564$636a15ce@news.free.fr>
Source record: 14859

Maybe a crash of the NVRAM parameters !
Your falcon is now booting in SM124 MONO ST mode ...eh eh
You have to reset the NVRAM !

You can't because you see nothing ???

eh, you should have used one time in your life CBOOT (software from centek
like Centscreen) and create a boot disk that is able to reset NVRAM when
booting the Falcon.

Other solution : find a ST MONO monitor !

Regards

PS : as I remember there is a keyboard solution to reset NVRAM : Control +
UNDO or Control + left Shift + UNDO when powering ON the falcon...

Ronald J. Hall wrote:
> Well, I guess I've gone and done it now - I've tweaked until I broke
> something on my Falcon. :-(
>
> I was trying to get extended video with Centscreen last night, and
> after I thought I had a 800x592x256 color mode layed out, I rebooted.
> Except it won't. My monitor immediately starts flashing all lights on
> the display (bad video signal received). Black sceen.
>
> I tried booting into straight TOS, same problem. I turned the CT60
> off, same problem. I turned the MB mod (jumper on the CT60) off, same
> problem. I disconnected the hard drive, and tried to boot up using
> HDdriver via the floppy only - same problem.
>
> I tried using the keyboard combinations to bypass booting up with a
> HD, same problem.
>
> I hooked up a different monitor to see if by some odd coincidence,
> that monitor decided to go belly-up. Same problem. Its not the
> monitor.
>
> I took the cover off my Wizztronics case and tried to find anything
> shorted or burnt - nothing obvious.
>
> I checked the cable from the monitor to the Falcon. Nothing there.
>
> Anyone have any ideas, or suggestions? Thoughts on what in the world
> I did wrong?
>

> Thanks.

435. Re: Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 17:51:06 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-D15A5D.17510509022005@newsfe1-gui.server.ntli.net>
Source record: 14860

In article <pan.2005.02.09.11.22.42.383678@charter.net>,
"Ronald J. Hall" <dark_lord@charter.net> wrote:

> I was trying to get extended video with Centscreen last night, and after I
> thought I had a 800x592x256 color mode layed out, I rebooted. Except it
> won't. My monitor immediately starts flashing all lights on the display
> (bad video signal received). Black sceen.

Most likely you need to reset the NVRAM. Erm, is it CTRL-Help or some
other key modifier, should be in the CT60 docs somewhere I would think.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

436. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 17:58:40 UTC
From: mail@freeman-studio.com
Message-ID: <1107971920.450234.94690@z14g2000cwz.googlegroups.com>
Source record: 14861

```
>> Do people still actually use Atari ST? Why are there so many active
>> groups for computers that have not been made in so many years.
Serious
>> questions.
>
> Beyond the fondness some of us have 'retro' equipment from our
> childhoods, if you get to some of the higher end Ataris, they are
still
> useable today..
>
> Sure not exactally going to beat some new fangled 'PC', but they are
> more then enough to do daily work on.. a 68030 with a decent OS on it
is
> nothing to sneeze at..

And then there are those of us who have 68060 machines, especially with
the extreme overclocking some have. *Definitely* nothing to sneeze at!

Mike Freeman
mike [at] freeman-studio [dot] com
```

437. Re: Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 19:35:37 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.02.09.19.35.37.22684@nosspamatari-source.com>
Source record: 14862

On Wed, 09 Feb 2005 11:22:43 +0000, Ronald J. Hall wrote:

> Well, I guess I've gone and done it now - I've tweaked until I broke
> something on my Falcon. :-(
>
> I was trying to get extended video with Centscreen last night, and after I
> thought I had a 800x592x256 color mode layed out, I rebooted. Except it
> won't. My monitor immediately starts flashing all lights on the display
> (bad video signal received). Black sceen.
>
> I tried booting into straight TOS, same problem. I turned the CT60 off,
> same problem. I turned the MB mod (jumper on the CT60) off, same problem.
> I disconnected the hard drive, and tried to boot up using HDdriver via the
> floppy only - same problem.
>
> I tried using the keyboard combinations to bypass booting up with a HD,
> same problem.
>
> I hooked up a different monitor to see if by some odd coincidence, that
> monitor decided to go belly-up. Same problem. Its not the monitor.

Assuming that you didn't move stuff around too much. Sounds awfully
coincidental to be the J20 repairs that I've done gone flaky. But that
was the symptom too. The falcon starts with a bad video mode of some
sort. (but doesn't actually do anything). Do you hear it booting up?
Hard drive or fdd access still?

Thanks,
Mark
http://www.atari-source.org

438. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 21:07:08 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1107983228.453228.161770@z14g2000cwz.googlegroups.com>
Source record: 14866

GfA wrote:
> in article 1107948039.351426.92820@f14g2000cwb.googlegroups.com,
Kevin
> McMurtrie <mcmurtri@dslextreme.com> wrote on 2/9/2005 6:20 AM:
>
> > Do people still actually use Atari ST? Why are there so many active
> > groups for computers that have not been made in so many years.
Serious
> > questions.
>
> This is a spoofed message. Kevin McMurtrie is on the mac groups I
read and
> he did not post this message.
>
That's OK. It's still a good question.

For me, the answer is no. Aside from playing a few games, I do not use either my ST or my STe. I could still do so as I have a Link adapter and hard drive in my closet, but ST medium and ST high just are too limited for my current interests.

On the other hand, I use my Falcon for everything at home except Internet browsing and creating DVDs. I find the interface pleasant and can still use quite a bit of software that I would have to repurchase if I changed systems. In addition, I can still access any file I've created since I purchased my first computer in 1989.

For the future I've purchased a "backup" Falcon and am playing with the CT60 I installed in it. Hopefully that will become my primary system someday soon. I also have a copy of MagicMac installed on my Powerbook. Although the day will come when neither of my Falcons work, I expect to be still booting something into Atari compatible mode for decades to come.

Galen (who ironically is using WinXP at the moment)

439. Re: Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 21:15:44 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <acuOd.8976$F6.1688317@news.siol.net>
Source record: 14863

> Anyone have any ideas, or suggestions? Thoughts on what in the world I did
> wrong?

I agree with others, NVRAM settings....

440. Re: No sound from my Falcon/CT60 Part2

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 21:44:07 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cue077$b07$1@titan.btinternet.com>
Source record: 14867

Yo!

>> Check you sound CPX to make sure they arent just muted!
>
> Wise!
>
>> > Is it very difficult to purchase the correct chip(s) and replace them
>> > myself?
>>
>> I had no trouble getting hold of some, its a standard part as opposed to
>> an
>
> That's because I got them :-)

Exactly, but i could have got them easier than that!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

441. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 21:44:07 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cue077$b07$2@titan.btinternet.com>
Source record: 14868

Hi there

> This is a spoofed message. Kevin McMurtrie is on the mac groups I read
> and
> he did not post this message.

The K Mc you know may well be but there's every chance there's two people in
this universe with this name.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

442. Re: Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 22:04:16 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.02.09.22.04.15.894290@nosspamatari-source.com>
Source record: 14870

On Wed, 09 Feb 2005 15:20:23 +0000, Ronald J. Hall wrote:

> On Wed, 09 Feb 2005 14:35:37 -0500, Mark D wrote:
>
>> Assuming that you didn't move stuff around too much. Sounds awfully
>> coincidental to be the J20 repairs that I've done gone flaky. But that
>> was the symptom too. The falcon starts with a bad video mode of some
>> sort. (but doesn't actually do anything). Do you hear it booting up?
>> Hard drive or fdd access still?
>>
>> Thanks,
>> Mark
>> http://www.atari-source.org
>
> Hi Mark. Thanks for replying.
>
> Well, I did have to put it back together <grin> in my Wizztronics case,
> but I don't think I moved anything more than would ordinarily be moved for
> this. It was working just fine, I had the whole kit 'n kaboodle completely
> sealed back up.
>
> It was right after I used Centscreen that this happened. Some further
> info, I hooked it up to my (much) newer 19" monitor on my Mandrake Linux
> box, and the monitor said:
>
> Frequency out of range:
> Try other resolutions(s)
>
> However, in case, as Rodolphe and others suggested, NVRAM was corrupt, or
> I inadvertantly set it to some bizaare and incompatible video mode, I did
> try booting up from floppy, using a program that is supposed to reset
> NVRAM in the AUTO folder on the floppy.
>
> Except that I've got zero response from the floppy as well. I mean, no
> lights come on to it at all. I tried running a different power lead to it,
> still no power. I then took a spare FD from my other Falcon and hooked it
> up. It does the same thing. So at this point in time, I can NOT boot from
> a floppy to reset NVRAM.
>
> It does sound like the hard drive boots up, and the CDRW does get power
> and spin up.
>
> I tried the other suggestion that Derryck and Rodolphe made, using
> keyboard combinations, but I'm flying blind here. I tried it when the

> Falcon first booted up, I a few seconds after boot up, etc, etc, etc,.
> I've not had any success with this yet.
>
> Any suggestions on what I can do here to sort this out?
>
> Thanks everyone.

You have 1 missing pin in J20. That header has been the bane of my existence on your falcon. For some reason the solder doesn't want to flow well in there with the new header. I've never had anything like this happen to me before. I sent you an email about using the soldering iron. If you're uncomfortable with that you can of course send it back to me and I'll get it working again (and flex test the board a bit too this time ;-)) before sending it back. Should be a simple matter of holding an iron to each pin of J20 for 5 seconds, depending on iron strength.

To be honest I think the problem is simple. With my micropoint tip I only do smt work. Heating a leg of smt is instant so I use "6" on my soldering iron. When I do larger work for myself (like that header) I tend to use my standard tip. I think what happens is since the standard tip has a lot more metal it holds a lot more heat, and thus transfers more heat into the leg. So when I do work on bigger stuff like that I'm used to holding for a smaller amount of time. But your falcon is weird. Even with the micropoint tip I had to hold some of those legs for 10+ seconds to let the solder flow down through to the top of the board. I wonder if the micropoint tip just doesn't produce enough heat for large work, so the solder cools before it ever gets down the leg. Possible.

Sorry about this Ronald...
Thanks,
Mark
http://www.atari-source.org

443. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 22:05:53 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.02.09.22.05.53.645846@nosspamatari-source.com>
Source record: 14869

On Wed, 09 Feb 2005 13:07:08 -0800, Galen wrote:

> On the other hand, I use my Falcon for everything at home except
> Internet browsing and creating DVDs. I find the interface pleasant and
> can still use quite a bit of software that I would have to repurchase
> if I changed systems. In addition, I can still access any file I've
> created since I purchased my first computer in 1989.
>

Strangely enough, I find my falcon + highwire is a very pleasant machine
to use for web browsing. The forced 640x480 is easy on my eyes after a
long day of 1280x1024 on the PC. Some day the falcon will have such a
high rez too and I'll just have to bump up the font sizes as I age ;-)

Thanks,
Mark
http://www.atari-source.org

444. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 22:53:40 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <UvwOd.154274$K7.93370@news-server.bigpond.net.au>
Source record: 14871

```
Egon Spengler wrote:
> Hi Rodolphe,
>
>
>>TOS 2.06 will never work on a MEGA ST !!
>>It will on a MEGA STE !
>
>
> It's in my MEGA ST and running fine.
> It's a slight variation of tos206up.txt, I can put the mod on a webpage if
> it's of any interest to others?
>
>
>>MEGA ST, like ST/STF use ROM addresses at $FC0000 to $FEFFFF = 192 KB
>>
>>MEGA STE + STE + TT030 + FALCON use ROM addresses at $E00000 to E7FFFF
>>
>>To use TOS 2.06 on MEGA ST, you need to decode the addresses and chip
>>select
>>the 2 EPROMS of your TOS 2.06 !
>>
>>The 'mode 2.6' was the name of a such chip I did in 1993 !
>
>
> One IC and two diodes and there she was a bootin ;)
>
> Egon
>
Please post that, it sounds interesting.

Mark
```

445. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-09 23:50:40 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <JsednVhbR7hMPJffRVnysA@eclipse.net.uk>
Source record: 14872

>> One IC and two diodes and there she was a bootin ;)
>>
>> Egon
>>
> Please post that, it sounds interesting.

OK, will do.

I'll throw the TOS 1.02 in and make sure it swaps ok, then i'll put the whole shebang on a web page.

Egon

446. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 00:10:40 UTC
From: Avatar <noway@youknow.com>
Message-ID: <u29l01919m2b81tjkfv1f4jep1e6660k2k@4ax.com>
Source record: 14873

On 9 Feb 2005 03:20:39 -0800, "Kevin McMurtrie
<mcmurtri@dslextreme.com>" <mcmurtri@hackernetwork.com> wrote:

>Do people still actually use Atari ST? Why are there so many active
>groups for computers that have not been made in so many years. Serious
>questions.
>
>Kevin

You bet !

I bought my first ST in the late 80's/early 90's for MIDI-Recording.
It has NeVeR left, only was upgraded to STfm, with external HDD.

Together with CuBase and Notator, it has been, and still is the one
item no 'serious' electronic musician can do without.
Sure, a PC can control MIDI devices too, but even nowadays, the
timing of the STfm appears to be more accurate than the timing of
a PC.

If it would die on me tomorrow, i'd search all over the country for
a replacement.

Grtz,
RoB

447. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 00:21:42 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <qOxOd.59345$EG1.31426@attbi_s53>
Source record: 14874

Steve Sweet wrote:
> Hi there
>
>
>>This is a spoofed message. Kevin McMurtrie is on the mac groups I read
>>and
>>he did not post this message.
>
>
> The K Mc you know may well be but there's every chance there's two people in
> this universe with this name.
>
>
Real or not, hes also hit 2 other retro-groups with the same exact question.

448. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 00:55:57 UTC
From: mail@freeman-studio.com
Message-ID: <1107996957.130574.40080@z14g2000cwz.googlegroups.com>
Source record: 14875

I find it very interesting that a spoofed message has generated so much positive discussion and no real negative discussion! Very cool!

Mike Freeman
mike [at] freeman-studio [dot] com

449. Vortex HDplus software

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 01:38:36 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <5PGdnRoru_WGJpffRVnysg@eclipse.net.uk>
Source record: 14876

Hi folks,

I've got an old Vortex HDplus 30 here and was wondering if anyone has a copy
of the software that is supposed to accompany it?

TIA

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

450. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 09:49:30 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <420b2e29$0$96311$abc4f4c3@news.wanadoo.nl>
Source record: 14877

My first Atari was a 65XE with a tapedeck. Some years later I bought a 520STfm. It was an great working computer, but with 512kb ram. I've bought some parts, and has build the computer out to 1Mb ram. The folowing update was a Dos emulator, that could be placed over the cpu.

At last I bought a Mega STE. The best Atari I've ever had. Because the ICT-study I've made a big mistake to sell the Mega STE, and build my own pc.

Last summer I've become some ST's for free, and so I'm an ST owner again. I have bought some software and books, also with Atari hardware. Now I want to buy a real TT. The next thing I want to do is looking for a Mega STE, and then I can run my favorite software again.

A real Atari works better than an ST emulator on an Windows machine. It looks nice, but there are so much things that wouldn't work.

Yes, I'm an Atari user again, and I'll hope that I'm not the only Atari user in the Netherlands.

451. Re: Programmable oscillator for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 09:59:44 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0502101051180.445@feanor.schunter.etc.tu-bs.de>
Source record: 14878

Hi, Jean-Luc!

J> Er... I think one of us did misread :-/

Seems so.

J> If I read correctly, 7,90 euros is for the CYxxxxxx only - but I might
J> be wrong : German isn't my best-spoken language...

That's what I've read on their site as well.

J> NB : this chip is only $5 within the USA, which makes approximatively 4
J> euros - so they do sell them twice their price!

And that is even the price for batches of 10+ chips.

J> I think the only words those guys know are : «Money», «Money» and
J> «Money» again.

That's a pity.

But anyway - the chip itself does not need much external circuitry (from what I can see from the pictures), so creating a small pcb that even would fit in the oscillator socket probably won't be a big job.

Regards,

Alexander

452. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 12:59:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502100457400.9056-100000@onyx.spiritone.com>
Source record: 14879
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

453. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 13:02:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502100459460.9056-100000@onyx.spiritone.com>
Source record: 14880
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

454. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 13:09:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502100505400.9056-100000@onyx.spiritone.com>
Source record: 14881
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Sales on Atari Goods!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

455. Re: Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 14:21:31 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-521986.14212810022005@newsfe1-gui.server.ntli.net>
Source record: 14882

In article <pan.2005.02.09.15.20.22.869720@charter.net>,
"Ronald J. Hall" <dark_lord@charter.net> wrote:

> Any suggestions on what I can do here to sort this out?

Mark's followup seems likely to be the root cause, but if anyone else has really corrupted NVRAM I have witnessed a Falcon being booted WITHOUT the NVRAM chip being inserted, and then plugged in and the correct settings applied whilst the Falcon was still powered up.

Extreme measures, and it does depend on a socket being fitted - which brings its own problems if you're keeping the standard case.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

456. Re: Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-10 20:32:18 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cuggcihpo1@titan.btinternet.com>
Source record: 14883

Yo!

Del-dude!!

>> Any suggestions on what I can do here to sort this out?
>
> Mark's followup seems likely to be the root cause, but if anyone else
> has really corrupted NVRAM I have witnessed a Falcon being booted
> WITHOUT the NVRAM chip being inserted, and then plugged in and the
> correct settings applied whilst the Falcon was still powered up.
>
> Extreme measures, and it does depend on a socket being fitted - which
> brings its own problems if you're keeping the standard case.

Oooh!, scary!!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

457. TOS 2.06 on Mega ST

Newsgroup: comp.sys.atari.st
Date: 2005-02-11 12:56:01 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <1rKdnfT9YPn8NpHfRVnygQ@eclipse.net.uk>
Source record: 14884
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi folks,

For anyone interested, TOS 2.06 on a Mega ST is at
http://www.umrk.org/atari/

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

458. Re: Programmable oscillator for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-11 15:32:47 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0502110732.5ea5d841@posting.google.com>
Source record: 14885

The article would be nice, but I expect it could all be done from the
datahseet from Cypress.

Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.58.0502101051180.445@feanor.schunter.etc.tu-bs.de>...
> =09Hi, Jean-Luc!
>
> J> Er... I think one of us did misread :-/
>
> Seems so.
>
> J> If I read correctly, 7,90 euros is for the CYxxxxxx only - but I might
> J> be wrong : German isn't my best-spoken language...
>
> That's what I've read on their site as well.
>
> J> NB : this chip is only $5 within the USA, which makes approximatively 4
> J> euros - so they do sell them twice their price!
>
> And that is even the price for batches of 10+ chips.
>
> J> I think the only words those guys know are : =ABMoney=BB, =ABMoney=BB an=
> d
> J> =ABMoney=BB again.
>
> That's a pity.
>
> But anyway - the chip itself does not need much external circuitry (from
> what I can see from the pictures), so creating a small pcb that even would
> fit in the oscillator socket probably won't be a big job.
>
>
> =09Regards,
>
> =09=09Alexander

459. Re: TOS 2.06 on Mega ST

Newsgroup: comp.sys.atari.st
Date: 2005-02-11 15:35:40 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <3741mcF59bodlU1@individual.net>
Source record: 14886
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1rKdnfT9YPn8NpHfRVnygQ@eclipse.net.uk>,
Egon Spengler <Egon@the.lab> wrote:
>For anyone interested, TOS 2.06 on a Mega ST is at
>http://www.umrk.org/atari/

First, I would recommend using small schottky diodes instead of the 1N4148.
Second, AFAIR, the ROM2 signal is not open collector, so pulling that low
via a diode may overload the output driver in the MMU, or lead to unstable
operation due to unstable signal levels - I would really suggest ORing[1]
the F138 output with the original ROM2 signal and feeding the output of that
OR to the Eproms - like in the original text you linked to.

cu
Michael
[1] which means using an AND gate since this is negative logic

460. Re: Falcon video problem

Newsgroup: comp.sys.atari.st
Date: 2005-02-11 16:08:12 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1grtvfy.cgspnwb1hfrgN%rs.death_of_spam.mac@t-online.de>
Source record: 14887

Ronald J. Hall <dark_lord@charter.net> wrote:

> 20 minutes later, the video froze and the monitor lights all start
> flashing again.

Try to replace falcon ram. Try another ram board.
Video need some space on falcon original ram.

Try to glue a heatsink on videl chip.
Your problem sounds a litte bit like a heat problem.

> Looks like its not NVRAM, but that connection. :-(

Some spare falcons had bad soldering on mainboard below
Try to resolder all the pin of the expansions port.

(Use a smal solder iron an very thin solder!!)

Try to delete NVRAM with nvrst.prg. That smal .prg delete the content
complete clean, use bootkonf.prg to set standard parameter into NVRAM.
After than you can try it again with other tools.

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

461. Re: TOS 2.06 on Mega ST

Newsgroup: comp.sys.atari.st
Date: 2005-02-11 16:50:06 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <f_-dnQedzYijf5HfRVnyjg@eclipse.net.uk>
Source record: 14888
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Michael,

> First, I would recommend using small schottky diodes instead of the
> 1N4148.
For what reason?
The 1N4148 is darn fast anyhow, would the reduced voltage drop of a schottky
make any difference?

> Second, AFAIR, the ROM2 signal is not open collector, so pulling that low
> via a diode may overload the output driver in the MMU, or lead to unstable
> operation due to unstable signal levels - I would really suggest ORing[1]
> the F138 output with the original ROM2 signal and feeding the output of
> that
> OR to the Eproms - like in the original text you linked to.

ROM2_ isn't open collector :(
There's .06A between it and ground @ 5V.
I have tried grounding the ROM2_ line, to see if it did cause damage to the
MMU. After 20 odd minutes of it being grounded the MMU didn't seem to
dissipate any extra heat and doesn't seem to suffer from it.
(Any mega with U12 fitted has it's MMU ROM2_ buffered by it also)

I agree that adding the AND gate makes it a better circuit but i don't seem
to be able to find a single AND gate in IC form. Using the 74x08 is a waste
for one gate, DTL is an option I suppose.

TI used to offer some single gate ICs but i don't recall the part# :(
.
Thanks for the comments.

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

462. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-02-11 17:00:26 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <420ce4b23044680@telenet.be>
Source record: 14889
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**docs**
fftp://chapelie.rma.ac.be/atari/docs/hypertext/games/intellivision.lzh
(45.237 bytes) Intellivision games FAQ

ftp://chapelie.rma.ac.be/atari/docs/hypertext/games/microvision.zip
(10.891 bytes) Microvision FAQ

ftp://chapelie.rma.ac.be/atari/docs/hypertext/games/pong_faq.zip
(12.460 bytes) REAL "PONG" F.A.Q

ftp://chapelie.rma.ac.be/atari/docs/hypertext/games/vectrex.lzh
(30.746 bytes) Vetrex video game machine FAQ

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/saint199bselfextract.exe
(827.842 bytes) SainT is a windows based "cycle accurate" ATARI-ST emulator

**video-films**
ftp://chapelie.rma.ac.be/atari/video-films/milan_a.zip
(4.894.921 bytes) During the Atari fair in Neuss 1999 I took my video camera with me.
This is just a short excerpt of the full video.
The video features the first presentation of the Milan II (well it's case and leaflets).

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

463. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-12 03:47:33 UTC
From: "Thomas J. Andrews" <tjatari@dreamscape.com>
Message-ID: <110qurolariv6c6@corp.supernews.com>
Source record: 14890

Rodolphe Czuba wrote:
> TOS 2.06 will never work on a MEGA ST !!

I beg to differ. My second ST was a Mega ST4 with a TOS 2.06 upgrade installed on some kind of adapter board. The machine was given to me that way by a retiring Atarian who used it mostly for DTP work. I don't remember the details, but it worked just fine for years until one day it just died on me. It was replaced with a Mega STE, also with TOS 2.06, and it was all I could do to tell the difference in performance.

TJ

464. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-12 05:11:45 UTC
From: atarian1 <atarian1@yahoo.com>
Message-ID: <1108185105.191699.176650@f14g2000cwb.googlegroups.com>
Source record: 14891

I know I've seen a list of games that will ONLY work on TOS 1.00. Off the top of my head:
Games don't work on TOS 1.02+:
The Golden Path
The Pawn
Knight of Orc
Into the Eagle's Nest
Gunship
Bad Cat
Dick Tracy
Hammerfist
Star Quake

Games that don't work on TOS 1.02, but work fine with TOS 1.00 and TOS 1.04:
Street Fighter II
Defender II
They refused to work on my TOS 1.02 MegaST, yet when I upgraded to TOS 1.04, they worked fine. Both came out in 1989 when TOS 1.04 and the STE were released. It's really weird!

Games that don't work on TOS 1.06/1.62 and TOS 2+:
Too many to list. I could search my magazines as I know when the STE came out, people who upgraded were complaining about "Why my game doesn't work on my new STE, but it works fine on my old ST?"

I have some of these games, so I know first hand that it's true. BTW, I never said there were any games post-1988 that don't work on TOS 1.00.

If the games that you have work fine in your TOS, that's great! But the blanket statement that TOS 1.02 is the best TOS for compatibility with ALL games (not just the games you own), is wrong (as shown in the lists above). TOS 1.00 is still the best TOS for game compatibility as shown above.

465. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-12 06:11:39 UTC
From: Jorge <user@nospam.com>
Message-ID: <cuk6mr$2s5$1@blue.rahul.net>
Source record: 14892

"atarian1" <atarian1@yahoo.com> writes:

>If the games that you have work fine in your TOS, that's great! But
>the blanket statement that TOS 1.02 is the best TOS for compatibility
>with ALL games (not just the games you own), is wrong (as shown in the
>lists above). TOS 1.00 is still the best TOS for game compatibility as
>shown above.

It is very possible that TOS 1.0 can run more games than 1.2. However TOS 1.0 has quite some serious bugs that most possible would prefer to miss a handful of games and get a more stable TOS.

Of course, if you don't have a hard disk, don't use it for anything at all than games, then the bugs might be not so important. But note that TOS 1.0 has a very nasty bug when reading floppies. Sometimes it will not detect a disk error and will read corrupted data.

More important than TOS 1.0/1.2 is to have an European TOS. Many games don't run with US TOS. Some will if using the 50 Hz booter, but not all. And even then it is cumbersome because with most US ST monitors you need to manually adjust Vsync to switch from 60 to 50Hz. There are some games that are the opposite, run on US TOS only. But they are very few and most (if not all) of them have an euro release.

466. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-12 07:27:11 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <420de501@news.broadpark.no>
Source record: 14893

atarian1 wrote:

> Games don't work on TOS 1.02+:
> The Golden Path
> The Pawn
> Knight of Orc
> Into the Eagle's Nest
> Gunship
> Bad Cat
> Dick Tracy
> Hammerfist
> Star Quake

Star Quake was one of the first games I got for my TOS 1.02 equipped 520ST,
and I played it many hours without problems. Don't know about those other
games you listed though, I never played them.

> Games that don't work on TOS 1.06/1.62 and TOS 2+:
> Too many to list. I could search my magazines as I know when the STE
> came out, people who upgraded were complaining about "Why my game
> doesn't work on my new STE, but it works fine on my old ST?"

It has very little (or nothing) to do with TOS, it's a hardware issue.
There's a lot of differences between the ST and the STE.

--
/*
Jo Even Skarstein
*/

467. Re: TOS 2.06 on Mega ST

Newsgroup: comp.sys.atari.st
Date: 2005-02-12 13:24:01 UTC
From: vdjole@EUnet.yu
Message-ID: <cul01fltb1@news.eunet.yu>
Source record: 14894

>(Any mega with U12 fitted has it's MMU ROM2_ buffered by it also)
>
>I agree that adding the AND gate makes it a better circuit but i don't seem
>to be able to find a single AND gate in IC form. Using the 74x08 is a waste
>for one gate, DTL is an option I suppose.

Speaking of U12, there are two unused AND gates on it which would
be sufficient for this purpose.

Or maybe one might use a chip with open-colector AND gates instead
of any diodes, and feed from those both the DTACK and the CE signal
to the EPROMs (fitting to the latter one a suitable pull-up).

cu;

468. Re: TOS 2.06 on Mega ST

Newsgroup: comp.sys.atari.st
Date: 2005-02-12 14:17:59 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <4tSdnV_xb9WEjZPfRVnyjw@eclipse.net.uk>
Source record: 14895

Hi,

>>I agree that adding the AND gate makes it a better circuit but i don't
>>seem
>>to be able to find a single AND gate in IC form. Using the 74x08 is a
>>waste
>>for one gate, DTL is an option I suppose.
>
> Speaking of U12, there are two unused AND gates on it which would
> be sufficient for this purpose.

Indeed there are.
One of the inputs used on the current used gate set-up is tied to +v so that
could be used.
I think the unused inputs are grounded to tracks that run under the IC
though :(makes it a tad difficult to cut the track, and lifting pins is a
PITA compared to adding a 74x08.

> Or maybe one might use a chip with open-colector AND gates instead
> of any diodes, and feed from those both the DTACK and the CE signal
> to the EPROMs (fitting to the latter one a suitable pull-up).

DTACK_ isn't an issue, the diode will work fine for that, it's just the CE_
that might cause a problem.
I've been discussing it with Michael.
I came up with another solution that changed the CE_ line, but that
introduced a hysteresis that would probably be too high.

The only reason i put the diode CE_ output in the circuit was to keep the
parts and soldered pin count down so that the average Joe could knock this
together with minimal effort.

I may have to go with the 74x08.
Adds another few pence and a few minutes to the build, but still do-able by
anyone with an iron and some patience.

Hey-ho.

Egon
--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

469. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-12 15:23:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.12.15.23.55.686710@charter.net>
Source record: 14896

On Fri, 11 Feb 2005 22:47:33 -0500, Thomas J. Andrews wrote:

> Rodolphe Czuba wrote:
>> TOS 2.06 will never work on a MEGA ST !!
>
> I beg to differ. My second ST was a Mega ST4 with a TOS 2.06 upgrade
> installed on some kind of adapter board. The machine was given to me
> that way by a retiring Atarian who used it mostly for DTP work. I don't
> remember the details, but it worked just fine for years until one day it
> just died on me. It was replaced with a Mega STE, also with TOS 2.06,
> and it was all I could do to tell the difference in performance.
>
> TJ

Hmm, Thats odd.

I've had a Mega ST4 with the standard 8mhz speed and a Mega ST4 with an
Adspeed accelerator, running at 16mhz. There is quite a difference between
the 2... :-)

470. Re: Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 00:11:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.13.00.11.26.179576@charter.net>
Source record: 14750

On Sat, 12 Feb 2005 16:53:09 -0800, Tim wrote:

> Sounds like the Amiga problem. I don't have that problem with my ST
> machines. I know on my Mega 2 and 4 the lights stays on until I insert a
> floppy.
>
> Tim

Actually, that was a design feature on the Amiga - it was supposed to
constantly poll the drive, AFAIK.

471. Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 00:16:54 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1108253814.175142.154350@g14g2000cwa.googlegroups.com>
Source record: 14897

All my ST class machines keep an active floppy drive when booting from the hard drive...an endless click till a floppy is shoved in its clicking jaws.

Is there per chance an auto folder utility that'll put drive A: to sleep till it's needed? Know where I might find it if does happen to exist?

Thanks,
Brian

472. Re: Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 00:53:09 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <110t97kbusf6td6@corp.supernews.com>
Source record: 14898

"Brian J. Roland" <bjr@localink4.com> wrote in message
news:1108253814.175142.154350@g14g2000cwa.googlegroups.com...
> All my ST class machines keep an active floppy drive when booting from
> the hard drive...an endless click till a floppy is shoved in its
> clicking jaws.
>
> Is there per chance an auto folder utility that'll put drive A: to
> sleep till it's needed? Know where I might find it if does happen to
> exist?
>
> Thanks,
> Brian
>

Sounds like the Amiga problem. I don't have that problem with my ST
machines. I know on my Mega 2 and 4 the lights stays on until I insert a
floppy.

Tim

473. Re: Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 03:59:30 UTC
From: Jorge <user@nospam.com>
Message-ID: <cumjb2$24a$1@blue.rahul.net>
Source record: 14749

GfA <lp@mint.org> writes:

>in article 110t97kbusf6td6@corp.supernews.com, Tim wrote on 2/12/2005 7:53
>PM:

>>
>> "Brian J. Roland" <bjr@localink4.com> wrote in message
>> news:1108253814.175142.154350@g14g2000cwa.googlegroups.com...
>>> All my ST class machines keep an active floppy drive when booting from
>>> the hard drive...an endless click till a floppy is shoved in its
>>> clicking jaws.
>>>
>>> Is there per chance an auto folder utility that'll put drive A: to
>>> sleep till it's needed? Know where I might find it if does happen to
>>> exist?
>>>
>>> Thanks,
>>> Brian
>>>
>>
>> Sounds like the Amiga problem. I don't have that problem with my ST
>> machines. I know on my Mega 2 and 4 the lights stays on until I insert a
>> floppy.

>I'm with Tim. Owned nearly every model of ST and never seen that.
>Only the LED flickers faintly. If it's clicking thus that you can hear it,
>I'd suggest replacing the drive. Sounds like it's gone south.

Don't think so. Depending on the TOS version, is perfectly normal when
booting without a disk. TOS 1.0 does step the head a few times before
giving up. Not sure abot TOS 1.2, laters ones are more aware of
"floppyless" boots.

However the "clicking" should stop when booting is completed (either with
or without hard disk). With older TOS versions the led might stay on until
inserting a disk and it takes a very long time to finally boot.
If the clicking continues after the desktop shows up (not just the led
stays on), then something is wrong.

474. Re: TOS 2.06 on Mega ST

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 11:25:27 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <378rp7F5alp4rU1@individual.net>
Source record: 14751
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <f_-dnQedzYijf5HfRVnyjg@eclipse.net.uk>,
Egon Spengler <Egon@the.lab> wrote:

>The 1N4148 is darn fast anyhow, would the reduced voltage drop of a schottky
>make any difference?

Yes.

A 1N4148 has about 0.7V Vf at low currents. A Motorola 74LS00 has about 0.4V
Vol, which makes a low level of about 1.1V.

The typical input threshold of a 74LS is given as 1.0V at 25°C in the
Motorola databook - which means you can not reliably drive a TTL input low
with a 1N4148 in series. Now depending on input threshold (CMOS has a higher
threshold, so you have more margin), and variations on output
characteristics, this may or may not work, but a BAT43 or similar will give
you reliable operation in any case, so why gamble?

>There's .06A between it and ground @ 5V.
>I have tried grounding the ROM2_ line, to see if it did cause damage to the
>MMU. After 20 odd minutes of it being grounded the MMU didn't seem to
>dissipate any extra heat and doesn't seem to suffer from it.

With 60mA Ioh, the MMU will at least pull the "L" level even higher,
reducing margins for reliable operation.

>I agree that adding the AND gate makes it a better circuit but i don't seem
>to be able to find a single AND gate in IC form. Using the 74x08 is a waste
>for one gate, DTL is an option I suppose.

>TI used to offer some single gate ICs but i don't recall the part# :(

They still have them - I recently used them in a design where I really only
needed one gate.

A quick search at ti.com finds AHC1G08-5, SN74AHCT1G08, LVC1G08-5.0, but all
single gate ICs I know are SMD only, and in low quantities, they are
probably more difficult to get than a standard 74F08.

Diode logic has a slow RC turn off, so a low-value pullup resistor will be
required.

cu
Michael

475. CT60 TOS updated 1.03

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 15:15:49 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1grxjcn.1p1p2q51hgtir6N%NOSPAMS@wanadoo.fr>
Source record: 14752

Hi,

I have updated again the CT60 archive (boot & CPX 1.03).
There are a new patch for boot on the old Caviar drives without floppy disk.

But the main feature is the Programmable Clock Generator, the ideal solution for get the best frequency of your CT60 !

I have used a module from http://www.ak-modul-bus.de/shop/index.htm.
This module use a Cyberclock CY27EE16 from Cypress.

The CT60 TOS and the CPX test if the module exist. It's possible to change the CT60 clock between 50 and 100 MHz by step of 125 KHz.
The Programmable Clock Generator is installed on the CT60 oscillator socket.
Sure there are limits fixed today at 80 MHz for the 060 rev 1 and 110 for the 060 rev 6.
You can change the values on the fly for do some speed tests, or change the boot frequency.

The documentation is on-line, main link inside http://ct60conf.atari.org or else http://perso.wanadoo.fr/didierm/ct60/pclock-e.htm
I have just replaced the module schematic by a CY27EE16 synoptic, but you can found the schematic on the HYP documentation from the CT60 archive.

Now the best...

Rodolphe can create a little module for the CT60, needed for install an Ethernat and a Supervidel card, for a better price (30 EUR) if there are lot of peoples interrested (40 or more I think).
With the possibility to put an oscillator for program the clock generator with the CT60 during the first time (my solution with the ak-modul-bus use the 030 mode and a Modem 2 link).

Please contact rodolphe if you're interrested by a new module !!!

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT☐60 10☐5MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

476. Re: Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 17:48:43 UTC
From: Michael Bernstein <michaeln@mbernstein.de>
Message-ID: <cuo3tr$tg6$1@gateix.bernstein.loc>
Source record: 14759

H Brian,

> All my ST class machines keep an active floppy drive when booting from
> the hard drive...

I remember this problem from my old Ataris. Old TOS versions dont switch the floppy drive off, if they boot from harddisk. I dont know which TOS solves that problem. I think, ist was not present in my TOS 1.04.

> an endless click till a floppy is shoved in its clicking jaws.

As far as i remember, it was not a click. The engine of the drive tries to rotate forever.

> Is there per chance an auto folder utility that'll put drive A: to
> sleep till it's needed? Know where I might find it if does happen to
> exist?

Many years ago i wrote i auto folder utility for my personal use to solve this problem. If you like to give my program a chance, i can put it on my download page.

Regards
Michael

477. Re: ST BBS Software, Weather Sat and Teletex decoder

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 17:59:20 UTC
From: Ed <lener@vt.edu>
Message-ID: <cuo4hp$87d$1@solaris.cc.vt.edu>
Source record: 14753

Nobody wrote:
> Hi all,
>
> I cut my teeth on an ST years ago and I'm recently (for reasons that arent
> exactly clear to even myself) trying to 'recapture' what I failed to achieve
> all those years ago (primarily from an educational perspective).
>
> I'm attempting to track down as much info as possible on the following ST
> issues
>

> A weather satellite receiver kit (seen in an issue of ST format) - obviously
> this had hardware so I really just looking for info (manufacturer?)

ST Format #36 has a very brief entry for a MET-2 Satellite Receiver from
ICS. An expensive unit so I doubt many were sold. ST Format #11 is
supposed to have a review but I don't have this issue in my collection.

478. Re: TOS 2.06 on Mega ST

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 19:20:12 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <LvCdnbg3XbzwNZLfRVnyjA@eclipse.net.uk>
Source record: 14754
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Michael,

> but a BAT43 or similar will give
> you reliable operation in any case, so why gamble?
Yes, you're right, why gamble.
I've updated the schematic to have schottky diodes.

> Diode logic has a slow RC turn off, so a low-value pullup resistor will be
> required.

The 74F08 is in the new board here with TOS switching.
The webpage will be updated shortly with it.

Thanks for your comments and help.

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

479. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 20:18:47 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <HCOPd.24321$XY5.24035@fe2.columbus.rr.com>
Source record: 14755

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.02.12.15.23.55.686710@charter.net...
> On Fri, 11 Feb 2005 22:47:33 -0500, Thomas J. Andrews wrote:
>
> > Rodolphe Czuba wrote:
> >> TOS 2.06 will never work on a MEGA ST !!
> >
> > I beg to differ. My second ST was a Mega ST4 with a TOS 2.06 upgrade
> > installed on some kind of adapter board. The machine was given to me
> > that way by a retiring Atarian who used it mostly for DTP work. I don't
> > remember the details, but it worked just fine for years until one day it
> > just died on me. It was replaced with a Mega STE, also with TOS 2.06,
> > and it was all I could do to tell the difference in performance.
> >
> > TJ
>
> Hmm, Thats odd.
>
> I've had a Mega ST4 with the standard 8mhz speed and a Mega ST4 with an
> Adspeed accelerator, running at 16mhz. There is quite a difference between
> the 2... :-)
>
I have a Mega ST4 with Adspeed and the TEC TOS2.06 card. According to the
benchmarks the Adspeed works properly but I only ever noticed a real world
difference in one program from just the hardware acceleration. Migraphs
Touchup had a feature, can't recall what, that didn't work very well at 8mhz
but did at 16. 90% of the improvement in other areas came from the software
accelerator (Quick ST II)that came with it. I'm using Warp9 now.

If you or others had a different experience it might be worth starting a new
thread.

Obviously 2.06 can and does work on my Mega ST.

480. Re: Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 20:48:27 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <110vf8qopekomfa@corp.supernews.com>
Source record: 14756

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.02.13.00.11.26.179576@charter.net...
> On Sat, 12 Feb 2005 16:53:09 -0800, Tim wrote:
>
> > Sounds like the Amiga problem. I don't have that problem with my ST
> > machines. I know on my Mega 2 and 4 the lights stays on until I insert
a
> > floppy.
> >
> > Tim
>
> Actually, that was a design feature on the Amiga - it was supposed to
> constantly poll the drive, AFAIK.

Yes you are right, I didn't mean it was a "problem" but more of an anoyance.
There were patches that lessened the clicking or turned it off without
affecting the drive polling.

Tim

481. VME videokaart..

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 22:16:49 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <420fd1cd$0$3986$a344fe98@news.wanadoo.nl>
Source record: 14757

I'm looking for a VME videocard that I can use for the Atari Mega STE and TT. Who can help me????

482. Re: Which TOS to switch with 2.06?

Newsgroup: comp.sys.atari.st
Date: 2005-02-13 22:57:06 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <6XQPd.160032$K7.131486@news-server.bigpond.net.au>
Source record: 14758

atarian1 wrote:
> I know I've seen a list of games that will ONLY work on TOS 1.00. Off
> the top of my head:
> Games don't work on TOS 1.02+:
> The Golden Path
> The Pawn
> Knight of Orc
> Into the Eagle's Nest
> Gunship
> Bad Cat
> Dick Tracy
> Hammerfist
> Star Quake
>
> Games that don't work on TOS 1.02, but work fine with TOS 1.00 and TOS
> 1.04:
> Street Fighter II
> Defender II
> They refused to work on my TOS 1.02 MegaST, yet when I upgraded to TOS
> 1.04, they worked fine. Both came out in 1989 when TOS 1.04 and the
> STE were released. It's really weird!
>
> Games that don't work on TOS 1.06/1.62 and TOS 2+:
> Too many to list. I could search my magazines as I know when the STE
> came out, people who upgraded were complaining about "Why my game
> doesn't work on my new STE, but it works fine on my old ST?"
>
> I have some of these games, so I know first hand that it's true. BTW,
> I never said there were any games post-1988 that don't work on TOS
> 1.00.
>
> If the games that you have work fine in your TOS, that's great! But
> the blanket statement that TOS 1.02 is the best TOS for compatibility
> with ALL games (not just the games you own), is wrong (as shown in the
> lists above). TOS 1.00 is still the best TOS for game compatibility as
> shown above.
>

How about games that work on Tos 1.02 and not 1.00, there would have to
be some? What was 1.02 1986-89? Tos 1.00 was only 1985.

Mark

483. Falcon 030 FPU?

Newsgroup: comp.sys.atari.st
Date: 2005-02-14 06:04:46 UTC
From: atari Only <atarionly@adelphia.net>
Message-ID: <Xns95FCDFCCA4347atarionlyadelphianet@216.196.97.142>
Source record: 14760

Does anyone know if I can use a 68882 33mhz FPU in a Falcon? I have just a plain Falcon no upgrades. I know it should be using a 16mhz but, I have a couple 33mhz that I thought I could use. Im NOT looking for a increase in performance by using the 33mhz, just a replacement.

Don

484. Re: Falcon 030 FPU?

Newsgroup: comp.sys.atari.st
Date: 2005-02-14 06:19:32 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <UpXPd.160345$K7.93032@news-server.bigpond.net.au>
Source record: 14761

atari Only wrote:
> Does anyone know if I can use a 68882 33mhz FPU in a Falcon? I have just a
> plain Falcon no upgrades. I know it should be using a 16mhz but, I have a
> couple 33mhz that I thought I could use. Im NOT looking for a increase in
> performance by using the 33mhz, just a replacement.
>

Yup, just plug one in. It uses a PLCC type chip, the socket is under the
power supply. FWIR, it is only a 16Mhz FPU on a stock Falcon, so your
33Mhz chip should be fine. Both my Falcons have one. It is just nice to
fill the socket;).

Mark

485. Re: CT60 TOS updated 1.03

Newsgroup: comp.sys.atari.st
Date: 2005-02-14 15:37:19 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <4210c5ad$0$16346$636a15ce@news.free.fr>
Source record: 14762

I'd like to add something to the message from Didier :

The CTCM (CT60 Clock Modul) is not needed for EtherNAT or SuperVidel card...
It is compatible with !

I mean that this modul will not give problems about the height under the
Supervidel or EtherNAT cards !

I hope this is clear for everybody : you don't need the CTCM to buy and use
an EtherNAT or SV or both cards !

CTCM just allows you to set the frequency of the CT60 (CPU + SDRAM + 32-bit
060 BUS (includes the Expand port)).
And it can be plugged between the CT60 OSC socket and the add-on card you
plug.

PS : the CTCM will need (NEED !) 2 wires to be soldered under the CT60...
A picture was send to all CT60 + CT63 registered guys. It is easy to do.
I will not do this work, even if you want to send back the CT60. For CT63, I
can solder them before I ship the CT63.
Let me know... Consider you will have to add 10 EUR for this job.

This time 18 people have reserved the CTCM.

Regards

Didier M�quignon wrote:
> Hi,
>
> I have updated again the CT60 archive (boot & CPX 1.03).
> There are a new patch for boot on the old Caviar drives without floppy
> disk.
>
> But the main feature is the Programmable Clock Generator, the ideal
> solution for get the best frequency of your CT60 !
>
> I have used a module from http://www.ak-modul-bus.de/shop/index.htm.
> This module use a Cyberclock CY27EE16 from Cypress.
>
> The CT60 TOS and the CPX test if the module exist. It's possible to
> change the CT60 clock between 50 and 100 MHz by step of 125 KHz.
> The Programmable Clock Generator is installed on the CT60 oscillator
> socket.
> Sure there are limits fixed today at 80 MHz for the 060 rev 1 and 110
> for the 060 rev 6.
> You can change the values on the fly for do some speed tests, or

> change the boot frequency.
>
> The documentation is on-line, main link inside
> http://ct60conf.atari.org or else
> http://perso.wanadoo.fr/didierm/ct60/pclock-e.htm
> I have just replaced the module schematic by a CY27EE16 synoptic, but
> you can found the schematic on the HYP documentation from the CT60
> archive.
>
> Now the best...
>
> Rodolphe can create a little module for the CT60, needed for install
> an Ethernat and a Supervidel card, for a better price (30 EUR) if
> there are lot of peoples interrested (40 or more I think).
> With the possibility to put an oscillator for program the clock
> generator with the CT60 during the first time (my solution with the
> ak-modul-bus use the 030 mode and a Modem 2 link).
>
> Please contact rodolphe if you're interrested by a new module !!!
>
> Regards,
>
> Didier.

486. Re: Falcon 030 FPU?

Newsgroup: comp.sys.atari.st
Date: 2005-02-14 19:36:07 UTC
From: mail@freeman-studio.com
Message-ID: <1108409767.404996.81400@f14g2000cwb.googlegroups.com>
Source record: 14763

I have a 33MHz version in mine. Works just fine!

Mike Freeman
mike [at] freeman-studio [dot] com

487. Re: Falcon 030 FPU?

Newsgroup: comp.sys.atari.st
Date: 2005-02-14 21:06:39 UTC
From: atari Only <atarionly@adelphia.net>
Message-ID: <Xns95FD854887378atarionlyadelphianet@216.196.97.142>
Source record: 14764

Thanks Mark and Mike for the quick reply. I just bought one for $5. Cant wait to install it.

Thanks Again

Don

488. Portfolio file transfer

Newsgroup: comp.sys.atari.st
Date: 2005-02-14 21:15:00 UTC
From: jdplace@cableone.net
Message-ID: <1108415700.225471.255120@f14g2000cwb.googlegroups.com>
Source record: 14765

Has anyone been successful in using file transfer (FT.COM) with Windows XP? I understand that XP uses DOS emulation (no more real DOS). The program runs fine, but I can get no communication between the parallel ports. I suspect this may be the end of using my Portfolio as an organizer, as my office forces the use of XP Pro now. Anyone have some words of wisdom? This worked fine with Windows 98.

TIA

Joe

489. PGP 5.0i, missing binaries

Newsgroup: comp.sys.atari.st
Date: 2005-02-14 22:40:20 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <37cpbsF5d3gg2U1@individual.net>
Source record: 14767

Hi,

I just downloaded pgp50ib.zip, a PGP 5.0 port for Atari by Harald Denke=
r =
from 1998. In the man pages it says there are separate binaries for dif=
ferent =
tasks, e.g. pgpv for decryption and verification, and pgpe for encrypti=
on.
In the man pages it also says these are links to the common engine pgp.

The thing is that these binaries were not included in the archive. I've=
=
downloaded the archive from three separate locations, but they weren't =
there =
in anyone of them.
I've also tried creating symbolic links to pgp50i.ttp, naming them pgpv=
=
etc, but it seemed it didn't make any difference. It was just as if I h=
ad =
executed pgp50i.ttp.

I know there's an older version (2.6.3), but it didn't support the DSS =
key I =
already have.

Anyone has any experience of this port or ideas of what I could do?

Regards,
Mikael

490. OT: WTB - BetaMax Player

Newsgroup: comp.sys.atari.st
Date: 2005-02-14 22:46:14 UTC
From: LS <me@email.net>
Message-ID: <WS9Qd.37895$C24.16176@attbi_s52>
Source record: 14766

I know this is off topic but I'm hoping someone has one of these laying around. I need to convert a lot of old Beta Player (BetaMax) tapes to DVD and I need to buy a player from someone.

If you have one or know of someone who might be interested inparting with it, have them email me at lannies@mchsi.com

Thanks!

Lannie

491. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-15 00:40:34 UTC
From: "R.Spanger" <R@spanger.com>
Message-ID: <4212cf6c@news.greennet.net>
Source record: 14773

Yes they do! and in our recording studios we always have an Atari with Cubase and Notator available for many of the Artists who made and still have data for their hits on floppy disks.
On occasion we are asked to source the very rare and unique portable STacy for such guys, when we can turn one up £500 is not an unusual sale and I have seen them fight over a well specked or upgraded machine with offers going into four figures

Dave D

492. Re: Falcon 030 FPU?

Newsgroup: comp.sys.atari.st
Date: 2005-02-15 10:14:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1108462493.137924.174420@g14g2000cwa.googlegroups.com>
Source record: 14768

atari Only wrote:
> Thanks Mark and Mike for the quick reply. I just bought one for $5.
Cant
> wait to install it.
>
> Thanks Again
>
> Don

I have the 25mhz part in my Falcon, which I have running at 66mhz...
you could get at least this from the 33mhz part.

Coda.

493. Re: VME videokaart..

Newsgroup: comp.sys.atari.st
Date: 2005-02-15 10:19:27 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1108462767.602320.101890@f14g2000cwb.googlegroups.com>
Source record: 14769

Look on German ebay regularly for either the NOVA box (with or without gfx card which you can get later (mach32 or 64) OR keep an eye out for cheap TT's with gfx cards already in them! I have seen quite a few...

Coda.

494. Re: PGP 5.0i, missing binaries

Newsgroup: comp.sys.atari.st
Date: 2005-02-15 17:13:36 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <42122dd211589b0@telenet.be>
Source record: 14770

on Mon 14-02-2005 23:40 Mikael Folkesson wrote:

>Hi,
>
>I just downloaded pgp50ib.zip, a PGP 5.0 port for Atari by Harald Denke=
>r =
>from 1998. In the man pages it says there are separate binaries for dif=
>ferent =
>tasks, e.g. pgpv for decryption and verification, and pgpe for encrypti=
>on.
>In the man pages it also says these are links to the common engine pgp.
>
>The thing is that these binaries were not included in the archive. I've=
....
...

Sorry I can't help you with this but I wonder how comes Cat makes a mess
with the messages you've send. I get the same bad result with Pan
(Linux) as with Okami.

Your message is very hard to read.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

495. Re: VME videokaart..

Newsgroup: comp.sys.atari.st
Date: 2005-02-15 17:31:46 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <1elpjs6ctgmtr.dlg@dilgar.de>
Source record: 14771

On 15 Feb 2005 02:19:27 -0800 Coda <smeg_007@hotmail.com> wrote:
> Look on German ebay regularly for either the NOVA box (with or without
> gfx card which you can get later (mach32 or 64) OR keep an eye out for
> cheap TT's with gfx cards already in them!

In addition, there are

- the Crazy Dots cards by TKR, based on the famous Tseng Labs ET4000,
either with 256 or 32767 colours (the latter known as "Crazy Dots HC")

- the Spektrum cards, also based on the ET4000, the most common being
the Spktrum 1TC (1 meg, 16.7M colours)

- several professional, but scarce cards by Matrix ("Matgraph")

The mach32/64, Matgraph and ET4000 cards are directly supported by
NVDI5.

One should also have a look at <http://www.atari-home.de>, sometimes
Nova or Crazy Dots cards are offered there, e.g. on October 22nd:
<http://atari-home.de/forum/index.php?board=2;action=display;threadid=1543>.

Thorsten

496. Re: VME videokaart..

Newsgroup: comp.sys.atari.st
Date: 2005-02-15 18:49:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200502151949.a65008@b.maus.de>
Source record: 14782

TG> mach32/64, Matgraph and ET4000 cards are directly supported by NVDI5.

Matrix too.

Gerhard

497. Re: Vortex HDplus software

Newsgroup: comp.sys.atari.st
Date: 2005-02-15 19:57:57 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <cutk85$26d$1@gateix.bernstein.loc>
Source record: 14774

Hi Egon,

> I've got an old Vortex HDplus 30 here and was wondering if anyone has a copy
> of the software that is supposed to accompany it?

I have a copy of a vortex driver. I labeld the disk "vortex datajet disk". But
i dont know if it should work with the HDplus 30 drive.

Regards
Michael

498. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-15 22:58:22 UTC
From: "R.Spanger" <R@spanger.com>
Message-ID: <421408f8$1@news.greennet.net>
Source record: 14785

"Coda" <smeg_007@hotmail.com> wrote in message
news:1108556457.734369.307310@o13g2000cwo.googlegroups.com...
> You can have _my_ Stacy for a grand, Mr Underpants.
>
> Coda.
>
please list the Spec, it must have full 4 meg memory, HD Floppy, and the max
1Gig internal drive, Notator and Cubase with dongles

499. How make CAT post news w/o clutter? (was: PGP 5.01i ...)

Newsgroup: comp.sys.atari.st
Date: 2005-02-15 23:46:48 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <37fgasF5ct153U1@individual.net>
Source record: 14772

M\>Sorry I can't help you with this but I wonder how comes Cat makes a
M\>mess with the messages you've send. I get the same bad result with
M\>Pan (Linux) as with Okami.

Oh, I was still hoping it just made the usenet messages look like =
that locally. Guess not then. E-mail works fine.
I'll add another question to the list then; how can I make Cat post =
usenet messages without messing them up with "=3D"-signs?

Cheers,
Mikael

500. 520st trade for atari 8 bit (Toronto)

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 05:39:09 UTC
From: mbrigham@ahfc.org
Message-ID: <7d34fc21.0502152139.126cde98@posting.google.com>
Source record: 14775
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi all!
For anyone who lives in the Toronto area, I have a 520ST with the SF314 drive and over 100 disks, mainly copies. I do not have the mouse or video cable, but it does come with some sort of dongle for the joystick port. I am not sure which program it is for. The unit does work, and it has a GEM copyright 1985.

I am looking for a direct trade for an Atari 8-bit computer with a disk drive and/or other accessoires. Preferrably an 800xl, well, anything except the 400!

If you are interested, email me at the above email address.

Thanks!
Michael

501. Re: Vortex HDplus software

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 09:02:20 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <_JGdnX4Jgr6BkY7fRVnyhg@eclipse.net.uk>
Source record: 14776

Hi Michael.

>> I've got an old Vortex HDplus 30 here and was wondering if anyone has a
>> copy
>> of the software that is supposed to accompany it?
>
> I have a copy of a vortex driver. I labeld the disk "vortex datajet disk".
> But
> i dont know if it should work with the HDplus 30 drive.

It's got to be worth a try :)

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

502. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 12:20:57 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1108556457.734369.307310@o13g2000cwo.googlegroups.com>
Source record: 14777

You can have _my_ Stacy for a grand, Mr Underpants.

Coda.

503. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 13:27:49 UTC
From: "R.Spanger" <R@spanger.com>
Message-ID: <4214d4bf@news.greennet.net>
Source record: 14794

"Coda" <smeg_007@hotmail.com> wrote in message
news:1108646892.371000.280560@z14g2000cwz.googlegroups.com...
> errrmmm.
>
> So thats 250 quid for the stacy4, and 750 quid for the
> Notator/Cubase....
>
> Coda.
>
and upgrades Yes!, you have one at this spec for sale? I have only found 3
like this in the last 5 years

504. MyMail 1.74 / MagiC! 6.2

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 18:36:26 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <421392aa$0$19410$8fcfb975@news.wanadoo.fr>
Source record: 14778

Hello,

Has someone else than me problems using MyMail 1.74 under MagiC! 6.2,
or am I alone ?
I have program and data in different folders.
Often, MyMail crashes when launching (or, to be right, I'd say it's
MagiC! that crashes : error 69 or something approaching). Then, after 2
to 10 retries, it launches and I can use it until I close it, and then,
if I launch it again... :-(
Sometimes, it erases the nohome file, and then creates the whole
data structure into the program folder, so I can't use it.
I thought I could fix this by setting nohome as read-only, but despite
the file isn't erased anymore, it still modifies the location of the
data.

Anyone else ?

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

505. Re: Vortex HDplus software

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 20:41:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200502162141.a65018@b.maus.de>
Source record: 14787

MB> vortex datajet disk

This is for the SCSI hostadapter from Vortex. The HDplus use a MFM/RLL drive with a XT bus interface. So I think the driver will not work, but he can use CBHD.

<http://www.clausbrod.de/cgi-bin/view.pl/Atari/WebHome>

Gerhard

506. Re: Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 21:01:16 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1108587675.965636.85350@o13g2000cwo.googlegroups.com>
Source record: 14779

Yes Michael, I'd much like to try this utility.
Thanks!

My Mega 4 has a Wizztronics TOS 2.06 compatibility plus board, and an XTRA RAM 8 board. The drive light does stay on if booted with an empty floppy drive.

My STacy 4 has TOS 1.4 on a 2 chip set. It behaves the same way.

It seems to me the drive does continue to spin..tho' I might be wrong...I haven't gotten 'that close' to the thing to be sure.

STacy: The less drain on the aging powersupply the better. It also has a hard drive in it that's pretty power hungry and runs pretty hot...keeping a floppy in the drive for very long is sure to see it get cooked before its time.

Mega: Again, the power suppy is aging. The XTRA RAM also demands quite a few more milliamps than intended from the stock power supply....so the less useless drian of power, I feel the better.

Thanks,
Brian

507. TOS 2.06 in a STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 21:06:17 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1108587977.530796.300870@l41g2000cwc.googlegroups.com>
Source record: 14781

Anyone know right off the bat if TOS 2.06 works in a STacy?
Mine currently has TOS 1.4 on a two chip set as part of the STacy 4
memory board (holds 4 1mb SIMMS and a two chip TOS set).

Main reason I'm considering the upgrade is the built in time delays for
drives and whatnot to spin up...of course the other benifits would be
nice as well.

Thanks,
Brian

508. Re: Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 21:08:00 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1108588080.779611.10790@c13g2000cwb.googlegroups.com>
Source record: 14780

Indeed...
My Amiga 2000 did this till I managed to install some kind of utility
that kept it shut down till a disk was actually put into the drive.

Brian

509. Re: TOS 2.06 in a STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 22:43:18 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cv0ia5$p7a$1@titan.btinternet.com>
Source record: 14783

Hi Brian

> Anyone know right off the bat if TOS 2.06 works in a STacy?
> Mine currently has TOS 1.4 on a two chip set as part of the STacy 4
> memory board (holds 4 1mb SIMMS and a two chip TOS set).
>
> Main reason I'm considering the upgrade is the built in time delays for
> drives and whatnot to spin up...of course the other benifits would be
> nice as well.

That requirement can be met with NoRoach as well as other 3rd party utils.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

510. Re: Portfolio file transfer

Newsgroup: comp.sys.atari.st
Date: 2005-02-16 23:00:25 UTC
From: Heinz Rath <heinz.rath@NOSPAMgmx.at>
Message-ID: <1108592049.97908@news.liwest.at>
Source record: 14784

hi

your problem is XP. ft.com trys to access the hardware directly this is not possible under nt,w2k or xp.
you could try to use a real dos with this it should work (a dos boot disk should
be enough). or install win98 as dualboot so that you could boot win98 make the file
transfer and then reboot into xp.
i hope this helps

with nice greetings
heinz

<jdplace@cableone.net> schrieb im Newsbeitrag news:1108415700.225471.255120@f14g2000cwb.googlegroups.com...
> Has anyone been successful in using file transfer (FT.COM) with Windows
> XP? I understand that XP uses DOS emulation (no more real DOS). The
> program runs fine, but I can get no communication between the parallel
> ports. I suspect this may be the end of using my Portfolio as an
> organizer, as my office forces the use of XP Pro now. Anyone have some
> words of wisdom? This worked fine with Windows 98.
>
> TIA
>
> Joe
>

511. Re: Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 00:02:56 UTC
From: Jorge <user@nospam.com>
Message-ID: <cv0mvg$8rl$1@blue.rahul.net>
Source record: 14786

"Brian J. Roland" <bjr@localink4.com> writes:

>It seems to me the drive does continue to spin..tho' I might be
>wrong...I haven't gotten 'that close' to the thing to be sure.

Yes, the motor keeps spinning. That's perfectly normal. Actually, that's the reason that the led stays on. TOS waits until motor is off before deselecting the drive (deselecting the drive will turn off the led).

Motor off is handled automatically by the FDC. The FDC turns the motor off signal after being idle for 9 revolutions. But without a disk, the drive will not produce index pulse signals, the FDC will never detect any revolutions, and will keep motor on all the time. If motor stays on, then TOS doesn't deselect the drive and the led stays on.

Whatever utility you get to turn off the led, it should do that only indirectly. If it just deselects the drive then the motor will still keep spinning. So the fix is to reset the FDC and NOT to deselect the drive. Once the FDC turns off the motor TOS will deselect the drive and turn off the led.

512. Re: How make CAT post news w/o clutter?

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 02:15:36 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <37id2gF5f0b9mU1@individual.net>
Source record: 14788

```
MF>Oh, I was still hoping it just made the usenet messages look like
MF>that locally. Guess not then. E-mail works fine.

I looked at the posts I've made in maus.software and they were all =
fine. I also tried posting in abg.test but the message looked fine =
there aswell.
How can it occur (seemingly) specifically in this group when I've =
made no specific settings for this group?
Strange ..

Cheers,
Mikael
```

513. Re: MyMail 1.74 / MagiC! 6.2

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 06:08:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200502170708.a50301@wun.maus.de>
Source record: 14798

Hi Jean-Luc!

JL>Has someone else than me problems using MyMail 1.74 under MagiC! 6.2,
JL>or am I alone ?

JL>Often, MyMail crashes when launching (or, to be right, I'd say it's
JL>MagiC! that crashes : error 69 or something approaching).

I don't have this problem with MyMail, but a similar one with StarCall.

I get a runtime "Error 202 at offset $FF077A80" or "wrong AES call 1" (program returned error -248) or some 68000 exception.

This is on the Milan only, not on the CT2A Falcon. I don't have a real solution, though :-(

My workaround (found by trial and error) is to start some other programs. In my case, start QED, start spider2, terminate spider2, start spider2 and start StarCall. In most cases it works afterwards...

With best regards
Ekkehard

514. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 13:28:12 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1108646892.371000.280560@z14g2000cwz.googlegroups.com>
Source record: 14789

errrmmm.

So thats 250 quid for the stacy4, and 750 quid for the
Notator/Cubase....

Coda.

515. Re: VME videokaart..

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 13:29:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1108646971.085647.307010@z14g2000cwz.googlegroups.com>
Source record: 14790

So how do you get the gfx cards to work with NVDI5?
I have to use the NOVA VDI to use mine.

Coda.

516. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 13:40:22 UTC
From: "R.Spanger" <R@spanger.com>
Message-ID: <4216292f$1@news.greennet.net>
Source record: 14703

"Coda" <smeg_007@hotmail.com> wrote in message
news:1108722865.083538.161850@f14g2000cwb.googlegroups.com...
Sorry, I would not sell my Stacy for £250.

Coda.

I thought you were offering it with Cubase, Notator plus dongles and an upgraded Floppy and Hard drive for a Grand? or have I missed a post?

517. Re: How make CAT post news w/o clutter?

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 15:44:12 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4214bd7e5c3e80@telenet.be>
Source record: 14791

on Thu 17-02-2005 03:15 Mikael Folkesson wrote:

>MF>Oh, I was still hoping it just made the usenet messages look like
>MF>that locally. Guess not then. E-mail works fine.
>
>I looked at the posts I've made in maus.software and they were all =
>fine. I also tried posting in abg.test but the message looked fine =
>there aswell.
>How can it occur (seemingly) specifically in this group when I've =
>made no specific settings for this group?
>Strange ..

Still not good. First I thought it was Okami itself which couldn't
handle certain messages correctly but Pan (Linux) and Xnews (XP) display
the same bad look.

Probably somewhere a bad setting.

ps. I've tried to use Cat (latest version) but sofar no luck. For some
reason I can't retrieve the full list of newsgroups of my ISP.
Retrievement stops after a few seconds. I tried a German Newsgroup
server (news.individual.de) but I only got a few newsgroups (new ones?).
Do you know how I can force Cat to retrieve a full list of newsgroups?

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

518. Re: How make CAT post news w/o clutter?

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 17:47:20 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <37k3pqF5e62jdU1@individual.net>
Source record: 14792

M\>For some reason I can't retrieve the full list of newsgroups of my
M\>ISP. Retrievement stops after a few seconds. I tried a German
M\>Newsgroup server (news.individual.de) but I only got a few
M\>newsgroups (new ones?). Do you know how I can force Cat to retrieve a
M\>full list of newsgroups?

I made the mistake of not filling in the NNTP-account information before running CAT and initiating the "Tausch" the first time. I could not find the way to force the retrieval of the full list, so I reinstalled CAT and made sure all the account information was there. Apparently, according to the HYP, a lot of initiations are done the first time.

Well, as I had done this, the full list was automatically retrieved upon the first "Send/Recieve".

I did find something yesterday though that might do the trick w/o reinstalling the program. Haven't tried it myself yet though.
In the German version, go to Tausch -> Infodateien.
If you're lucky, there'll be a textrow "YGA [...] Gruppenliste komplett". Now mark this entry in the list, click "Ändern" and in the dialog mark "Sofort anfordern". At the next Tausch it should retrieve the list.

Cheers,
Mikael

519. Re: How make CAT post news w/o clutter?

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 19:09:56 UTC
From: Martin Byttebier <tos4ever@telenet.be>
Message-ID: <37k8hvF5bcjdmU1@individual.net>
Source record: 14793

>M\>For some reason I can't retrieve the full list of newsgroups of my
>M\>ISP. Retrievement stops after a few seconds. I tried a German
>M\>Newsgroup server (news.individual.de) but I only got a few
>M\>newsgroups (new ones?). Do you know how I can force Cat to retrieve a
>M\>full list of newsgroups?
>

>I did find something yesterday though that might do the trick w/o
>reinstalling the program. Haven't tried it myself yet though. In the
>German version, go to Tausch -> Infodateien. If you're lucky, there'll
>be a textrow "YGA [...] Gruppenliste komplett". Now mark this entry in
>the list, click "Ändern" and in the dialog mark "Sofort anfordern". At
>the next Tausch it should retrieve the list.

Ok this did the trick. Thanks. Only it seems Cat doesn't retrieve the whole list. But anyway the most important groups for now are listed.

Boy I thought Okami was hard to set up, but it was a piece of cake considered the PITA I had and still have to get Cat running. :-)
Without the English setup text on Dimitri's page I never would have been able to get Cat running.

CU,
Martin

520. Re: How make CAT post news w/o clutter? (was: PGP 5.01i ...)

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 19:23:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200502172023.a50306@wun.maus.de>
Source record: 14699

Hallo Mikael!

MF>Oh, I was still hoping it just made the usenet messages look like =
MF>that locally. Guess not then. E-mail works fine.

Check the following settings:

options/general, right column: message line length 72
options/swap...: section miscellaneous settings, [ ] send paragraphs to Maus

once an edit window is open:
options/Editor, current text, [x] wrap, line lenght 72

With best regards
Ekkehard

521. Re: How make CAT post news w/o clutter?

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 19:24:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200502172024.a50305@wun.maus.de>
Source record: 14797

Hi Martin!

MB>ps. I've tried to use Cat (latest version) but sofar no luck. For
MB>some reason I can't retrieve the full list of newsgroups of my ISP.

But at least Cat is running now. Very good!

MB>For some reason I can't retrieve the full list of newsgroups of my
MB>ISP. Retrievement stops after a few seconds.

Is the cache for STiNG or GlueSTiK set large enough? The default setting is too small! For GlueSTiK, add the line ALLOCMEM = 150000 in your default.cfg if not yet there and try again.

MB>Do you know how I can force Cat to retrieve a full list of newsgroups?

There are two settings.

1) swap/configure infile: [x] request info-files
this one globally (de-)activates retrieval of info files like the groups list. But it seems to be active anyway, as otherwise you wouldn't even get the short list.

2) swap/info files...: double-click list entry YGA and tick "order immediately"

This one commands In2Cat to retrieve the full list. You can also set it to retrieve the list regularly, but I don't recommend this as the list is huge and the differences (new groups) are retrieved anyway. I fetch it just once a year or so to also remove no longer existant groups from the local list.

With best regards
Ekkehard

522. Re: Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 21:43:29 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <cv3361$ao5$1@gateix.bernstein.loc>
Source record: 14795

Hi Brian,

> Yes Michael, I'd much like to try this utility.

I have put it on my homepage:

http://www.mbernstein.de

It is a german homepage, but you should find it without german knowledge:

Go to the download page (link is in row with disk symbol)
Then go to Atari ST
Then download flpdesel.lzh

Put it into the auto folder. The soure code is also included. It depends on
a very good german book about drives on Atari ST computers: Scheibenkleister

Regads
Michael

523. Re: Clicking Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2005-02-17 21:46:35 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <cv33br$ao9$1@gateix.bernstein.loc>
Source record: 14796

Hi,

> Whatever utility you get to turn off the led, it should do that only
> indirectly. If it just deselects the drive then the motor will still keep
> spinning. So the fix is to reset the FDC and NOT to deselect the drive.
> Once the FDC turns off the motor TOS will deselect the drive and turn off
> the led.

No. My tool deselects the drive and as a result the motor stops. And i had
never problems with my tool.

Regards
Michael

524. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 00:55:20 UTC
From: petta <nomoresp@am_please>
Message-ID: <4216905d$0$2653$4c56ba96@master.news.zetnet.net>
Source record: 14711

Great, how can we do the deal?

"Coda" <smeg_007@hotmail.com> wrote in message
news:1108646892.371000.280560@z14g2000cwz.googlegroups.com...
> errrmmm.
>
> So thats 250 quid for the stacy4, and 750 quid for the
> Notator/Cubase....
>
> Coda.
>

525. Re: How make CAT post news w/o clutter?

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 05:05:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200502180605.a50316@wun.maus.de>
Source record: 14714

Hi Martin!

MB>Without the English setup text on Dimitri's page I never would have
MB>been able to get Cat running.

I'm glad the text is of some use. Thank you!

With best regards
Ekkehard

526. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 10:34:25 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1108722865.083538.161850@f14g2000cwb.googlegroups.com>
Source record: 14700

Sorry, I would not sell my Stacy for £250.

Coda.

527. Re: How make CAT post news w/o clutter?

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 12:15:46 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <37m51vF5f0oagU1@individual.net>
Source record: 14701

In Msg 200502172023.a50306@wun.maus.de, Ekkehard_Flessa@wun.maus.de
wrote:

EF>Check the following settings:
EF>
EF>options/general, right column: message line length 72 options/swap..=
.:
EF>section miscellaneous settings, [ ] send paragraphs to Maus
EF>
EF>once an edit window is open: options/Editor, current text, [x] wrap,
EF>line lenght 72

Thanks, I'll save this information in case things get messy again. =
Judging by the last post I made (37k3pqF5e62jdU1@individual.net) it =
seems it's now miraculously working. Can't say I remember doing any =
changes, but who cares as long as it's working ;)

Cheers,
Mikael

528. Re: VME videokaart..

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 13:25:50 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1108733150.700322.34620@g14g2000cwa.googlegroups.com>
Source record: 14702

Sorry I meant that I assumed that you only need NVDI 5.0x to use a Nova video card, and that the NOVA VDI (2.63?) is not necessary. I have been told that it should work out the box, and I have tried setting up NVDI 5.03 several times without the Nova VDI software present, and I dont get anywhere, so I have both enabled.

Coda.

529. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 15:37:46 UTC
From: Elsie Dee <zero@spam.com>
Message-ID: <cv7mvi$j1s$1@news7.svr.pol.co.uk>
Source record: 14717

looks like he is just wasting your time

"Haystack" <binman@ozman.net> wrote in message
news:avwRd.2397$xU5.1499@newsfe1-win.ntli.net...
> Has this been sold?, there seems to have been a big gap in the posts
> relating to it, we are keen to obtain a STacy with this specification and
> software.Please smeg_007@hotmail.com repost details of the machine,
> upgrades, and price
>
>
>
> "Coda" <smeg_007@hotmail.com> wrote in message
> news:1108646892.371000.280560@z14g2000cwz.googlegroups.com...
> > errrmmm.
> >
> > So thats 250 quid for the stacy4, and 750 quid for the
> > Notator/Cubase....
> >
> > Coda.
> >
>
>

530. Re: VME videokaart..

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 18:48:14 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <5fi0pu7ukhc$.dlg@dilgar.de>
Source record: 14704

On 18 Feb 2005 05:25:50 -0800 Coda <smeg_007@hotmail.com> wrote:
> Sorry I meant that I assumed that you only need NVDI 5.0x to use a Nova
> video card, and that the NOVA VDI (2.63?) is not necessary.

FDrom reading the NVDI wep page, I also assumed that. It works this way with ET4000 cards like the Crazy Dots and Spektrum (I should know, I once owned a TT030 4/16 with Crazy Dots HC and NVDI3/ET4000 (back then, this version was sold separately from the "standard" NVDI).

Thorsten

531. Re: VME videokaart..

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 19:20:58 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <42164018$0$78513$a344fe98@news.wanadoo.nl>
Source record: 14705

Okay, when i can find a VME videocard it looks like simple to install the card, but where can i find a VME videocard, and what are the prices at this moment?

I want to use my 17 inch SVGA monitor (Relisys 772) on full size. The highest resolution is 640x480. It looks great, but there is a white bar around the screen.

532. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 20:22:42 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <42164e982d449f0@telenet.be>
Source record: 14706
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**hypertext**
ftp://chapelie.rma.ac.be/atari/docs/hypertext/chips_x.lzh
(6.754.754 bytes): Chips 'n Chips, Final release: Very huge FAQ about Atari
computers and peripheral (harddisk, monitors, laser printer, etc ...)
German language

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/tools/account.zip
(2.885 bytes): A small patch program for Easy Account under TosBox Emulator.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/disktools/pumpup15.zip
(16.776 bytes): A small floppy formatting tool which can handle lots of formats.
German only

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

533. 060 rev6 for CT60 & CT63

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 21:48:38 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <421662b5$0$7845$636a15ce@news.free.fr>
Source record: 14707

Hello, I found a stock of MC68060 REV 6 MASK E41J !
There can run up to 100 MHz on CT60 & 63.

The price is from 85 to 120 US$, not fixed because I have not confirmed the quantity...and the date to buy them !

Let me know as soon as possible if you really want to buy a such CPU....

For CT60 users, I will take back at a low price (around 30$) the old 060 you have.

For OSC, the 100 MHz OSC is possible or the CTCM (recommended for such high frequencies your will to tune).

MOVE !

Regards

534. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-18 21:49:34 UTC
From: James Young <sorry@nospam.net>
Message-ID: <42169a72@news.greennet.net>
Source record: 14708

I'm interested at that price if it has the mentioned 1Gig drive ane HD floppy, Machines like this are gold dust

"Coda" <smeg_007@hotmail.com> wrote in message news:1108646892.371000.280560@z14g2000cwz.googlegroups.com...
> errrmmm.
>
> So thats 250 quid for the stacy4, and 750 quid for the
> Notator/Cubase....
>
> Coda.
>

535. FA: Spectre GCR/1040STE 4Mb

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 00:35:05 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <37nftkF5faj0tU1@individual.net>
Source record: 14709

In the UK, Spectre GCR with box and so forth, 4160 (1040 upgrade to 4Mb)
STE, SF354 in need of cable and PSU, SM124 etc. Nice little system.

Seller ID richardk66

Richard
--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

536. Davidow's "BeachWalk" song for Music Studio

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 00:49:30 UTC
From: Mark Lehmann <spam@marklehmann.com>
Message-ID: <1108774170.713048.119820@z14g2000cwz.googlegroups.com>
Source record: 14710

A buddy and I spent last weekend reconstructing a song we first heard on an Atari ST using Music Studio. The author of this song is simply stated "Davidow." I'd like to know who this person is and get his or her blessing to release the reconstruction of the song to the public.

The process used was to take old ST disks and use several of the disk utilities on the STEEM emulator website to convert the floppy disk into a disk image for the STEEM emulator.

We then used the STEEM emulator under Windows XP to run a program called "XMARK64K.PRG," since Music Studio just doesn't seem to load. Using XMARG64K, we converted BEACHWLK.SNG to BEACHWLK.MID. Last we imported BEACWLK.MID into Apple's GarageBand.

Does anyone still remember Music Studio by Electronic Arts? Does anyone know who "Davidow" is or what happened to him or her? Would anyone like to hear the old "BeachWalk" song?

537. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 01:20:06 UTC
From: Haystack <binman@ozman.net>
Message-ID: <avwRd.2397$xU5.1499@newsfe1-win.ntli.net>
Source record: 14712

Has this been sold?, there seems to have been a big gap in the posts relating to it, we are keen to obtain a STacy with this specification and software.Please smeg_007@hotmail.com repost details of the machine, upgrades, and price

"Coda" <smeg_007@hotmail.com> wrote in message news:1108646892.371000.280560@z14g2000cwz.googlegroups.com...
> errrmmm.
>
> So thats 250 quid for the stacy4, and 750 quid for the
> Notator/Cubase....
>
> Coda.
>

538. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 02:17:56 UTC
From: "R.Spanger" <R@spanger.com>
Message-ID: <42182c3b@news.greennet.net>
Source record: 14730

Yes another smokeware dork!, just why do they lurk if they have nothing?,
beats me!!

"Elsie Dee" <zero@spam.com> wrote in message
news:cv7mvi$j1s$1@news7.svr.pol.co.uk...
> looks like he is just wasting your time
>
> "Haystack" <binman@ozman.net> wrote in message
> news:avwRd.2397$xU5.1499@newsfe1-win.ntli.net...
> > Has this been sold?, there seems to have been a big gap in the posts
> > relating to it, we are keen to obtain a STacy with this specification
and
> > software.Please smeg_007@hotmail.com repost details of the machine,
> > upgrades, and price
> >
> >
> >
> > "Coda" <smeg_007@hotmail.com> wrote in message
> > news:1108646892.371000.280560@z14g2000cwz.googlegroups.com...
> > > errrmmm.
> > >
> > > So thats 250 quid for the stacy4, and 750 quid for the
> > > Notator/Cubase....
> > >
> > > Coda.
> > >
> >
> >
>
>

539. Re: Davidow's "BeachWalk" song for Music Studio

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 03:00:14 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <%YxRd.31493$4I5.1387384@news20.bellglobal.com>
Source record: 14713

"...
> A buddy and I spent last weekend reconstructing a song we first heard
> on an Atari ST using Music Studio.

awesome !!! another fellow musician!!

The author of this song is simply stated "Davidow." (?????????)

I'd like to know who this person is and get his or
> her blessing to release the reconstruction of the song to the public.

he too is a midi musician....i have no sense-ability to locate him...will
try as well..

>> Does anyone still remember Music Studio by Electronic Arts? Does
> anyone know who "Davidow" is or what happened to him or her? Would
> anyone like to hear the old "BeachWalk" song?

yes ,this is what my ideal of a functioning newsgroup is, rather than a
smear of off topic commercials...so will you email
the song to me ...

i own either music program electronic arts music studio and the song
converter as well.

ok keep in touch.
charles.copp@sympatico.ca
>

540. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 08:02:55 UTC
From: Andy Ball <null@not.valid>
Message-ID: <PoCRd.709$873.454@newsread3.news.pas.earthlink.net>
Source record: 14715

Hello Mike,

MF> I thought I read that the *68060's* were internally
> double-clocked, so that while the marked MHz rating
> and external clock speed is 50MHz, the chip inside is
> actually running at 100?

If I remember correctly (and it's been a few years) all 68040s are clock-doubled, but are not marketed with the core speed (so a 2x 25MHz 68040 is sold as a 25MHz chip). By the time the 68060 came out, Intel had begun marketing their chips with the core speed (or something like it: an i486 DX2 66 was 2x 33MHz, an i486 DX4 100 was 3x 33MHz). Motorola seem to have followed suit, so a 50 MHz 68060 might have a 25 MHz external bus (I should probably download some manuals to check that).

MF> I may have misread what they were saying, but I know
> that this was refering to the 68060. They called it
> "superscalar". The 68060 was the first to have that,
> according to Motorola's site, if I read it correctly.

I'm fairly sure that "superscalar" has nothing to do with clock speed or multipliers: referring instead to the presence of multiple execution units within one processor. This is sort of a "brute force" approach to speeding up microprocessors by throwing transistors at the problem. Pentium, 68060 and perhaps StrongARM are three examples of this approach.

- Andy Ball

541. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 10:55:04 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gs8bkj.j3tpgt70qbjmN%NOSPAMS@wanadoo.fr>
Source record: 14716

Andy Ball <null@not.valid> wrote:

> Hello Mike,
>
> MF> I thought I read that the *68060's* were internally
> > double-clocked, so that while the marked MHz rating
> > and external clock speed is 50MHz, the chip inside is
> > actually running at 100?
>
> If I remember correctly (and it's been a few years) all
> 68040s are clock-doubled, but are not marketed with the core
> speed (so a 2x 25MHz 68040 is sold as a 25MHz chip). By the
> time the 68060 came out, Intel had begun marketing their
> chips with the core speed (or something like it: an i486 DX2
> 66 was 2x 33MHz, an i486 DX4 100 was 3x 33MHz). Motorola
> seem to have followed suit, so a 50 MHz 68060 might have a
> 25 MHz external bus (I should probably download some manuals
> to check that).

No it's not true, the external hardware can choice the bus clock fosc,
fosc/2 or fosc/4 for example on the CT60 the 060 rev 6 is clocked at 100
MHz, the bus clock and the SDRAM are also at 100 MHz.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

542. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 16:13:17 UTC
From: Andy Ball <null@not.valid>
Message-ID: <xAJRd.897$873.568@newsread3.news.pas.earthlink.net>
Source record: 14718

Hello Didier,

DM> No it's not true, the external hardware can choice the
> bus clock fosc, fosc/2 or fosc/4 for example on the
> CT60 the 060 rev 6 is clocked at 100 MHz, the bus
> clock and the SDRAM are also at 100 MHz.

Thanks for the correction! That sounds like a flexible approach (and is preferable to the 'Motorola as marketing victim' hypothesis. ;-) Was I right about the 68040 being fosc/2, or is it similarly configurable?

- Andy Ball

543. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 16:25:15 UTC
From: Andy Ball <null@not.valid>
Message-ID: <LLJRd.899$873.85@newsread3.news.pas.earthlink.net>
Source record: 14719

Hello Greg!

Where does Atari chat happen these days?

- Andy Ball

544. MacAranym Test Release

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 17:08:15 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <42177108$0$19317$8fcfb975@news.wanadoo.fr>
Source record: 14720

Hi,

Test release of ARAnyM for MacOSX 10.3.8 is available at

http://eureka.atari.org/MacAranym.zip

It is built with Xcode 1.5 (GCC 3.3) and optimized for
G4 or above. It includes a demo boot disk image similar to
AFROS (Atari Free OS) and SDL 1.2.8. Ready to use ...

Feedback is welcome.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

545. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 18:26:24 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gs8wcm.qermmsggs6m4N%NOSPAMS@wanadoo.fr>
Source record: 14721

Andy Ball <null@not.valid> wrote:

> Hello Didier,
>
> DM> No it's not true, the external hardware can choice the
> > bus clock fosc, fosc/2 or fosc/4 for example on the
> > CT60 the 060 rev 6 is clocked at 100 MHz, the bus
> > clock and the SDRAM are also at 100 MHz.
>
> Thanks for the correction! That sounds like a flexible
> approach (and is preferable to the 'Motorola as marketing
> victim' hypothesis. ;-) Was I right about the 68040 being
> fosc/2, or is it similarly configurable?

I don't know the 68040, but with the 060 there are an MCLK/ pin asserted
by the external hardware.
- Pin MCLK/ to the GND => full bus speed => CT60
- Pin MCLK/ asserted 1/2 clock => half bus speed => Hades 060
- Pin MCLK/ asserted 1/4 clock => quarter bus speed => "Milan 060"
The 060 himself is not affected, only the bus.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

546. Mega ST case wanted...

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 22:14:16 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <3ridnd_O19WrJ4rfRVnyrg@eclipse.net.uk>
Source record: 14722

Hi folks,

I've currently got an old style Mega ST case, the one with the centrally
located floppy eject button.
I'm looking for a later style case, the one with the floppy eject button on
the right.

Anyone have a case hanging about?
And perhaps a keyboard too?

TIA

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

547. Re: Vortex HDplus software

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 22:16:53 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <6pidnVVnG9FJJ4rfRVnyrQ@eclipse.net.uk>
Source record: 14723

Hi,

> This is for the SCSI hostadapter from Vortex. The HDplus use a MFM/RLL
> drive
> with a XT bus interface. So I think the driver will not work, but he can
> use
> CBHD.

I've tried CBHD, AHDI, HdDriver and none will work :(

I'd like to try the original Vortex software before i pronounce the unit
dead and replace it's innards.

Egon
--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

548. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-19 22:56:35 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <37puh3F5g9cn8U1@individual.net>
Source record: 14724

In article <1gs8wcm.qermmsggs6m4N%NOSPAMS@wanadoo.fr>,
Didier M�quignon <NOSPAMS@wanadoo.fr> wrote:
>I don't know the 68040, but with the 060 there are an MCLK/ pin asserted
>by the external hardware.
>- Pin MCLK/ to the GND => full bus speed => CT60
>- Pin MCLK/ asserted 1/2 clock => half bus speed => Hades 060
>- Pin MCLK/ asserted 1/4 clock => quarter bus speed => "Milan 060"

The Milan runs the bus at half core speed, not 1/4.

cu
Michael

549. OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 09:31:02 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cv9ldespk1@atlantis.news.tpi.pl>
Source record: 14725

What is the best OS for Mega Ste 4MB RAM40 MB HDD/Hi-Res?

550. Re: MAGIC ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 09:34:22 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cv9lqn$o42$1@nemesis.news.tpi.pl>
Source record: 14726

```
hey... I can send to you. please email me ;-)
civitas-infernii@wp.pl
```

U&#65533;ytkownik "Cutrun" <nickoteen@inet.hr> napisa&#65533; w wiadomo&#65533;ci
news:ctu1p8$j1b$1@sunce.iskon.hr...
> Hiya
>
> Q: Where can I download Magic or MTOS 4 Atari Falcon ?
>
> I'm a complete newbie when it comes 2 Atari platform so I gotta ask. :)
>
> U could also explain a difference between the two if it's not 2 much of a
> trouble.
>
> Thnx.
>
>

551. Re: MacAranym Test Release

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 10:02:01 UTC
From: Simon-CY <flibble@gmail.com>
Message-ID: <1108893721.738464.168600@o13g2000cwo.googlegroups.com>
Source record: 14727

Won't work on my G3 433, OS 10.3.8
I double-click the application, and it tries to load and quits. Any
chance of fixing it for G3's?

552. Re: MacAranym Test Release

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 10:04:36 UTC
From: Simon-CY <flibble@gmail.com>
Message-ID: <1108893876.144356.294830@f14g2000cwb.googlegroups.com>
Source record: 14728

Francois LE COAT wrote:
> Hi,
>
> Test release of ARAnyM for MacOSX 10.3.8 is available at
>
> http://eureka.atari.org/MacAranym.zip
>
> It is built with Xcode 1.5 (GCC 3.3) and optimized for
> G4 or above. It includes a demo boot disk image similar to
> AFROS (Atari Free OS) and SDL 1.2.8. Ready to use ...
>
> Feedback is welcome.

Won't work on my G3 433, OS 10.3.8
I double-click the application, and it tries to load and quits. Any
chance of fixing it for G3's?

553. Re: MacAranym Test Release

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 10:34:02 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <42186623$0$6603$8fcfb975@news.wanadoo.fr>
Source record: 14729

Hi,

Simon-CY wrote:
> Francois LE COAT wrote:
>>
>>Test release of ARAnyM for MacOSX 10.3.8 is available at
>>
>> http://eureka.atari.org/MacAranym.zip
>>
>>It is built with Xcode 1.5 (GCC 3.3) and optimized for
>>G4 or above. It includes a demo boot disk image similar to
>>AFROS (Atari Free OS) and SDL 1.2.8. Ready to use ...
>>
>>Feedback is welcome.
>
> Won't work on my G3 433, OS 10.3.8
> I double-click the application, and it tries to load and quits. Any
> chance of fixing it for G3's?

I know, the README is in French. But it's simple installation.
For a safe first start, you should unpack the MacAranym.zip
archive in the "Documents" folder of your home directory. Then
it should work right away. Then you can move the application
in the "Application" directory ... I'm interested to know if
it works on your G3 !

Have fun, and good luck :)

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

554. monitor not working on STE ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 14:52:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4218a3c8$0$19165$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14731

Hi all,

A friend of mine has got a monitor connected to his STFM and it works fine.... Though connecting it to his STE he gets no picture at all.... Apparently the STE works fine on RF, so apart from the port being faulty is there anything else which it could be ?

Cheers,
Chris

555. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 18:10:45 UTC
From: "R.Spanger" <R@spanger.com>
Message-ID: <421a5d0b@news.greennet.net>
Source record: 14656

And I bet it dosen't have a 1gig hard drive or upgraded floppy! either

"Coda" <smeg_007@hotmail.com> wrote in message
news:1108942387.813737.81370@f14g2000cwb.googlegroups.com...
>
> R.Spanger (underpants) wrote:
> > Yes another smokeware dork!, just why do they lurk if they have
> nothing?,
> > beats me!!
> >
>
> What the hell is that?
>
> I certainly DO have a Stacy, which I would sell for a grand if I was
> offered, as I said. YOU said afterwards that you wanted Notator and
> Cubase, which I do not have (Well I have CAF but I need that), so no
> deal. What could be plainer?
>
> Coda.
>

556. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 18:22:16 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cvakj1$g4c$1@atlantis.news.tpi.pl>
Source record: 14732

Augustus napisaďż˝(a):
> What is the best OS for Mega Ste 4MB RAM40 MB HDD/Hi-Res?

TOS or MagiC

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

557. [PUB]Zview Beta 5

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 21:38:39 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <421902e7$0$18466$626a14ce@news.free.fr>
Source record: 14733

Hi,

Well, after 2 months, it's the time for a new beta version..

So what's news?:

- 68000, 68020 without FPU and 68020-60 version of the codecs and
binaries available.
- Full screen mode with automatic picture resize if this one is bigger
that the screen. (F10 shortcut)
- Another cool feature: when a window is iconified, zview show a
thumbnail of the picture inside.
- With the last Aranym from CVS, the JPG pictures are decoded natively
with the host CPU !! (to use this feature, "nfjpeg.prg" in your 'auto'
folder before MiNT). Many thanks to Patrice Mandin for his work on Aranym !
- The DSP and the main JPG codecs are now merged in only one codec. If
the brainstorm's cookie is detected and you haven't a 68060, the JPG is
decoded with the DSP, else the CPU routine is used.
- Support of DEGAS compressed added (PC1,PC2,PC3).
- Others littles changes like recompilation of all the codecs with the
last GCC, the possibility to move the about box with Xaaes, informations
about the licence, etc...
- Many problems on others OS that MiNT are corrected, for exemple, the
plugins were not loaded if this ones were in the global folder (aka
"LDGPATH/codecs") under TOS and MagiC, etc etc...
- Problems with some degas images fixed.
- With the DSP, JPG pictures not multiple of 16 were badly decoded.
- In planes < 8 bits, the toolbar's icons was not shown.
- VDI's EDDI check at the start.
- Zview saves the browser's coordinates when we quit the application.
Now, this coordinates are not saved if this window is iconified (for
prevent bad browser coordinate on next relaunch).
- Others littles bugs fixes like with the menu bar handling, error
messages no correct, etc etc...

For Use native JPG decoding on ARAnym, you need a fresh version from
CVS; here, you can find a up-to-date "unofficial" winaranym version:(
this version works only on i686, so on PentiumII and greater).

http://the.zorro.free.fr/downloads/winaranym.zip

For zview itself:

http://the.zorro.free.fr/zview.html

Ciao,
Zorro

558. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 23:33:07 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1108942387.813737.81370@f14g2000cwb.googlegroups.com>
Source record: 14734

R.Spanger (underpants) wrote:
> Yes another smokeware dork!, just why do they lurk if they have
nothing?,
> beats me!!
>

What the hell is that?

I certainly DO have a Stacy, which I would sell for a grand if I was offered, as I said. YOU said afterwards that you wanted Notator and Cubase, which I do not have (Well I have CAF but I need that), so no deal. What could be plainer?

Coda.

559. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-20 23:34:26 UTC
From: "R.Spanger" <R@spanger.com>
Message-ID: <421aa8e8@news.greennet.net>
Source record: 14657

Who said the price for the STacy alone was £250? not me !!

```
"Coda" <smeg_007@hotmail.com> wrote in message
news:1108646892.371000.280560@z14g2000cwz.googlegroups.com...
> errrmmm.
>
> So thats 250 quid for the stacy4, and 750 quid for the
> Notator/Cubase....
>
> Coda.
>
```

560. Wtd: Mega STe (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 00:45:29 UTC
From: Moonferret <Moonferret@SPAM.pipex.com>
Message-ID: <37spc3F5h165mU1@individual.net>
Source record: 14735

Hi Folks!

Decided to get back in to the Atari scene again and would like to build up the kind of machine I always wanted back in the early 90's. So....

Does anybody have a Mega STe they wish to sell?
For the moment, I'm only interested in the base unit with SCSI board, keyboard & mouse. However, it must be fully working and be in excellent condition with no yellowing to the case/keys.

Please mail me with spec / price (Inc P&P)

Cheers,
Dave

Moonferret (@) dsl (.) Pipex (.) com

561. Atari monitor spotted in movie Saw!

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 08:34:21 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <111j78e5pdnup4f@corp.supernews.com>
Source record: 14738

I watched the movie "Saw" tonight and I spotted a Atari SM124 or SC1224
monitor in the movie!!

Tim

562. Re: Mega STe (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 08:38:20 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cvc6ii$714$1@gemini.csx.cam.ac.uk>
Source record: 14747

"Moonferret" <Moonferret@SPAM.pipex.com> wrote in message
news:37spc3F5h165mU1@individual.net...
> Hi Folks!
>
> Decided to get back in to the Atari scene again and would like to
build
> up the kind of machine I always wanted back in the early 90's.
So....
>
> Does anybody have a Mega STe they wish to sell?
> For the moment, I'm only interested in the base unit with SCSI
board,
> keyboard & mouse. However, it must be fully working and be in
excellent
> condition with no yellowing to the case/keys.
>

Have you tried....

Atari Workshop http://www.atari-workshop.co.uk
CPS Electronics http://www.cps-electronics.co.uk or
16/32 System http://www.1632systems.co.uk

Stepehn Moss

563. Re: Mega ST case wanted...

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 08:39:28 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cvc6km$74b$1@gemini.csx.cam.ac.uk>
Source record: 14739

"Egon Spengler" <Egon@the.lab> wrote in message
news:3ridnd_O19WrJ4rfRVnyrg@eclipse.net.uk...
> Hi folks,
>
> I've currently got an old style Mega ST case, the one with the
centrally
> located floppy eject button.
> I'm looking for a later style case, the one with the floppy eject
button on
> the right.
>
> Anyone have a case hanging about?
> And perhaps a keyboard too?
>

If you in the UK have you tried...

Atari Workshop http://www.atari-workshop.co.uk or
CPS Electronics http://www.cps-electronics.co.uk

Stephen Moss

564. FS: ALL NIB 20$! Epyx/MindScape/Atari/Sierra/Gremlin/EOA/HEWSON!

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 09:21:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502210117390.20892-100000@onyx.spiritone.com>
Source record: 14743
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Games are for the Atari ST Computer line!

Epyx Games NIB! Axe of Rage, Battleship, Boulder Dash Construction Set, California Games, California Games 2, Championship Wrestling, Death Sword, Devon Aire, Dive Bomber, Final Assault, The Games-Winter Edition, Impossible Mission 2, Metro Cross, Project Neptune, Sub Battle Simulator, Techno Cop, Tower Toppler, Winter Games, World Games & World Karate Championship!

MindScape Games NIB! Action Fighter, Alien Syndrome, Aussie Joker Poker, GODS, Harrier Combat Simulator, Into the Eagle's Nest, Plutos, Q*Ball, Road Raider, The Ultimate Ride and Willow!

Games from Atari NIB! Asteroids Deluxe, Backgammon, BattleZone, Crack'ed, Crystal Castles, Go-Moku/Renju, Missile Command, MoonBase, Moon Patrol, Robotron: 2084 and XOR!

Sierra Games NIB! The Colonel's Bequest, Conquests of Camelot-The Search for the Grail, Police Quest 2 & Space Quest 2-Chapter 2-Vohaul's Revenge!

Gremlin Games NIB! Federation Quest 1-B.S.S. Jane Seymour, Combo Racer and Impossamole!

EOA/Electronic Arts Games NIB! Alien Fires, Artura, Populous 2 and Skyfox!

HEWSON Games NIB! Exolon, NetherWorld and Zynaps!

U.S.GOLD Games NIB! Bonanza Bros. and Their Finest Missions-Volume One!

Rainbird/Firebird Games NIB! Golden Path, The Guild of Thieves, Knight Orc and StarGlider!

MICROPROSE/microdeal/MICROPLAY Games NIB! Airball, Goldrunner 2, F-15 Strike Eagle, Red Storm Rising, RVF Honda, Silent Service & Zero Gravity!

Datasoft/DATA EAST Games NIB! Global Commander, Mercenary & North & South!

PSYGNOSIS/PSYCLAPSE Games NIB! Atomino, Baal and Ballistix!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

565. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 09:26:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502210122100.20892-100000@onyx.spiritone.com>
Source record: 14740
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

566. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 09:29:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502210126560.20892-100000@onyx.spiritone.com>
Source record: 14736
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

567. CT1e3 - Collector - on ebay

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 09:41:02 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <4219acaa$0$18477$626a14ce@news.free.fr>
Source record: 14737

CT1e3 prototype board for falcon on ebay

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5168253868

568. Re: Mega ST case wanted...

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 10:59:38 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <ZrudnR1UZr2_IoTfRVnyhg@eclipse.net.uk>
Source record: 14746

£49.95

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:cvc6km$74b$1@gemini.csx.cam.ac.uk...
>>
>> Anyone have a case hanging about?
>> And perhaps a keyboard too?
>>
>
> If you in the UK have you tried...
>
> Atari Workshop http://www.atari-workshop.co.uk or
;)
At £49.95 from them it would be cheaper to grab one from ebay and have a
full set of spares too :)

```
> CPS Electronics http://www.cps-electronics.co.uk
Nope, but definitely worth an email methinks.

Thanks

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)
```

569. Re: Atari monitor spotted in movie Saw!

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 11:04:40 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <mvCdnfLGYY_VXYTfRVnyrg@eclipse.net.uk>
Source record: 14745

"Tim" <tjlazer@NOCRAP.mail.com> wrote in message
news:111j78e5pdnup4f@corp.supernews.com...
>I watched the movie "Saw" tonight and I spotted a Atari SM124 or SC1224
>monitor in the movie!!

What was it hooked up to?

Egon

PS. Drop me an email regarding the SMD drives

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

570. Re: Mega ST case wanted...

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 11:22:15 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <BvjSd.2880$uO.173820@news20.bellglobal.com>
Source record: 14744

hello egon i have a mega st4 for you ...only one hint of problem...i live
in north americia,.....too far????
charles.copp@sympatico.ca

571. German TOS 1.02

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 13:48:22 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <NO6dnfY4LLc4e4TfRVnyvg@eclipse.net.uk>
Source record: 14741

Hi folks,

Would anyone like a two chip set of TOS 1.02 German?

I have no use for them.

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

572. Re: Mega STe (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 14:18:14 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cvcqj6$dt3$1@titan.btinternet.com>
Source record: 14742

Hi there

"Moonferret"

> Decided to get back in to the Atari scene again and would like to build up
> the kind of machine I always wanted back in the early 90's. So....
>
> Does anybody have a Mega STe they wish to sell?

??

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

573. Falcon Parts for sale

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 16:26:20 UTC
From: sf0218@aol.com
Message-ID: <fcd0f1cd.0502210826.6ae04b7@posting.google.com>
Source record: 14748

Hi All,

I have the following items from my Falcon for sale. I am selling them because I recased my Falcon.

The parts are as follows:

Entire sheilding from the Falcon Case

Falcon PSU

Falcon Keyboard

All parts work and are in good condition

Thanks,

Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT60, 14mbSTRam, 256mbTTRam, 4Gig hdd., IDE CD drive, MagiC6.0

574. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 16:44:25 UTC
From: Jerome Mathevet <jerome.mathevet@sdfsdfsdffree.fr>
Message-ID: <66a1c7404d%speedsterh@straciatella.my.home>
Source record: 14649

In message <PoCRd.709$873.454@newsread3.news.pas.earthlink.net>
Andy Ball <null@not.valid> wrote:

> Pentium, 68060 and perhaps StrongARM are three examples of
> this approach.

FYI, the StrongARM is not superscalar. I'm not sure if later ARMs (ARM10 or ARM11) are/will be. However, that would kind of surprise me since ARM procs aim for low power consumption.

--
J�r�me Mathevet

575. Re: MacAranym Test Release

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 19:26:31 UTC
From: Simon-CY <flibble@gmail.com>
Message-ID: <1109013991.216833.128400@c13g2000cwb.googlegroups.com>
Source record: 14650

Francois LE COAT wrote:
> Hi,
> I know, the README is in French. But it's simple installation.
> For a safe first start, you should unpack the MacAranym.zip
> archive in the "Documents" folder of your home directory. Then
> it should work right away. Then you can move the application
> in the "Application" directory ... I'm interested to know if
> it works on your G3 !
>
> Have fun, and good luck :)

It works now. Seems a little sluggish but it could just be down to my GFX card not being very fast. Looks great though.

Simon

576. About Mega ST and AT-Speed C-16

Newsgroup: comp.sys.atari.st
Date: 2005-02-21 21:55:24 UTC
From: Stephane Perez <sperez@!no_spam!free.fr>
Message-ID: <Xns9604E92A07132sperezfreefr@212.27.42.69>
Source record: 14651

Hello,

I have some questions about a Mega ST4 someone gave me and an AT-Speed C-16. Here is a photo of the whole thing :
http://strider.mjjprod.free.fr/_temp_/mega_st_vue_generale.jpg

- Can anyone give me information about the AT-Speed C-16 card? How to plug it, how to run it, which software using, etc.

- What are the two green wires and the kind of power wires (red & black) soldered to the AT-Speed? Here is the picture :
http://strider.mjjprod.free.fr/_temp_/mega_st_atspeed.jpg

- Now about the Mega ST. On the case it is written "Mega ST4" so I presume it is a 4-Meg machine? But I ran several system tools (Sysinfo...) and they all tell me it is a 2-Meg machine! Here is the photo of the motherboard:
http://strider.mjjprod.free.fr/_temp_/mega_st_ram.jpg

- On the same picture, there are 4 free slots (EPROMS?) on the left (below the MC 68000). Do you know what is it?

- Just below the power supply there is a free slot, as you can see on this picture: http://strider.mjjprod.free.fr/_temp_/mega_st_alim.jpg
The right slot is used to feed the motherboard, but what about the left one? Maybe for feeding the expansion card?

- Last but not least :) what's the J17 jumper?
The picture: http://strider.mjjprod.free.fr/_temp_/mega_st_j17.jpg

Thanks for your help.
St&#65533;phane

577. Re: Atari monitor spotted in movie Saw!

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 00:14:29 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <111kub5e5sl0u79@corp.supernews.com>
Source record: 14652

"Egon Spengler" <Egon@the.lab> wrote in message
news:mvCdnfLGYY_VXYTfRVnyrg@eclipse.net.uk...
> "Tim" <tjlazer@NOCRAP.mail.com> wrote in message
> news:111j78e5pdnup4f@corp.supernews.com...
>>I watched the movie "Saw" tonight and I spotted a Atari SM124 or SC1224
>>monitor in the movie!!
>
> What was it hooked up to?
>
> Egon
>
> PS. Drop me an email regarding the SMD drives
>
There was no computer hooked up to it! I was looking for an Atari!

Tim

578. Re: Thing/CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 00:21:08 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <cvdttk$n45$1@lnx107.hrz.tu-darmstadt.de>
Source record: 14653

Hi!

Sorry for the late reply.

Joseph D. Place wrote:
> > Which version of MagiC is that? I remember having had the same
> > problem on the Milan (using an MC68040), and it was actually
> > caused by a bug in MagiC's Pexec()-code (which is used to load
> > the module containing the functions not available in the
> > unregistered version).
> >
> > It works fine on my CT60-Falcon, but I don't know what version
> > of MagiC I use and can't currently check. It's even possible
> > that I implemented a workaround for the problem in the beta
> > version of Thing, but as the original appearance of the
> > problem is more than four years ago, I can't tell without
> > first checking the source.
>
> I have MagiC 6.01.

OK, I finally got around to checking on my Falcon where it works
flawlessly: I'm running MagiC 6.20, and I'm quite sure the above
mentioned bug in Pexec() was fixed _after_ 6.01. Maybe you should
consider updating.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet)
gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!

579. Re: monitor not working on STE ?

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 00:31:46 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1109032306.478836.152200@f14g2000cwb.googlegroups.com>
Source record: 14654

exxos wrote:
> Hi all,
>
> A friend of mine has got a monitor connected to his STFM and it works

> fine.... Though connecting it to his STE he gets no picture at
all....
> Apparently the STE works fine on RF, so apart from the port being
faulty is
> there anything else which it could be ?
>
The STFM and STe use the same monitors. If the monitor works on one
but not the other, I can think of no reason other than a faulty port.

Galen

580. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 00:32:53 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1109032373.511085.51930@z14g2000cwz.googlegroups.com>
Source record: 14655

Since multitasking is very convenient, I would recommend Geneva or Magic. Since both load off of disk, one still has TOS around for gaming.

Galen

581. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 01:37:37 UTC
From: Andy Ball <null@not.valid>
Message-ID: <B1wSd.3018$873.246@newsread3.news.pas.earthlink.net>
Source record: 14658

Hello Jerome,

JM> FYI, the StrongARM is not superscalar.

Thanks for correcting that.

- Andy Ball

582. Re: Thing/CT60

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 02:27:19 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <111l64724e5r8a1@corp.supernews.com>
Source record: 14659

```
On 22 Feb 2005 00:21:08 , Thomas Binder wrote:
>Hi!
>
>Sorry for the late reply.
>
>Joseph D. Place wrote:
>> > Which version of MagiC is that? I remember having had the same
>> > problem on the Milan (using an MC68040), and it was actually
>> > caused by a bug in MagiC's Pexec()-code (which is used to load
>> > the module containing the functions not available in the
>> > unregistered version).
>> >
>> > It works fine on my CT60-Falcon, but I don't know what version
>> > of MagiC I use and can't currently check. It's even possible
>> > that I implemented a workaround for the problem in the beta
>> > version of Thing, but as the original appearance of the
>> > problem is more than four years ago, I can't tell without
>> > first checking the source.
>>
>> I have MagiC 6.01.
>
>OK, I finally got around to checking on my Falcon where it works
>flawlessly: I'm running MagiC 6.20, and I'm quite sure the above
>mentioned bug in Pexec() was fixed _after_ 6.01. Maybe you should
>consider updating.
>
>
>Ciao
>
>Thomas
>
>
>--
>Thomas Binder (Gryf @ IRCNet)
>gryf@hrzpub.tu-darmstadt.de
>PGP-key available on request!
>.
Hi Thomas,
Yes, I've been considering upgrading for some time, but I've been
trying to find an easy way to obtain the upgrade. Hopefully
upgrading will fix the problem. I've just been booting without the
cache on, and that works fine for now.
Thanks!
Joe
```

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

583. Re: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 09:32:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.22.09.32.51.946394@charter.net>
Source record: 14663

On Tue, 22 Feb 2005 05:49:58 -0800, samf wrote:

> Hi All,
>
> I have a MegaST keyboard and Keith Scroggins' MegaST keyboard falcon
> adapter, wihich works great btw!!!!!
>
> Question #1: Can a phone line (such as that which connects a modem to
> the phone outlet) and a coupler be used to extend the length of the
> MegaST's cable?

Sam, my understanding is that a regular phone line will *not* work, even
though it looks close.

> Question #2: If that is not possible, what can I do?

You can buy longer Mega ST keyboard cables from some place such as Best
Electronics.

584. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 10:18:11 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1109067491.356949.174360@f14g2000cwb.googlegroups.com>
Source record: 14660

That was an estimate based on the price that I have seen these things go for. Full dongled versions of Cubase and Notator can be extremely expensive.

Coda.

585. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 10:18:37 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1109067517.309870.90230@c13g2000cwb.googlegroups.com>
Source record: 14661

Never mind, its a moot point now.

Coda.

586. MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 13:49:58 UTC
From: sf0218@aol.com
Message-ID: <fcd0f1cd.0502220549.24ecb43e@posting.google.com>
Source record: 14662

Hi All,

I have a MegaST keyboard and Keith Scroggins' MegaST keyboard falcon adapter, wihich works great btw!!!!!

Question #1: Can a phone line (such as that which connects a modem to the phone outlet) and a coupler be used to extend the length of the MegaST's cable?

Question #2: If that is not possible, what can I do?

I have re-cased my Falcon's motherboard in a large (30" I think) tower case, but the MegaST keyboard cable is definitely way to short to reach from the Falcon to the computer desk....help!!

Thanks everybody!!!!!!!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060
14mb STRam, 256mb TTRam
4Gig Hdd, IDE Cd Drive
Magic 6.0

587. [PROG] Need testers

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 17:52:35 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <348se2-221.ln1@manoir.racoon.city>
Source record: 14664

Hello,

I am currently trying to add Blowup/ScreenBlaster/etc... support on
Falcon for SDL. Atm, only BlowUp and ScreenBlaster 3 (not 2!).
If you have any of these extensions, could you please try the progs in
this archive:
http://membres.lycos.fr/pmandin/download/video1.zip

One display the video mode list (vidinfo.ftp), the other displays smileys
in the chosen resolution (-width <x> -height <y> for command line params).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

588. Re: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 18:24:35 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0502221920260.798@feanor.schunter.etc.tu-bs.de>
Source record: 14665

Hi, Sam!

Ronald J. Hall wrote:

RJH> You can buy longer Mega ST keyboard cables from some place such as
RJH> Best Electronics.

Or you can buy a cable and connect appropriate male and female plug to it.
There are only 4 wires used, if I remember correctly (Vcc, GND, TxD, RxD
are the essential ones at least).

Regards,

Alexander

589. Re: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 19:02:18 UTC
From: Simon-CY <flibble@gmail.com>
Message-ID: <1109096400.475691.308020@f14g2000cwb.googlegroups.com>
Source record: 14666

samf wrote:
> Hi All,
>
> I have a MegaST keyboard and Keith Scroggins' MegaST keyboard falcon
> adapter, wihich works great btw!!!!!
>
> Question #1: Can a phone line (such as that which connects a modem
to
> the phone outlet) and a coupler be used to extend the length of the
> MegaST's cable?
>
> Question #2: If that is not possible, what can I do?

A normal phone cable won't work as the MegaST needs all pins connected.
Best thing you can do is either buy a longer one, as Ronald suggests,
or you can get two RJ-11 plugs and some telephone cable and, providing
you can get the relevant pin-outs, make your own cable.

Simon

590. Re: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 19:17:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200502222017.a50351@wun.maus.de>
Source record: 14669

Hallo Sam!

S>Question #1: Can a phone line (such as that which connects a modem to
S>the phone outlet) and a coupler be used to extend the length of the
S>MegaST's cable?

This should be possible, as long as pins 2, 3, 4 and 5 are connected straight
through.

From Chips 'n Chips hypertext:

Die Belegung der Tastaturbuchse am MegaST(E)/TT030

1 +5V DC
2 +5V DC
3 Transmit Data
4 Receive Data
5 Ground
6 Ground

The +5V and Ground lines are there twice, but needed only once. Check your
cable with a little multimeter that there are no crossed wires or such, and try
it out.

With best regards
Ekkehard

591. Re: [PUB]Zview Beta 5

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 21:56:51 UTC
From: vdjole@EUnet.yu
Message-ID: <cvg9r1$5vg$1@news.eunet.yu>
Source record: 14667

On 20 Feb 2005 22:38:39 , Zorro wrote:

>So what's news?:
>
>- 68000, 68020 without FPU and 68020-60 version of the codecs and
>binaries available.

How about a 68000 -with- a (memory-mapped) FPU :)

It is a rare but not impossible configuration- e.g. I have it on my Mega.

Regards;

592. Re: [PUB]Zview Beta 5

Newsgroup: comp.sys.atari.st
Date: 2005-02-22 23:07:34 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <421bbac4$0$8130$636a15ce@news.free.fr>
Source record: 14668

Djordje Vukovic a ï¿½crit :

> How about a 68000 -with- a (memory-mapped) FPU :)

> It is a rare but not impossible configuration- e.g. I have it on my Mega.

Well, the 68000 version exists only because I will make a library for to
use the zview's codecs.

Don't expect that zview will be useable on a 68000(a CT2 is the minimum).

If you want absolutly a 68000+FPU version, you can try to compile it
yourself with the -m68000 -m68881 options.

Best regards,
Zorro

593. Re: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-02-23 13:23:07 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <%s%Sd.30$v75.9@newsfe3-gui.ntli.net>
Source record: 14670

Hello.

"samf" <sf0218@aol.com> wrote in message
news:fcd0f1cd.0502220549.24ecb43e@posting.google.com...

> Question #1: Can a phone line (such as that which connects a modem to
> the phone outlet) and a coupler be used to extend the length of the
> MegaST's cable?

In the UK we have 6 way male female extension cables, 2 -3 metres, work a
treat.

594. Re: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-02-23 16:24:24 UTC
From: vdjole@EUnet.yu
Message-ID: <cvianl$s8s$1@news.eunet.yu>
Source record: 14671

On 22 Feb 2005 11:02:18 , "Simon-CY" wrote:
>
>samf wrote:
>> Hi All,
>>
>> I have a MegaST keyboard and Keith Scroggins' MegaST keyboard falcon
>> adapter, wihich works great btw!!!!!
>>
>> Question #1: Can a phone line (such as that which connects a modem
>to
>> the phone outlet) and a coupler be used to extend the length of the
>> MegaST's cable?
>>
>> Question #2: If that is not possible, what can I do?
>
>A normal phone cable won't work as the MegaST needs all pins connected.
>Best thing you can do is either buy a longer one, as Ronald suggests,
>or you can get two RJ-11 plugs and some telephone cable and, providing
>you can get the relevant pin-outs, make your own cable.

Yes, it will work, provided that it is a cable with four wires, and
that they are all connected, and no, Mega does not need all
pins connected. Connectors on the Mega keyboard cable have more pins,
but the outside two are the doubled power supplies which you can do without.

cu;

595. Re: [PUB] REminiscence 0.1.2 released

Newsgroup: comp.sys.atari.st
Date: 2005-02-23 17:34:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.23.17.34.07.534802@charter.net>
Source record: 14674

On Wed, 23 Feb 2005 22:50:09 +0100, Adam Klobukowski wrote:

> Hello
>
> I've just relessed port of REminiscence 0.1.2. It is a "Flashback" game
> engine.
>
> You need original game to play it.
>
> It needs fast machine, accelerated Falcon (CT2b) should do.
>
> Link:
> http://atari.gabo.pl/html/ports.html

I've been playing this under Mandrake Linux. Good game. (learned it on a
Jaguar).

Thanks Adam! :-)

596. Re: About Mega ST and AT-Speed C-16

Newsgroup: comp.sys.atari.st
Date: 2005-02-23 17:45:58 UTC
From: vdjole@EUnet.yu
Message-ID: <cvifgh$m0$1@news.eunet.yu>
Source record: 14672

On 21 Feb 2005 21:55:24 , Stephane Perez wrote:

>- Now about the Mega ST. On the case it is written "Mega ST4" so I presume
>it is a 4-Meg machine? But I ran several system tools (Sysinfo...) and they
>all tell me it is a 2-Meg machine! Here is the photo of the motherboard:
>http://strider.mjjprod.free.fr/_temp_/mega_st_ram.jpg

This photo indeed shows that all DRAM chips are in place and this should
be a 4MB machine. For the upper 2MB to work, the following items should
also be completely functional (find and see the schematics): the upper 2MB
are the two DRAM rows nearer the centre of the board. There should not be
missing any of the 33 ohm resistors near the middle of the front side of
the board. Left of the resistors there are two 74LS244 or (better) 74F244
chips. Towards the centre of the board there are two 74**244 and two 74**373
(again LS or, better, F). Sixteen data lines should go from the 'left'
memory banks to these chips. There should also be 10 multiplexed-address
lines (MAD0-MAD9) going from the MMU (a PLCC chip in the forward left corner)
to the DRAMs. As the lower 2MB appear to work, check especially the
multiplexed address line MAD9; pins on the PLCC chips like the MMU
sometime tend to loose contact. Also the control signals RAS1, CAS1L and
CAS1H from the MMU to the two 74*244 in the front, and then, buffered by
the '244s, through those resistors to the memory banks.

Check if some of the above is missing or badly done.

>- On the same picture, there are 4 free slots (EPROMS?) on the left (below
>the MC 68000). Do you know what is it?

Yes, they are for EPROMs; if you upgrade TOS (e.g. to TOS 1.4, if you do
not have it) you will have to use six 27C256 EPROMs. Tou will also have to
change some jumpers and cut a trace on the motherboard (all in the front
left corner of the board)

>- Just below the power supply there is a free slot, as you can see on this
>picture: http://strider.mjjprod.free.fr/_temp_/mega_st_alim.jpg
>The right slot is used to feed the motherboard, but what about the left
>one? Maybe for feeding the expansion card?

Yes, or for feeding an internal hard disk, or whatever. It is identical
to the one used to feed power to the motherboard, i.e. it contains +5V,
ground and +12V.

>- Last but not least :) what's the J17 jumper?
>The picture: http://strider.mjjprod.free.fr/_temp_/mega_st_j17.jpg

These are not jumpers but a connector for an internal hard disk.
It is functionally identical to the 19-pin ACSI port on the rear,

but pin disposition is different. You will have to have a
suitable (small in size) ACSI-SCSI host adapter between this
connector and a SCSI hard disk.

cu;

597. [PUB] REminiscence 0.1.2 released

Newsgroup: comp.sys.atari.st
Date: 2005-02-23 21:50:09 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cvitss$6o2$1@atlantis.news.tpi.pl>
Source record: 14673

Hello

I've just relessed port of REminiscence 0.1.2. It is a "Flashback" game
engine.

You need original game to play it.

It needs fast machine, accelerated Falcon (CT2b) should do.

Link:
http://atari.gabo.pl/html/ports.html

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

598. Re: [PUB] REminiscence 0.1.2 released

Newsgroup: comp.sys.atari.st
Date: 2005-02-23 22:50:34 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <_M7Td.172795$K7.29849@news-server.bigpond.net.au>
Source record: 14675

Adam Klobukowski wrote:
> Hello
>
> I've just relessed port of REminiscence 0.1.2. It is a "Flashback" game
> engine.
>
> You need original game to play it.
>
> It needs fast machine, accelerated Falcon (CT2b) should do.
>
> Link:
> http://atari.gabo.pl/html/ports.html
>
Cool;-)

Mark

599. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 10:49:47 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cvkik1$6ea$1@nemesis.news.tpi.pl>
Source record: 14676

What is "Geneva" OS? I used 1040STfm (1990-2004 under TOS), now I have Mega STe and I don't know nothing about other OS'. Geneva is free, or not? and where do I found it?
For games.... no... for games I still use my lovely-old 1040 and TV!
...sometimes ;-)))))

thanks

(po POLSKU - jak kos zna ;-) czy Genewa jest darmowym systemem, i gdzie ja mozna zdobyc?)

Uzytkownik "Galen" <atarigalen@yahoo.com> napisal w wiadomosci news:1109032373.511085.51930@z14g2000cwz.googlegroups.com...
> Since multitasking is very convenient, I would recommend Geneva or
> Magic. Since both load off of disk, one still has TOS around for
> gaming.
>
> Galen
>

600. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 13:41:59 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0502241437540.671@feanor.schunter.etc.tu-bs.de>
Source record: 14677

Hi, Augustus!

A> What is "Geneva" OS?

Geneva is a cooperative multitasking AES (GEM) replacement. It is small
and fast and therefore a good choice for 1MB ST models.

A> Geneva is free, or not?

No, Geneva is commercial.

A> where do I found it?

Try google or something thelike. Sorry, I have no URL at hand.

Regards,

Alexander

601. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 13:49:42 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cvkm2g$ee8$1@atlantis.news.tpi.pl>
Source record: 14678

Thanks! I have Geneva and MagoC 5. I don't know whith OS are better for my
Mega STe (4MB ram).
MagiC work good, but I didn't installed Geneva jet.
What do You think about?
And whith "Desktop" now is "on top"? ;-)

Augustus

Uzytkownik "Alexander Beuscher" <alexb@feanor.schunter.etc.tu-bs.de> napisal
w wiadomosci
news:Pine.LNX.4.58.0502241437540.671@feanor.schunter.etc.tu-bs.de...
>
> Hi, Augustus!
>
> A> What is "Geneva" OS?
>
> Geneva is a cooperative multitasking AES (GEM) replacement. It is small
> and fast and therefore a good choice for 1MB ST models.
>
> A> Geneva is free, or not?
>
> No, Geneva is commercial.
>
> A> where do I found it?
>
> Try google or something thelike. Sorry, I have no URL at hand.
>
>
> Regards,
>
> Alexander

602. Overscan for Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 13:54:50 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cvkmc6fsr1@atlantis.news.tpi.pl>
Source record: 14679

I have Overscan (for ST) and it dosn't work on Mega STe. Where I found
overscan (or etc.) for my comp?
I read (1990-92 ... ;-)))) about "home-making" overscans etc....

603. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 16:08:16 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <421dfbd6$1@news.broadpark.no>
Source record: 14680

Augustus wrote:
> What is "Geneva" OS? I used 1040STfm (1990-2004 under TOS), now I have Mega
> STe and I don't know nothing about other OS'. Geneva is free, or not? and
> where do I found it?

I thought you said you had both MagiC and Geneva later in this thread,
so why all the questions when you obviously know what it is?
In any case, here's the URL for Geneva:
http://www4.pair.com/gribnif/geneva.htm

Personally I prefer MagiC.

--
Hallvard

604. Re: Overscan for Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 17:10:47 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <386g4nF5jn6v9U1@individual.net>
Source record: 14681

In article <cvkmc6fsr1@atlantis.news.tpi.pl>,
Augustus <civitas-inferni@wp.pl> wrote:
>I have Overscan (for ST) and it dosn't work on Mega STe. Where I found
>overscan (or etc.) for my comp?

AFAIR, one of the signals (from memory: DE?) that need to be cut and
modified for the overscan mod is not available in the STE, since two chips
were merged into one bigger. I do not remember any working overscan mod for
STEs - anyone?

cu
Michael

605. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 18:31:04 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cvl6p6$1g3$1@nemesis.news.tpi.pl>
Source record: 14682

I read some about "Jenie" or "Jenee" (many months ago....) - is this OS too?

thanks

Uzytkownik "Hallvard Tangeraas" <inv@lid.email> napisal w wiadomosci
news:421dfbd6$1@news.broadpark.no...
> Augustus wrote:
> > What is "Geneva" OS? I used 1040STfm (1990-2004 under TOS), now I have
Mega
> > STe and I don't know nothing about other OS'. Geneva is free, or not?
and
> > where do I found it?
>
> I thought you said you had both MagiC and Geneva later in this thread,
> so why all the questions when you obviously know what it is?
> In any case, here's the URL for Geneva:
> http://www4.pair.com/gribnif/geneva.htm
>
> Personally I prefer MagiC.
>
>
> --
> Hallvard

606. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 19:21:23 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0502242018300.1073@feanor.schunter.etc.tu-bs.de>
Source record: 14683

Hi, Augustus!

A> Thanks! I have Geneva and MagoC 5.

So you're already well equipped...

A> I don't know whith OS are better for my Mega STe (4MB ram).

There is no better one unless you define your personal needs...

A> MagiC work good, but I didn't installed Geneva jet. What do You think
A> about?

Try both and decide yourself.

A> And whith "Desktop" now is "on top"? ;-)

Again a question of personal taste. Personally I still like Ease very
much...

Regards,

Alexander

607. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 19:23:24 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0502242022110.1073@feanor.schunter.etc.tu-bs.de>
Source record: 14684

Hi, Augustus!

A> I read some about "Jenie" or "Jenee" (many months ago....) - is this OS too?

No, it's "desktop". Why don't you simply google for Atari desktops - you
may find screenshots and descriptions and therefore a much better
impression than words could give you.

Regards,

Alexander

608. SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 19:35:55 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <421e2c9b$0$26055$afc38c87@news.wanadoo.nl>
Source record: 14685

Yesterday I've bought a Atari Mega STE. I don't know what simm modules must be used in the STE, but I found 2 pair of simm's in it.

The first pair has 2 ic's with the code: TC514400ASJ-70 and one with: TC511000A-J70

The second pair has 8 ic's with the code: TMS4C1024-80N

Is this the correct setting?

Greetings,

Mario

609. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 20:07:51 UTC
From: Andy Ball <null@not.valid>
Message-ID: <ruqTd.4722$MY6.4306@newsread1.news.pas.earthlink.net>
Source record: 14686

Hello Jerome,

JM> FYI, the StrongARM is not superscalar.

You've got me intrigued now, I'll have to dig up some StrongARM manuals to find out what makes it 'Strong'. I'm guessing that it's more than just raw clock speed?

- Andy Ball

610. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 20:17:25 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cvld0i$s3t$1@nemesis.news.tpi.pl>
Source record: 14687

Thanks, Alexander, very much!!!

In Poland isn't a lot of ST-users ;(

Uzytkownik "Alexander Beuscher" <alexb@feanor.schunter.etc.tu-bs.de> napisal
w wiadomosci
news:Pine.LNX.4.58.0502242022110.1073@feanor.schunter.etc.tu-bs.de...
>
> Hi, Augustus!
>
> A> I read some about "Jenie" or "Jenee" (many months ago....) - is this OS
too?
>
> No, it's "desktop". Why don't you simply google for Atari desktops - you
> may find screenshots and descriptions and therefore a much better
> impression than words could give you.
>
>
> Regards,
>
> Alexander

611. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 20:25:40 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <k6WdnZTX88HYpYPfRVnyvA@eclipse.net.uk>
Source record: 14688

"Augustus" <civitas-inferni@wp.pl> wrote in message
news:cvld0i$s3t$1@nemesis.news.tpi.pl...
> Thanks, Alexander, very much!!!
>
> In Poland isn't a lot of ST-users ;(

When I spoke to the chap in the Palace of Culture & Science in Warszawa about the Atari they have on display there, he said it was very popular in the past and is still reasonably popular?

It could just be rubbish he speaks for tourists though ;)

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail :)

612. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 20:27:26 UTC
From: Andy Ball <null@not.valid>
Message-ID: <OMqTd.4736$MY6.2317@newsread1.news.pas.earthlink.net>
Source record: 14689

Hello Mario,

MK> Yesterday I've bought a Atari Mega STE

Nice machine that. Did it come with a hard disk?

MK> The first pair has 2 ic's with the code: TC514400ASJ-70

Those will be 1M x 4 bits each.

MK> and one with: TC511000A-J70

1M x 1 bit, used to store parity information in some microcomputers,
but probably ignored in the MegaSTE. Each of these two SIMMs are 1M x
one byte wide, so this first pair gives you 2 Megabytes

MK> The second pair has 8 ic's with the code: TMS4C1024-80N

Those chips are 1M x 1 bit each, so the second pair of SIMMs are also
1M x one byte wide, giving you another 2 Megabytes.

MK> Is this the correct setting?

Sounds reasonable. I wouldn't be surprised to learn that 4 Megabytes
was the maximum on a stock MegaSTE. The speeds look about right too.

Hope this helps,
- Andy Ball

613. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 20:44:11 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cvleio$4v6$1@nemesis.news.tpi.pl>
Source record: 14690

```
In biggest cities in Poland are 2-3 ST users now.....
1 - know about It much (used ST for 15 years), programming, os etc...
2 - play games for 10 years
3 - found ST in trash (papierkorb ;-)) and think some about: "what is
"Atari"? Hmm?
4 - buy 1040STfm when was 10 years old (1990), used for 1995.... and now buy
Mega STe... - it's me! :-)

;-PPPPPPPPPPPP

old Polish amiga-song:
" - What is 'Atari'?
- I don't know, I'm not a farmer!" ;-)

...ST 4EVER!
```

U�ytkownik "Egon Spengler" <Egon@the.lab> napisa� w wiadomo�ci
news:k6WdnZTX88HYpYPfRVnyvA@eclipse.net.uk...
> "Augustus" <civitas-inferni@wp.pl> wrote in message
> news:cvld0i$s3t$1@nemesis.news.tpi.pl...
> > Thanks, Alexander, very much!!!
> >
> > In Poland isn't a lot of ST-users ;(
>
>
> When I spoke to the chap in the Palace of Culture & Science in Warszawa
> about the Atari they have on display there, he said it was very popular in
> the past and is still reasonably popular?
>
> It could just be rubbish he speaks for tourists though ;)
>
> Egon
>
> --
> The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
> :)
>
>

614. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 20:45:32 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cvlel9$5ba$1@nemesis.news.tpi.pl>
Source record: 14691

```
I used ram from old (I fired it ;-)))) pc-386dx40
it working good!
```

U&#65533;ytkownik "Mario Koezema" <mariokoezema@zonnet.nl> napisa&#65533; w wiadomo&#65533;ci
news:421e2c9b$0$26055$afc38c87@news.wanadoo.nl...
> Yesterday I've bought a Atari Mega STE. I don't know what simm modules
must
> be used in the STE, but I found 2 pair of simm's in it.
>
> The first pair has 2 ic's with the code: TC514400ASJ-70 and one with:
> TC511000A-J70
>
> The second pair has 8 ic's with the code: TMS4C1024-80N
>
> Is this the correct setting?
>
> Greetings,
>
> Mario
>
>

615. Re: Do people still use the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 20:53:21 UTC
From: dziewo@xs4all.nl
Message-ID: <421e3ebf$0$28992$e4fe514c@news.xs4all.nl>
Source record: 14692

Mario!

Ronald had 2 TT 030 + harddisk + 19" screen for sale 2 weeks ago in Dordrecht
Try:
atarist@xs4all.nl
or 071-5130045

groetjes, Rein

On 10 Feb 2005 10:49:30 , "Mario Koezema" wrote:
>My first Atari was a 65XE with a tapedeck. Some years later I bought a
>520STfm. It was an great working computer, but with 512kb ram. I've bought
>some parts, and has build the computer out to 1Mb ram. The folowing update
>was a Dos emulator, that could be placed over the cpu.
>
>At last I bought a Mega STE. The best Atari I've ever had. Because the
>ICT-study I've made a big mistake to sell the Mega STE, and build my own pc.
>
>Last summer I've become some ST's for free, and so I'm an ST owner again. I
>have bought some software and books, also with Atari hardware. Now I want to
>buy a real TT. The next thing I want to do is looking for a Mega STE, and
>then I can run my favorite software again.
>
>A real Atari works better than an ST emulator on an Windows machine. It
>looks nice, but there are so much things that wouldn't work.
>
>Yes, I'm an Atari user again, and I'll hope that I'm not the only Atari user
>in the Netherlands.
>
>
>.

616. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 21:07:53 UTC
From: Mario Koezema <mariokoezema@zonnet.nl>
Message-ID: <421e4228$0$26061$afc38c87@news.wanadoo.nl>
Source record: 14693

Hello Andy,

Thanks for the information. The Mega STE works great, and has a 48MB Seagate Harddisk.The Mega STE looks like new!!! I've bought the Mega STE included a SM144 monochroom monitor.

Greetings,

Mario

617. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-24 21:37:58 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cvlhi0jdn1@atlantis.news.tpi.pl>
Source record: 14694

Augustus napisaďż˝(a):
> Thanks, Alexander, very much!!!
>
> In Poland isn't a lot of ST-users ;(

If you would ask on pl.comp.sys.atari you could find some.

Also look at http://atariarea.histeria.pl

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

618. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 07:08:31 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cvmvlc$4sd$1@atlantis.news.tpi.pl>
Source record: 14698

I knmow pl.comp.sys.atari, but there are ST and 8-bit :-(
THIS group is only for ST (I think so)

Thanks!!!

U�ytkownik "Adam Klobukowski" <atari@gabo.pl> napisa� w wiadomo�ci
news:cvlhi0jdn1@atlantis.news.tpi.pl...
> Augustus napisa�(a):
> > Thanks, Alexander, very much!!!
> >
> > In Poland isn't a lot of ST-users ;(
>
> If you would ask on pl.comp.sys.atari you could find some.
>
> Also look at http://atariarea.histeria.pl
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

619. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 08:20:47 UTC
From: Andy Ball <null@not.valid>
Message-ID: <zdBTd.5178$MY6.1054@newsread1.news.pas.earthlink.net>
Source record: 14695

Hello Augustus,

A> I used ram from old (I fired it ;-)))) pc-386dx40 it
> working good!

I once upgraded an Atari PC, which freed up some 256K x 4
bit DRAM chips that the PC's owner then gave to me. I used
them to upgrade one of my STFMs to 1 Megabyte of RAM.

- Andy Ball

620. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 08:23:33 UTC
From: Andy Ball <null@not.valid>
Message-ID: <9gBTd.5179$MY6.1210@newsread1.news.pas.earthlink.net>
Source record: 14696

Hello Mario,

MK> The Mega STE works great, and has a 48MB Seagate
> Harddisk.The Mega STE looks like new!!! I've bought
> the Mega STE included a SM144 monochroom monitor.

I really like the high-res mono mode, especially on the pin-sharp Atari SM125 that I used to use. I don't think I have tried an SM144, but I'm glad that you got the mono monitor.

- Andy Ball

621. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 10:13:43 UTC
From: Jerome Mathevet <jerome.mathevet@asdasdadsfree.fr>
Message-ID: <4234b3424d%speedsterh@straciatella.my.home>
Source record: 14697

In message <ruqTd.4722$MY6.4306@newsread1.news.pas.earthlink.net>
Andy Ball <null@not.valid> wrote:

> Hello Jerome,
>
> JM> FYI, the StrongARM is not superscalar.
>
> You've got me intrigued now, I'll have to dig up some StrongARM
> manuals to find out what makes it 'Strong'. I'm guessing that it's
> more than just raw clock speed?

There are new instructions (for instance, there are long multiplication
instructions 32x32->64), there's a longer pipeline (5 stage), a bigger
on-die cache (16 KB), it doesn't even consume 1 Watt at 200 MHz and so
doesn't need any fan for thermal dissipation (this why you can find so
many PDAs equipped with it). Intel have had a "deal" with DEC/Compaq to
get the StrongARM design and claim this is their own IP. They now call
it the XScale family (and performance varies considerably from one to
another).

--
J�r�me Mathevet

622. Web update

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 15:27:33 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <421f43e3$0$650$626a14ce@news.free.fr>
Source record: 14599

www.czuba-tech.com

- CT63 (new CT60) with CTCM for 230 EUR.
- 060 Rev.6 100 MHz -- 100 EUR
- CT Clock Module -- 25EUR
- New prices !

Thanks a lot

You can order now.

Let me know and I send you infos.

Regards

623. Re: OS on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 17:36:55 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1109353015.284024.276050@o13g2000cwo.googlegroups.com>
Source record: 14600

Augustus wrote:
> I read some about "Jenie" or "Jenee" (many months ago....) - is this
OS too?
>
Jinnee is a desktop replacement, much like NeoDesk 4 or Thing. Jinnee
is powerful, but feels slow on a ST. I'd recommend using Jinnee on a
Falcon or higher.

Galen

624. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 17:38:16 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1109353096.658329.40680@o13g2000cwo.googlegroups.com>
Source record: 14601

It would be nice if single gun (monochrome) monitors were easier to find. The picture is certainly clearer.

Galen

625. Re: Web update

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 19:15:28 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <421f7910$0$10943$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14602

"Rodolphe Czuba" <rodolphe.beurk.spam.czuba@free.fr> wrote in message
news:421f43e3$0$650$626a14ce@news.free.fr...
> www.czuba-tech.com
>
> - CT63 (new CT60) with CTCM for 230 EUR.
> - 060 Rev.6 100 MHz -- 100 EUR
> - CT Clock Module -- 25EUR
> - New prices !
>
> Thanks a lot
>
> You can order now.
>
> Let me know and I send you infos.
>
>
> Regards
>
>

Whens the "closing date" for the CPU offer ? would you exchage my old CPU
for a CT clock module ?

Chris

>

626. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 20:25:21 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <RQLTd.775$Rf.164@newsfe5-gui.ntli.net>
Source record: 14603

"Galen" <atarigalen@yahoo.com> wrote in message
news:1109353096.658329.40680@o13g2000cwo.googlegroups.com...
> It would be nice if single gun (monochrome) monitors were easier to
> find. The picture is certainly clearer.

How many do you want......

627. search Mega STE graphics card!

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 21:02:14 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <cvo3pekbv1@atlantis.news.tpi.pl>
Source record: 14604

I want graphics card fos Mega STE.
and how monitor do with it? (VGA, I so, but how many pins in cable?)

628. Re: Web update

Newsgroup: comp.sys.atari.st
Date: 2005-02-25 21:28:48 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <421f988d$0$3166$636a15ce@news.free.fr>
Source record: 14605

It's boring to answer while the infos are on my web site !

Check it ! A page with all price !
You will see that I buy the old CPU rev1 for 20 or 25 EUR.

I stop wasting my time !
Sorry

bye bye

exxos wrote:
> "Rodolphe Czuba" <rodolphe.beurk.spam.czuba@free.fr> wrote in message
> news:421f43e3$0$650$626a14ce@news.free.fr...
>> www.czuba-tech.com
>>
>> - CT63 (new CT60) with CTCM for 230 EUR.
>> - 060 Rev.6 100 MHz -- 100 EUR
>> - CT Clock Module -- 25EUR
>> - New prices !
>>
>> Thanks a lot
>>
>> You can order now.
>>
>> Let me know and I send you infos.
>>
>>
>> Regards
>>
>>
>
>
> Whens the "closing date" for the CPU offer ? would you exchage my
> old CPU for a CT clock module ?
>
> Chris

629. FS: ALL NIB 20$! Epyx/MindScape/Atari/Sierra/Gremlin/EOA/HEWSON!

Newsgroup: comp.sys.atari.st
Date: 2005-02-26 06:09:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502252205180.4001-100000@onyx.spiritone.com>
Source record: 14607
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Games are for the Atari ST Computer line!

Epyx Games NIB! Axe of Rage, Battleship, Boulder Dash Construction Set, California Games, California Games 2, Championship Wrestling, Death Sword, Devon Aire, Dive Bomber, Final Assault, The Games-Winter Edition, Impossible Mission 2, Metro Cross, Project Neptune, Sub Battle Simulator, Techno Cop, Tower Toppler, Winter Games, World Games & World Karate Championship!

MindScape Games NIB! Action Fighter, Alien Syndrome, Aussie Joker Poker, GODS, Harrier Combat Simulator, Into the Eagle's Nest, Plutos, Q*Ball, Road Raider, The Ultimate Ride and Willow!

Games from Atari NIB! Asteroids Deluxe, Backgammon, BattleZone, Crack'ed, Crystal Castles, Go-Moku/Renju, Missile Command, MoonBase, Moon Patrol, Robotron: 2084 and XOR!

Sierra Games NIB! The Colonel's Bequest, Conquests of Camelot-The Search for the Grail, Police Quest 2 & Space Quest 2-Chapter 2-Vohaul's Revenge!

Gremlin Games NIB! Federation Quest 1-B.S.S. Jane Seymour, Combo Racer and Impossamole!

EOA/Electronic Arts Games NIB! Alien Fires, Artura, Populous 2 and Skyfox!

HEWSON Games NIB! Exolon, NetherWorld and Zynaps!

U.S.GOLD Games NIB! Bonanza Bros. and Their Finest Missions-Volume One!

Rainbird/Firebird Games NIB! Golden Path, The Guild of Thieves, Knight Orc and StarGlider!

MICROPROSE/microdeal/MICROPLAY Games NIB! Airball, Goldrunner 2, F-15 Strike Eagle, Red Storm Rising, RVF Honda, Silent Service & Zero Gravity!

Datasoft/DATA EAST Games NIB! Global Commander, Mercenary & North & South!

PSYGNOSIS/PSYCLAPSE Games NIB! Atomino, Baal and Ballistix!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

630. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-02-26 06:14:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502252210130.4001-100000@onyx.spiritone.com>
Source record: 14606
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

631. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-02-26 06:17:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502252214440.4001-100000@onyx.spiritone.com>
Source record: 14608
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

632. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-26 07:22:15 UTC
From: Andy Ball <null@not.valid>
Message-ID: <HsVTd.6134$873.4714@newsread3.news.pas.earthlink.net>
Source record: 14609

Hello Galen,

G> It would be nice if single gun (monochrome) monitors
> were easier to find. The picture is certainly clearer.

I agree. They are still being made, but because it's now considered a 'niche market' the prices seem to be creeping upwards. Second-hand ones can be found, but then you're up against life-span issues.

- Andy Ball

633. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-26 08:04:49 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <1kustoj3sdk7x$.dlg@dilgar.de>
Source record: 14610

On 25 Feb 2005 09:38:16 -0800 Galen <atarigalen@yahoo.com> wrote:
> It would be nice if single gun (monochrome) monitors were easier to
> find. The picture is certainly clearer.

If you want some with a 220V/50Hz PSU: they go real cheap here in
Germany, as they were commonly used.

Thorsten

634. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-26 14:15:51 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cvq0an$fr3$1@reader2.panix.com>
Source record: 14611

SM124 was used as a bank monitor. I had one regunned by a tube rebuilder, using a left-over NCR bank machine monitor gun. One version of the color monitor was also used as an NCR bank machine monitor, before being attached to an Atari.

The rest of it works like a TV set.

NCR does have, but will not find, the bases they stuck on SM124 cases. I tried. The quality person at the production plant could look up the part number, but refused to. Not his job.

Depending on funding and persistance, a mono monitor can be made to last nearly forever. y

Jim

Andy Ball <null@not.valid> writes:

: Hello Galen,

: G> It would be nice if single gun (monochrome) monitors
: > were easier to find. The picture is certainly clearer.

: I agree. They are still being made, but because it's now
: considered a 'niche market' the prices seem to be creeping
: upwards. Second-hand ones can be found, but then you're up
: against life-span issues.

: - Andy Ball

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

635. Wanted: TOS 2.06 for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-27 05:08:25 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <1122le78edfr438@corp.supernews.com>
Source record: 14612

I am looking for TOS 2.06 for a NTSC Mega STE. Anyone have one for sale?

Tim

636. TeraDesk 3.50 released

Newsgroup: comp.sys.atari.st
Date: 2005-02-27 10:33:28 UTC
From: vdjole@EUnet.yu
Message-ID: <cvs7lmjfq1@news.eunet.yu>
Source record: 14613

After a delay, caused by temporary inacessibility of the server on which the web page resides, version 3.50 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

TeraDesk is currently the only open-souce desktop available for 16-bit and 32-bit Atari computers. Developers' goal has been to maintain TeraDesk as a small, simple, fast and reliable desktop, which would be functional and competetive in the modern multitasking environments and all flavours and versions of TOS-compatible operating system(s), while keeping, as much as reasonable, familiarity with the original TOS desktop.

Several new features have been added since the last published version, and also some bug-fixes. See the history file for details.

Have fun.

637. Re: Is sex between AMIGA and ATARI ST users allowed ???

Newsgroup: comp.sys.atari.st
Date: 2005-02-27 16:05:09 UTC
From: "Torquemada." <torquemada@despammed.com>
Message-ID: <38e9dlF5o9lk4U2@individual.net>
Source record: 14614
Cross-posted to: comp.sys.amiga.misc,comp.sys.amiga.advocacy,comp.sys.atari.st,is.matur

On 3/2/05 12:19 am, Dan Simper wrote:
> I wonder what society thinks about sex between AMIGA users and ATARI ST users ???

Accepted, but only if they belong to the same sex.

--
Torquemada.
"Everything is possible if you wish hard enough."
James Matthew Barrie, Peter Pan

638. Neodesk 4 upgrade

Newsgroup: comp.sys.atari.st
Date: 2005-02-27 16:59:31 UTC
From: slax <clipperfan@cox.net>
Message-ID: <i0v321di22lf1h2361vl2t0r3udj37mehi@4ax.com>
Source record: 14615

I recently upgraded with the latest patch to .004 for Neodesk4 and now the Install/remove desktop icon dialog does not appear except briefly and then goes blank with the cursor flashing. All other panels, dialogs and drop down menus work correctly.

Just to be sure that no mixed files between versions were being used I reinstalled all of Neodesk 4 and still the same thing. Do anyone have any ideas what's going on?

Bud

639. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-27 20:59:50 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <38eqm6F5jrok0U1@individual.net>
Source record: 14616

In article <1kustoj3sdk7x$.dlg@dilgar.de>,
Thorsten G&#65533;nther <guenther@dilgar.de> wrote:
>
>If you want some with a 220V/50Hz PSU: they go real cheap here in
>Germany, as they were commonly used.

I have one that will go to the dump in a few weeks (near Cologne, Germany) -
free to a good home, but you have to come and pick it up.

cu
Michael

640. File conversions needed

Newsgroup: comp.sys.atari.st
Date: 2005-02-27 22:17:09 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <42224499$0$42482$75868355@news.frii.net>
Source record: 14617

Hi, All,

It's been months since I've visited this newsgroup. Not for wanting to be here, but because I moved. Since then, I've yet to get a single computer system completely reassembled. :-(

Sadly, that includes both my TT and Hades.

Now I find myself need some Outline Art and CVG (Calamus) files converted for work. So today I hurriedly set up the TT to convert them, and the boot disk is either dead or something else is wrong with the TT. (Hard drive spins but nothing but a blank desktop.) And I don't have the time today to set up the Hades. Besides, I know the software I need is on the TT as that is where I created the files, but the software may not be on the Hades.

But I was smart, way back then, and put the actual files on a Zip disk. :-)

The files can be found at http://www.greeleynet.com/~wordwork/Friends/. This will give you a directory with 3 *.ol and 2 *.cvg files.

I would appreciate it if anyone could convert those files to WMF (windows metafiles) and send them to this email address before Monday morning Colorado, USA time. GEM files might be OK, but I've got to go through some boxes of books to find my Corel Draw 4 manual. If I find the manual, I'll have the serical number and can install CD 4 on this Windows 98 machine and then convert to WMF from there.

But WMF is really the preferred file format with the short time I have to deal with the issue.

Thanks a bunch.

Ken

641. Re: Neodesk 4 upgrade

Newsgroup: comp.sys.atari.st
Date: 2005-02-28 14:41:19 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1109601679.005718.67000@z14g2000cwz.googlegroups.com>
Source record: 14618

Have you tried updating to .005 from .004?

http://www4.pair.com/gribnif/updates.htm

If not, last I heard they are still 'supporting' the software. Won't
hurt to ask!

Rob
webmaster
www.atari-users.net

642. Tons of stuff for sale or trade check it out

Newsgroup: comp.sys.atari.st
Date: 2005-02-28 16:59:43 UTC
From: animecyberrat <rat_born_in_1982@yahoo.com>
Message-ID: <1109609983.126136.162850@l41g2000cwc.googlegroups.com>
Source record: 14619

Hi everyone I am here to tell people about the great stuff I have on my

website for sale or trade. I BUY SELL AND TRADE Comic Books, Trading Cards and Trading Card Games, Video Games, Star Wars, Transformers ands

various other collectibles and action figures. Please stop by and see what I have to offer the URL is www.geocities.com/rat_born_in_1982

I get new stuff all the time and trade for just about anything related to my site. I am currently seeking Generation 1 and 2 Transformers, X-Men and related Comic books and cards, Vintage Video Games and much more so if you see something you like or have something to trade check out my inventory and see what I have. I have stuff not put up on the site yet so email me with what you are looking for if it is not listed and I will see if I have what you need as it takes time to update the inventory. Thanks and I hope to hear from you soon.

THE RAT

643. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-02-28 17:20:44 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cvvjtcjgq1@reader2.panix.com>
Source record: 14620

Other than on Windows 95, which is different because Microslop wanted to make a disk distribution of windows using 1.62 meg disks, so that it actually follows the so-called Microsoft Boot Sector Standard, and could read anything, I wind up formatting a disk in the PC involved, and finding that both my TT and an ST with a high density drive fitted, will read it.

The converse is not true, for most PC machines. And, if you leave the disk in the PC drive too long, it writes its file structure over the Atari file structure, and the Atari will no longer read that disk. That does depend on which operating system. I am using windoze XP at work and a TT at home, and most of what the PC is good for is finding files for my Atari computers.

My work machine does have a command prompt on its start menu, and a DD disk formatted that way reads in both the machine that wrote it, and in Atari machines.

I personally have had no luck trying to read an Atari-formatted disk on a Windoze machine. That may be because my workplace(s) keep "upgrading" computers.

My current personal project involved reading a DVD of Atari stuff in my work machine, and moving it to where I can write a CD on my home machine on floppy disks. Have parts on order to make up a SCSI DVD reader, but the writing program has not yet been promised. Takes an IDE drive, a bridge card, and a box to put it all in. The bridge card is the expensive part.

Jim

David Wade <g8mqw@yahoo.com> writes:

: "Mario Koezema" <mariokoezema@zonnet.nl> wrote in message
: news:42069a15$0$15909$cd19a363@news.wanadoo.nl...
: > When you are using an older Atari ST, such a 1040STf, then you can't use
: > floppy that are formatted on a pc. It seems that the floppydrive can't
: read
: > every floppy.
: >

: Very old ST's ave a single sided floppy drive.

: > The newer ST's, such the Atari 1040STfm can read Dos formatted floppy with
: > the command:
: >
: > Format a: /u /t:80 /n:9
: >

: This formats double sided. I am pretty sure you can make a single sided
: drive that can be read on a PC can be created on an old ST using something
: like FASTCOPY. The ST FORMAT magazine used to come with double sided disks
: where most of the stuff was on the first side and could be read on an old
: ST. There was then a folder that could only be opened on a dual sided
: machine. Not sure how this was created but it must be possible.
: I wonder if an old FORMAT command from say NT3.51 would format 360K floppies
: on a 2000 or XP PC. (/1 option).

: >

: An external drive will usually be double sided. You can also replace the
: internal drive but this may require a little surery to the case.
: If you want to keep your ST mint this may not be desirable.

: > I don't know how much people are using a real ST. A ST is very cheap, but
: > you've got problems when you are having friends with a pc. You can't even
: > share MID files when you are having an older ST.
: >

: I think many people are using a real ST, or at least Mega STE, TT or Falcon.
: However most of these will read 1.44 floppies.

: > I'm looking for a hardwaresolution, so i can use my older ST a long long
: > time.
: >

: You could try a drive transplant as above, or an external drive. If you have
: both a PC and an ST you can also use "Networking" to transfer software. You
: could build an ETHERNET interface (hardware.atari.org). If you only want to
: transfer small files you could use a serial cable and slip/ppp. In both
: these case you would be using "Real" networking. I have an ETHERNEC (and a
: hard drive but thhats not needed) and use FTP to transfer files -
: http://www.dwade.freeserve.co.uk/atari/main.html has details

: Alternativley you could use PARCP http://joy.sophics.cz/parcp/ wich uses a
: non-standard protocol, but which works well. In all these cases you would
: have to get some one withh an ST with a double sided drive to copy the
: software to a single sided disk to get you going. (I think all STs can
: format disks single sided, they can certainly all read them). I made the
: cable by chopping the end off a printer cable and soldering a new connector.

: > Greetings,
: >
: > Mario
: >
: >

: Hope the above is helpful,
: Dave.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA

```
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

644. Re: SIMM's for Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-02-28 20:43:59 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1109623438.991767.296850@g14g2000cwa.googlegroups.com>
Source record: 14621

Galen wrote:
> It would be nice if single gun (monochrome) monitors were easier to
> find. The picture is certainly clearer.
>
Perhaps I should clarify. I have sufficient SM124 monitors. What
would be useful would be monochrome XVGA. A single electron gun for
monochrome is sharper than the three color guns, and I believe that
some folk (like myself) would happily use a small monochrome monitor.
1600x1200 is a bit fuzzy on my 19 inch monitor (so I use 1280x960), but
1600x1200 could be very sharp on a 17" monochrome.

Galen

645. Gopher to Merit...

Newsgroup: comp.sys.atari.st
Date: 2005-02-28 20:54:39 UTC
From: bob@bob.us
Message-ID: <d000efhtk1@News.Dal.Ca>
Source record: 14622
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

Did you know that there is a lot of nice software for the Apple 2, Atari 8 bit and ST at the Merit Network, University of Michigan? I access it through gopher and it's really fast, much faster than regular http.

The urls are:

gopher://gopher.archive.merit.edu:7055/11/apple2
gopher://gopher.archive.merit.edu:7055/11/atari

Get a gopher client for either PC or Mac at:

ftp://boombox.micro.umn.edu/pub/gopher/

646. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-02-28 21:23:52 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <d00258$6hp$1@thorium.cix.co.uk>
Source record: 14623

In message <cvvjtcjgq1@reader2.panix.com>, jimd@panix3.panix.com said:

>I personally have had no luck trying to read an Atari-formatted disk on a
>Windoze machine. That may be because my workplace(s) keep "upgrading"
>computers.

Perhaps. My son's PC with XP reads 720kB DD disks formatted with
FCOPY Pro on my Falcon without problems - but not extended formats.

Good luck with your DVD/CD conversion!

647. Re: Is sex between AMIGA and ATARI ST users allowed ???

Newsgroup: comp.sys.atari.st
Date: 2005-02-28 22:10:14 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0502281410.23aa8957@posting.google.com>
Source record: 14624
Cross-posted to: comp.sys.amiga.misc,comp.sys.amiga.advocacy,comp.sys.atari.st,is.matur

Thankfully my g/f had a Lynx when we met... ;)

648. Mint boot probs

Newsgroup: comp.sys.atari.st
Date: 2005-03-01 00:17:38 UTC
From: sf0218@aol.com
Message-ID: <fcd0f1cd.0502281617.1ac2786e@posting.google.com>
Source record: 14625

Hi All,

I don't think the problem is Mint (1.16.1) as much as it might be Xaaes.

The problem....my Falcon reboots right after it's loaded Mint and tries to load Xaaes. I can't for the life of me figure out why it's rebooting. I don't know what's wrong the the Xaaes config, I've pretty much gone with the configuration that comes with Xaaes. The only changes I made were the video mode (set at 26), and activating the desktop path for Thing.

Anybody got any ideas? I'm just fooling around with Mint until I get Magic 6.0.

Thanks,

SamF.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060
14mb STRam, 256mb TTRam
4Gig Hdd, IDE Cd Drive

649. Re: File conversions needed

Newsgroup: comp.sys.atari.st
Date: 2005-03-01 00:39:39 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1109637555.a6e0f68a9a9d02dda626b3de13d6a324@teranews>
Source record: 14626

Ken,

Just a guess, maybe a corrupt desktop file. See if you can boot from
another floppy (ICD, HDDriver) and rename/delete the destop file.

This has happened to me before and sometimies it works.

Rory

On Sun, 27 Feb 2005 15:17:09 -0700, "Ken Springer"
<wordworks@greeleynet.com> wrote:

>Hi, All,

>Now I find myself need some Outline Art and CVG (Calamus) files converted
>for work. So today I hurriedly set up the TT to convert them, and the boot
>disk is either dead or something else is wrong with the TT. (Hard drive
>spins but nothing but a blank desktop.) And I don't have the time today to
>set up the Hades. Besides, I know the software I need is on the TT as that
>is where I created the files, but the software may not be on the Hades.

>

650. ANNOUNCE: The BEASTS Crew Intro TS#7.

Newsgroup: comp.sys.atari.st
Date: 2005-03-01 02:20:39 UTC
From: so_o2@mailcity.com
Message-ID: <cc04f4cf.0502281820.36cc04e3@posting.google.com>
Source record: 14627

```
SoLo2 of
THE BEASTS CREW
===============
proudly present:
The Spacewalker's Intro #7
"BIG ROLL GREASY SCROLL"
,------------------------------,
| * * . * |
|------------------------------|
|BBB E. A A S * T SSSS|
|B B E AAAA SSSS T S |
|B* B EEE A A S T S . |
|BBB E . A A S T SSSS|
|B B E A A SSSS . T S|
|B B EEEE . . S|
|BBB AAAA SSSS TTTTT SSSS|
|------------------------------|
| * . * |
'------------------------------'
Visit The Beasts homepage:
http://so_o2.tripod.com/tbc.html
```

651. ANNOUNCE: The Beasts Crew Intro TS#4.

Newsgroup: comp.sys.atari.st
Date: 2005-03-01 02:21:55 UTC
From: so_o2@mailcity.com
Message-ID: <cc04f4cf.0502281821.1c10d7e@posting.google.com>
Source record: 14628

```
SoLo2 of
THE BEASTS CREW
===============
proudly present:
The Spacewalker's Intro #4
`A Flight For Owls'
,===--------_________------====,
| |
| T H E |
| \\\ /// |
| \\\\\\\\ \|/ //////// |
| (o o) |
| v |
| |
| B E A S T S |
| |
'===--------~~~~~~~~~~--------===='
Visit The Beasts homepage:
so_o2.tripod.com/tbc.html
```

652. Re: File conversions needed

Newsgroup: comp.sys.atari.st
Date: 2005-03-01 03:42:03 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <4223e495$0$42487$75868355@news.frii.net>
Source record: 14629

Or it could be a corrupt HDDRIVER.SYS file, or a bad hard drive. Been
through this all before.

Thanks for the suggestion, tho'.

I've got the floppy somewhere in all the computer stuff I've not sorted out
since moving.

And I got around the conversion problem a different way.

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:1109637555.a6e0f68a9a9d02dda626b3de13d6a324@teranews...
> Ken,
>
> Just a guess, maybe a corrupt desktop file. See if you can boot from
> another floppy (ICD, HDDriver) and rename/delete the destop file.
>
> This has happened to me before and sometimies it works.
>
> Rory
>
> On Sun, 27 Feb 2005 15:17:09 -0700, "Ken Springer"
> <wordworks@greeleynet.com> wrote:
>
>>Hi, All,
>
>>Now I find myself need some Outline Art and CVG (Calamus) files converted
>>for work. So today I hurriedly set up the TT to convert them, and the
>>boot
>>disk is either dead or something else is wrong with the TT. (Hard drive
>>spins but nothing but a blank desktop.) And I don't have the time today
>>to
>>set up the Hades. Besides, I know the software I need is on the TT as
>>that
>>is where I created the files, but the software may not be on the Hades.
>
>>
>

653. GCC

Newsgroup: comp.sys.atari.st
Date: 2005-03-01 15:15:34 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <42248721$0$25033$8fcfb975@news.wanadoo.fr>
Source record: 14630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

Is somebody keen on building GCC 3.4 for ATARI.
First step would be the compilator CC1.TTP.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

654. CT060 and Games

Newsgroup: comp.sys.atari.st
Date: 2005-03-01 21:06:12 UTC
From: sf0218@aol.com
Message-ID: <fcd0f1cd.0503011306.3db691ed@posting.google.com>
Source record: 14631

Hi everyone,

Are there ANY games, besides card games, tile games, etc., that CT060
Falcons can play?

Thanks,

Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060
14mb STRam, 256mb TTRam
4Gig Hdd, IDE Cd Drive
Magic 6.0

655. Re: Atari-formatted DD disks on PCs aga

Newsgroup: comp.sys.atari.st
Date: 2005-03-01 22:01:38 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <4224e642_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 14632

On 28 Feb 2005 17:20:44 , Jim DeClercq wrote:

:My current personal project involved reading a DVD of Atari stuff in my
:work machine, and moving it to where I can write a CD on my home machine
:on floppy disks. Have parts on order to make up a SCSI DVD reader, but the
:writing program has not yet been promised. Takes an IDE drive, a bridge
:card, and a box to put it all in. The bridge card is the expensive part.

Been looking at getting a DVD reader. What drive and bridge card were
you looking at?

--

Mark Branson
Shoreham-By-Sea.

656. Re: CT060 and Games

Newsgroup: comp.sys.atari.st
Date: 2005-03-01 22:27:02 UTC
From: Matt Smith <mattsmith@zetnet.co.uk>
Message-ID: <W_5Vd.260143$K7.19221@fe2.news.blueyonder.co.uk>
Source record: 14633

i't about time someone compiled a list of all playable game for the ct60,
when i get mine sorted out i'll have a crack at it

neo-rg

"samf" <sf0218@aol.com> wrote in message
news:fcd0f1cd.0503011306.3db691ed@posting.google.com...
> Hi everyone,
>
> Are there ANY games, besides card games, tile games, etc., that CT060
> Falcons can play?
>
> Thanks,
>
> Samf
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060
> 14mb STRam, 256mb TTRam
> 4Gig Hdd, IDE Cd Drive
> Magic 6.0

657. [PUB]zWeather BETA 1

Newsgroup: comp.sys.atari.st
Date: 2005-03-02 07:50:56 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <42257000$0$26096$626a14ce@news.free.fr>
Source record: 14635

Hi,

You can find on my homepage a 'Geek' tool called zWeather.

On the following page, you can find information on this application; if
you use it and you find bugs, please, make report.

http://the.zorro.free.fr/zweather.html

Ciao,
Zorro

658. [DEV]zcodeclib

Newsgroup: comp.sys.atari.st
Date: 2005-03-02 07:51:10 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <4225700d$0$26096$626a14ce@news.free.fr>
Source record: 14634

Hi,

I have made a very useful GCC library to use the zview's codecs.

You can find it and the necessary documentation on this page:

http://the.zorro.free.fr/misc.html

Ciao,
Zorro

659. Re: Atari-formatted DD disks on PCs aga

Newsgroup: comp.sys.atari.st
Date: 2005-03-02 11:51:32 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d049c4njv1@reader2.panix.com>
Source record: 14636

Drive from E-Bay, anything IDE that will read and write DVDs. Reading
an ISO file system might work. Bridge card from A-Card, or acard, local
(us) distributor, costing about 80 USD.

Big problem is drive time to work. The US is a big country, and 100 miles
to work in Europe would cover several countries, but take more time. As it
is, about two hours a day for myself, and so far have found better things
to do that put it all together and try it out.

Jim

Mark Branson <markDOTbransonATlineoneDOTnet> writes:

: On 28 Feb 2005 17:20:44 , Jim DeClercq wrote:

: :My current personal project involved reading a DVD of Atari stuff in my
: :work machine, and moving it to where I can write a CD on my home machine
: :on floppy disks. Have parts on order to make up a SCSI DVD reader, but the
: :writing program has not yet been promised. Takes an IDE drive, a bridge
: :card, and a box to put it all in. The bridge card is the expensive part.

: Been looking at getting a DVD reader. What drive and bridge card were
: you looking at?

: --

: Mark Branson
: Shoreham-By-Sea.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

660. Re: File conversions needed

Newsgroup: comp.sys.atari.st
Date: 2005-03-02 12:35:09 UTC
From: ggnkua@gmail.com
Message-ID: <4f175c9a.0503020435.fdd501f@posting.google.com>
Source record: 14637

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:<4223e495$0$42487$75868355@news.frii.net>...

> >>Now I find myself need some Outline Art and CVG (Calamus) files converted
> >>for work. So today I hurriedly set up the TT to convert them, and the
> >>boot
> >>disk is either dead or something else is wrong with the TT. (Hard drive
> >>spins but nothing but a blank desktop.) And I don't have the time today
> >>to
> >>set up the Hades. Besides, I know the software I need is on the TT as
> >>that
> >>is where I created the files, but the software may not be on the Hades.

A google search lead me to this: http://www.pl32.com/

which (supposedly) reads CVG and GEM files. You might want to check it out.

Cheers, George

661. Re: File conversions needed

Newsgroup: comp.sys.atari.st
Date: 2005-03-02 12:37:20 UTC
From: ggnkua@gmail.com
Message-ID: <4f175c9a.0503020437.7daa25a5@posting.google.com>
Source record: 14638

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:<42224499$0$42482$75868355@news.frii.net>...
> Hi, All,

> Now I find myself need some Outline Art and CVG (Calamus) files converted
> for work.

A google search led me to this: http://www.pl32.com/ which
(supposedly) reads CVG and GEM files. You might want to give it a try

George

662. Re: Atari-formatted DD disks on PCs aga

Newsgroup: comp.sys.atari.st
Date: 2005-03-02 13:40:57 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1109770857.028050.172330@l41g2000cwc.googlegroups.com>
Source record: 14639

Jim DeClercq wrote:
>
> Big problem is drive time to work. The US is a big country, and 100
miles
> to work in Europe would cover several countries, but take more time.
As it

I used to commute 100 miles to work, took three and a half hours by
train, or an hour and a half by Motorcycle. Oh and I stayed in the same
country all the time ;-)

I see each State in the US like its own seperate country. Then they're
about as big as they are over here...

Coda.

663. zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-02 16:40:12 UTC
From: sf0218@aol.com
Message-ID: <fcd0f1cd.0503020840.104b6329@posting.google.com>
Source record: 14640

Hey Zorro,

That's great!!!! From the screenshots I've seen on your site, I would
say that your application is better than the weatherbug!!!!!

Question: Can the degrees be displayed in Fahrenheit?

Thanks and keep up the great work!!!!!!!!
Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT60,
14mbST Ram, 256mb TTRam,
4Gig hdd, IDE CD drive,
MagiC6.0

664. Re: CT060 and Games

Newsgroup: comp.sys.atari.st
Date: 2005-03-02 17:20:01 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <4225f5c3$0$10563$636a15ce@news.free.fr>
Source record: 14641

I have a list of games that were tested on CT60.

I just sent it to you...

I will take time to put it online...

Matt Smith wrote:
> i't about time someone compiled a list of all playable game for the
> ct60, when i get mine sorted out i'll have a crack at it
>
> neo-rg
>
> "samf" <sf0218@aol.com> wrote in message
> news:fcd0f1cd.0503011306.3db691ed@posting.google.com...
>> Hi everyone,
>>
>> Are there ANY games, besides card games, tile games, etc., that
>> CT060 Falcons can play?
>>
>> Thanks,
>>
>> Samf
>> Virginia U.S.A.
>> Atari Computer Nut
>> C-Lab Falcon/CT060
>> 14mb STRam, 256mb TTRam
>> 4Gig Hdd, IDE Cd Drive
>> Magic 6.0

665. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-02 21:26:35 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <42262f32$0$11469$626a14ce@news.free.fr>
Source record: 14642

Hi!

> That's great!!!! From the screenshots I've seen on your site, I would
> say that your application is better than the weatherbug!!!!!

Thanks very much but I think that zweather needs many others features to
be good like weatherbug.(for exemple city map.. maybe in the next Beta
release =)

> Question: Can the degrees be displayed in Fahrenheit?

Of course. You can set the data in metric(kilometers, celsius, etc) or
in imperial format(miles, Fahrenheit, etc).

> Thanks and keep up the great work!!!!!!!!

Thanks! It's really motivating.

Ciao,
Zorro

666. ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-02 23:29:48 UTC
From: Bill Freeman <bill@nomail.invalid>
Message-ID: <020320051829481139%bill@nomail.invalid>
Source record: 14643

Can someone point me to some good instructions for converting PC floppy drives for use in an ST?

I have had two of my original ST drives go junk on me recently. I'm wondering if maybe my ancient floppys are starting to shed their magnetic coating and that is gumming up the heads. I know that happens with old audio tapes.

Any tips on how to clean the heads without damaging them?

--
Bill Freeman

667. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 00:38:17 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <S8ydnfLp9MPkwbvfRVnyhg@eclipse.net.uk>
Source record: 14644

Hi,

> Can someone point me to some good instructions for converting PC floppy
> drives for use in an ST?

All you have to do is set the drive select to be "0" rather than "1".

Usually one of three ways:
A simple switch.
A set of jumpers.
A solder bridge.

> I have had two of my original ST drives go junk on me recently. I'm
> wondering if maybe my ancient floppys are starting to shed their
> magnetic coating and that is gumming up the heads. I know that happens
> with old audio tapes.
>
> Any tips on how to clean the heads without damaging them?

If it is just goo on the heads then a stock head cleaning disc with
accompanying cleaning fluid will do the job.

If you have the early ST FDD with a worm drive for head movement, check that
the worm isn't full of crud too.

HTH

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

668. Re: Atari-formatted DD disks on PCs aga

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 05:55:34 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <4226a6d6_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 14645

On 2 Mar 2005 11:51:32 +, Jim DeClercq wrote:

:Drive from E-Bay, anything IDE that will read and write DVDs. Reading
:an ISO file system might work. Bridge card from A-Card, or acard, local
:(us) distributor, costing about 80 USD.

Seems you were on the same track as I was. I'm looking to get a Acard
AEC-7720U bridge. Just wanted to know if there was anything else out
there.

:Big problem is drive time to work. The US is a big country, and 100 miles
:to work in Europe would cover several countries, but take more time. As it
:is, about two hours a day for myself, and so far have found better things
:to do that put it all together and try it out.

Sorry but my journey is a mere 7 miles each way! Do post if you get
it working.

--

Mark Branson
Shoreham-By-Sea.

669. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 12:40:58 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4227054f$0$10953$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14646

"Egon Spengler" <Egon@the.lab> wrote in message
news:S8ydnfLp9MPkwbvfRVnyhg@eclipse.net.uk...
> Hi,
>
>> Can someone point me to some good instructions for converting PC floppy
>> drives for use in an ST?
>
> All you have to do is set the drive select to be "0" rather than "1".
>
> Usually one of three ways:
> A simple switch.
> A set of jumpers.
> A solder bridge.
>
>> I have had two of my original ST drives go junk on me recently. I'm
>> wondering if maybe my ancient floppys are starting to shed their
>> magnetic coating and that is gumming up the heads. I know that happens
>> with old audio tapes.
>>
>> Any tips on how to clean the heads without damaging them?
>
> If it is just goo on the heads then a stock head cleaning disc with
> accompanying cleaning fluid will do the job.
>
> If you have the early ST FDD with a worm drive for head movement, check
> that the worm isn't full of crud too.
>
> HTH
>
> Egon
>

Its a buga when ur floppy stops working, mine stopped working after about 15
years, probably over use though ;-)

Chris

670. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 12:46:05 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <422706d8$1@news.broadpark.no>
Source record: 14647

Egon Spengler wrote:

>> Can someone point me to some good instructions for converting PC floppy
>> drives for use in an ST?
>
> All you have to do is set the drive select to be "0" rather than "1".
>
> Usually one of three ways:
> A simple switch.
> A set of jumpers.
> A solder bridge.

And flipping the floppy cable connector upside-down (first, cut off the
notch that prevents this from being done).
You might also have to mess around with the disk-detect switch, at least
I had to do both these things in addition to the 0/1 select, and I've
documented the whole thing here with text and illustrations:

ftp://gem.win.co.nz/hall/hardware/sony_144.zip

I assume that most of the stuff in there can be applied for other
standard PC type floppy disk drives as well.

--
Hallvard

671. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 12:46:45 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <f_2dnVPFqZSomrrfRVnyuw@eclipse.net.uk>
Source record: 14648

> Its a buga when ur floppy stops working, mine stopped working after about
> 15
> years, probably over use though ;-)

Oh!

Suit you sir!

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

672. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 12:56:28 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <6dadnVbQN5DhlLrfRVnyrg@eclipse.net.uk>
Source record: 14549

> And flipping the floppy cable connector upside-down (first, cut off the
> notch that prevents this from being done).
> You might also have to mess around with the disk-detect switch, at least I
> had to do both these things in addition to the 0/1 select, and I've
> documented the whole thing here with text and illustrations:

I've never yet had a drive with an inverse cable set-up.
Pin 1 on the cable has always gone to pin 1 on the drive.

Have you seen many with inverse wiring?

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

673. ZWeather

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 15:07:42 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.03.03.15.07.42.900141@nosspamatari-source.com>
Source record: 14550

Zorro,

I've installed ZWeather the best I can according to the instructions. I installed LDG and copied all the LDG files from zview over to C:\gemsys\ldg\ ... Yet it still can't find plugins and modules I think the error said. Any ideas? Even the LDG cpx can find them.

Thanks,
Mark

674. Re: ZWeather

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 15:21:28 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <112earojf2qhk33@corp.supernews.com>
Source record: 14551

On 3 Mar 2005 10:07:42 -, Mark D wrote:
>Zorro,
>
>I've installed ZWeather the best I can according to the instructions. I
>installed LDG and copied all the LDG files from zview over to
>C:\gemsys\ldg\ ... Yet it still can't find plugins and modules I think
>the error said. Any ideas? Even the LDG cpx can find them.
>
>Thanks,
>Mark
>
>.
Is your boot drive C:? I had to put them on C: even though I boot
from D:. Still wouldn't work though because I use MagiC and STing.
Cool idea though!
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

675. Re: File conversions needed

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 15:55:58 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4227339452d6a0@telenet.be>
Source record: 14552

on Sun 27-02-2005 15:17 Ken Springer wrote:

>The files can be found at http://www.greeleynet.com/~wordwork/Friends/.
>This will give you a directory with 3 *.ol and 2 *.cvg files.
>
>I would appreciate it if anyone could convert those files to WMF (windows
>metafiles) and send them to this email address before Monday morning
>Colorado, USA time. GEM files might be OK, but I've got to go through some
>boxes of books to find my Corel Draw 4 manual. If I find the manual, I'll
>have the serical number and can install CD 4 on this Windows 98 machine and
>then convert to WMF from there.

If you stil in need of someone to convert the files let me know. I'll
give it a try.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

676. FS: ALL NIB 20$! Epyx/MindScape/Atari/Sierra/Gremlin/EOA/HEWSON!

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 16:15:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503030813120.14457-100000@onyx.spiritone.com>
Source record: 14556
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Games are for the Atari ST Computer line!

Epyx Games NIB! Axe of Rage, Battleship, Boulder Dash Construction Set, California Games, California Games 2, Championship Wrestling, Death Sword, Devon Aire, Dive Bomber, Final Assault, The Games-Winter Edition, Impossible Mission 2, Metro Cross, Project Neptune, Sub Battle Simulator, Techno Cop, Tower Toppler, Winter Games, World Games & World Karate Championship!

MindScape Games NIB! Action Fighter, Alien Syndrome, Aussie Joker Poker, GODS, Harrier Combat Simulator, Into the Eagle's Nest, Plutos, Q*Ball, Road Raider, The Ultimate Ride and Willow!

Games from Atari NIB! Asteroids Deluxe, Backgammon, BattleZone, Crack'ed, Crystal Castles, Go-Moku/Renju, Missile Command, MoonBase, Moon Patrol, Robotron: 2084 and XOR!

Sierra Games NIB! The Colonel's Bequest, Conquests of Camelot-The Search for the Grail, Police Quest 2 & Space Quest 2-Chapter 2-Vohaul's Revenge!

Gremlin Games NIB! Federation Quest 1-B.S.S. Jane Seymour, Combo Racer and Impossamole!

EOA/Electronic Arts Games NIB! Alien Fires, Artura, Populous 2 and Skyfox!

HEWSON Games NIB! Exolon, NetherWorld and Zynaps!

U.S.GOLD Games NIB! Bonanza Bros. and Their Finest Missions-Volume One!

Rainbird/Firebird Games NIB! Golden Path, The Guild of Thieves, Knight Orc and StarGlider!

MICROPROSE/microdeal/MICROPLAY Games NIB! Airball, Goldrunner 2, F-15 Strike Eagle, Red Storm Rising, RVF Honda, Silent Service & Zero Gravity!

Datasoft/DATA EAST Games NIB! Global Commander, Mercenary & North & South!

PSYGNOSIS/PSYCLAPSE Games NIB! Atomino, Baal and Ballistix!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

677. Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 16:18:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503030815320.14457-100000@onyx.spiritone.com>
Source record: 14555
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of $50 or more and get a gift! Your choice! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org Atari for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

678. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 16:20:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503030818270.14457-100000@onyx.spiritone.com>
Source record: 14557
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

679. Re: ZWeather

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 16:24:06 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <422739ca$0$31881$636a15ce@news.free.fr>
Source record: 14553

Hi Mark!

> I've installed ZWeather the best I can according to the instructions. I
> installed LDG and copied all the LDG files from zview over to
> C:\gemsys\ldg\ ... Yet it still can't find plugins and modules I think
> the error said. Any ideas? Even the LDG cpx can find them.
>
> Thanks,
> Mark
>

Well, I hope that we can find and resolve the problem.

Follow this steps:

1) Install MEM.LDG in your LDG folder.

If you have the LDG system installed, you can know or set it with the
LDG CPX else put it in "c:/gemsys/ldg/".

2) Put the "codecs" folder(and NOT the content of this one) in the same
folder. (Again, c:/gemsys/ldg/ by default).

So, the 'tree' should be:

c:/gemsys/ldg/mem.ldg
/codecs/xxx.ldg
/xxx.ldg
/...

or if you own the LDG system:

LDGPATH/mem.ldg
/codecs/xxx.ldg
/xxx.ldg
/...

3) The current version of zweather doesn't work if it's launched from an
old 8+3 partition... you must put it in a VFAT partition.

4) Do you have a active mintnet connection?

5) Do you use a VDI with a valid EDDI installed (like NVDI > 2.0, fVDI,
NOVA, etc etc)?

If you thing that all is ok, try again to launch zweather, it should be
work flawlessly :)

Ciao,
Zorro

680. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 16:27:20 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42273ab2$1@news.broadpark.no>
Source record: 14554

Egon Spengler wrote:
>> And flipping the floppy cable connector upside-down (first, cut off the
>> notch that prevents this from being done).

> I've never yet had a drive with an inverse cable set-up.
> Pin 1 on the cable has always gone to pin 1 on the drive.
>
> Have you seen many with inverse wiring?

I discussed these things extensively here a few years ago when I was trying to figure it all out. As with the VGA monitor cable there wasn't any fully compiled and ready to use information on the subject of using high density floppy disk drives with the ST, so I asked around and created the mentioned file. Everybody told me that I had to invert the cable connector, and this was my experience as well, with the Sony drives that I've used.
Being standard PC floppy drives I can't understand why other standard PC drives would be any different.

The original Atari ST drives on the other hand weren't completely standard as far as I know, which is why this had to be done.

--
Hallvard

681. Re: ZWeather

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 17:45:08 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.03.03.17.45.05.965171@nosspamatari-source.com>
Source record: 14558

On Thu, 03 Mar 2005 17:24:06 +0100, Zorro wrote:

> Hi Mark!
>
>> I've installed ZWeather the best I can according to the instructions. I
>> installed LDG and copied all the LDG files from zview over to
>> C:\gemsys\ldg\ ... Yet it still can't find plugins and modules I think
>> the error said. Any ideas? Even the LDG cpx can find them.
>>
>> Thanks,
>> Mark
>>
>
> Well, I hope that we can find and resolve the problem.
>
> Follow this steps:
>
> 1) Install MEM.LDG in your LDG folder.
>
> If you have the LDG system installed, you can know or set it with the
> LDG CPX else put it in "c:/gemsys/ldg/".
>
> 2) Put the "codecs" folder(and NOT the content of this one) in the same
> folder. (Again, c:/gemsys/ldg/ by default).
>
> So, the 'tree' should be:
>
> c:/gemsys/ldg/mem.ldg
> /codecs/xxx.ldg
> /xxx.ldg
> /...
>
> or if you own the LDG system:
>
> LDGPATH/mem.ldg
> /codecs/xxx.ldg
> /xxx.ldg
> /...
>

My codecs were copied into C:\gemsys\ldg* instead of
C:\gemsys\ldg\codecs* so that's most likely the problem. All other
requirements I am good on. I was using an 8.3 partition but I can just as
easily use vfat and I'll try that if I continue to have problems. Thanks :)

Mark
http://www.atari-source.org

682. GIM

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 17:47:44 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.03.03.17.47.44.91274@nosspamatari-source.com>
Source record: 14559

Hey guys,

I realize that when I evaluate programs I don't often post compliments but instead complaints. With GIM however I have no complaints and no compliments except for the complaint that it doesn't run under MagiC. So I was really wondering if people care about this program? Right now it does all I need it to do so if nobody else cares I'll probably cease development on it.

For those interested, sparemint update manager is coming along quite nicely. I got the progress bar routines into a working state but I have to further plan the design as I didn't do this properly. This will require a heavy amount of completely redoing my work, but it'll be worth it. In the beginning before you do much of anything it's tough to decide on a function layout or a workflow ;)

Thanks,
Mark
http://www.atari-source.org

683. Re: GIM

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 18:26:22 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <42275672$0$18188$636a15ce@news.free.fr>
Source record: 14560

Mark D a ï¿½crit :
> Hey guys,
>
> I realize that when I evaluate programs I don't often post compliments but
> instead complaints. With GIM however I have no complaints and no
> compliments except for the complaint that it doesn't run under MagiC. So
> I was really wondering if people care about this program? Right now it
> does all I need it to do so if nobody else cares I'll probably cease
> development on it.

Are you foolish? Of course that the atarians like it !

But if I can give you 2 tips:

1) Don't expect user's report with the first versions, on Atari, there
are many bad/unuseful/unstable softwares around so the users are
'afraid' to use it... Myself with zview, I awaited the beta 3 before to
have the first reports.

2) Don't forget that the bottle is more important that the water.
I mean that for a normal user and even for me, the GUI must be more
'appealing' and 'sexy'... remove debug output, add cool features like
buddies' icons, add the possibility to iconify the chat window, etc...
and your application will be a "must have"!

Even if it's a 0.3 release, I like your applications, I use it and it's
a shame that I didn't made a user's report before, now I regret :/

Please, don't cease the development and continue your good work.

> For those interested, sparemint update manager is coming along quite
> nicely. I got the progress bar routines into a working state but I have
> to further plan the design as I didn't do this properly. This will
> require a heavy amount of completely redoing my work, but it'll be worth
> it. In the beginning before you do much of anything it's tough to decide
> on a function layout or a workflow ;)

I wait it with impatience !

Ciao,
Zorro

"Zorro Arcadia" on GIM :)

684. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-03 21:31:58 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d07voe$r8d$1@titan.btinternet.com>
Source record: 14561
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Peop's

I've heard it all, he's gonna be having a birthday twice a week from now on!
He'll be 400 years old before you know it!

> I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of
> $50 or more and get a gift! Your choice! First Come, First Serve while
> Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail:
> Atari@arsenet.com or Call Ben NOW at (503)256-ARSE!
>
> I love nothing more than someone elses Orphaned Atari Games & Computers!
> If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a
> Birthday Gift! I'll give them a good home! E-Mail: Atari@arsenet.com
>
> http://BensDoverCatalogs.Atari.org Atari for sale!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

685. Re: File conversions needed

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 04:48:02 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <4227e659$0$42482$75868355@news.frii.net>
Source record: 14562

Thanks, George, I'm downloading both the Windows and Mac versions now.

"George Nakos" <ggnkua@gmail.com> wrote in message
news:4f175c9a.0503020437.7daa25a5@posting.google.com...
> "Ken Springer" <wordworks@greeleynet.com> wrote in message
news:<42224499$0$42482$75868355@news.frii.net>...
> > Hi, All,
>
> > Now I find myself need some Outline Art and CVG (Calamus) files
converted
> > for work.
>
> A google search led me to this: http://www.pl32.com/ which
> (supposedly) reads CVG and GEM files. You might want to give it a try
>
> George

686. Re: File conversions needed

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 04:53:57 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <4227e7b9$0$42484$75868355@news.frii.net>
Source record: 14563

Hi, Martin,

I think I may have it covered with the Photoline program George mentioned.
I'm downloading both Windows and Mac versions, since I have both OS's here.

I'd much rather find the time to get the TT going. :-)

Ken

"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> wrote in
message news:4227339452d6a0@telenet.be...
> on Sun 27-02-2005 15:17 Ken Springer wrote:
>
>
> >The files can be found at http://www.greeleynet.com/~wordwork/Friends/.
> >This will give you a directory with 3 *.ol and 2 *.cvg files.
> >
> >I would appreciate it if anyone could convert those files to WMF (windows
> >metafiles) and send them to this email address before Monday morning
> >Colorado, USA time. GEM files might be OK, but I've got to go through
some
> >boxes of books to find my Corel Draw 4 manual. If I find the manual,
I'll
> >have the serical number and can install CD 4 on this Windows 98 machine
and
> >then convert to WMF from there.
>
> If you stil in need of someone to convert the files let me know. I'll
> give it a try.
>
> TTFN
> Martin
>
> http://www.againsttcpa.com | In 2002 began the war for digital freedom
> --
> ******** Greetings from Okami Newsreader *********
> ** On the seventh day He created Atari **
> ** But He uses a freeMiNT powered Hades 060 now **
> UTSI: http://users.telenet.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

687. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 06:49:10 UTC
From: Bill <bill@nomail.invalid>
Message-ID: <040320050149109332%bill@nomail.invalid>
Source record: 14564

Hello Hallvard,

I read that you had put together a file about adapting the Sony drive
and I had been looking for it. However, on the ftp site you referenced
the file sony_144.zip is only 16kb and it unzips to an empty folder.

Bill Freeman

--
Bill Freeman

688. Re: Neodesk 4 upgrade

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 07:11:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42281fa02a86703@comcast.net>
Source record: 14568

>
>I recently upgraded with the latest patch to .004 for Neodesk4 and now
>the Install/remove desktop icon dialog does not appear except briefly
>and then goes blank with the cursor flashing. All other panels,
>dialogs and drop down menus work correctly.
>
>Just to be sure that no mixed files between versions were being used I
>reinstalled all of Neodesk 4 and still the same thing. Do anyone have
>any ideas what's going on?
>
>Bud

Strange that happens. I just got NeoDesk 4 for my STe and it works fine on it
with Geneva. I would just email Dan Wilga. He is still around and is very
helpful.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

689. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 07:13:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42281fa02a86704@comcast.net>
Source record: 14570

>Can someone point me to some good instructions for converting PC floppy
>drives for use in an ST?
>
>I have had two of my original ST drives go junk on me recently. I'm
>wondering if maybe my ancient floppys are starting to shed their
>magnetic coating and that is gumming up the heads. I know that happens
>with old audio tapes.
>
>Any tips on how to clean the heads without damaging them?
>

I converted a TEAC PC drive to be used on a ST by just changing the jumper
assignment.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

690. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 08:42:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42281fa02a86706@comcast.net>
Source record: 14569

I got it to come up on my Hades under Magic. I have not found my location code yet so I used one for Tokyo. Nothing came up so I guess I will try it under MintNet instead of MagicNet.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

691. Re: Mint boot probs

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 10:57:50 UTC
From: David Henderson <dh219@chiark.greenend.org.uk>
Message-ID: <slrnd2gfpe.no.dh219@gin.aibs.org.uk>
Source record: 14565

In article <fcd0f1cd.0502281617.1ac2786e@posting.google.com>, samf wrote:
> The problem....my Falcon reboots right after it's loaded Mint and
> tries to load Xaaes. I can't for the life of me figure out why it's
> rebooting.

Memory protection?

I don't know why, but it's never worked for me. Try disabling it
from the left-shift menu at bootup?

--
I give confidential press briefings.
You leak.
He's been charged under section 2a of the Official Secrets act.
-- Irregular verbs, Yes Prime Minister.

692. Re: File conversions needed

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 12:31:24 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <42285307$0$42487$75868355@news.frii.net>
Source record: 14566

Hi, George,

Photoline 32 worked like a champ. I wasn't too surprised to find it even listed CVG until I saw who owned the program, ComputerInsel. They supported a lot of Atari software, including providing the driver for the graphic card in my Hades. NOVA drivers, come to think about it.

I wouldn't be surprised if they also did the PhotoLine availabe for Atari's. I'll look when find the manual.

Now all I have to do is convert the Outline Art files.

"George Nakos" <ggnkua@gmail.com> wrote in message
news:4f175c9a.0503020437.7daa25a5@posting.google.com...
> "Ken Springer" <wordworks@greeleynet.com> wrote in message
news:<42224499$0$42482$75868355@news.frii.net>...
> > Hi, All,
>
> > Now I find myself need some Outline Art and CVG (Calamus) files
converted
> > for work.
>
> A google search led me to this: http://www.pl32.com/ which
> (supposedly) reads CVG and GEM files. You might want to give it a try
>
> George

693. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 13:37:50 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42286475@news.broadpark.no>
Source record: 14567

Bill wrote:

> Hello Hallvard,
>
> I read that you had put together a file about adapting the Sony drive
> and I had been looking for it. However, on the ftp site you referenced
> the file sony_144.zip is only 16kb and it unzips to an empty folder.

I just checked it, and unfortunately you're right.
I've uploaded it again, and it should work now:

ftp://gem.win.co.nz/hall/hardware/sony_144.zip

(I also included .GIF versions of the previously only .IMG images, which might come in handy for people using PCs -but if you do want to view Atari .IMG images you can download a very nice and free program called "XNview": http://perso.wanadoo.fr/pierre.g/xnview/enhome.html)

For Macs you can use a shareware program called "Graphic converter" for viewing .IMG files: http://www.lemkesoft.de/en/graphcon.htm

PS. when reding the file contents, disregard the stuff about how to use it in high-density mode. The switch method doesn't work (I've tried it) and I haven't had time to try out the DIY circuit projects which I've collected recently though I plan to make use of one of them in time.

The documentation however is correct when it comes to making a standard PC style disk drive work in the ST as a replacement. It'll then work in DD mode (720 Kbytes, double-density).

--
Hallvard

694. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 15:06:45 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <4228792a$0$29677$626a14ce@news.free.fr>
Source record: 14571

Edward S. Baiz Jr. a ï¿½crit :

> I got it to come up on my Hades under Magic. I have not found my location code
> yet so I used one for Tokyo.

Where are you exactly?

> Nothing came up so I guess I will try it under
> MintNet instead of MagicNet.

To be honest, "it should work" with MagiCNet but it's untested.

In any case, the compatibility with the sting's stack should be added in
the next BETA.

Regards,
Zorro

695. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 15:43:12 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <422881d7@news.broadpark.no>
Source record: 14572

Edward S. Baiz Jr. wrote:

> I converted a TEAC PC drive to be used on a ST by just changing the jumper
> assignment.

Yeah, those Teac drives are pretty flexible. Unfortunately they're not widely available any longer. Actually, my experience is that when you go to a PC store (or online PC store) and ask for a floppy disk drive they don't even have the make/model number available. You have to ask them to pick it up and physically look at it to find out.

I'm pretty happy with that Sony drive of mine since it has a zero-Ohm resistor soldered in place and marked for drive 0/1. I'm not sure if all drives have that option, so it might be a gamble to find one that'll work without problems on the ST.

--
Hallvard

696. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 15:52:35 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <422883d2$0$2768$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14573

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:422881d7@news.broadpark.no...
> Edward S. Baiz Jr. wrote:
>
>> I converted a TEAC PC drive to be used on a ST by just changing the
>> jumper assignment.
>
> Yeah, those Teac drives are pretty flexible. Unfortunately they're not
> widely available any longer. Actually, my experience is that when you go
> to a PC store (or online PC store) and ask for a floppy disk drive they
> don't even have the make/model number available. You have to ask them to
> pick it up and physically look at it to find out.
>
> I'm pretty happy with that Sony drive of mine since it has a zero-Ohm
> resistor soldered in place and marked for drive 0/1. I'm not sure if all
> drives have that option, so it might be a gamble to find one that'll work
> without problems on the ST.
>

Can't beat the SONY MPF920 drive :o)

Chris

>
> --
> Hallvard

697. Re: GIM

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 15:55:54 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.03.04.15.55.53.860163@nosspamatari-source.com>
Source record: 14574

On Thu, 03 Mar 2005 19:26:22 +0100, Zorro wrote:

> Mark D a ï¿½crit :
>> Hey guys,
>>
>> I realize that when I evaluate programs I don't often post compliments but
>> instead complaints. With GIM however I have no complaints and no
>> compliments except for the complaint that it doesn't run under MagiC. So
>> I was really wondering if people care about this program? Right now it
>> does all I need it to do so if nobody else cares I'll probably cease
>> development on it.
>
> Are you foolish? Of course that the atarians like it !
>
> But if I can give you 2 tips:
>
> 1) Don't expect user's report with the first versions, on Atari, there
> are many bad/unuseful/unstable softwares around so the users are
> 'afraid' to use it... Myself with zview, I awaited the beta 3 before to
> have the first reports.
>
> 2) Don't forget that the bottle is more important that the water.
> I mean that for a normal user and even for me, the GUI must be more
> 'appealing' and 'sexy'... remove debug output, add cool features like
> buddies' icons, add the possibility to iconify the chat window, etc...
> and your application will be a "must have"!
>
> Even if it's a 0.3 release, I like your applications, I use it and it's
> a shame that I didn't made a user's report before, now I regret :/
>
> Please, don't cease the development and continue your good work.
>
>> For those interested, sparemint update manager is coming along quite
>> nicely. I got the progress bar routines into a working state but I have
>> to further plan the design as I didn't do this properly. This will
>> require a heavy amount of completely redoing my work, but it'll be worth
>> it. In the beginning before you do much of anything it's tough to decide
>> on a function layout or a workflow ;)
>
> I wait it with impatience !

Ok :) Well Sparemint must take priority now. I held a vote and pretty
overwhelmingly, people asked me to work on sparemint website and update
manager over GIM, but enough people did ask me to work on GIM to make it
very relevant. A lot of issue is me not knowing how to do certain things,

your code is open source and uses a lot of good visual elements so it gives me ideas on how to do things :)

Thanks,
Mark

698. Re: File conversions needed

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 16:15:10 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <38rgiaF5sum0aU1@individual.net>
Source record: 14576

>I wouldn't be surprised if they also did the PhotoLine availabe for
>Atari's.

Now that you mention it I recall seing a review in ST Computer, the =
old German magazine. I even found it on the net: =

http://www.stcarchiv.de/ai1996/03_photoline.php3

Cheers,
Mikael

699. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 16:26:24 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <38rgiaF5sum0aU2@individual.net>
Source record: 14575

In Msg 4228792a$0$29677$626a14ce@news.free.fr, Zorro wrote:

>In any case, the compatibility with the sting's stack should be added =
in
>the next BETA.

Have you considered supporting RGEMsocket?
http://www.rgfsoft.com/index.php?session=3D&subject=3Dmain:appl:subs:rs=
ock

Enables easy access using GEM-Script to both sting and winsock =
(under magic pc).
The documentation is only in German, but I translated it just a =
second ago. I could post it here, don't think anyone would object me =
attaching 2.6K?

Cheers,
Mikael

700. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 16:39:06 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42288ef1$1@news.broadpark.no>
Source record: 14577

exxos wrote:
> "Hallvard Tangeraas" <inv@lid.email> wrote in message
> news:422881d7@news.broadpark.no...

>> I'm pretty happy with that Sony drive of mine since it has a zero-Ohm
>> resistor soldered in place and marked for drive 0/1.

> Can't beat the SONY MPF920 drive :o)

;-)
So you're using one as well, and it works fine?

--
Hallvard

701. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 17:00:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <422893b1$0$2763$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14578

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:42288ef1$1@news.broadpark.no...
> exxos wrote:
>> "Hallvard Tangeraas" <inv@lid.email> wrote in message
>> news:422881d7@news.broadpark.no...
>
>>> I'm pretty happy with that Sony drive of mine since it has a zero-Ohm
>>> resistor soldered in place and marked for drive 0/1.
>
>> Can't beat the SONY MPF920 drive :o)
>
> ;-)
> So you're using one as well, and it works fine?
>
>

Put it this way, I've tried A LOT of drives in the past, the MPF920 comes up
TOP, and although the older model drives had a jumper link, the 920 does
have a PCB jumper link.. Most PC drives laugh at anything over "normal
format", most PC drives dont have a jumper link at all..
What can I say apart from the MPF920 is my perfect partner ;-)

Chris

> --
> Hallvard

702. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 17:08:59 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <422895a9$0$2779$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14579

"Egon Spengler" <Egon@the.lab> wrote in message
news:6dadnVbQN5DhlLrfRVnyrg@eclipse.net.uk...
>
>
>> And flipping the floppy cable connector upside-down (first, cut off the
>> notch that prevents this from being done).
>> You might also have to mess around with the disk-detect switch, at least
>> I had to do both these things in addition to the 0/1 select, and I've
>> documented the whole thing here with text and illustrations:
>
> I've never yet had a drive with an inverse cable set-up.
> Pin 1 on the cable has always gone to pin 1 on the drive.
>
> Have you seen many with inverse wiring?
>
> Egon
>
> --
> The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
> :)
>

From what I remember, some drives didn't have the notch cutout on the PCB,
which was the reason for filing it off..... Cables otherwise fit first time
and worked every time, never really took much notice TBH....

Chris

703. Re: ST floppy drive maintenance or repl

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 18:55:53 UTC
From: vdjole@EUnet.yu
Message-ID: <d0aavl$2vd$1@news.eunet.yu>
Source record: 14580

Hello;

>> And flipping the floppy cable connector upside-down (first, cut off the
>> notch that prevents this from being done).
>> You might also have to mess around with the disk-detect switch, at least I
>> had to do both these things in addition to the 0/1 select, and I've
>> documented the whole thing here with text and illustrations:
>
>I've never yet had a drive with an inverse cable set-up.
>Pin 1 on the cable has always gone to pin 1 on the drive.
>
>Have you seen many with inverse wiring?

Something else is the matter here: contrary to most floppy drives,
on which 'Pin 1' on the 34-pin flat-cable connector is the one nearer
to the power-supply connector of the floppy drive, drives used on early
STs had 'Pin 1' on the side further from the power supply connector.
But still, 'Pin 1' on the cable went to 'Pin 1' on the drive. The notch
on the connector might have been on the wrong side, though; I don't
remember.

That meant that the flat cable leading from the motherboard to the
floppy drive had to be twisted 180 degrees in order to mate it to
the drive. That cable sometimes being quite short, and space in
the box being limited, it made problems and did not look nice.

Btw. occasionally one -does- come upon an odd PC floppy drive which has
the flat-cable connector turned around, same as on ST drives. It is
best to check for 'Pin 1' mark on the floppy drive PCB.

Bbtw. if the ST is the one using a HD floppy drive, the replacement drive
should preferable be the one which (can be configured to) output
'HD inserted' signal on Pin 2. Not all PC drives can do so, jumper or no
jumper.

Regards;

704. Re: ST floppy drive maintenance or repl

Newsgroup: comp.sys.atari.st
Date: 2005-03-04 19:27:01 UTC
From: Egon Spengler <Egon@the.lab>
Message-ID: <jaqdnQvLlqkYK7XfRVnygQ@eclipse.net.uk>
Source record: 14581

Hi,

> Something else is the matter here: contrary to most floppy drives,
> on which 'Pin 1' on the 34-pin flat-cable connector is the one nearer
> to the power-supply connector of the floppy drive, drives used on early
> STs had 'Pin 1' on the side further from the power supply connector.
> But still, 'Pin 1' on the cable went to 'Pin 1' on the drive. The notch
> on the connector might have been on the wrong side, though; I don't
> remember.
>
> That meant that the flat cable leading from the motherboard to the
> floppy drive had to be twisted 180 degrees in order to mate it to
> the drive. That cable sometimes being quite short, and space in
> the box being limited, it made problems and did not look nice.
>
> Btw. occasionally one -does- come upon an odd PC floppy drive which has
> the flat-cable connector turned around, same as on ST drives. It is
> best to check for 'Pin 1' mark on the floppy drive PCB.

I think i get it now, all this inverted stuff is referring to connector
being physical inverse in its orientation and not that the pins are reversed
so that pin1=pin33.

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

705. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 00:50:04 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <422901e2$0$15707$626a14ce@news.free.fr>
Source record: 14582

Mikael Folkesson a ï¿½crit :

> Have you considered supporting RGEMsocket?
> http://www.rgfsoft.com/index.php?session=3D&subject=3Dmain:appl:subs:rs=
> ock

I don't know nothing about RGEMsocket because I don't speak this tongue :/

[Off Topic]
I wonder why many Atari's websites from Germany are only in German?

It's very bothering especially on ones with good softwares like RGFSoft.

The worse example was www.tosgroup.org, they wanted to define "news
standards for TOS" but only in German, in their case, it was
disrespectful towards the 'foreign coders'.
[/Off Topic]

> The documentation is only in German, but I translated it just a =
> second ago. I could post it here, don't think anyone would object me =
> attaching 2.6K?

Yep or send me that by mail.

Ciao,
Zorro

706. CT63-->CT60.. Is it possible?

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 01:09:35 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1109984979.616c154883d1facd4e8708a04a692bfe@teranews>
Source record: 14583

Hi,

I was wondering if the CT63 can be modified to have the motherboard acceleration as the CT60 contains.

Does it have the pads to solder these parts or will they have to be fitted on another PC board?

Rory

707. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 02:26:46 UTC
From: Bill Freeman <flipflapcospamblock@yahoo.com>
Message-ID: <040320052126518971%flipflapcospamblock@yahoo.com>
Source record: 14584

In article <42286475@news.broadpark.no>, Hallvard Tangeraas
<inv@lid.email> wrote:

> I've uploaded it again, and it should work now:
>
> ftp://gem.win.co.nz/hall/hardware/sony_144.zip

Thank you Hallvard. I got your file OK and the info is exactly what I
wanted .

Newegg has new Sony MFP920 drives for $9. I think I will stock up on a
few.

Anyone know if it is possible to read a memory stick with an Atari? If
there are any SCSI interfaces around for solid state memory it might be
feasable. You could pack a lot of Atari programs and data onto a
128mb card.

--
Bill Freeman

708. I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 04:22:20 UTC
From: mail@freeman-studio.com
Message-ID: <1109996540.222403.64940@z14g2000cwz.googlegroups.com>
Source record: 14585

Hello,

I finally got a 68060 to put into my CT60. I installed it per the instructions, booted up, and had various problems, depending on what OS I booted into.

1. I tried on a completely clean system (holding down control while booting), and it would work for a few seconds, then would freeze while drawing something on-screen (like, if I hold down a window scroll button, it would scroll for a while, then freeze while in the middle of drawing an icon, for example).

2. I then tried booting into a fairly clean Magic system, and everything worked perfectly. But when I tried to install all of my system programs, I discovered that it did not like the Nemesis speed-setting program. It didn't have any issues with the Nemesis driver (NEMESIS.PRG), but wouldn't run the speed setting programs (NEM_LO.PRG and NEM_HI.PRG). It would crash with either two or four bombs, or draw short, white, vertical lines about 1/4 way down the screen.

3. I tried booting with the CT60 turned off (with the jumper placed on the proper CT60 pins), and it booted, but didn't recognize my SCSI hard drive at all. I tried the Nemesis programs from a floppy, though, and they worked fine here.

4. So I took the jumper off and tried with the CT60 on again, and played with program settings (with/without TT-RAM, etc.) and NVRAM settings (cache delays, etc.). I eventually tried setting the "TOS in RAM" setting to "No" (I forget if that's the exact wording, but close enough). After rebooting, I get the text declaring that it's a Falcon 030/CT60 and recognizes the SD-RAM, but it doesn't display the Fuji symbol, doesn't say what version of "Boot" it has (i.e. Boot 1.01) or whether ort not the keyboard is ok, and it completely freezes. Sometimes, it puts a small line of randomly-dotted colors somewhere on the screen.

So, it looks like something is completely screwed up. I now have a non-functional CT60 that I cannot make any changes to because it won't boot. I've tried the mentioned key-combinations for reseting NVRAM, but they don't seem to do anything. Any ideas short of sending the thing back?

Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

709. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 04:52:40 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42293adc$1@news.broadpark.no>
Source record: 14586

Bill Freeman wrote:
> In article <42286475@news.broadpark.no>, Hallvard Tangeraas
> <inv@lid.email> wrote:
>
>> I've uploaded it again, and it should work now:
>>
>> ftp://gem.win.co.nz/hall/hardware/sony_144.zip
>
> Thank you Hallvard. I got your file OK and the info is exactly what I
> wanted .

You're welcome :-)
At 9 bucks I'd buy a few as well while stocks last!
Tell us how it goes -if the instructions are sufficient etc.

--
Hallvard

710. Re: Atari-formatted DD disks on PCs aga

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 05:45:24 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <4229477e$0$42478$75868355@news.frii.net>
Source record: 14587

"Coda" <smeg_007@hotmail.com> wrote in message
news:1109770857.028050.172330@l41g2000cwc.googlegroups.com...

> I see each State in the US like its own seperate country. Then they're
> about as big as they are over here...

No offense intended, Coda, but I read this statement and it gave me a chuckle. In a way, your perception of each state being a country isn't really that far from true. In fact, it's very close to what the original signers of the Declaration of Independence had in mind when the US operated under the Articles of Confederation before the Constitution.

As for size... I live in the state of Colorado. In the north central part of the mountains is a large valley called North Park. It is bigger than the state of Rhode Island. And South Park, another valley, is bigger still. :-)

Just some useless trivia! LOL

Ken

711. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 07:34:33 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gsxz9m.wlm1ck3imsn0N%NOSPAMS@wanadoo.fr>
Source record: 14588

<mail@freeman-studio.com> wrote:

> 4. So I took the jumper off and tried with the CT60 on again, and
> played with program settings (with/without TT-RAM, etc.) and NVRAM
> settings (cache delays, etc.). I eventually tried setting the "TOS in
> RAM" setting to "No" (I forget if that's the exact wording, but close
> enough). After rebooting, I get the text declaring that it's a Falcon
> 030/CT60 and recognizes the SD-RAM, but it doesn't display the Fuji
> symbol, doesn't say what version of "Boot" it has (i.e. Boot 1.01) or
> whether ort not the keyboard is ok, and it completely freezes.
> Sometimes, it puts a small line of randomly-dotted colors somewhere on
> the screen.

Well, the blitter seems not works, try to remove the clock patchs.
The best way is to read the CT60 installation poge from the Rodolphe's
site :

" Verify you see no 74F08 soldered (added) on the clock trace near the
SDMA chip. If yes, you must remove this 74F08 and connect again the
clock trace (that was cutted for this 74F08).
On the GAL U63 (left of the NVRAM) : - If you see a component 74F08 or
74F04ï¿½ with some wires connected on the resistor places R216, R217, R221
& R222, you must remove this component and the wires. Solder the three
33 ohms SMT resistors (furnished) on R216, R221 & R222 places. - If you
have no 74F08 or 04 on U63, you have to verify all the three resistors
R216, R221 & R222 are well 33 ohms marked 330 or 33R). On some
motherboards, one of them can be a 0 ohm (marked 0 or 0R0) : replace it
with a 33 ohms. "

If you can't fix the problem yourself, contact Rodolphe.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT☐60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

712. [WEB] CT60 programmable clock module CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 07:48:38 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gsxzzv.1ml8zis122hogN%NOSPAMS@wanadoo.fr>
Source record: 14589

Hi,

I have updated my site about the CT60 programmable clock :
http://perso.wanadoo.fr/didierm/ct60/pclock-e.htm
For the TOS (v1.03a) you must wait than the Dallas DS1085Z-50 chip
features selected by Rodolphe for the CTCM (less expensive than the
Cypress CY27EE16 used on the German module) are tested (all is ready :
TOS, CPX and HYP documentation).
The TOS and the CPX supports the two chips, backward compatibility
needed.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

713. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 09:30:35 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <d0bu7r$2rr$1@gateix.bernstein.loc>
Source record: 14500

Hi,

> [Off Topic]
> I wonder why many Atari's websites from Germany are only in German?

Because it is much mor easy for a german to write a german text? Thats exactly the reason for me to write my Atari programing site in german. For work done in my spare time i dont want to fight against my bad english.

> The worse example was www.tosgroup.org, they wanted to define "news
> standards for TOS" but only in German, in their case, it was
> disrespectful towards the 'foreign coders'.

I was also missing some depth in some of their documents. But the documents (TORG) from Tosgroup should contain an english part. It is only the web site which needs an additional english part.

Regards
Michael

714. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 12:18:54 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <d0c8md$sg5$1@reader11.wxs.nl>
Source record: 14590
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> schreef in bericht
news:Pine.LNX.4.44.0503030815320.14457-100000@onyx.spiritone.com...
> I'm having a Birthday Bash and the Gifts are yours!

Happy Birthday Ben!

Greetz,
Marius

715. Re: CT63-->CT60.. Is it possible?

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 12:24:16 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <4229a51d$0$29904$626a14ce@news.free.fr>
Source record: 14591

Rory McMahon wrote:
> Hi,
>
> I was wondering if the CT63 can be modified to have the motherboard
> acceleration as the CT60 contains.

YES

> Does it have the pads to solder these parts or will they have to be
> fitted on another PC board?

YES, pads are here and you have just to solder some SO chips and some few
SMT resistors and condensators around them...

I will do a note about that if some of CT63 users really want to solder
them...

The temp function is possible too BUT the SDR chip must be programmed with
the good version.
The CT63 version of SDR outputs always a 1111 1111 value for the CPX .
TLV0831CD can be ordered as samples on TI web site ...
2 resistors 1% have to be added around the TLV.

Regards

> Rory

716. Re: CT63-->CT60.. Is it possible?

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 12:25:45 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <4229a549$0$29924$626a14ce@news.free.fr>
Source record: 14592

Rory McMahon wrote:
> Hi,
>
> I was wondering if the CT63 can be modified to have the motherboard
> acceleration as the CT60 contains.

YES

> Does it have the pads to solder these parts or will they have to be
> fitted on another PC board?

YES, pads are here and you have just to solder some SO chips and some few SMT resistors and condensators around them...

I will do a note about that if some of CT63 users really want to solder them...

The temp function is possible too BUT the SDR chip must be programmed with the good version.
The CT63 version of SDR outputs always a 1111 1111 value for the CPX .
TLV0831CD can be ordered as samples on TI web site ...
2 resistors 1% have to be added around the TLV.

Regards

717. Re: 68060 prices?

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 12:37:42 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <4229a81c$0$29947$626a14ce@news.free.fr>
Source record: 14593

Andy Ball wrote:
> Hello Didier,
>
>> No it's not true, the external hardware can choice the
> > bus clock fosc, fosc/2 or fosc/4 for example on the
> > CT60 the 060 rev 6 is clocked at 100 MHz, the bus
> > clock and the SDRAM are also at 100 MHz.
>
> Thanks for the correction! That sounds like a flexible
> approach (and is preferable to the 'Motorola as marketing
> victim' hypothesis. ;-) Was I right about the 68040 being
> fosc/2, or is it similarly configurable?

YES and no...

In fact the 68040 runs at *2 internally but only for logic between cache and units (1 integer and 1 floatting).

For a 25 MHz 040, there is a 25 MHz clock as BCLK (Bus clock) that enters... this clock is more than the bus clock; it is clocking 80% of the 040 !

BCLK is called CLKEN/ on 060.
It is why you have to delay BCLK about 5ns to use it as a clock enable signal... it enables the rising edges of the other clock of the 060, the PCLK !
So, with this BCLK delayed, yu get a signal enabling the rising edges of the PCLK, 1 time among 2 = /2 clocking on the bus interface.
The 060 clocks only on rising edge...never falling...
And you can delay as you want between 2 rising edges...You can even stop clocking...it will not lost the contents !!
It is a STATIC processor...

So, the other clock of the 040 is the PCLK, called CLK on 060.
This one is BCLK*2.
If I well remember, it is only the logic that is clocked at *2 ! So the 040 do math at BCLK speed, not PCLK !

It is why when you replace a 040 by a 060....you get *2 for the CLK used instead of BCLK to clock the CPU units and *2 for the performances beacause 060 has 2 integer units instead of 1 !!

So, the average gain is 3 (not 2*2 !) because of the instruction pipelining by example...

So, 060 at 50 MHz = 3* (040 at 25 MHz).

Regards

718. JTAG cable info request for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 15:50:02 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <4229d577$0$29915$626a14ce@news.free.fr>
Source record: 14594

Hello all CT60 users

I read on DHS that a guy received a JTAG cable from www.seytronix.com (seems no working now)...for 25$.
It works fine for CT60 and TOS machine after swap pin #10 & 13 and reorganize the JTAG pins...

I'd like to contact this guy named NEO NG on DHS.

Thanks

719. Re: JTAG cable info request for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 15:51:55 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <4229d59e$0$29953$626a14ce@news.free.fr>
Source record: 14595

Was in APRIL 2004 and the name is NEO RG not NG...

Rodolphe Czuba wrote:
> Hello all CT60 users
>
> I read on DHS that a guy received a JTAG cable from www.seytronix.com
> (seems no working now)...for 25$.
> It works fine for CT60 and TOS machine after swap pin #10 & 13 and
> reorganize the JTAG pins...
>
> I'd like to contact this guy named NEO NG on DHS.
>
> Thanks

720. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 17:38:12 UTC
From: Ed <lener@vt.edu>
Message-ID: <d0cqq4$l4d$1@solaris.cc.vt.edu>
Source record: 14596

exxos wrote:
> "Hallvard Tangeraas" <inv@lid.email> wrote in message
> news:42288ef1$1@news.broadpark.no...
>
>>exxos wrote:
>>
>>>"Hallvard Tangeraas" <inv@lid.email> wrote in message
>>>news:422881d7@news.broadpark.no...
>>
>>>>I'm pretty happy with that Sony drive of mine since it has a zero-Ohm
>>>>resistor soldered in place and marked for drive 0/1.
>>
>>>Can't beat the SONY MPF920 drive :o)
>>
>>;-)
>>So you're using one as well, and it works fine?
>>
>>
>
>
> Put it this way, I've tried A LOT of drives in the past, the MPF920 comes up
> TOP, and although the older model drives had a jumper link, the 920 does
> have a PCB jumper link.. Most PC drives laugh at anything over "normal
> format", most PC drives dont have a jumper link at all..
> What can I say apart from the MPF920 is my perfect partner ;-)
>
> Chris
>

Doing a quick search I find several variants of the Sony MPF920 drive
with various letters or numbers (F,L,Z, 1, etc.) after the MPF920
designation. Are there only specific ones that will work as ST
replacements, or are any of them viable possibilities?

721. Re: JTAG cable info request for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 20:30:54 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d0d4tujbp1@hercules.btinternet.com>
Source record: 14597

Hi "Rodolphe Czuba"

> Hello all CT60 users
>
> I read on DHS that a guy received a JTAG cable from www.seytronix.com
> (seems
> no working now)...for 25$.

It is live, it reports

Quote

Sorry, we are temporary closed.
If you have any questions you can send an e-mail to info@seytronix.com

Seytronix

/Quote

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

722. Re: ST floppy drive maintenance or replacement

Newsgroup: comp.sys.atari.st
Date: 2005-03-05 23:18:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <422a3dd2$0$10950$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14598

```
"Ed" <lener@vt.edu> wrote in message news:d0cqq4$l4d$1@solaris.cc.vt.edu...
> exxos wrote:
>> "Hallvard Tangeraas" <inv@lid.email> wrote in message
>> news:42288ef1$1@news.broadpark.no...
>>
>>>exxos wrote:
>>>
>>>>"Hallvard Tangeraas" <inv@lid.email> wrote in message
>>>>news:422881d7@news.broadpark.no...
>>>
>>>>>I'm pretty happy with that Sony drive of mine since it has a zero-Ohm
>>>>>resistor soldered in place and marked for drive 0/1.
>>>
>>>>Can't beat the SONY MPF920 drive :o)
>>>
>>>;-)
>>>So you're using one as well, and it works fine?
>>>
>>>
>>
>>
>> Put it this way, I've tried A LOT of drives in the past, the MPF920 comes
>> up TOP, and although the older model drives had a jumper link, the 920
>> does have a PCB jumper link.. Most PC drives laugh at anything over
>> "normal format", most PC drives dont have a jumper link at all..
>> What can I say apart from the MPF920 is my perfect partner ;-)
>>
>> Chris
>>
>
> Doing a quick search I find several variants of the Sony MPF920 drive with
> various letters or numbers (F,L,Z, 1, etc.) after the MPF920 designation.
> Are there only specific ones that will work as ST replacements, or are any
> of them viable possibilities?

Hmmm, not sure which revision mine are but they work great.... bascially any
PC drive will work, BUT you have to locate the drive 0/1 select line, they
used have have jumper links on the back of the drive in the good old days,
on some drives (like the 920) have a solder link which you can alter... pot
luck really if your choosen drive has it or not....

Chris
```

723. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 00:24:07 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <422a4dcf$0$42488$75868355@news.frii.net>
Source record: 14499

This turned into a real long post on the subject of DD floppies. If you are not interested in that subject, please don't read it.

And a minor error on my part, I hit the wrong reply button and accidentally sent this to xlator rather than posting to the group. Tis was written the evening of Mar. 4.

As I noted in my post about file conversions, I haven't been around for a long time. Moving to a house that needs lots of tender loving care, etc. takes a lot of time. I hope to be here more often now.

This post is going to be a group of comments replying to things I've seen in this whole thread. So don't look here for cut and paste of original messages.

Regarding the Win2K and the disk reading problems:

If you're having problems, are you the one with adminstrator rights on these computers? Or are you just a user? The administrator has rights the user can do, and complete control over what the user can do. The administrator is pretty much God, and you are his servant. :-) This probably also applies to XP Home and XP Pro.

Also, a lot of the current motherboards have lots of options for feature available to the OS after bootup. You can completely eliminate floppy driver use in it's entirety if you want. And definitely change the boot order. That's how you get the new windows machines to boot from the CD Rom.

When it comes to writing to the floppies, I wouldn't write to a floppy disk you want to use on the Atari with any Windows OS starting with Win95 with SR2 installed. SR2 is when they switched from the FAT 16 file system to FAT 32. SR1, and I think the original release, let you choose between FAT 16 and FAT 32. If memory serves, you could start with FAT 16, and then later go to FAT 32 if you wanted. But you couldn't do the reverse.

You should be able to write to the floppies with Windows up to and including 98. But be prepared to see all kinds of strange 0 byte entries in the directory that you may or may not be able to delete. That was my experience. I used the Atari desktop and Neodesk/Geneva. I don't know how Magic and Mint and ?????? will react.

However, I'd suggest you find an old ZIP 100 mg drive for your Atari (assuming you can do SCSI on your Atari, and can find a SCSI ZIP drive) and a ZIP drive of some type you can put on your windows machine that will read and write the 100 meg ZIP disks. I've carried this idea even to a Power Mac 6500 with OS 9.1, and an old Windows 3.11/DOS 6.22 machine. The only computer I have where this isn't up and running is this XP machine, which

will eventually have Red Hat Linux coexisting on it.

The post about non standard formatting of a floppy to other than to the "standard" numbers of tracks and sectors, the Win machines will croak. However, if you can find some really, really old hardware that probably came new with DOS 3.X and older, you'll find some that will read those disks, and also format the nonstandard numbers of tracks and sectors. But the DOS world apparently seemed to quickly find out that all that variability was causing problems. Users who tried to transfer data from one machine to another couldn't. Unhappy campers there. I remember reading numerous "how to's" to solve this problem. My first experience with DOS was at the stage where the manuals told you how to use the t: and n: parameters to format the nonstandard disk, but the OS provided had disabled that ability. But sure had fun giving my DOS friend disks they could read, but not write too!!!!! LOL

Somebody mentioned the boot record and ID stuff on floppies. Correct. There were a number of third party file selectors that let you do that. I think all of the following let you do that: Dave Small (Magic Sac and then Spectre), Double Click, Little Green file selector (the Codeheads), and another file selector that was real popular but I can't remember the name. It was marketed through Rod McDonald of ST Informer.

In one of the messages:

> Pardon my ignorance, but since XP no longer overlies DOS, how do
> I get a command line up on it?

Start Button > Run> (type) command.com <enter>

You can also go Start Button>Programs>Accessories>Command prompt. In 2K, I think it's Start button>Programs>Accessories>System Tools>Command Window (or something like command window. It may actually MS command prompt too. I don't remember from when my work computer had 2K on it.

I haven't seen DD floppies for sale new in stores for a long time. But I'm sitting on a bunch of brand new blanks, and quite a few used ones. But they aren't that hard to find in my experience.

Don't forget that as floppy drives get old, the heads can become misaligned, or the mechanism simply wears out. Misalignment problems were a problem back in the very early days of DOS, both 3.5 and 5.25 units.

::laughing:: I'd forgotten about the old single sided floppies, and the double sided disks with special formating on the other side. I've no idea how this was done either.

Don't forget that TOS is basically a DOS ripoff. The IBM world started with single sided drives also. In fact, for 5.25 floppies, the original DOS disks were 340k, not 360. :-)

Back to file transfers: You could use some old comm software and null modem cables too I'd forgotten about that method. I used it between my ST and Atari 800.

Speaking of formatting DD floppies, I'm reading this newsgroup on my XP machine. I went and dug out a blank DD floppy. It had been formatted using Win 3.1 and DOS 6.21. XP read it. So I copied a couple files to the disk with no problems. Under Windows, it can't format it to DD. I opened the command window. Typed the format command, and XP recognized it as a 720 disk, and reformatted to 720 k. Took the disk to the Mac, formatted it to the old Mac 800k floppy. XP wanted to format it, but couldn't and eventually told me the disk was unuseable. Tried just the format command and XP wanted to format it to 1.44. Told me I couldn't do it. But the manual command given earlier in this thread does indeed work. /u is not needed. If you leave the /u parameter out, all that happens is file allocation tables and FATs are zeroed out. Any files on the disk are left intact. That would allow the Unformat command to work. If you include the /u command, absolutely everything, files and all, are wiped from the disk.

For those that found this post to be boring, I'm sorry for that.

For those that found it interesting, I'm glad of it. Playing with all the old memories, and the formatting experimentation is the most genuine fun I've had on a computer in a very long time.

Long live the Atari!!!!!

Ken

724. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 02:30:52 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <s7idnZALCaLA9rffRVnyug@eclipse.net.uk>
Source record: 14501

Hi,

"Michael Bernstein" <michael@mbernstein.de> wrote in message
news:d0bu7r$2rr$1@gateix.bernstein.loc...
> Hi,
>
>> [Off Topic]
>> I wonder why many Atari's websites from Germany are only in German?
>
> Because it is much mor easy for a german to write a german text? Thats
> exactly
> the reason for me to write my Atari programing site in german. For work
> done
> in my spare time i dont want to fight against my bad english.
>
>> The worse example was www.tosgroup.org, they wanted to define "news
>> standards for TOS" but only in German, in their case, it was
>> disrespectful towards the 'foreign coders'.
>
> I was also missing some depth in some of their documents. But the
> documents
> (TORG) from Tosgroup should contain an english part. It is only the web
> site
> which needs an additional english part.

(Excuse my bad German)
Die meisten leute, die Englisch sprechen, nehmen an, da die Welt auch
sollte Englisch sprechen.

Sad but true :(

Devils Advocate: How many English Atari sites have a German text?

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

725. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 04:34:23 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <422a8850$0$31423$636a15ce@news.free.fr>
Source record: 14502

Hi Michael,

>>[Off Topic]
>>I wonder why many Atari's websites from Germany are only in German?

> Because it is much mor easy for a german to write a german text? Thats exactly
> the reason for me to write my Atari programing site in german. For work done
> in my spare time i dont want to fight against my bad english.

>>The worse example was www.tosgroup.org, they wanted to define "news
>>standards for TOS" but only in German, in their case, it was
>>disrespectful towards the 'foreign coders'.

> I was also missing some depth in some of their documents. But the documents
> (TORG) from Tosgroup should contain an english part. It is only the web site
> which needs an additional english part.

Sorry, I have poorly explained.

If you write your website in danish, french or german, evidently, I do
not see any problem... I own myself a website in Italian.

If a coder does similar, it is just sad for the one that wants to use
these softwares but nothing more.

On the other hand, imagine that some french coders and myself create a
website magnificently entitled "TOS group for software standard"... The
final documents will be available in english but all the decisions and
the website itself will be done in french. In your opinion, what will
think the english or german coders?

The Gemlib is made by a french, Highwire mainly by a german, Mintlib by
German/polish, etc etc.. If these libraries/applications(and the
documentations) were only available in the native coder's tongue, it
would be a real f*cking mess.

I agree with myself and it's the most important :)

Ciao,
Zorro

726. New web page UP!!!

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 04:35:38 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <RLidnXMBmMsAFbffRVn-3w@adelphia.com>
Source record: 14503

To everyone,
After a long break from the newsgroup. Not because I wanted to but because I had multiple things I wanted to get done before getting back into responding on the newsgroups. Plus I was looking for good newsgroup reader for my MAC. Unfortnately my ISP is making it harder and harder for me to retrieve newsgroup messages with my Falcon. I had to resort to Okami a few months back. And have gotten it to pull in new messages but I cannot respond to any messages at this point not sure what I need to do to fix that. But at the request of many people via my e-mail box. I used to put up an extensive list of URL's to atari web pages. Well, some people liked the fact that I posted this on CSAST twice a month. But the list kept getting bigger and bigger and some people complained about the amount of bandwidth I was using. Some did not mind but others did not like. So after getting my MAC about a year ago I finally decided to see if there was an easy way to make a web page to upload to my ISP. Sure enough I found my answer in Appleworks 6. Now it is as easy as drag and drop and it creates the HTML for me. Although I have to admit I had to learn some HTML to be able to make my front page the way I really wanted it. So, after a few days of having it up and running and adding a bunch of stuff to it, I have decided to hand out the URL. I have some pages to my vehicles and to my CT60 benchmarks as well. Pics of my MAC and of my CT60. I plan to update this quite often and there is even a link to my CAB HOTLIST. So enjoy!!! Here is the URL: http://users.adelphia.net/~falcon060

Thanks,
Carey Christenson
P.S. If anyone ever has a problem with there atari, especially there CT60 I am more than welcome to help. I have had quite alot of experience with my CT60 and know what works and what does not. So just e-mail me at falcon060<at>adelphia<dot>net

replace what is in the <> characters with the appropriate ones.

Thanks

727. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 05:19:28 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <mb-dnZc3t6N9D7ffRVn-jg@adelphia.com>
Source record: 14504

mail@freeman-studio.com wrote:
> Hello,
>
> I finally got a 68060 to put into my CT60. I installed it per the
> instructions, booted up, and had various problems, depending on what OS
> I booted into.
>
> 1. I tried on a completely clean system (holding down control while
> booting), and it would work for a few seconds, then would freeze while
> drawing something on-screen (like, if I hold down a window scroll
> button, it would scroll for a while, then freeze while in the middle of
> drawing an icon, for example).

In my experience when I got the CT60 going it also crashed. Do you have all the proper updates for the CPX, Magic and DSPxbios, excep060.prg and CT60xbio.prg??? Also inside of the CONTROL PANEL do you have CT60 Config and General Setup 60?? Because inside of General Setup 60 you can turn the CACHE on and off. In my experience the 68060 is very unstable without the caches on. So if these caches are off you can expect a crash relatively quickly for some reason or another. When I plugged in my CT60 and would play around with it for about 5 minutes it would crash. Much the same way your talking about while redrawing windows or something of that matter. It took me about 4 days then I figured out that the caches were off then it once those were turned on it quit crashing like that. Also one other side note. After all that I would still get a crash once or twice a week. Much more bearable but still not what I wanted. I noticed when I took my 68060 from 66.6666 to 72 mhz it would only crash once or twice a month.

>
> 2. I then tried booting into a fairly clean Magic system, and
> everything worked perfectly. But when I tried to install all of my
> system programs, I discovered that it did not like the Nemesis
> speed-setting program. It didn't have any issues with the Nemesis
> driver (NEMESIS.PRG), but wouldn't run the speed setting programs
> (NEM_LO.PRG and NEM_HI.PRG). It would crash with either two or four
> bombs, or draw short, white, vertical lines about 1/4 way down the
> screen.

I dont have any experience with Nemesis, especially when related to the CT60. Might wish to contact Rodolphe or Didier on this one.

>
> 3. I tried booting with the CT60 turned off (with the jumper placed on
> the proper CT60 pins), and it booted, but didn't recognize my SCSI hard

> drive at all. I tried the Nemesis programs from a floppy, though, and
> they worked fine here.

If I remember right and please correct me if I am wrong. Nemesis low
was for 20 mhz operation and nemesis high was for 24 mhz operation??
What kind of STram board are you using?? It has been said that you need
a high quality STram board for the CT60 to work with Falcon Motherboard
boosting.

>
> 4. So I took the jumper off and tried with the CT60 on again, and
> played with program settings (with/without TT-RAM, etc.) and NVRAM
> settings (cache delays, etc.). I eventually tried setting the "TOS in
> RAM" setting to "No" (I forget if that's the exact wording, but close
> enough). After rebooting, I get the text declaring that it's a Falcon
> 030/CT60 and recognizes the SD-RAM, but it doesn't display the Fuji
> symbol, doesn't say what version of "Boot" it has (i.e. Boot 1.01) or
> whether ort not the keyboard is ok, and it completely freezes.
> Sometimes, it puts a small line of randomly-dotted colors somewhere on
> the screen.

There is a version 1.03a now. You may wish to try the latest updates.
Plus what version of ABE and SDR files are on the CPLD's?? If Rodolphe
put in the ABE and SDR files he will have them labeled on the CPLD's
themselves. I would try booting into 030 mode and see if you can change
that back to TOS IN RAM. It works faster and also more stable. Sounds
like you might have blitter problem. What else did you change on the
CT60 config/BOOT area?? I hope you left the OS alone and the BOOT
alone. Unless your knowledgable on these it is best to leave them at a
stock setting.

>
> So, it looks like something is completely screwed up. I now have a
> non-functional CT60 that I cannot make any changes to because it won't
> boot. I've tried the mentioned key-combinations for reseting NVRAM, but
> they don't seem to do anything. Any ideas short of sending the thing
> back?
>
> Thanks!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com
>

Does the Hard drive sound like it wants to boot at all?? Does the
Floppy light come on?? If it just crashes and nothing happens but you
can see stuff on the screen all is not lost. It would seem that the
NVRAM is ok. Usually if the NVRam has crashed you wont get any video
just a black screen. At least this is what happened in my case. Plus I
could not get anything to boot from the floppy or hard drive in 030 mode
or turbo mode 060. So answer these few questions and maybe we can get
sorted out what is going on.

Thanks,
Carey Christenson

728. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 09:48:58 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <5uzWd.9913$F6.1979596@news.siol.net>
Source record: 14505

Egon Spengler wrote:

> Devils Advocate: How many English Atari sites have a German text?

U know, people should use English language as more as possible not because that GERMAN can not read it, but that it is understandable for other nations as well. World is not English and German only.. Perfect example is this mail. Exactly ONE person would understand me, if i would write in my native language. This way all does.

Janez

729. Re: GIM

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 10:25:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200503061125.a40975@ll.maus.de>
Source record: 14519

Hallo Mark,

MD>Right now it does all I need it to do so if nobody else cares I'll
MD>probably cease development on it.

I think, your GIM is a very good program. But since I use MagiCMac(X), I
can't use it. So I never wrote you a mail about it. Please continue your
work on GIM.

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

730. was Atari's MIRAI console a NEO*GEO for the U.S. ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 11:27:39 UTC
From: videogamedude@gmail.com
Message-ID: <1110108459.165405.159200@o13g2000cwo.googlegroups.com>
Source record: 14506
Cross-posted to: comp.sys.atari.st,alt.atari-jaguar,alt.atari-jaguar.discussion

one of Atari's great mysteries is the XE-styled console prototype /
mock-up called MIRAI.

Mirai basicly means 'Future' in Japanese.

you know the NeoGeo....
SNK... The *Future* Is Now

hmmm, well....

Mirai had a HUGE cartridge slot, and, SNK's U.S. office was right next
to one of Atari's offices.

It is almost 100% certain that MIRAI was either:
a 16-bit Atari ST-based console. or a NEO*GEO-based console.
both possibilities make sense for many reasons.

please read these threads on the subject, and take in all of the info
& speculation.

http://www.tinyurl.com/5zjzf <-----if this url stops working, simply
browse to www.neo-geo.com > Forums > General Discussion and find the
Atari MIRAI thread

there is another one here:
http://assemblergames.com/forums/showthread.php?t=4028
(similar info, but obviously a different, seperate discussion)

Also, these 2 AtariAge.com forum threads (below) have a little info
and *alot* of speculation on the Atari Mirai console, including its
possible (likely?) connection to SNK-NeoGeo.

1.)
http://www.atariage.com/forums/viewtopic.php?t=43183&highlight=mirai
http://www.tinyurl.com/5pe7o (tinyurl ver)

2.)
http://www.atariage.com/forums/viewtopic.php?t=57561&postdays=0&posto...
http://www.tinyurl.com/5vbry (tinyurl ver)
(pages 3 & 4 are where Mirai is discussed)

up until this weekend, there was, from what I could find, basicly
nothing about Atari Mirai on usenet. there was like one post that
mentioned it. but no info. no questions. no speculation. no nothing.

so, I guess, concider this post to be the first real discussion on
Atari Mirai on usenet. (if there are other *usenet* threads, please

show me!)

finally, here are the 3 main web-articles speculating
on Mirai being an Atari-branded Neo*Geo

http://www.atarihq.com/museum/miscatari/mirai.html
http://www.atari7800.com/html/documents_articles_10.htm
http://darkwatcher.psxfanatics.com/console/mirai.htm

731. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 16:10:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200503061710.a50445@wun.maus.de>
Source record: 14507

Hi Edward!

>I got it to come up on my Hades under Magic.

So did I on my Falcon, running MagiC 6.20 and MagiCNet. I noticed that C:\GEMSYS is hard-coded in the program, which is _not_ good as my normal GEMSYS resides on E:, but a symlink took care of that :-)

>I have not found my location code yet so I used one for Tokyo.

I wasn't able to get to the weather.com site with highwire, but Cab did the trick. Select "world" from the topmost menu. Then enter your country (in my case: Germany) on the following page in order to get a list of available towns. Pick the town nearest to your location from that list, and copy the part with the "X" from the URL into the configuration window of zweather.

>Nothing came up so I guess I will try it under MintNet instead of
>MagicNet.

For me, it did work straight away under MagiCNet. Tried the pre-defined BEX... code first, and got the weather displayed, and my home location would work also.

With best regards
Ekkehard

732. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 18:38:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <d0fini$f7i$1@thorium.cix.co.uk>
Source record: 14508

In message <422901e2$0$15707$626a14ce@news.free.fr>, Zorro271-1@yahoo.fr said:

>[Off Topic]
>I wonder why many Atari's websites from Germany are only in German?
>
>It's very bothering especially on ones with good softwares like RGFSoft.

I translated many of his programs into English, as Richard
doesn't speak the language well.

>The worse example was www.tosgroup.org, they wanted to define "news
>standards for TOS" but only in German, in their case, it was
>disrespectful towards the 'foreign coders'.
>[/Off Topic]

Again, I translated the first few TOS standards into English and
they added them to the German versions AFAIK. Unfortunately I
can't find them on my hard drive :-(

Regards, /Peter/

733. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 23:29:30 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <422b925d$0$29907$626a14ce@news.free.fr>
Source record: 14509

Hi Ekkehard Flessa,

>>I got it to come up on my Hades under Magic.

> So did I on my Falcon, running MagiC 6.20 and MagiCNet. I noticed that
> C:\GEMSYS is hard-coded in the program, which is _not_ good as my normal GEMSYS
> resides on E:, but a symlink took care of that :-)

No, it's not hard-coded, it is just the default LDG's path.

You can put the zview's codecs in any place, you need just to define the
LDGPATH in your system's environment. Or better, install the LDG's TSR.

With this one, the codecs become shareable (I mean that, for example, 2
softwares use the codecs but only one copy is in memory) and you can set
the LDG'path with the CPX provided.

http://ldg.org.free.fr/

>>I have not found my location code yet so I used one for Tokyo.

> I wasn't able to get to the weather.com site with highwire, but Cab did the
> trick. Select "world" from the topmost menu. Then enter your country (in my
> case: Germany) on the following page in order to get a list of available towns.
> Pick the town nearest to your location from that list, and copy the part with
> the "X" from the URL into the configuration window of zweather.

If you leave in US, it's even more easy.. enter only your zip code in
zweather and it will be able to find the wanted datas.

>>Nothing came up so I guess I will try it under MintNet instead of
>>MagicNet.

> For me, it did work straight away under MagiCNet. Tried the pre-defined BEX...
> code first, and got the weather displayed, and my home location would work
> also.

It's work with MagicNet? well, I'm happy :)

Ciao,
Zorro

734. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-06 23:31:27 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <422b92d2$0$29907$626a14ce@news.free.fr>
Source record: 14510

> If you leave in US...

Of course, it's "live" and not "leave".

Ciao,
Zorro

735. Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 02:22:04 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <391t8oF5tkj3hU1@individual.net>
Source record: 14511

Hi everyone,

I thought it might be a fun and community strengthening thing to post
the statistics of the monthly traffic in this newsgroup.
I've just compiled a version of Catstat - originally by Timm Ganske
and adapted to the new Cat database format by Gerhard Stoll - where
you can choose the output language, presently either English or German.

What do you think, should I try to continue posting this at the end of
every month?

Cheers,
Mikael

Highscore 01.02.2005 00:00 - 28.02.2005 00:00 for the following group:
COMP.SYS.ATARI.ST

Position Writer Msgs % Byte/Msg %

1. Egon@the.lab 20 5.5 491 3.9
2. atari@aracnet.com 19 5.3 1060 8.0
3. dark_lord@charter.net 17 4.7 624 4.2
4. smeg_007@hotmail.com 12 3.3 164 0.8
5. civitas-inferni@wp.pl 11 3.0 501 2.2
6. mducksub@nosspamatari-source.com 10 2.8 1325 5.2
rodolphe.fuckspam.czuba@free.fr 10 2.8 967 3.8
null@not.valid 10 2.8 486 1.9
9. Myname.Mysurname@myisp 9 2.5 843 3.0
atarigalen@yahoo.com 9 2.5 493 1.8
mariokoezema@zonnet.nl 9 2.5 385 1.4
12. steve.sweet@no-spam.btopenworld.com 8 2.2 483 1.5
13. mika_removeantispam_el_f@swipnet.se 7 1.9 598 1.7
R(underpants)@spanger.com 7 1.9 441 1.2
15. mark@nomorespamplease.computercom.com.au 6 1.7 1024 2.4
lp@mint.org 6 1.7 744 1.8
Ekkehard_Flessa@wun.maus.de 6 1.7 590 1.4
alexb@feanor.schunter.etc.tu-bs.de 6 1.7 454 1.1
tjlazer@CRAPmail.com 6 1.7 402 1.0
20. donotusethisaddress@tiscali.be 5 1.4 1586 3.1
vdjole@EUnet.yu 5 1.4 1061 2.1
rodolphe.beurk.spam.czuba@free.fr 5 1.4 822 1.6
news-1103536393@discworld.dascon.de 5 1.4 735 1.5
ggn@atari.org 5 1.4 727 1.4
sf0218@aol.com 5 1.4 491 1.0
bjr@localink4.com 5 1.4 490 1.0
rustynutt@spamblock.hotmail.com 5 1.4 461 0.9

28. jimd@panix1.panix.com 4 1.1 1799 2.8
g8mqw@yahoo.com 4 1.1 1355 2.1
exxos@home.co.uk 4 1.1 769 1.2
derryck@cix.co.uk.invalid 4 1.1 711 1.1
nickoteen@inet.hr 4 1.1 633 1.0
flibble@gmail.com 4 1.1 443 0.7
mail@freeman-studio.com 4 1.1 387 0.6
35. NOSPAMS@wanadoo.fr 3 0.8 1323 1.6
user@nospam.com 3 0.8 1263 1.5
lyndonamsdon@hotmail.com 3 0.8 1156 1.4
edbaizjr@comcast.net 3 0.8 1087 1.3
sgm23@eng.cam.ac.uk 3 0.8 749 0.9
atarian1@yahoo.com 3 0.8 597 0.7
guenther@dilgar.de 3 0.8 558 0.7
swe@atari.org 3 0.8 557 0.7
joska@online.no 3 0.8 521 0.6
michael@mbernstein.de 3 0.8 403 0.5
45. nobody@nowhere.com 2 0.6 1311 1.0
lener@vt.edu 2 0.6 1285 1.0
Zorro271-1@yahoo.fr 2 0.6 1247 1.0
knone@zilch.com.invalid 2 0.6 1170 0.9
jdplace@cableone.net 2 0.6 940 0.7
k_macdonald@sympatico.ca 2 0.6 785 0.6
lecoat@atari.org 2 0.6 684 0.5
jerome.mathevet@sdfsdfsdffree.fr 2 0.6 637 0.5
charles.copp@sympatico.ca 2 0.6 524 0.4
zzzzzzzz@zzzzzzzz.com 2 0.6 516 0.4
Ziggy@TheCentre.com 2 0.6 446 0.4
inv@lid.email 2 0.6 384 0.3
barrie@keychange.co.uk 2 0.6 302 0.2
atarionly@adelphia.net 2 0.6 199 0.2
go.to@ataritimes.com 2 0.6 197 0.2
severinocalleja@jotmail.com 2 0.6 191 0.2
Gerhard_Stoll@b.maus.de 2 0.6 175 0.1
62. d.w.vanderburg@student.tudelft.nl 1 0.3 3303 1.3
ernest@wxs.nl 1 0.3 2063 0.8
wordworks@greeleynet.com 1 0.3 1423 0.6
blacklist-me@davjam.org 1 0.3 1404 0.6
sperez@!no_spam!free.fr 1 0.3 1292 0.5
dziewo±@xs4all.nl 1 0.3 1159 0.5
tos4ever@telenet.be 1 0.3 1088 0.4
gryf@hrzpub.tu-darmstadt.de 1 0.3 1043 0.4
danap8@aol.comno-spam 1 0.3 978 0.4
heinz.rath@NOSPAMgmx.at 1 0.3 898 0.4
rs.death_of_spam.mac@t-online.de 1 0.3 895 0.4
spam@marklehmann.com 1 0.3 892 0.4
michaeln@mbernstein.de 1 0.3 807 0.3
toothy_grin@theglaholts.net 1 0.3 806 0.3
noway@youknow.com 1 0.3 779 0.3
swamptaxes-NOT-@atlantic.net 1 0.3 623 0.2

zero@spam.com 1 0.3 618 0.2
kelli217@crosswinds.not.invalid 1 0.3 567 0.2
hendersonb@sbcglobal.net 1 0.3 563 0.2
mbrigham@ahfc.org 1 0.3 557 0.2
pmandin@caramail-NOSPAM.com 1 0.3 541 0.2
atari030@nomorespampleaseoptusnet.com.au 1 0.3 537 0.2
tjatari@dreamscape.com 1 0.3 493 0.2
Moonferret@SPAM.pipex.com 1 0.3 491 0.2
abc@def.ghi 1 0.3 472 0.2
binman@ozman.net 1 0.3 448 0.2
clipperfan@cox.net 1 0.3 424 0.2
paolo@nospam.nospam 1 0.3 335 0.1
sorry@nospam.net 1 0.3 328 0.1
me@email.net 1 0.3 326 0.1
ehh@whatehh?. wot 1 0.3 321 0.1
torquemada@despammed.com 1 0.3 273 0.1
Andreas.Kromke.nospam@gmx.de 1 0.3 258 0.1
nomoresp@am_please 1 0.3 247 0.1
no-one@nowhere.com 1 0.3 246 0.1
erika_angella@yahoo.com 1 0.3 184 0.1
mcmurtri@dslextreme.com 1 0.3 158 0.1
dark_willow1981@lycos.com 1 0.3 136 0.1
makehr@nospam.de 1 0.3 118 0.0
pain_wheels@hotmail.com 1 0.3 82 0.0
------ -- ---- ----- ------ -----
5151 101 361 1.0 701 1.0

Monday : 44
Tuesday : 47
Wednesday : 66
Thursday : 60
Friday : 58
Saturday : 38
Sunday : 48

In average 13.4 Msgs/Day were written
---
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23
Mo: 3 3 0 2 0 1 1 0 5 1 2 3 1 2 1 2 5 2 4 0 0 2 1 3
Tu: 4 2 5 1 0 1 0 0 1 1 2 4 0 2 0 0 0 2 4 4 2 7 2 3
We: 3 1 0 1 2 0 0 2 0 3 1 2 0 10 1 4 7 7 3 0 7 3 5 4
Th: 4 3 1 2 1 4 0 2 1 2 2 1 0 2 4 1 3 3 2 1 11 5 4 1
Fr: 2 0 1 3 1 1 1 1 3 3 1 1 1 2 1 4 6 4 1 3 4 5 8 1
Sa: 2 1 1 0 1 1 1 1 4 3 3 1 0 1 2 1 5 0 1 2 0 3 3 1
Su: 1 0 2 1 1 0 1 0 1 0 3 5 3 0 1 3 4 3 2 5 3 1 2 6
---
19 10 6 4 15 14 5 10 30 17 27 25
10 10 8 6 13 17 19 15 21 15 26 19
---
4 persons wrote from two or more addresses:

tjlazer@CRAPmail.com,@NOCRAP.mail.com
jerome.mathevet@sdfsdfsdffree.fr,@asdasdadsfree.fr
jdplace@cableone.net,@REMOVESPAMcableone.net
atari@aracnet.com,@gabo.pl,@NOSPAMbtconnect.com

736. Alternate Reality and more NEW & SSI AD&D titles still sealed offered on ebay

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 03:29:53 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <EPPWd.9060$6g7.369@bignews1.bellsouth.net>
Source record: 14512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Thought I would let you guys know about my ebay offerings. These are one of
a kind items I have no more.

Dragons of Flame for Atari ST:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8175795234&ssPageName=STRK:MESE:IT

And Heroes of the Lance for Atari ST:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8175795758&ssPageName=STRK:MESE:IT

Also for Atari 8-bit Alternate Reality : The City New and Sealed with
hintbook :

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8175792885&ssPageName=STRK:MESE:IT

And the Hitchhikers Guide to the Galaxy also New and Sealed for Atari 8-bit
:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8175793826&ssPageName=STRK:MESE:IT

737. Do any celebrities use ATARI ST computers ???

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 03:34:59 UTC
From: insane_pile@yahoo.co.nz
Message-ID: <d97491c7.0503061934.70940ad9@posting.google.com>
Source record: 14513
Cross-posted to: comp.sys.atari.st,israel.amix

I heard many musicians still use the ATARI ST because PC sound is still as bad as in 1984.

Is that true?

738. Lots of atari stuff still for sale

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 09:31:04 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <422c1ede$0$10937$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14514

http://www.cps-electronics.co.uk/surplus.htm

List is slowly going down, still have lots of stuff still left to clear.

piles of mags and coverdisks, only asking a few quid for them, will post
worldwide! really need to clear up the space which this stuff is taking up,
so get in touch!

Chris

739. Where to get fVDI?

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 13:37:05 UTC
From: Laust Brock-Nannestad <laustbn@diku.dk.invalid>
Message-ID: <d0hle1$91j$1@news.net.uni-c.dk>
Source record: 14515

Hi Atarians,

I don't suppose I could get someone here to send me fVDI or tell me
if it's available somewhere on the net? The website is down, and despite
heavy use of Google, I haven't been able to find any recent versions
elsewhere. I tried salvaging files off the archived version of
klockars.net over at web.archive.org, but frankly I'd rather have the
offical distribution archive :-)

My e-mail address is valid if you remove the ".invalid" at the end.

Any help is appreciated.

Regards,

Laust

740. Re: Lots of atari stuff still for sale

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 13:43:55 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <X7mdnXqPo5MDx7HfRVnygQ@eclipse.net.uk>
Source record: 14516

"exxos" <exxos@home.co.uk> wrote in message
news:422c1ede$0$10937$cc9e4d1f@news-text.dial.pipex.com...
> http://www.cps-electronics.co.uk/surplus.htm
>
> List is slowly going down, still have lots of stuff still left to clear.
>
> piles of mags and coverdisks, only asking a few quid for them, will post
> worldwide! really need to clear up the space which this stuff is taking
> up, so get in touch!

Have you sold all of your 1.44mb floppy upgrade boards now?

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

741. Re: Lots of atari stuff still for sale

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 14:03:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <422c5ece$0$10943$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14517

"Egon Spengler" <Egon@The.Lab> wrote in message
news:X7mdnXqPo5MDx7HfRVnygQ@eclipse.net.uk...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:422c1ede$0$10937$cc9e4d1f@news-text.dial.pipex.com...
>> http://www.cps-electronics.co.uk/surplus.htm
>>
>> List is slowly going down, still have lots of stuff still left to clear.
>>
>> piles of mags and coverdisks, only asking a few quid for them, will post
>> worldwide! really need to clear up the space which this stuff is taking
>> up, so get in touch!
>
> Have you sold all of your 1.44mb floppy upgrade boards now?
>

Everything which is still there is unsold, once its sold it gets deleted off
the site....

Chris

> Egon
>
> --
> The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
> :)
>

742. Re: Lots of atari stuff still for sale

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 14:46:15 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <FtadnRbP2Yiq9LHfRVnyuw@eclipse.net.uk>
Source record: 14518

>> Have you sold all of your 1.44mb floppy upgrade boards now?
>>
>
> Everything which is still there is unsold, once its sold it gets deleted
> off the site....

You under advertise the fact that TOS 1.4 and up will boot from a 1.44 floppy and your board, with no messing about with step rate software you know...

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail :)

743. Re: Lots of atari stuff still for sale

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 15:21:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <422c7106$0$10953$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14520

"Egon Spengler" <Egon@The.Lab> wrote in message
news:FtadnRbP2Yiq9LHfRVnyuw@eclipse.net.uk...
>>> Have you sold all of your 1.44mb floppy upgrade boards now?
>>>
>>
>> Everything which is still there is unsold, once its sold it gets deleted
>> off the site....
>
>
> You under advertise the fact that TOS 1.4 and up will boot from a 1.44
> floppy and your board, with no messing about with step rate software you
> know...
>

Well its in the FAQ at the bottom of the page, there should be a article I wrote some years ago on the same page also.. I downscaled the pages some time ago as it was taking up too much of my time to keep updating a lot of pages, its probable its lost a few things also.... But in anycase ive been trying to drum it into people the facts for the past 8 years anyway, if ppl aint taken the hint by now then theres no hope ;-)

The 1.44 kits have been reduced in price to clear my stocks, I'm already selling the upgraded Atari's at a loss so can't afford to keep reducing prices on some things.. The mags and floppys are just getting in the way, like much other stuff, which is why im open to sensible offers and any of the stuff.

Chris

> Egon
>
> --
> The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
> :)
>

744. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 15:57:27 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d0htuq$fd8$1@nemesis.news.tpi.pl>
Source record: 14521

Mikael Folkesson napisał(a):
> Hi everyone,
>
> I thought it might be a fun and community strengthening thing to post
> the statistics of the monthly traffic in this newsgroup.
> I've just compiled a version of Catstat - originally by Timm Ganske
> and adapted to the new Cat database format by Gerhard Stoll - where
> you can choose the output language, presently either English or German.
>
> What do you think, should I try to continue posting this at the end of
> every month?

If you ask me - yes.

> 4 persons wrote from two or more addresses:
>
> tjlazer@CRAPmail.com,@NOCRAP.mail.com
> jerome.mathevet@sdfsdfsdffree.fr,@asdasdadsfree.fr
> jdplace@cableone.net,@REMOVESPAMcableone.net
> atari@aracnet.com,@gabo.pl,@NOSPAMbtconnect.com

What does this mean?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

745. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 16:41:56 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <422c845a70bcf0@telenet.be>
Source record: 14522

on Mon 07-03-2005 03:22 Mikael Folkesson wrote:

>Hi everyone,
>
>I thought it might be a fun and community strengthening thing to post
>the statistics of the monthly traffic in this newsgroup.
>I've just compiled a version of Catstat - originally by Timm Ganske
>and adapted to the new Cat database format by Gerhard Stoll - where
>you can choose the output language, presently either English or German.
>
>What do you think, should I try to continue posting this at the end of
>every month?

That is a good idea indeed.
I wonder if it would be possible to get a list of the Usenet readers
used?

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

746. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 17:19:40 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <393h61F5qda8cU1@individual.net>
Source record: 14523

On the 07.03.05, Adam Klobukowski wrote:

AK>If you ask me - yes.

Allrighty then :)

AK>> 4 persons wrote from two or more addresses:
AK>>
AK>> tjlazer@CRAPmail.com,@NOCRAP.mail.com
AK>> jerome.mathevet@sdfsdfsdffree.fr,@asdasdadsfree.fr
AK>> jdplace@cableone.net,@REMOVESPAMcableone.net
AK>> atari@aracnet.com,@gabo.pl,@NOSPAMbtconnect.com
AK>
AK>What does this mean?

It means that for example jerome.mathevet used two different mail addresses. In this case, the domain names "sdfsdfsdffree" and "asdasdadsfree" were used.

Cheers,
Mikael

747. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 17:38:02 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <393i04F5r8iifU1@individual.net>
Source record: 14524

On the 07.03.05, Martin \ wrote:

M\>That is a good idea indeed. I wonder if it would be possible to get =
a
M\>list of the Usenet readers used?

I'll have a look and see if I can master the code to that extent ;)
Otherwise, I intend to release the new version as soon as I'm sure
it's stable. Including the source, of course.
Glad you like the idea BTW :)

Cheers,
Mikael

748. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 19:12:44 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <422ca7ac$0$3114$8fcfb975@news.wanadoo.fr>
Source record: 14525

Ekkehard Flessa a ï¿½crit :
>
>>I got it to come up on my Hades under Magic.

Hello,

How did you manage ? I tried replacing etc_path i:\etc with u:\i\etc
into my magx_rc.net, but it didn't change anything : ZWeather won't
update :-/
>
Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

749. Re: Where to get fVDI?

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 19:42:30 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <422caea6$0$314$7a628cd7@news.club-internet.fr>
Source record: 14526

Bonsoir :)

Laust Brock-Nannestad a ï¿½crit :
> I don't suppose I could get someone here to send me fVDI or tell me
> if it's available somewhere on the net?

If fVDI for Eclipse/ATI RageIIc, try on my homepage: I have an archive
for the fVDI and driver and some utilz I made for this card.

http://membres.lycos.fr/nef/files/
or
http://rajah.atari.org

-- Pierre TONTHAT - Rajah Lone / Renaissance

750. ST Format(For Sale)

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 19:49:02 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1050307144750.1790A-100000@bfn.org>
Source record: 14527

Hi! I have a few ST Format Magazines with disks left for sale. I am located in the US. If anyone is interested in them, e-mail me at:danesteg@juno.com. Thanks!

Dane S.

751. Re: Where to get fVDI?

Newsgroup: comp.sys.atari.st
Date: 2005-03-07 21:05:42 UTC
From: Laust Brock-Nannestad <laustbn@diku.dk.invalid>
Message-ID: <d0ifn6$f7f$1@news.net.uni-c.dk>
Source record: 14528

Hi,

Pierre TON-THAT <geek@atarians.com> wrote:

> If fVDI for Eclipse/ATI RageIIc, try on my homepage: I have an archive
> for the fVDI and driver and some utilz I made for this card.

Actually, it's just for a humble old 1040STFM.

I figure it will improve speed over the default VDI, if only slightly.
I could be wrong - I'm pretty "green" when it comes to the Atari 16 bit
line, but having a great time so far :)

Regards,

Laust

752. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 01:08:10 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <394csmF5vopnmU1@individual.net>
Source record: 14529

On the 07.03.05, Rodolphe Czuba wrote:

RC>I'm very surprised that nobody answer to this guy !!
RC>
RC>So I do with my bad english !
RC>
RC>Hey guy, did you heart about SPAM and fucking BOTS that read all HTM=
L
RC>pages to search email addresses and put them into a file that will b=
e
RC>sold to motherfuckers guys/companies ???!!!!! And now they surely kn=
ow
RC>to identify a stupid 'nospam' on an email address !
RC>
RC>You wanted an answer to your stupid question ??? Here it is : STOP N=
OW
RC>to spread our email addresses on HTML pages in this newsgroup !!!!
RC>
RC>
RC>IS THIS CLEAR ?????????
RC>
RC>Where are you living... ?? mars ? pffff ! Incredible !

Hello Mr Nice Guy, having a bad day? :/
Have you ever thought about the fact that your mail address is exposed
in every single message you write anyway? F.e. google groups lists the
mail address for every post. Or might you have considered the
possibility of bots using nntp?
So if I were to post this once a month it wouldn't make much of a
difference because all the addresses would already be out there.

Peace,
Mikael

753. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 01:17:18 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <394csmF5vopnmU2@individual.net>
Source record: 14530

```
MF>M\>That is a good idea indeed. I wonder if it would be possible to
MF>M\>get a list of the Usenet readers used?
MF>
MF>I'll have a look and see if I can master the code to that extent ;)

I gave it a shot, but I didn't make it. The program will be released
shortly, so people are free to dig in.

Cheers,
Mikael
```

754. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 04:27:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200503080527.a50471@wun.maus.de>
Source record: 14540

Hi Jean-Luc!

JL>How did you manage ? I tried replacing etc_path i:\etc with u:\i\etc
JL>into my magx_rc.net, but it didn't change anything : ZWeather won't
JL>update :-/

I haven't done anything specific. Just copied the zview modules to GEMSYS, as
otherwise zweather wouldn't start at all, and that's it.

etc_path is f:\root\etc in my magx_rc.net.

Perhaps you are missing some of the other symlinks on U:? In my case, these are
set with link2u from the APPS folder as follows:

```
sln e:\root\usr u:\USR
sln e:\root\opt u:\OPT
sln e:\root\tmp u:\TMP
sln e:\root\var u:\VAR
sln d:\gemini2\user u:\HOME
```

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

755. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 04:52:39 UTC
From: mail@freeman-studio.com
Message-ID: <1110257559.429694.201920@l41g2000cwc.googlegroups.com>
Source record: 14531

Didier,

Well, I did read this section, but I was confused by a couple
things (perhaps a language barrier issue?)...

First, the parts that are connected to the U36 trace are 7404N
buffer (which I assume is the same as the 74F08 or 74F04) and an
inductor in series with a 100ohm resistor. These are all part of the
Nemesis installation. The 7404N is also connected to other locations on
the motherboard, such as the R216, R217, R221, and R222 resistors, and
the C147 capacitor. Should I remove the buffer completely, or leave it
attached to the components not mentioned by the CT60 instructions?

Second, the CT60 instructions mention first reconnecting the cut
trace from the SDMA buffer connection, then a couple of paragraphs
later it says to find that same trace and "tin it" before connecting a
47ohm resistor where the inductor and 100ohm resistor were. I assume by
"tin it", he means cut it again, but I'm not 100% sure. If that's the
case, should I really reconnect it before just cutting it again?

Finally, does the Nemesis board still work ok without the buffer
connected? I had an extremely stable system before, and don't want to
do anything that might jeopardize that, and really don't want to get
rid of the Nemesis, because even though the CT60 has a bus accelerator,
I really need the variable 16/20/25 MHz clocking that Nemesis offers
instead of a fixed clock, for various reasons.

Thanks for your help!

Mike Freeman
mike [at] freeman-studio [dot] com

756. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 06:52:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <422d507414f6023@comcast.net>
Source record: 14537

>Hi everyone,
>
>I thought it might be a fun and community strengthening thing to post
>the statistics of the monthly traffic in this newsgroup.
>I've just compiled a version of Catstat - originally by Timm Ganske
>and adapted to the new Cat database format by Gerhard Stoll - where
>you can choose the output language, presently either English or German.
>
>What do you think, should I try to continue posting this at the end of
>every month?
>
>Cheers,
> Mikael

You know this is a good idea. The last place that did this saw the posts
increase dramatically. No one wants to see their name at the bottom of the
list or not on the list at all.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

757. Re: New web page UP!!!

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 06:59:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <422d507414f6024@comcast.net>
Source record: 14534

>To everyone,
> After a long break from the newsgroup. Not because I wanted to but
>because I had multiple things I wanted to get done before getting back
>into responding on the newsgroups. Plus I was looking for good
>newsgroup reader for my MAC. Unfortnately my ISP is making it harder
>and harder for me to retrieve newsgroup messages with my Falcon. I had
>to resort to Okami a few months back. And have gotten it to pull in new
>messages but I cannot respond to any messages at this point not sure
>what I need to do to fix that. But at the request of many people via my
>e-mail box. I used to put up an extensive list of URL's to atari web
>pages. Well, some people liked the fact that I posted this on CSAST
>twice a month. But the list kept getting bigger and bigger and some
>people complained about the amount of bandwidth I was using. Some did
>not mind but others did not like. So after getting my MAC about a year
>ago I finally decided to see if there was an easy way to make a web page
>to upload to my ISP. Sure enough I found my answer in Appleworks 6.
>Now it is as easy as drag and drop and it creates the HTML for me.
>Although I have to admit I had to learn some HTML to be able to make my
>front page the way I really wanted it. So, after a few days of having
>it up and running and adding a bunch of stuff to it, I have decided to
>hand out the URL. I have some pages to my vehicles and to my CT60
>benchmarks as well. Pics of my MAC and of my CT60. I plan to update
>this quite often and there is even a link to my CAB HOTLIST. So
>enjoy!!! Here is the URL: http://users.adelphia.net/~falcon060
>
>Thanks,
>Carey Christenson

Carey nice webpage. I added it to my hotlist. Finally got to see what you look
like. Nice looking family you have. Also, I can try to help you with Okami if
you want.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

758. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 07:01:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <422d507414f6025@comcast.net>
Source record: 14536

>Edward S. Baiz Jr. a 'ecrit :

>> Nothing came up so I guess I will try it under
>> MintNet instead of MagicNet.
>
>To be honest, "it should work" with MagiCNet but it's untested.
>
>In any case, the compatibility with the sting's stack should be added in
>the next BETA.
>
>Regards,
>Zorro

I would think that is should work under MagicNet too, but I am going to try it under MintNet and see what happens. If it doesn't then the problem is at my end.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

759. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 07:06:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <422d507414f6026@comcast.net>
Source record: 14535

>Hi Edward!
>
>>I have not found my location code yet so I used one for Tokyo.
>
>I wasn't able to get to the weather.com site with highwire, but Cab did the
>trick. Select "world" from the topmost menu. Then enter your country (in my
>case: Germany) on the following page in order to get a list of available towns.
>Pick the town nearest to your location from that list, and copy the part with
>the "X" from the URL into the configuration window of zweather.

Actaully I was able to get to the weather.com site better through Highwire
than Cab. I now know my location id code is just my zipcode...

>
>>Nothing came up so I guess I will try it under MintNet instead of
>>MagicNet.
>
>For me, it did work straight away under MagiCNet. Tried the pre-defined BEX...
>code first, and got the weather displayed, and my home location would work
>also.
>
>
>With best regards
>Ekkehard

You mean you actually got numbers and everything? I got nothing. I wonder why
this is so? I have an EtherNet connection through a router, so in theory it
should work.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

760. FA: Atari Portfolio and SCSI Zip Drive!

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 07:23:54 UTC
From: Mark D <mducksub@noaspamatari-source.com>
Message-ID: <1110252312.120130@toad>
Source record: 14532

Hello guys,

Just a quick note to let you know my Atari Portfolio, smart parallel
interface and spare base for a portfolio are up for auction on eBay with
a low starting bid. Needs a new display cable, as indicated in the
auction, great for parts or an Atari dealer!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5757729577&ssPageName=STRK:MESE:IT

Also up is my Epson SCSI Zip Drive which uses 100MB disks and works
perfectly with Atari machines. Link is here:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5172871131&ssPageName=STRK:MESE:IT

Thanks,
Mark
http://www.atari-source.org

761. Re: Where to get fVDI?

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 10:30:51 UTC
From: Djamé Seddah <djame@jamais-de-la-vie.com>
Message-ID: <422d7f8a$0$18060$636a15ce@news.free.fr>
Source record: 14533

```
Laust Brock-Nannestad a ï¿½crit :
> Hi,
>
> Pierre TON-THAT <geek@atarians.com> wrote:
>
>
>>If fVDI for Eclipse/ATI RageIIc, try on my homepage: I have an archive
>>for the fVDI and driver and some utilz I made for this card.
>
>
> Actually, it's just for a humble old 1040STFM.
>
> I figure it will improve speed over the default VDI, if only slightly.
> I could be wrong - I'm pretty "green" when it comes to the Atari 16 bit
> line, but having a great time so far :)
>
>
> Regards,
>
> Laust
you should really consider trying to get Turbo-St.acc somewhere on the
net... I remember there'was a free version of similar tools by Darek
Miholka but I can't remember its name...
the difference is fantastic on a "humble" st...
```

762. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 14:05:40 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <422db134$0$19340$8fcfb975@news.wanadoo.fr>
Source record: 14538

```
Edward S. Baiz Jr. a ï¿½crit :
>
>>Edward S. Baiz Jr. a 'ecrit :
>
>>> Nothing came up so I guess I will try it under
>>> MintNet instead of MagicNet.
>>
>>To be honest, "it should work" with MagiCNet but it's untested.
>>
> I would think that is should work under MagicNet too, but I am going to try it
> under MintNet and see what happens. If it doesn't then the problem is at my
> end.

Hello,

Well, I tried almost everything to make it work last night, but
couldn't manage to make it display anything expected :-(

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
```

763. Re: Where to get fVDI?

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 14:15:49 UTC
From: rand@cd.chalmers.se
Message-ID: <d0kc2l$8n2$1@eol.dd.chalmers.se>
Source record: 14539

In article <422d7f8a$0$18060$636a15ce@news.free.fr>,
=?ISO-8859-1?Q?Djam=E9_Seddah?= <djame@jamais-de-la-vie.com> wrote:
>Laust Brock-Nannestad a crit :
>> Pierre TON-THAT <geek@atarians.com> wrote:
>>>If fVDI for Eclipse/ATI RageIIc, try on my homepage: I have an archive
>>>for the fVDI and driver and some utilz I made for this card.
>>
>> Actually, it's just for a humble old 1040STFM.
>>
>> I figure it will improve speed over the default VDI, if only slightly.

Correctly configured, it can be significantly faster than even NVDI on a
Falcon+AB040, but from what I can remember from before I got the AB040,
it was mostly comparable (slower at some things, faster at other) to
NVDI even on a standard Falcon. I'm not sure I've ever tested it on a
1040, but it's certainly supposed to work there too, and I'd expect
the speed differences to remain similar.
The default VDI is left _far_ behind.

Note, however, that I was never interested in the standard Atari
colour modes, so support for those is nearly non-existent in the
current fVDI drivers. It would be relatively simple to use the code from
EmuTOS to make a 4/16 colour fVDI driver, but then you would of course
not get much better speed than standard TOS on many things.

In short, if what you're interested in is monochrome, then fVDI should
provide an immense speedup over the standard VDI. As well as support
for GDOS fonts, Bezier curves, etc. It might be usable in 4 and/or
16 colours too but, if so, with severe limitations.
I'm somewhat unsure about the level of support there was for the old
monochrome mode (it's been many years since I last used that for
anything besides running MonTT on while debugging fVDI/RageII), but I
think most things should be OK. Possibly there are only non-patterned
lines (unless you turn off line acceleration, which you really don't
want to do ;-), and the mouse pointer might not clip horizontally...

Regarding availability, I think my cvs server (public read access)
should be up and running (email me for information on how to access it,
if anyone is interested), but that only has the sources.
It's been quite a while since I last had my domain pointed to my own
computer, but it looks like I'll finally get a little more free time
starting next week so there is some chance of a working web site within
the not so distant future. In the mean time, send me an email at
johan@klockars.net and I'll try to dig up the relevant files and send
them over.

As always, any and all questions, comments, etc about fVDI are very welcome. I know it's been a long time since I did anything much about fVDI (or anything else for that matter, but I did get fVDI to compile under gcc not so long ago ;-), but I still care and will eventually get back to it (and MGIF now that the GIF patents are out of the way).

I'm kind of __far__ behind on all email right now, so if you don't hear from me quickly, it's probably best to try again. Your letter was likely lost among thousands of others.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

764. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 18:29:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200503081929.a50476@wun.maus.de>
Source record: 14451

Hallo Edward!

ESBJ>You mean you actually got numbers and everything?

Yes. That's what I refer to as "working" :-)

ESBJ>I got nothing. I wonder why this is so? I have an EtherNet
ESBJ>connection through a router, so in theory it should work.

Well, I've got a dialup connection with PPPD. Could this be a DNS problem of
some kind?

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

765. Re: Where to get fVDI?

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 19:35:28 UTC
From: BMaedicke@t-online.de
Message-ID: <1gt4h3t.1bdatvj1magt26N%BMaedicke@t-online.de>
Source record: 14541

Johan Klockars <rand@cd.chalmers.se> wrote:

> http://www.klockars.net

Btw: Is your website down?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

766. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 19:51:55 UTC
From: wmartz@firstpresdalton.org
Message-ID: <1110311515.870028.100330@f14g2000cwb.googlegroups.com>
Source record: 14542

Hey Mike! It may not be much help to you, but my CT60 is running fine
on top of my Nemisis.

Wayne

mail@freeman-studio.com wrote:
> Didier,
>
> Well, I did read this section, but I was confused by a couple
> things (perhaps a language barrier issue?)...
>
> First, the parts that are connected to the U36 trace are 7404N
> buffer (which I assume is the same as the 74F08 or 74F04) and an
> inductor in series with a 100ohm resistor. These are all part of the
> Nemesis installation. The 7404N is also connected to other locations
on
> the motherboard, such as the R216, R217, R221, and R222 resistors,
and
> the C147 capacitor. Should I remove the buffer completely, or leave
it
> attached to the components not mentioned by the CT60 instructions?
>
> Second, the CT60 instructions mention first reconnecting the cut
> trace from the SDMA buffer connection, then a couple of paragraphs
> later it says to find that same trace and "tin it" before connecting
a
> 47ohm resistor where the inductor and 100ohm resistor were. I assume
by
> "tin it", he means cut it again, but I'm not 100% sure. If that's the
> case, should I really reconnect it before just cutting it again?
>
> Finally, does the Nemesis board still work ok without the buffer
> connected? I had an extremely stable system before, and don't want to
> do anything that might jeopardize that, and really don't want to get
> rid of the Nemesis, because even though the CT60 has a bus
accelerator,
> I really need the variable 16/20/25 MHz clocking that Nemesis offers
> instead of a fixed clock, for various reasons.
>
> Thanks for your help!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

767. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 20:35:40 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <396gogF5v09auU1@individual.net>
Source record: 14543

On the 08.03.05, Edward S. Baiz Jr. wrote:

ESBJ>You know this is a good idea. The last place that did this saw the
ESBJ>posts increase dramatically. No one wants to see their name at th=
e
ESBJ>bottom of the list or not on the list at all.

Ok, I guess it's settled then. :)

Cheers,
Mikael

768. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 21:38:50 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <396kdpF5ujfffU1@individual.net>
Source record: 14544

On the 07.03.05, Adam Klobukowski wrote:

AK>So this is wrong, becouse atari@gabo.pl is my email but I do not own
AK>atari@aracnet.com or atari@NOSPAMbtconnect.com.

Oh, well, this must be because the program was originally written for
the german mausnet. Come to think of it, it wouldn't work there
either I guess, since different people sometimes do have the same
name.
However, it's possible not to include this dupe check, so I won't in
the future.

Cheers,
Mikael

769. Activity statistics for c.s.a.st: january 2005 (was: Re: Activity statistics for c.s.a.st: february)

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 21:51:08 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <396m2pF5tbflvU1@individual.net>
Source record: 14546

For completeness here's the stats for january aswell.
More people, less postings.

Enjoy,
Mikael

Highscore 01.01.2005 00:00 - 31.01.2005 23:59 for the following group:
COMP.SYS.ATARI.ST

Position Writer Msgs % Byte/Msg %

1. atari@aracnet.com 13 4.2 1258 6.2
lp@mint.org 13 4.2 884 4.4
3. exxos@home.co.uk 10 3.2 1241 4.7
atari@gabo.pl 10 3.2 537 2.1
5. atarigalen@yahoo.com 9 2.9 1004 3.5
6. Ziggy@TheCentre.com 8 2.6 1328 4.1
rustynutt@spamblock.hotmail.com 8 2.6 885 2.7
8. ggn@atari.org 7 2.2 789 2.1
dark_lord@charter.net 7 2.2 721 1.9
alexb@feanor.schunter.etc.tu-bs.de 7 2.2 324 0.9
smeg_007@hotmail.com 7 2.2 267 0.7
12. donotusethisaddress@tiscali.be 6 1.9 1835 4.2
edbaizjr@comcast.net 6 1.9 848 1.9
xlator@cix.compulink.co.uk 6 1.9 801 1.8
steve.sweet@no-spam.btopenworld.com 6 1.9 554 1.3
16. danap8@aol.comno-spam 5 1.6 977 1.9
darklord@darkforce.ky.org 5 1.6 716 1.4
paolo@nospam.nospam 5 1.6 645 1.2
swe@atari.org 5 1.6 579 1.1
sinclap@yahoo.com 5 1.6 113 0.2
21. g8mqw@yahoo.com 4 1.3 1977 3.0
mark@nomorespamplease.computercom.com.au 4 1.3 896 1.4
jdplace@REMOVESPAMcableone.net 4 1.3 875 1.3
misterblobby@NOSPAMsnap.net.nz 4 1.3 813 1.2
derryck@cix.co.uk.invalid 4 1.3 717 1.1
simon@coconutsmusume.co.uk 4 1.3 560 0.9
BMaedicke@t-online.de 4 1.3 237 0.4
mstepansky@aol.com 4 1.3 234 0.4
29. dreq@earthlink.net 3 1.0 1446 1.7
swamptaxes-NOT-@atlantic.net 3 1.0 1207 1.4
john.smith@macrosoft.com 3 1.0 1001 1.1
vdjole@EUnet.yu 3 1.0 803 0.9
artdeptNOSPAM@coinboards.com 3 1.0 730 0.8

flibble@gmail.com 3 1.0 720 0.8
geyer#SPAMKRZLBLOCK#@michael-geyer.de 3 1.0 616 0.7
mclane.dellos@btinternet.com 3 1.0 608 0.7
usenet@NOSPAMPLEASE.mikemee.plus.com 3 1.0 592 0.7
rodolphe.fuckspam.czuba@free.fr 3 1.0 533 0.6
Ekkehard_Flessa@wun.maus.de 3 1.0 499 0.6
joska@online.no 3 1.0 492 0.6
adamofevil@optonline.NOSPAM.net 3 1.0 369 0.4
mail@freeman-studio.com 3 1.0 256 0.3
mariokoezema@zonnet.nl 3 1.0 244 0.3
rorymcmahonNOSPAM@yahoo.com 3 1.0 144 0.2
45. jimd@panix1.panix.com 2 0.6 3291 2.5
secretspam@ihatespam.net 2 0.6 2383 1.8
bjr@localink4.com 2 0.6 1706 1.3
severinocalleja@jotmail.com 2 0.6 1533 1.2
support@{nospam}fpgaarcade.com 2 0.6 1406 1.1
mducksub@nosspamatari-source.com 2 0.6 1127 0.9
h.robbers@chello.nl 2 0.6 916 0.7
wmartz@firstpresdalton.org 2 0.6 870 0.7
user@nospam.com 2 0.6 865 0.7
ian@eruvia.org 2 0.6 710 0.5
olivier.landemarre@BIDON.utbm.fr 2 0.6 632 0.5
Myname.Mysurname@myisp 2 0.6 577 0.4
rt@xs4all.nl 2 0.6 531 0.4
Electrotec*@bigfoot.com 2 0.6 363 0.3
charles.copp@sympatico.ca 2 0.6 239 0.2
jurek@nospam.cnd.pl 2 0.6 67 0.1
61. heyjoe@hey.com 1 0.3 3993 1.5
go.to@ataritimes.com 1 0.3 2678 1.0
vastfear@csinet.net 1 0.3 2444 0.9
abrass@sighealth.NOSPAM.com 1 0.3 2079 0.8
no@way.com 1 0.3 2064 0.8
fireflyst@earthlink.net 1 0.3 2048 0.8
jimd@panix3.panix.com 1 0.3 1754 0.7
brad@teched-creations.com 1 0.3 1501 0.6
mcowdwvs@sk.com 1 0.3 1491 0.6
lener@vt.edu 1 0.3 1346 0.5
xz@freemail.ahh 1 0.3 1174 0.4
Egon@the.lab 1 0.3 1143 0.4
sdm@atmosBlockA.plus.com 1 0.3 1002 0.4
tos4ever@telenet.be 1 0.3 998 0.4
news-1103536393@discworld.dascon.de 1 0.3 973 0.4
nosp@m.com 1 0.3 925 0.4
zorro271-1@yahoo.fr 1 0.3 882 0.3
stephane.richard@verizon.net 1 0.3 864 0.3
jdplace@cableone.net 1 0.3 845 0.3
olavese@online.no 1 0.3 823 0.3
leaver@alphalinkdotcomdotau 1 0.3 808 0.3
kennethm@tripnet.se 1 0.3 795 0.3
blobster_nz@hotmail.com 1 0.3 759 0.3

vas.jozsef@karatnet.hu 1 0.3 705 0.3
gokmase@bigfoot.com 1 0.3 682 0.3
ajalkane@gmail.com 1 0.3 677 0.3
geoff@geffersNOSPAM.u-net.com 1 0.3 658 0.3
Uwe.Seimet@seimet.de 1 0.3 642 0.2
usenet@kerslake.plus.com 1 0.3 629 0.2
mikael@fakemail.com 1 0.3 628 0.2
yannali@avexnet.co.uk 1 0.3 625 0.2
hillstarfinance@netscape.net 1 0.3 586 0.2
tschembri@hydromail.net 1 0.3 503 0.2
100550.3170@compuserve.com 1 0.3 498 0.2
Martin_Elsaesser@ll.maus.de 1 0.3 492 0.2
hellraiser1.nospam@blueyonder.co.uk 1 0.3 454 0.2
mika_nimmweg_el_f@swipnet.se 1 0.3 424 0.2
Andreas.Kromke.nospam@gmx.de 1 0.3 419 0.2
nick@1632systems.co.uk 1 0.3 388 0.1
dark_willow1981@lycos.com 1 0.3 280 0.1
inv@lid.email 1 0.3 273 0.1
atarifan@gbdiyeo.br 1 0.3 262 0.1
prixon@#NOSPAM#lycos.co.uk 1 0.3 245 0.1
pmandin@caramail-NOSPAM.com 1 0.3 237 0.1
hurfy@alphalink.com.au 1 0.3 231 0.1
cf943@bfn.org 1 0.3 202 0.1
sf0218@aol.com 1 0.3 143 0.1
atarionly@adelphia.net 1 0.3 120 0.0
mb@mb.com 1 0.3 117 0.0
satsumatwig@hotmail.com 1 0.3 115 0.0
musicman@hawaii.rr.com 1 0.3 107 0.0
jon3825@gmail.com 1 0.3 65 0.0
zzzzzzzz@zzzzzzzz.com 1 0.3 43 0.0
------ -- ---- ----- ------ -----
6441 113 313 0.9 836 0.9

Monday : 67
Tuesday : 53
Wednesday : 24
Thursday : 39
Friday : 28
Saturday : 45
Sunday : 57

10.1 messages per day in average
---
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 2=
2 23
Mo: 3 2 2 0 0 3 0 2 3 3 3 4 1 4 2 4 6 2 4 4 4 5 =
3 3
Tu: 3 1 1 0 2 0 1 1 2 2 2 0 1 3 3 2 3 4 1 6 6 5 =
3 1
We: 4 1 0 0 0 3 0 0 2 0 1 3 2 1 1 0 1 1 0 1 0 1 =

```
2 0
Th: 0 0 2 4 1 3 0 4 1 1 2 1 1 1 0 0 5 1 2 4 1 2 =
1 2
Fr: 1 1 3 0 0 3 0 1 2 0 0 1 0 1 0 0 1 2 1 3 3 3 =
1 1
Sa: 0 0 1 0 1 2 1 0 2 1 2 2 3 3 2 2 7 4 1 1 1 4 =
2 3
Su: 3 0 0 0 0 0 0 2 1 0 2 2 2 2 2 2 1 8 1 7 9 2 =
8 3
-------------------------------------------------------------------=
----
14 9 4 2 13 12 10 10 24 10 24 2=
0
5 4 14 10 7 13 15 10 22 26 22 =
13
```

770. Activity statistics for c.s.a.st: december 2004 (was: Re: Activity statistics for c.s.a.st: february)

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 22:07:04 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <396m2pF5tbflvU2@individual.net>
Source record: 14545

Come to think of it, my database stretches back into november, so
here are the december 2004 stats. Be calm, I can't make more stat
posts now, so you can relax until the beginning of next month ;)

Cheers,
Mikael

Highscore 01.12.2004 00:00 - 31.12.2004 23:59 for the following groups:
COMP.SYS.ATARI.ST

Position Writer Msgs % Byte/Msg %

1. sf0218@aol.com 42 7.6 335 3.6
2. exxos@home.co.uk 33 6.0 1057 8.9
3. darklord@darkforce.ky.org 32 5.8 540 4.4
4. edbaizjr@comcast.net 25 4.5 942 6.0
5. paolo@nospam.nospam 20 3.6 529 2.7
6. smeg_007@hotmail.com 17 3.1 571 2.5
7. atari@aracnet.com 15 2.7 1064 4.1
nick@1632systems.co.uk 15 2.7 231 0.9
9. mducksub@nosspamatari-source.com 13 2.4 990 3.3
Zorro271-1@yahoo.fr 13 2.4 565 1.9
11. derryck@cix.co.uk.invalid 12 2.2 593 1.8
steve.sweet@btopenworld.com 12 2.2 557 1.7
13. bjr@localink4.com 11 2.0 1211 3.4
atarigalen@yahoo.com 11 2.0 1154 3.2
atari@gabo.pl 11 2.0 587 1.6
16. Uwe.Seimet@seimet.de 10 1.8 551 1.4
17. jdplace@REMOVESPAMcableone.net 9 1.6 854 2.0
18. mducksub@notspamatari-source.com 8 1.4 611 1.2
barrie@keychange.co.uk 8 1.4 589 1.2
nospam@zonnet.nl 8 1.4 552 1.1
swe@atari.org 8 1.4 358 0.7
22. donotusethisaddress@tiscali.be 7 1.3 1449 2.6
lp@mint.org 7 1.3 990 1.8
24. steve.sweet@no-spam.btopenworld.com 6 1.1 542 0.8
25. g8mqw@yahoo.com 5 0.9 1217 1.6
rustynutt@spamblock.hotmail.com 5 0.9 977 1.2
xlator@cix.compulink.co.uk 5 0.9 750 1.0
alexb@feanor.schunter.etc.tu-bs.de 5 0.9 642 0.8
news@atari-korps.com 5 0.9 452 0.6
BMaedicke@t-online.de 5 0.9 238 0.3
31. tcarman@cogeco.ca 4 0.7 1430 1.5
dreq@earthlink.net 4 0.7 1292 1.3

dark_willow1981@lycos.com 4 0.7 1277 1.3
grover25@zonnet.nl 4 0.7 890 0.9
severinocalleja@jotmail.com 4 0.7 871 0.9
danap8@aol.comno-spam 4 0.7 675 0.7
hurfy@alphalink.com.au 4 0.7 670 0.7
inv@lid.email 4 0.7 614 0.6
rodolphe.beurkspam.czuba@free.fr 4 0.7 592 0.6
hip@hop.com 4 0.7 457 0.5
toothy@glaholt300.coldwinterknights.net 4 0.7 395 0.4
guitarrarl@yahoo.com 4 0.7 365 0.4
steve.sweet@no-spam@btopenworld.com 4 0.7 251 0.3
44. jimd@panix1.panix.com 3 0.5 1733 1.3
malo.morgen@microsoft.com 3 0.5 1500 1.1
brown9344@bellsouth.net 3 0.5 999 0.8
mark@nomorespamplease.computercom.com.au 3 0.5 912 0.7
dba@corewise.demon.co.uk 3 0.5 680 0.5
paul.williamson@zetnet.co.uk 3 0.5 597 0.5
Myname.Mysurname@myisp 3 0.5 549 0.4
so_o2@mailcity.com 3 0.5 467 0.4
aos+usenet122004@boom.net 3 0.5 396 0.3
charles.copp@sympatico.ca 3 0.5 351 0.3
54. gokmase@bigfoot.com 2 0.4 1710 0.9
tos4ever@telenet.be 2 0.4 1201 0.6
scallejam@gmail.com 2 0.4 1180 0.6
volksrod70@hotmail.com 2 0.4 1080 0.6
guenther@dilgar.de 2 0.4 1044 0.5
matthias.arndt@tu-clausthal.de 2 0.4 1027 0.5
Retired@Engineer.PNB 2 0.4 868 0.4
mstepansky@aol.com 2 0.4 866 0.4
Greg.Goodwinp0.f2.n8.z8@fmlynet.org 2 0.4 854 0.4
hearena@advancedsl.com.ar 2 0.4 846 0.4
sgm23@eng.cam.ac.uk 2 0.4 782 0.4
sorry@but.i.hate.spam.net 2 0.4 577 0.3
sdm@atmosBlockA.plus.com 2 0.4 532 0.3
morelydotes@spamblocked.com 2 0.4 464 0.2
rs.death_of_spam.mac@t-online.de 2 0.4 425 0.2
micologist@gmail.com 2 0.4 393 0.2
100550.3170@compuserve.com 2 0.4 383 0.2
spamkiller@no-si.de 2 0.4 363 0.2
ebay_v@o2.pl 2 0.4 361 0.2
nosp@m.com 2 0.4 353 0.2
nospam@nospam.com 2 0.4 294 0.1
rodolphe.fuckspam.czuba@free.fr 2 0.4 205 0.1
usenet@kerslake.plus.com 2 0.4 182 0.1
cjohnsen@ameritech.net 2 0.4 146 0.1
78. rodsmith@nessus.rodsbooks.com 1 0.2 2577 0.7
olivier.landemarre@BIDONutbm.fr 1 0.2 1661 0.4
olivier.landemarre@BIDON.utbm.fr 1 0.2 1527 0.4
lyndonamsdon@hotmail.com 1 0.2 1507 0.4
sagedm@adelphia.net 1 0.2 1315 0.3

```
gryf@hrzpub.tu-darmstadt.de 1 0.2 1295 0.3
ggn@atari.org 1 0.2 1187 0.3
donotusethisaddress@pandora.be 1 0.2 1124 0.3
jim.mclaughlintheobvious@comcast.net 1 0.2 1120 0.3
drclu@swbell.net 1 0.2 1033 0.3
Ekkehard_Flessa@wun.maus.de 1 0.2 968 0.2
geek@atarians.com 1 0.2 935 0.2
mail@freeman-studio.com 1 0.2 888 0.2
h.robbers@chello.nl 1 0.2 884 0.2
john.smith@macrosft.com 1 0.2 770 0.2
AltF4@freemint.de 1 0.2 693 0.2
Me-no-spam@Me.Mil.invalid 1 0.2 680 0.2
carmel_andrews@hotmail.com 1 0.2 678 0.2
jimd@panix3.panix.com 1 0.2 649 0.2
knone@zilch.com.invalid 1 0.2 596 0.2
toothy_grin@theglaholts.net 1 0.2 586 0.1
dhunt@zetnet.co.uk 1 0.2 576 0.1
lecoat@atari.org 1 0.2 498 0.1
james.krych@us.army.mil 1 0.2 467 0.1
doyenePLEASEREMOVEME@zetnet.co.uk 1 0.2 462 0.1
k_macdonald@sympatico.ca 1 0.2 454 0.1
tjlazer@nospam.mail.com 1 0.2 413 0.1
dev.null@kalue.de 1 0.2 398 0.1
jfhaslam@bananazetnet.co.uk 1 0.2 392 0.1
ian@eruvia.org 1 0.2 392 0.1
hencox@hotmail.com 1 0.2 382 0.1
leigh@digicraft.com.au 1 0.2 371 0.1
mhar9374@bigpond.net.au 1 0.2 219 0.1
jdplace@cableone.net 1 0.2 213 0.1
ddavidbdHATESPAM@hotmail.com 1 0.2 118 0.0
zendo_joystick_ankh_hero@yahoo.com.br 1 0.2 114 0.0
rorymcmahonNOSPAM@yahoo.com 1 0.2 106 0.0
vas.jozsef@karatnet.hu 1 0.2 101 0.0
happy@verhizn.net 1 0.2 68 0.0
egon@the.lab 1 0.2 63 0.0
------ ---------------------------------------- ---- ----- ------ -----
6903 117 553 0.9 709 0.9
---
Monday : 81
Tuesday : 59
Wednesday : 82
Thursday : 100
Friday : 119
Saturday : 66
Sunday : 46

17.8 messages per day in average
---
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 2=
2 23
```

```
Mo: 0 1 2 3 1 4 0 3 5 3 2 4 3 1 4 7 11 6 6 1 3 3 =
3 5
Tu: 2 1 1 0 2 6 2 1 3 1 1 1 1 3 0 3 3 2 6 3 2 6 =
4 5
We: 7 3 1 1 1 3 5 1 1 1 7 2 0 6 8 8 2 4 5 4 4 1 =
3 4
Th: 2 3 4 4 6 3 1 1 4 5 2 3 6 3 3 4 3 4 9 10 1 10 =
4 5
Fr: 9 1 2 0 2 5 3 2 5 2 5 2 3 15 7 5 6 10 1 5 5 17 =
5 2
Sa: 1 9 1 1 0 2 0 2 1 2 3 0 2 10 3 3 4 6 1 4 3 3 =
0 5
Su: 1 2 0 2 0 0 1 0 3 2 8 2 4 4 0 0 3 2 4 3 0 3 =
1 1
------------------------------------------------------------------=
----
22 11 12 12 22 28 19 25 32 32 18 2=
0
20 11 23 10 16 14 42 30 34 30 43 =
27
```

771. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 22:10:16 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <422e22c8$0$11722$8fcfb975@news.wanadoo.fr>
Source record: 14547

Ekkehard Flessa a ï¿½crit :
>
> Hi Jean-Luc!
>
Hello Ekkehard,
>
> I haven't done anything specific. Just copied the zview modules to GEMSYS, as
> otherwise zweather wouldn't start at all, and that's it.
>
> etc_path is f:\root\etc in my magx_rc.net.

etc_path i:\etc in mine. Tried activating link2u after having added the
line sln i:\etc u:\etc, but still no success :-(
>
> Perhaps you are missing some of the other symlinks on U:? In my case, these are
> set with link2u from the APPS folder as follows:
>
> sln e:\root\usr u:\USR
> sln e:\root\opt u:\OPT
> sln e:\root\tmp u:\TMP
> sln e:\root\var u:\VAR
> sln d:\gemini2\user u:\HOME

Er... what the hell do those variables have to do with it ? Is this
MagiC! or MiNT ? Always thought it wasn't necessary with MagiC!...

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

772. Re: New web page UP!!!

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 22:13:33 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <v4-dndle6LgQvrPfRVn-1g@adelphia.com>
Source record: 14548

Edward,

Edward S. Baiz Jr. wrote:
>>To everyone,
>> After a long break from the newsgroup. Not because I wanted to but
>>because I had multiple things I wanted to get done before getting back
>>into responding on the newsgroups. Plus I was looking for good
>>newsgroup reader for my MAC. Unfortnately my ISP is making it harder
>>and harder for me to retrieve newsgroup messages with my Falcon. I had
>>to resort to Okami a few months back. And have gotten it to pull in new
>>messages but I cannot respond to any messages at this point not sure
>>what I need to do to fix that. But at the request of many people via my
>>e-mail box. I used to put up an extensive list of URL's to atari web
>>pages. Well, some people liked the fact that I posted this on CSAST
>>twice a month. But the list kept getting bigger and bigger and some
>>people complained about the amount of bandwidth I was using. Some did
>>not mind but others did not like. So after getting my MAC about a year
>>ago I finally decided to see if there was an easy way to make a web page
>>to upload to my ISP. Sure enough I found my answer in Appleworks 6.
>>Now it is as easy as drag and drop and it creates the HTML for me.
>>Although I have to admit I had to learn some HTML to be able to make my
>>front page the way I really wanted it. So, after a few days of having
>>it up and running and adding a bunch of stuff to it, I have decided to
>>hand out the URL. I have some pages to my vehicles and to my CT60
>>benchmarks as well. Pics of my MAC and of my CT60. I plan to update
>>this quite often and there is even a link to my CAB HOTLIST. So
>>enjoy!!! Here is the URL: http://users.adelphia.net/~falcon060
>>
>>Thanks,
>>Carey Christenson
>
>
> Carey nice webpage. I added it to my hotlist. Finally got to see what you look
> like. Nice looking family you have. Also, I can try to help you with Okami if
> you want.

Thanks alot Edward!!! That means alot coming from an atarian such as
you. Believe it or not this is my first web page I have ever put
together. Its actually FUN putting something like this together and
with my PowerMac G4 its just plain simple to do and did I mention its
alot of fun??? Yeah I guess I did have a picture up there of me. Not
the greatest looking in that pic since I was outside raking up the
leaves with my son on our lawn tractor. LOL!!! Yeah I may have to give
you a call on that one. I am not sure what exactly is going on with it.
I have it recieving messages without any issues but sending them is a

tricky thing. Either I dont have something setup quite right or I am just not doing the whole sending of the messages in the proper way. I will give you a call sometime.

Thanks and keep up the atari fight!!! I know I am!! Did I mention that I am getting one of those 100 mhz 68060 CPU's for my CT60??

Thanks,
Carey Christenson

773. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 23:22:23 UTC
From: mail@freeman-studio.com
Message-ID: <1110324143.443173.13160@g14g2000cwa.googlegroups.com>
Source record: 14449

> Hey Mike! It may not be much help to you, but my CT60 is running fine

> on top of my Nemisis.

Did you remove the SDMA buffer modification, as recommended by R. Czuba
and others? As long as I can be sure it will work without this buffer
(which, according to the Nemesis documentation, is necessary for system
stability), I will give that a try. I just want definite confirmation
before I start hacking away on otherwise stable hardware.

Mike Freeman
mike [at] freeman-studio [dot] com

774. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-08 23:48:41 UTC
From: vdjole@EUnet.yu
Message-ID: <d0ldko$fu4$1@news.eunet.yu>
Source record: 14450

On 6 Mar 2005 10:48:58 +, Janez Valant wrote:

>World is not English and German only.. Perfect example is
>this mail. Exactly ONE person would understand me, if i would write in my
>native language.

At least two (though with just a little bit of difficulty) :)

Regards;

775. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 05:44:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200503090644.a50483@wun.maus.de>
Source record: 14461

Hi Jean-Luc!

JL>etc_path i:\etc in mine. Tried activating link2u after having added
JL>the line sln i:\etc u:\etc, but still no success :-(

That's not necessary, as MagiCNet takes care of the etc link itself.

JL>Er... what the hell do those variables have to do with it ? Is this
JL>MagiC! or MiNT ? Always thought it wasn't necessary with MagiC!...

This is MagiC. BUT... we are trying to run MiNT programs on top of it, and
that's why we've got to add as much of MiNT's functions as possible. I've been
able to run wget and cvs with MagiCNet also, so the compatibility can't be that
bad.
U:\HOME is a "must have", and so is U:\TMP, of couse the above mentioned U:\ETC
and U:\USR\local\samba if samba is to be used.

I tend to having _a_ _lot_ of drive letters, so I had to switch off LFNs on
drive U: in order to provide enough space for all those symlinks in the static
directory space for U:\.

With best regards
Ekkehard

776. ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 11:39:35 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <422ee02d$1@news.broadpark.no>
Source record: 14452

Upon browsing through eBay (United Kingdom) I found an Atari ST book:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=5172880946&rd=1

It's starting at UKP 1500, so definitely nothing within my price range,
but perhaps someone else. Thought I'd mention it here in any case since
I know that several people have been looking for one.

--
Hallvard

777. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 12:56:38 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <398accF5uptriU1@individual.net>
Source record: 14453

On the 09.03.05, Rustynutt wrote:

R>Ok, but what about X=3DNOARCHIVE ? Normally my post (and email) are o=
nly
R>around for a few days. What I say, I say now, not for future research=
.

I've put a command into my script that runs Cat-Stat to automatically
remove the line containing your mail address. Do you think it's a
reasonable compromise? People using NOARCHIVE, who don't want to leave
any traces whatsoever, can send me a message stating they do not want
their mail address in the list, and I'll do the same for them.
Otherwise I'd have to scrap the whole thing, which feels kind of sad.

Cheers,
Mikael

778. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 13:29:08 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <398c38F5t9rb8U1@individual.net>
Source record: 14454

On the 09.03.05, GfA wrote:

G>Same here.

I've put you in the script aswell now, your address will not show up in=

the list.

Cheers,
Mikael

779. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 16:20:52 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d0n7p4$483$1@hercules.btinternet.com>
Source record: 14455

Hi Mikael

> I've put a command into my script that runs Cat-Stat to automatically
> remove the line containing your mail address. Do you think it's a
> reasonable compromise? People using NOARCHIVE, who don't want to leave
> any traces whatsoever, can send me a message stating they do not want
> their mail address in the list, and I'll do the same for them.

Sorry but i think it should be you specificaly seekeing permission to
publish people's email address, its also illegal in some parts of the world
to do so under privacy, ant-spam and data protection laws.

What you have posted already is most likely benig digested in some spam-bot
or virus writers database.

> Otherwise I'd have to scrap the whole thing, which feels kind of sad.

I do no want my email address published without my explicit permission and
I'm not chasing you to give it.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

780. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 16:42:48 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <SLGdnQm30qAUurLfRVnyhg@eclipse.net.uk>
Source record: 14456

Greetings,

> Sorry but i think it should be you specificaly seekeing permission to
> publish people's email address, its also illegal in some parts of the
> world to do so under privacy, ant-spam and data protection laws.
>
> What you have posted already is most likely benig digested in some
> spam-bot or virus writers database.
>
>> Otherwise I'd have to scrap the whole thing, which feels kind of sad.
>
> I do no want my email address published without my explicit permission and
> I'm not chasing you to give it.

Why not display the user name rather than the reply-to details?

so 1. Egon@the.lab 20 5.5 491 3.9

becomes

1. "Egon Spengler" 20 5.5 491 3.9

Would that not quell the email address concerns?

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

781. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 16:53:13 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <422f29f8$0$19315$8fcfb975@news.wanadoo.fr>
Source record: 14457

```
Ekkehard Flessa a ï¿½crit :
>
> Hallo Edward!
>
> ESBJ>You mean you actually got numbers and everything?
>
> Yes. That's what I refer to as "working" :-)
>
> ESBJ>I got nothing. I wonder why this is so? I have an EtherNet
> ESBJ>connection through a router, so in theory it should work.
>
> Well, I've got a dialup connection with PPPD. Could this be a DNS problem of
> some kind?
>
So, maybe it doesn't work here because I use aDSL ?
I'm going to dig up MagX-Net docs... maybe did I forget to do
something...

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
```

782. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 17:15:31 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d0nav5$8rb$1@hercules.btinternet.com>
Source record: 14458

Hi "Egon Spengler" <Egon@The.Lab> wrote in message
news:SLGdnQm30qAUurLfRVnyhg@eclipse.net.uk...
> Greetings,
>
>> Sorry but i think it should be you specificaly seekeing permission to
>> publish people's email address, its also illegal in some parts of the
>> world to do so under privacy, ant-spam and data protection laws.
>>
>> What you have posted already is most likely benig digested in some
>> spam-bot or virus writers database.
>>
>>> Otherwise I'd have to scrap the whole thing, which feels kind of sad.
>>
>> I do no want my email address published without my explicit permission
>> and I'm not chasing you to give it.
>
> Why not display the user name rather than the reply-to details?
>
> so 1. Egon@the.lab 20 5.5 491 3.9
>
> becomes
>
> 1. "Egon Spengler" 20 5.5 491 3.9
>
> Would that not quell the email address concerns?

I see no reason for my objecting to that.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

783. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 17:46:26 UTC
From: mail@freeman-studio.com
Message-ID: <1110390386.298159.250450@l41g2000cwc.googlegroups.com>
Source record: 14459

Carey Christenson wrote:
> In my experience when I got the CT60 going it also crashed. Do you
have
> all the proper updates for the CPX, Magic and DSPxbios, excep060.prg
and
> CT60xbio.prg??? Also inside of the CONTROL PANEL do you have CT60

> Config and General Setup 60?? Because inside of General Setup 60 you

> can turn the CACHE on and off. In my experience the 68060 is very
> unstable without the caches on. So if these caches are off you can
> expect a crash relatively quickly for some reason or another. When I

> plugged in my CT60 and would play around with it for about 5 minutes
it
> would crash. Much the same way your talking about while redrawing
> windows or something of that matter. It took me about 4 days then I
> figured out that the caches were off then it once those were turned
on
> it quit crashing like that. Also one other side note. After all
that I
> would still get a crash once or twice a week. Much more bearable but

> still not what I wanted. I noticed when I took my 68060 from 66.6666
to
> 72 mhz it would only crash once or twice a month.

Well, I checked the cache settings, and the cache is turned on.
However, when I tested it as mentioned before, I was booting into a
completely clean system (i.e. holding down Control while booting). If
the CPX is necessary for the cache to be turned on, even if it had been
turned on before, that might be the problem. I will test that. Also,
I'm still running at the stock 50MHz that the CT60 came with. I haven't
tried any faster clocks. I thought I'd do that after I had the thing
running well. But, if a faster clock makes it crash less, I might give
that a try, too.

> > 3. I tried booting with the CT60 turned off (with the jumper placed
on
> > the proper CT60 pins), and it booted, but didn't recognize my SCSI
hard
> > drive at all. I tried the Nemesis programs from a floppy, though,
and
> > they worked fine here.
>
> If I remember right and please correct me if I am wrong. Nemesis low

> was for 20 mhz operation and nemesis high was for 24 mhz operation??

Well, older Nemesis boards ran at 20 and 24MHz (40 and 48MHz crystals),
and newer ones ran at 20 and 25MHz (40 and 50MHz crystals). I have the
faster version. It can also be turned off for standard 16/32MHz
operation.

> What kind of STram board are you using?? It has been said that you
need
> a high quality STram board for the CT60 to work with Falcon
Motherboard
> boosting.

I *think* it's a RAM Karte by WB Systemtechnik. I bought the computer
second-hand, and it came with documentation for that, anyway. It looks
like a blue-colored rectangle, with the memory hidden underneath, if
that makes any difference. Any more than that, I'm not sure.

> > 4. So I took the jumper off and tried with the CT60 on again, and
> > played with program settings (with/without TT-RAM, etc.) and NVRAM
> > settings (cache delays, etc.). I eventually tried setting the "TOS
in
> > RAM" setting to "No" (I forget if that's the exact wording, but
close
> > enough). After rebooting, I get the text declaring that it's a
Falcon
> > 030/CT60 and recognizes the SD-RAM, but it doesn't display the Fuji
> > symbol, doesn't say what version of "Boot" it has (i.e. Boot 1.01)
or
> > whether ort not the keyboard is ok, and it completely freezes.
> > Sometimes, it puts a small line of randomly-dotted colors somewhere
on
> > the screen.

As a side note, I did finally get it to boot into 030 mode with the
hard drive being accessed, and I was able to change the settings and
get it working again. The problem seems to be the Blitter setting. Fast
works fine, Slow crashes the system on boot-up, as described above.

> Does the Hard drive sound like it wants to boot at all?? Does the
> Floppy light come on?? If it just crashes and nothing happens but
you
> can see stuff on the screen all is not lost. It would seem that the
> NVRAM is ok. Usually if the NVRam has crashed you wont get any video

> just a black screen. At least this is what happened in my case.
Plus I
> could not get anything to boot from the floppy or hard drive in 030
mode
> or turbo mode 060. So answer these few questions and maybe we can
get
> sorted out what is going on.

Like I said, it is now accessing the hard drive and floppy drives fine. It could always access the floppy drive without problems. I'm pretty much convinced it's the Nemesis installation that the CT60 isn't happy with - specifically the SDMA buffer Nemesis came with. If I can get confirmation that everything, including the Nemesis board will still operate without this buffer, I'll just remove it.

Thanks for your help!

Mike Freeman
mike [at] freeman-studio [dot] com

784. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 18:15:06 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <398t49F60dvspU1@individual.net>
Source record: 14460

On the 09.03.05, Steve Sweet wrote:

SS>Hi "Egon Spengler" <Egon@The.Lab> wrote in message
SS>news:SLGdnQm30qAUurLfRVnyhg@eclipse.net.uk...

Slightly beside the point, but wouldn't this kind of salutation also no=
t
be tolerated, since it reveals the mail address? Not by people not
having X-NO-ARCHIVE in the header anyway .. But since we are being
strict here .. ;)

SS>> Why not display the user name rather than the reply-to details?
SS>> Would that not quell the email address concerns?

SS>I see no reason for my objecting to that.

For me it would be to much of a hassle to rewrite Cat-Stat to output
the christian name and the surname instead of the mail address.
Complicated stuff, the Cat database. Even if I would do this, some
people don't enter user name information. And I'm pretty sure now some
people might object to the real name being posted in a message (which
would complicate normal replying in messages, but hey).

For these reasons, I will not make any more stats posts. Sorry about
this.

Cheers,
Mikael

785. Re: Wanted: TOS 2.06 for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 18:31:00 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <d0nflj$p4$1@nemesis.news.tpi.pl>
Source record: 14462

```
what is NTSC MEGA STE? (NTSC TV?)
i have MEGA STE, with 2.06 but I don/t understand. :(
```

U&#65533;ytkownik "Tim" <tjlazer@NOCRAP.mail.com> napisa&#65533; w wiadomo&#65533;ci news:1122le78edfr438@corp.supernews.com...
>I am looking for TOS 2.06 for a NTSC Mega STE. Anyone have one for sale?
>
> Tim
>

786. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 18:33:24 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <P_Wdnfc32P7o3LLfRVnyvg@eclipse.net.uk>
Source record: 14463

Hi,

> For me it would be to much of a hassle to rewrite Cat-Stat to output
> the christian name and the surname instead of the mail address.
> Complicated stuff, the Cat database. Even if I would do this, some
> people don't enter user name information. And I'm pretty sure now some
> people might object to the real name being posted in a message (which
> would complicate normal replying in messages, but hey).
>
> For these reasons, I will not make any more stats posts. Sorry about
> this.

:(

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

787. Re: Wanted: TOS 2.06 for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 21:31:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.09.21.31.22.920824@charter.net>
Source record: 14464

On Wed, 09 Mar 2005 19:31:00 +0100, Augustus wrote:

> what is NTSC MEGA STE? (NTSC TV?)
> i have MEGA STE, with 2.06 but I don/t understand. :(
>
>
> Uï¿½ytkownik "Tim" <tjlazer@NOCRAP.mail.com> napisaï¿½ w wiadomoï¿½ci
> news:1122le78edfr438@corp.supernews.com...
>>I am looking for TOS 2.06 for a NTSC Mega STE. Anyone have one for sale?
>>
>> Tim
>>

NTSC is the North American standard, just like PAL is the standard in
Europe.

I guess the original poster just wanted to make sure he wouldn't wind up
with a TOS version that wasn't suitable for where he lived. :-)

788. Floppy testing program?

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 21:31:31 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <HL-dnT97Fsav9rLfRVnyug@eclipse.net.uk>
Source record: 14465

Hi,

Does anyone have a program they can send me that will stress test a floppy drive?

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail :)

789. Re: Where to get fVDI?

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 22:32:04 UTC
From: Laust Brock-Nannestad <laustbn@diku.dk.invalid>
Message-ID: <d0nth4lgp1@news.net.uni-c.dk>
Source record: 14466

Hi,

Johan Klockars <rand@cd.chalmers.se> wrote:

> Note, however, that I was never interested in the standard Atari
> colour modes, so support for those is nearly non-existent in the
> current fVDI drivers. It would be relatively simple to use the code from
> EmuTOS to make a 4/16 colour fVDI driver, but then you would of course
> not get much better speed than standard TOS on many things.
[...]

Thanks for the info. As far as I can tell, fVDI won't be as much use
to me as one of the older screen accelerators mentioned by a previous
poster in this thread, especially since my Atari currently runs in
medium resolution (until such a time I get/create a proper mono
cable)

Regards,

Laust

790. Sony MPF920 modified for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-09 23:11:33 UTC
From: Bill Freeman <flipflapcospamblock@yahoo.com>
Message-ID: <0903200051811331875%flipflapcospamblock@yahoo.com>
Source record: 14467

I bought 4 new MPF920 Sony drives from NewEgg and they arrived today.
Now I need a little more advice from someone who has done this.

1. Disk Detect

There is a switch by, and mechanically liked to, the eject button
button labeled "SW3". Is that what you bridge for "disk detect"?

2. Drive Select

Just inboard of pins 10 and 16 of the cable connector there are two
pairs of solder pads labelled JC30 and JC31. Next to JC30 it says SEL
0. Next to JC31 it says SEL 1. Across JC31 is soldered a very small
rectangular bit with what appears under magnification to be a zero
printed on it. Is this the jumper? Is it just a jumper, or is it a
discrete component that I have to unsolder from JC31 and move to JC30?
This "jumper" is 2mm long and less than 1mm wide. I hope I can move
this thing without destroying it or the board. If they figure out how
to make this stuff any smaller you will need a microscope to see it.

--
Bill Freeman

791. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 00:30:22 UTC
From: Simon-CY <flibble@gmail.com>
Message-ID: <1110414622.333205.96640@o13g2000cwo.googlegroups.com>
Source record: 14468

Hallvard Tangeraas wrote:
> Upon browsing through eBay (United Kingdom) I found an Atari ST book:
>
>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=5172880946&rd=1
>
> It's starting at UKP 1500, so definitely nothing within my price
range,
> but perhaps someone else. Thought I'd mention it here in any case
since
> I know that several people have been looking for one.

That's a rip-off. Typical Gasteiner, they were always hidiously
expensive.

CY

792. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 05:10:38 UTC
From: wmartz@firstpresdalton.org
Message-ID: <1110431438.745102.107710@o13g2000cwo.googlegroups.com>
Source record: 14469

> > If I remember right and please correct me if I am wrong. Nemesis
low
>
> > was for 20 mhz operation and nemesis high was for 24 mhz
operation??
>
> Well, older Nemesis boards ran at 20 and 24MHz (40 and 48MHz
crystals),
> and newer ones ran at 20 and 25MHz (40 and 50MHz crystals). I have
the
> faster version. It can also be turned off for standard 16/32MHz
> operation.

Hey Mike, this is Wayne. I have done nothing to my Nemisis. I think I'd
be a bit slow to do anything to it. Then again, my Nemisis is the older
1 that does 20-24 mhz.

>
> > What kind of STram board are you using?? It has been said that you
> need
> > a high quality STram board for the CT60 to work with Falcon
> Motherboard
> > boosting.
>
> I *think* it's a RAM Karte by WB Systemtechnik. I bought the computer
> second-hand, and it came with documentation for that, anyway. It
looks
> like a blue-colored rectangle, with the memory hidden underneath, if
> that makes any difference. Any more than that, I'm not sure.
>

You have to have a good ram board. I've had good luck with a
Wizztronics RAM board. Seems to me I saw somebody talking about makeing
a run of goos ram boards in Europe somewhere.

> As a side note, I did finally get it to boot into 030 mode with the
> hard drive being accessed, and I was able to change the settings and
> get it working again. The problem seems to be the Blitter setting.
Fast
> works fine, Slow crashes the system on boot-up, as described above.
>

Are you running NVDI? If not, you should. Many of the first
instabilities I had went away as soon as I loaded it on.

>
> Like I said, it is now accessing the hard drive and floppy drives
fine.
> It could always access the floppy drive without problems. I'm pretty
> much convinced it's the Nemesis installation that the CT60 isn't
happy
> with - specifically the SDMA buffer Nemesis came with. If I can get
> confirmation that everything, including the Nemesis board will still
> operate without this buffer, I'll just remove it.
>
> Thanks for your help!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

I'm no expert, but I'd try a few more things before cutting on the
buffers. Good luck!

Wayne

793. Re: Sony MPF920 modified for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 09:11:35 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d0p307$t5h$1@titan.btinternet.com>
Source record: 14474

Hi Bill

> Just inboard of pins 10 and 16 of the cable connector there are two
> pairs of solder pads labelled JC30 and JC31. Next to JC30 it says SEL
> 0. Next to JC31 it says SEL 1. Across JC31 is soldered a very small
> rectangular bit with what appears under magnification to be a zero
> printed on it. Is this the jumper? Is it just a jumper, or is it a
> discrete component that I have to unsolder from JC31 and move to JC30?
> This "jumper" is 2mm long and less than 1mm wide. I hope I can move
> this thing without destroying it or the board. If they figure out how
> to make this stuff any smaller you will need a microscope to see it.

It is a zero ohm resistor, otherwise known as a jumper, if it breaks you can use a piece of wire or provided there's not a PCB track running between the bridge a large solder blob ..

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

794. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 10:44:58 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0503100244.7a712ca9@posting.google.com>
Source record: 14473

Hallvard Tangeraas <inv@lid.email> wrote in message news:<422ee02d$1@news.broadpark.no>...
> Upon browsing through eBay (United Kingdom) I found an Atari ST book:
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=5172880946&rd=1
>
> It's starting at UKP 1500, so definitely nothing within my price range,
> but perhaps someone else. Thought I'd mention it here in any case since
> I know that several people have been looking for one.

Doesn't mention much about it, condition etc. And since when did they
have CDROM drives?

795. Re: Sony MPF920 modified for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 10:58:54 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42302822$1@news.broadpark.no>
Source record: 14470

Bill Freeman wrote:
> I bought 4 new MPF920 Sony drives from NewEgg and they arrived today.
> Now I need a little more advice from someone who has done this.

Go here: ftp://gem.win.co.nz/hall/hardware/sony_144.zip
It should answer all of your questions.

--
Hallvard

796. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 11:50:07 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1110455407.666078.274940@g14g2000cwa.googlegroups.com>
Source record: 14471

You mean they ARE always expensive? I browsed round thier site
yesterday, couldnt beleive some of the prices, almost as bad as
Atari-ripshop er sorry Workshop.

Coda.

797. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 12:26:51 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0503101306200.519@feanor.schunter.etc.tu-bs.de>
Source record: 14472

Hi, Lyndon!

LA> Doesn't mention much about it, condition etc. And since when did they
LA> have CDROM drives?

Yes, you're right. STBooks do not come with these features that are
promised in the announcement:

- "Resolution:" ... "320*200 16 colours"
- "Colours:512"
- "Interfaces:" "2*Joystick, Monitor, ROM-Port"
- "Storage:Disk (eingeb. 3.5" 720KB)" ... "CD-ROM"

The statement about installed RAM is not clear as well:

- "RAM:1 (4 MB) MB"

I'd say that the seller has no idea about what he is offering, he probably
never has switched on the STBook... The description seems to be cut&paste
from some web pages...

Regards,

Alexander

798. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 14:59:37 UTC
From: Djamé Seddah <djame@jamais-de-la-vie.com>
Message-ID: <4230618d$0$31898$636a15ce@news.free.fr>
Source record: 14478

toujours aussi dï¿½licat et malin :
son programme collecte des adresses DEJA publiï¿½es sur ce ng, donc il
n'ajoute ni ne retire rien aux listes dï¿½ja existantes,gros malin. Toi
par contre avec ton impolitesse et ta faï¿½on de parler extrememement
agressive, tu te fais passer pour un gros con.
Tu sais pas parler gentiment, putain ?

Rodolphe Czuba a ï¿½crit :
> I'm very surprised that nobody answer to this guy !!
>
> So I do with my bad english !
>
> Hey guy, did you heart about SPAM and fucking BOTS that read all HTML pages
> to search email addresses and put them into a file that will be sold to
> motherfuckers guys/companies ???!!!!!
> And now they surely know to identify a stupid 'nospam' on an email address !
>
> You wanted an answer to your stupid question ???
> Here it is :
> STOP NOW to spread our email addresses on HTML pages in this newsgroup !!!!
>
>
> IS THIS CLEAR ?????????
>
> Where are you living... ?? mars ?
> pffff ! Incredible !
>
>
>
>
> Mikael Folkesson wrote:

799. FS: ALL NIB 20$! Epyx/MindScape/Atari/Sierra/Gremlin/EOA/HEWSON!

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 16:52:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503100849250.26795-100000@onyx.spiritone.com>
Source record: 14479
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Games are for the Atari ST Computer line!

Epyx Games NIB! Axe of Rage, Battleship, Boulder Dash Construction Set, California Games, California Games 2, Championship Wrestling, Death Sword, Devon Aire, Dive Bomber, Final Assault, The Games-Winter Edition, Impossible Mission 2, Metro Cross, Project Neptune, Sub Battle Simulator, Techno Cop, Tower Toppler, Winter Games, World Games & World Karate Championship!

MindScape Games NIB! Action Fighter, Alien Syndrome, Aussie Joker Poker, GODS, Harrier Combat Simulator, Into the Eagle's Nest, Plutos, Q*Ball, Road Raider, The Ultimate Ride and Willow!

Games from Atari NIB! Asteroids Deluxe, Backgammon, BattleZone, Crack'ed, Crystal Castles, Go-Moku/Renju, Missile Command, MoonBase, Moon Patrol, Robotron: 2084 and XOR!

Sierra Games NIB! The Colonel's Bequest, Conquests of Camelot-The Search for the Grail, Police Quest 2 & Space Quest 2-Chapter 2-Vohaul's Revenge!

Gremlin Games NIB! Federation Quest 1-B.S.S. Jane Seymour, Combo Racer and Impossamole!

EOA/Electronic Arts Games NIB! Alien Fires, Artura, Populous 2 and Skyfox!

HEWSON Games NIB! Exolon, NetherWorld and Zynaps!

U.S.GOLD Games NIB! Bonanza Bros. and Their Finest Missions-Volume One!

Rainbird/Firebird Games NIB! Golden Path, The Guild of Thieves, Knight Orc and StarGlider!

MICROPROSE/microdeal/MICROPLAY Games NIB! Airball, Goldrunner 2, F-15 Strike Eagle, Red Storm Rising, RVF Honda, Silent Service & Zero Gravity!

Datasoft/DATA EAST Games NIB! Global Commander, Mercenary & North & South!

PSYGNOSIS/PSYCLAPSE Games NIB! Atomino, Baal and Ballistix!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

800. Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 16:55:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503100852440.26795-100000@onyx.spiritone.com>
Source record: 14477
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of $50 or more and get a gift! Your choice! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org Atari for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

801. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 16:58:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503100856040.26795-100000@onyx.spiritone.com>
Source record: 14476
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

802. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 18:14:46 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42308e96$0$814$8fcfb975@news.wanadoo.fr>
Source record: 14480

Ekkehard Flessa a ï¿½crit :
>
Hello,

> This is MagiC. BUT... we are trying to run MiNT programs on top of it, and
> that's why we've got to add as much of MiNT's functions as possible. I've been
> able to run wget and cvs with MagiCNet also, so the compatibility can't be that
> bad.
> U:\HOME is a "must have", and so is U:\TMP, of couse the above mentioned U:\ETC
> and U:\USR\local\samba if samba is to be used.

OK... I added the following links :
i:\temp u:\tmp
i:\etc u:\etc
i:\usr\local\samba u:\smb

but where have I to make u:\home point to ? I don't use a HOME
directory, the programs being started from their own directories.
>
> I tend to having _a_ _lot_ of drive letters, so I had to switch off LFNs on
> drive U: in order to provide enough space for all those symlinks in the static
> directory space for U:\.
>
I have switched vfat off for U too...

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

803. 2.5" HDD via parallel port cable?

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 18:46:06 UTC
From: 100550.3170@compuserve.com
Message-ID: <423235b0.80672420@news.freeuk.net>
Source record: 14475

Hi STiFers,

Looking back through some old saved posts, I re-read this and it got
me excited! Is this an option - to use a PC 2.5" HDD externally with a
1040ST (4Mb) via a parallel port connection? And where currently to
get driver/cable???

Cheers

MG
UK
STf since 1988

On 30 May 1999 19:24:32 GMT, chrisc@zetnet.co.uk (Chris Crosskey)
wrote:

>On 30 May 1999 10:50:18, MG wrote:
>
>
>>OK, so I could get a board for a 2.5" HDD but I am getting a spare
>>3.5" Ultra Wide SCSI too soon (free) about 9Gb. It is a WD drive, any
>>way this can be accommodated inside my existing STf ??
>>
>
>Not easily, you're going to need aa very modern ASCSI interface like the
>Link97, really good software like HD-Driver, and it will need to be
>externally cased., it won't go inside the STf unless you modify stuff like
>crazy in there......Get a SCSI-box and put it in, you'll also need a 50pin
>to 68-pin converter, but it should work OK.....BTW you'll also need a
>better OS than Tos 1.x or else you won't be able to address all the drive
>anyway as you'll run out of adressable sectors (I think)...
>
>chrisc

REMOVE 'myhat' from my return email address before sending -thanks!!

804. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 19:34:18 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4230a0f3$1@news.broadpark.no>
Source record: 14481

Alexander Beuscher wrote:

> I'd say that the seller has no idea about what he is offering, he probably
> never has switched on the STBook... The description seems to be cut&paste
> from some web pages...

Looks like it.
Let's see if anyone actually bids above the ï¿½ 1500 starting bid. I doubt
it, unless someone has a problem getting rid of cash and is an Atari
enthusiast ;-)
I have a feeling we'll see the same machine showing up once again, with
a lower starting bid.

an ST-book would be nice to have (especially for MIDI related live
gigs), but for 1500 British Pounds I'd buy a current Macintosh Powerbook
or iBook, and they *do* have CD-ROM drives built in ;-)

--
Hallvard

805. Re: Activity statistics for c.s.a.st: february

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 21:15:26 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <39c6hiF5ts0ltU1@individual.net>
Source record: 14488

On the 09.03.05, Egon Spengler wrote:

ES>:(

I could post a list stripped of any line containing an address. Then =
we'd still get the number of writers, number of messages, avg. =
messagesize, and posts per day and hour.

All that would be missing would be stats concerning individual people =
and the ranking.

If someone has a grep that supports the search for multiple =
expressions, I could post a list also containing the people who =
actively have consented to being on the list. I haven't found such a =
grep for Atari though.

Cheers,
Mikael

806. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 21:43:22 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <Zc2dnQlvj6fmIq3fRVn-qg@adelphia.com>
Source record: 14482

mail@freeman-studio.com wrote:
> Carey Christenson wrote:
>
>>In my experience when I got the CT60 going it also crashed. Do you
>
> have
>
>>all the proper updates for the CPX, Magic and DSPxbios, excep060.prg
>
> and
>
>> CT60xbio.prg??? Also inside of the CONTROL PANEL do you have CT60
>
>
>>Config and General Setup 60?? Because inside of General Setup 60 you
>
>
>>can turn the CACHE on and off. In my experience the 68060 is very
>>unstable without the caches on. So if these caches are off you can
>>expect a crash relatively quickly for some reason or another. When I
>
>
>>plugged in my CT60 and would play around with it for about 5 minutes
>
> it
>
>>would crash. Much the same way your talking about while redrawing
>>windows or something of that matter. It took me about 4 days then I
>>figured out that the caches were off then it once those were turned
>
> on
>
>>it quit crashing like that. Also one other side note. After all
>
> that I
>
>>would still get a crash once or twice a week. Much more bearable but
>
>
>>still not what I wanted. I noticed when I took my 68060 from 66.6666
>
> to
>
>>72 mhz it would only crash once or twice a month.

>
>
> Well, I checked the cache settings, and the cache is turned on.
> However, when I tested it as mentioned before, I was booting into a
> completely clean system (i.e. holding down Control while booting). If
> the CPX is necessary for the cache to be turned on, even if it had been
> turned on before, that might be the problem. I will test that. Also,
> I'm still running at the stock 50MHz that the CT60 came with. I haven't
> tried any faster clocks. I thought I'd do that after I had the thing
> running well. But, if a faster clock makes it crash less, I might give
> that a try, too.

Yeah its hard to say as to whether or not the CPX needs to be installed
to turn on the caches. Not sure on that one. But I would hazard to
guess that it is. I am not saying that the 72 mhz made my system more
stable but it sure is odd when I changed the oscillator out to the 72
mhz it began to run even more stable. I am not sure how much higher you
will be able to go with a 50 mhz. clocked CT60. I have 64 mhz
oscillators so if you need some, hold tight I have a project that Mark
D. is doing for me and if I have an extra oscillator your welcomed to it.

>
>
>>>3. I tried booting with the CT60 turned off (with the jumper placed
>
> on
>
>>>the proper CT60 pins), and it booted, but didn't recognize my SCSI
>
> hard
>
>>>drive at all. I tried the Nemesis programs from a floppy, though,
>
> and
>
>>>they worked fine here.
>>
>>If I remember right and please correct me if I am wrong. Nemesis low
>
>
>>was for 20 mhz operation and nemesis high was for 24 mhz operation??
>
>
> Well, older Nemesis boards ran at 20 and 24MHz (40 and 48MHz crystals),
> and newer ones ran at 20 and 25MHz (40 and 50MHz crystals). I have the
> faster version. It can also be turned off for standard 16/32MHz
> operation.

The Nemesis is supposed to be compatible with the CT60. But there agian
I dont have any experience with this upgrade at all. The CT60 does have
its own boosting capabilities.

>
>
>>What kind of STram board are you using?? It has been said that you
>
> need
>
>>a high quality STram board for the CT60 to work with Falcon
>
> Motherboard
>
>>boosting.
>
>
> I *think* it's a RAM Karte by WB Systemtechnik. I bought the computer
> second-hand, and it came with documentation for that, anyway. It looks
> like a blue-colored rectangle, with the memory hidden underneath, if
> that makes any difference. Any more than that, I'm not sure.

I read about a guy in Europe somewhere that was supposed to be producing
16 mb cards for the Falcon that were approved by Rodolphe for use with
the CT60. Anyone know where this can be found????

>
>
>>>4. So I took the jumper off and tried with the CT60 on again, and
>>>played with program settings (with/without TT-RAM, etc.) and NVRAM
>>>settings (cache delays, etc.). I eventually tried setting the "TOS
>
> in
>
>>>RAM" setting to "No" (I forget if that's the exact wording, but
>
> close
>
>>>enough). After rebooting, I get the text declaring that it's a
>
> Falcon
>
>>>030/CT60 and recognizes the SD-RAM, but it doesn't display the Fuji
>>>symbol, doesn't say what version of "Boot" it has (i.e. Boot 1.01)
>
> or
>
>>>whether ort not the keyboard is ok, and it completely freezes.
>>>Sometimes, it puts a small line of randomly-dotted colors somewhere
>
> on
>
>>>the screen.
>
>
> As a side note, I did finally get it to boot into 030 mode with the

> hard drive being accessed, and I was able to change the settings and
> get it working again. The problem seems to be the Blitter setting. Fast
> works fine, Slow crashes the system on boot-up, as described above.

I never messed with that setting. Blitter does need to be set to FAST
and NVDI I believe is recommended for use on the CT60 to improve
stability as well.

>
>
>>Does the Hard drive sound like it wants to boot at all?? Does the
>>Floppy light come on?? If it just crashes and nothing happens but
>
> you
>
>>can see stuff on the screen all is not lost. It would seem that the
>>NVRAM is ok. Usually if the NVRam has crashed you wont get any video
>
>
>>just a black screen. At least this is what happened in my case.
>
> Plus I
>
>>could not get anything to boot from the floppy or hard drive in 030
>
> mode
>
>>or turbo mode 060. So answer these few questions and maybe we can
>
> get
>
>>sorted out what is going on.
>
>
> Like I said, it is now accessing the hard drive and floppy drives fine.
> It could always access the floppy drive without problems. I'm pretty
> much convinced it's the Nemesis installation that the CT60 isn't happy
> with - specifically the SDMA buffer Nemesis came with. If I can get
> confirmation that everything, including the Nemesis board will still
> operate without this buffer, I'll just remove it.

No problem, I am not sure that the Nemesis is the issue though. It
could be a software issue AND the AUTO folder order this is a BIG key
also. Make sure you have MAGIC.PRG at the beginning of the stack and
then CT60xbios and DSPxbios and Except060 programs next then after that
I would go with your NVDI then CD-rom driver software and internet
drivers and anything else after that. This makes a BIG difference in
how the system will act. There is always better ways to organize your
auto folder so you get the best stability and speed from it.

>
> Thanks for your help!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com
>

Thanks,
Carey Christenson

807. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 22:07:39 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE562F5A.1E3%wduke@cogeco.ca>
Source record: 14483
Cross-posted to: comp.sys.atari.st,pdx.forsale

Typical dealer! Wants to buy used stuff to sell to his customers.

Dealer refuses to deal with dealers: Scours globe to find the cheapest crap
for customers.

That story at 11:00... Only on CSAS.

I'm sorry, I couldn't resist the temptation to respond to that post.

"Nothing splendid has ever been achieved except by those who dared
believe that something inside them was superior to circumstance."

--Bruce Barton

in article Pine.LNX.4.44.0503100856040.26795-100000@onyx.spiritone.com,
Bravo Sierra Computers at atari@aracnet.com wrote on 03/10/2005 11:58 AM:

> I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
> Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
> New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

808. Re: New web page UP!!!

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 22:16:17 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <HZ6dnWqkCZqvWq3fRVn-jw@adelphia.com>
Source record: 14484

To everyone,
Just to let everyone know. I plan this weekend working on my CAB HOTLIST and removing and adding web pages to bring it up to date. Unfortnately some links dont work anymore and should be taken off. And I have some that are on my MAC that I hope to add to the list. I also plan on doing some other changes as well. So HOLD TIGHT and there will be a major update very soon. Just a few side notes. If anyone has a link to an atari page and would like to see it added into my CAB HOTLIST or even on my FRONT PAGE let me know. If you want a link as a graphic you must supply the GIF or JPG. Also, if anyone has some cool ideas for improvements to my web-page I am more than happy to read any e-mails or messages on CSAST. Also, does anyone have a cool GRAPHIC they could suggest for my FALCON060 Homepage title at the top of my web page?? Also anyone know what happened to Magic Online??? The URL to my web page is as follows:

http://users.adelphia.net/~falcon060

Thanks,
Carey Christenson

P.S. E-mail me via the contact at the bottom of my web page. Thanks!!

809. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 22:39:52 UTC
From: Don Schmidt <RetiredEngineer@pnb.telco>
Message-ID: <1131j5mp7itekd8@corp.supernews.com>
Source record: 14485
Cross-posted to: comp.sys.atari.st,pdx.forsale

He wants the Link 2 for himself. They are no longer manufactured.

"William Duke" <wduke@cogeco.ca> wrote in message
news:BE562F5A.1E3%wduke@cogeco.ca...
> Typical dealer! Wants to buy used stuff to sell to his customers.
>
> Dealer refuses to deal with dealers: Scours globe to find the cheapest
crap
> for customers.
>
> That story at 11:00... Only on CSAS.
>
>
> I'm sorry, I couldn't resist the temptation to respond to that post.
>
> ---
> "Nothing splendid has ever been achieved except by those who dared
> believe that something inside them was superior to circumstance."
>
> --Bruce Barton
>
>
>
>
>
> in article Pine.LNX.4.44.0503100856040.26795-100000@onyx.spiritone.com,
> Bravo Sierra Computers at atari@aracnet.com wrote on 03/10/2005 11:58 AM:
>
> > I'm building SCSI Hard Drives for my Customers & need Link Host
Adapters!
> > Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant
afford
> > New! That means no Dealers.Private Parties only. E-Mail
Atari@aracnet.com
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
or at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify

> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
> >
>

810. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 22:50:05 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d0qiut$cg3$1@nwrdmz04.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 14486
Cross-posted to: comp.sys.atari.st,pdx.forsale

Hi William

He's a retard, everyone else here just humours him, but it is his birthday,
AGAIN

> Typical dealer! Wants to buy used stuff to sell to his customers.
>
> Dealer refuses to deal with dealers: Scours globe to find the cheapest
> crap
> for customers.
>
> That story at 11:00... Only on CSAS.
>
>
> I'm sorry, I couldn't resist the temptation to respond to that post.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

811. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-10 23:13:36 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d0qkb0$no0$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 14487
Cross-posted to: comp.sys.atari.st,pdx.forsale

Hi Don

Here's the bit you obviously didn't see...

"
I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2.
"

> He wants the Link 2 for himself. They are no longer manufactured.

>> Typical dealer! Wants to buy used stuff to sell to his customers.
>>
>> Dealer refuses to deal with dealers: Scours globe to find the cheapest
>> crap for customers.

812. Re: 2.5" HDD via parallel port cable?

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 00:29:26 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1110500966.822271.35700@f14g2000cwb.googlegroups.com>
Source record: 14489

MG wrote:
> Hi STiFers,
>
> Looking back through some old saved posts, I re-read this and it got
> me excited! Is this an option - to use a PC 2.5" HDD externally with
a
> 1040ST (4Mb) via a parallel port connection? And where currently to
> get driver/cable???
>
You cannot to the best of my knowledge connect an IDE HD to the Atari
parallel port -- there are simply not enough of the correct lines.

An IDE adapter for the Atari exists (or at least used to), and an ACARD
IDE/SCSI bridge along with an ASCI/SCSI adapter should work as well,
although I don't have any knowledge of anyone actually doing it. I'd
suggest looking for the IDE adapter.

Galen

813. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 00:37:56 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1110501476.689685.204800@f14g2000cwb.googlegroups.com>
Source record: 14490

Just to solicit a few comments since we appear to be on the topic:

1) My CT60 runs fine with <CTRL><LSHIFT> held down at boot. I'm really not sure just what those keys do, but if I don't do it it's bomb city. Does anyone have a clear idea about what I'm sacrificing by using this boot mode?

2) Every few weeks the CT60 refuses to run, although the computer runs fine in 030 mode. Opening the case and jiggling the CT6- a bit causes it to run again. Any ideas why? I'm suspecting bad solders on the expansion port, but that's just a guess.

3) How fast do you have to boost the Videl to get 800x600x256 at at least 60 Hz? I'd love to have a SuperVidel or to be able to get my NOVA running, but I don't know when (if ever) that will be possible.

Galen

814. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 01:15:23 UTC
From: The Open Sourceror's Apprentice <spam@uce.gov>
Message-ID: <Xns9615AB0F68B0CMorelyDotesspamblock@216.99.211.247>
Source record: 14491
Cross-posted to: comp.sys.atari.st,pdx.forsale

"Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in news:d0qiut$cg3
$1@nwrdmz04.dmz.ncs.ea.ibs-infra.bt.com:

> He's a retard

So tell me, Steve, what part of Portland, Oregon are you in? I see that
you're posting from BTopenworld, which was in the UK last time I checked.

Or are you such a retard that you can't even figure out what "PDX" means?

--
Email, Smarthosting, Web hosting for individuals and business:
Come to http://www.spamblocked.com
"I ran the Malicious Software Removal Tool, and now all my MS ware is gone!"

815. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 01:15:24 UTC
From: The Open Sourceror's Apprentice <spam@uce.gov>
Message-ID: <Xns9615AAC94F56BMorelyDotesspamblock@216.99.211.247>
Source record: 14492
Cross-posted to: comp.sys.atari.st,pdx.forsale

William Duke <wduke@cogeco.ca> wrote in news:BE562F5A.1E3%wduke@cogeco.ca:

> Typical dealer! Wants to buy used stuff to sell to his customers.
>
> Dealer refuses to deal with dealers: Scours globe to find the cheapest
> crap for customers.
>
> That story at 11:00... Only on CSAS.
>
>
> I'm sorry, I couldn't resist the temptation to respond to that post.

You shouldn't have resisted the temptation to do a little research first, then. Everything Ben needs to satisfy his customers has been out of production for at least 8 years, possibly longer. He provides support to people running vintage systems; support that's very hard to find at *any* price, and Ben isn't getting rich by any stretch of the imagination.

You're attacking a guy who does what he does for the lowest practical price because he passionately believes in supporting the people who need his support. If there were more people like Ben in America today, we'd be a Hell of a lot better off.

We can probably do without the "shoot off mouth, check facts never" types that attack him here, though. Ever thought about emigrating?

--
Email, Smarthosting, Web hosting for individuals and business:
Come to http://www.spamblocked.com
"I ran the Malicious Software Removal Tool, and now all my MS ware is gone!"

816. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 03:44:48 UTC
From: Don Schmidt <RetiredEngineer@pnb.telco>
Message-ID: <113251gbjjo9gae@corp.supernews.com>
Source record: 14493
Cross-posted to: comp.sys.atari.st,pdx.forsale

In a way it's to the benefit of the seller that folks around the world look in. When I offer something for sale, being an equal opportunity seller, I'll take anybody's money. <G>

--
Don
Vancouver, USA

"The Open Sourceror's Apprentice" <spam@uce.gov> wrote in message news:Xns9615AB0F68B0CMorelyDotesspamblock@216.99.211.247...
> "Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in news:d0qiut$cg3
> $1@nwrdmz04.dmz.ncs.ea.ibs-infra.bt.com:
>
> > He's a retard
>
> So tell me, Steve, what part of Portland, Oregon are you in? I see that
> you're posting from BTopenworld, which was in the UK last time I checked.
>
> Or are you such a retard that you can't even figure out what "PDX" means?
>
> --
> Email, Smarthosting, Web hosting for individuals and business:
> Come to http://www.spamblocked.com
> "I ran the Malicious Software Removal Tool, and now all my MS ware is gone!"

817. Re: zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 07:53:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200503110853.a50499@wun.maus.de>
Source record: 14426

Hi Jean-Luc!

JL>but where have I to make u:\home point to ? I don't use a HOME
JL>directory,

in this case, just create i:\home and link u:\home there.

Some programs rely on the home dir for storing their presets, and perhaps
zweather is one of those.

With bets regards
Ekkehard

818. chuck rock

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 10:05:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42316d52$0$10939$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14494

Hey all,

Did chuck rock 2 (the son of chuck) ever come out for the ST ? it seems to have come out on everything but!

latterz
chris

819. VNC Server on Atari

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 10:43:14 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2005.03.11.10.43.14.113145@notspamatari-source.com>
Source record: 14495

Hey everyone,

A small step, I got vnc working using the GEM x server and using the XGetImg call. Kind of a proof of concept, shows that things are pretty slow, even on my 80MHz 060... slow or not it's useable though and quite interesting to display my falcon on my linux box. I'm sure once I'm polling memory natively or using vdi (hopefully it's possible) things should be MUCH faster. I also have to figure out how to inject keyboard and mouse input.. THAT I don't think will be too hard.

Anyway, without further ado.. Here's the neat stuff :)

http://www.atari-source.org/atari_vnc.png

Thanks,
Mark
http://www.atari-source.org

820. Re: VNC Server on Atari

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 12:29:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1110544178.372393.306710@l41g2000cwc.googlegroups.com>
Source record: 14496

Thats pretty neat. It could be useful for doing cross-development work.

Coda.

821. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 12:57:39 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1110545858.996127.252560@f14g2000cwb.googlegroups.com>
Source record: 14497

1) from the CT60 documentation:
11.3 TOS Keyboard shortcuts CT60

CTRL: Boot without AUTO folder and ACC.
ALT: Remove cache if pressed before the SDRAM init.
Boot without disk if pressed after.
CTRL-SHIFL: Boot without PMMU tree like a 68060 EC if pressed before
the Atari logo.
SHIFTL-SHIFTR: Boot without SDRAM if pressed before the Atari logo.
SHIFTL: Displays infos about the SDRAM module.
CTRL-ALT-UNDO: NVM and Flash Parameters init if pressed during the
memory
test until the Reset. You need to set the delay at boot
to
60 seconds with the configuration CPX.
CTRL-ALT-
SHIFTL-SHIFTR: Start the Atari Diagnostics if pressed before the Atari
logo.

2) My CT60 seems to be prone to movement on the internal bus. I have had to open the case and re-seat the CT60. This I think was due to the quite thick PSU cable plugged into the back of the CT60, the socket is quite a way from the BUS connector, so the CT60 can 'pivot' slightly on the pins. Since I moved the PSU inside the case, I have had no trouble. You could try putting a couple of _small_ dabs of hot-glue on the ends of each bus connector once pressed down. This will be enough to keep it seated and still be a breeze to remove when you need to.

3) My videl's external clock is 40 and the internal 32mhz clock is now 50mhz due to the CT60's clocks booster. I can get 800x600x256 with either. I havent played with the screen for a while, since changing the clocks so I cant be sure if I am now getting 60hz or not, but I am almost sure that I did with a 40mhz clock.

Coda.

822. Re: VNC Server on Atari

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 14:08:12 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d0s8pj$i80$1@atlantis.news.tpi.pl>
Source record: 14498

Great suff :)

Yoy'll need to hook to VDI vectors so it could work on any machine.
Maybe try asking Ozk so he could provide some 'legal' way to do it in OVdi?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

823. ST Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 14:12:04 UTC
From: Ed <lener@vt.edu>
Message-ID: <d0s8vk$ov5$1@solaris.cc.vt.edu>
Source record: 14399

Cleaning out the extra stuff that from my collection. Posted much of
this once before but there are several new items listed as well. Most
will be going to a dumpster soon if nobody expresses interest this time.
Everything from $1 to $4 except the disk drive. US Buyers only
please. E-mail lener@vt.edu for details. Thanks for looking.

Atari ST Books, Manuals, etc.:
(all clean and in good shape)
Atari 520 ST Owners Manual
Atari Logo Sourcebook
Atari SF354 Disk Drive ï¿½ manual
Atari SF354 Disk Drive with Power Supply
Atari SM124 Mono Monitor ï¿½ manual
Atari ST Basic Quick Reference Guide
Atari ST Basic Source Book and Tutorial
Chronos 3D (Lexicor) - manual
Degas Elite (Batteries Included) - manual
Easy Draw (Migraph) ï¿½ manual
Imagecopy 4 (FaST Club) ï¿½ manual
IMG Scan ï¿½ manual
Phoenix I + II (Lexicor) ï¿½ manuals
Wercs (Hisoft) ï¿½ manual

Scattered magazine issues:
Atari Computing, Atari Explorer,
Atari World, ST Action, ST Log

Games and Other Software:
3D Construction Kit (Domark) ï¿½ boxed
Airborne Rangers (Microprose) - boxed
Archer Macleanï¿½s Pool (Virgin) ï¿½ boxed
Bad Company (Logotron) ï¿½ boxed
Blitzkrieg (Impressions) - boxed
Chronicles of Omega (Arc) ï¿½ boxed
Cyberpaint 2.0 (Antic) d/i
Cybersculpt (Antic) d/i
Dragons Lair III (Readysoft) ï¿½ boxed
Drakken (Infogrames) - boxed
Harley Davidson: Sturgis (Mindscape) - boxed
Fahrenheit 451 (Telarium) ï¿½ boxed
Final Fight (Kixx) ï¿½ boxed
Interphase (Imageworks) ï¿½ boxed ï¿½ Format Gold
Klax (Domark) ï¿½ boxed
Knightmare (Mindscape) ï¿½ boxed
Microprose Soccer ï¿½ boxed

Nam 1965-1975 (Domark) - boxed
Prehistorik (Titus) - boxed
Premier Manager 2 (Gremlin) ï¿½ boxed
ProFlight (Hisoft) ï¿½ boxed ï¿½ also runs on TT
Scramble Spirits (Grandslam) - boxed
Sentry (Firebird) ï¿½ boxed
Silicon Dreams (Firebird) ï¿½ boxed
Stormball (Millennium) - boxed
Stunt Car Racer (Microstyle) ï¿½ boxed
Warhead (MPH) ï¿½ boxed ï¿½ Format Gold
Wrath of the Demon (Readysoft) ï¿½ boxed
Wreckers (Audiogenic) - boxed
Zynaps (Hewson) - boxed

824. st format wonder disks

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 14:25:51 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4231aa69$0$10938$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14400

anyone wanna do some swaps ? theres a few online already, im going to
uploaded my missing ones when I get chance also.

cheers,
chris

825. Re: st format wonder disks

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 14:33:37 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1110551617.874446.286840@g14g2000cwa.googlegroups.com>
Source record: 14401

Are these the subscriber only disks? I have every single one in a box somewhere, so tell me whats missing and I will get imaging.

Coda.

826. mag coverdisk scans

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 14:37:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4231ad2d$0$10950$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14402

byt he way, if anyone can scan the actual disks for the ST Format wonder disks, ZERO or ST Action, or has any of these they can uploaded then please give me a shout!

cheers,
chris

827. What about R.O.M. And Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 15:45:45 UTC
From: Marco Ravasini <marco.ravasini@libero.it>
Message-ID: <BE577BB3.16C4%marco.ravasini@libero.it>
Source record: 14403

Who knows anything about R.O.M and Papyrus, please? The haven't updated the site since last summer and eight months have already passed since their advertisement of a forthcoming Papyrus English version... Are they still in business?

Marco Ravasini

828. Disk Detect switch on Sony MPF920

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 16:10:28 UTC
From: Bill Freeman <flipflapcospamblock@yahoo.com>
Message-ID: <1103200511102891 83%flipflapcospamblock@yahoo.com>
Source record: 14405

On a Sony MPF920 floppy drive, there is a switch next to, and
mechanically liked to, the eject button labeled "SW3".

Is that what needs to be bridged for "disk detect" to work properly on
an ST?

This information is not is not contained in
ftp://gem.win.co.nz/hall/hardware/sony_144.zip
If it is, I don't see it there.

--
Bill Freeman

829. Re: st format wonder disks

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 16:13:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4231c382$0$10940$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14404

"Coda" <smeg_007@hotmail.com> wrote in message
news:1110551617.874446.286840@g14g2000cwa.googlegroups.com...
> Are these the subscriber only disks? I have every single one in a box
> somewhere, so tell me whats missing and I will get imaging.
>
> Coda.
>

yes those were they! Ive sent you a E-mail, hopefully you will get it ?

cheers,
chris

830. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 16:40:27 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gt9s0s.h7rk4ip272q8N%NOSPAMS@wanadoo.fr>
Source record: 14406

Galen <atarigalen@yahoo.com> wrote:

> Just to solicit a few comments since we appear to be on the topic:
>
> 1) My CT60 runs fine with <CTRL><LSHIFT> held down at boot. I'm
> really not sure just what those keys do, but if I don't do it it's bomb
> city. Does anyone have a clear idea about what I'm sacrificing by
> using this boot mode?

The PMMU is not used. If you have crash with the PMMU, I think than you
have an old 060 rev 1 and also cache problems => try with a lower
frequency.

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

831. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 16:40:30 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gt9saj.swz1361ldvedcN%NOSPAMS@wanadoo.fr>
Source record: 14407

<mail@freeman-studio.com> wrote:

> Didier,
>
> Well, I did read this section, but I was confused by a couple
> things (perhaps a language barrier issue?)...
>
> First, the parts that are connected to the U36 trace are 7404N
> buffer (which I assume is the same as the 74F08 or 74F04) and an
> inductor in series with a 100ohm resistor. These are all part of the
> Nemesis installation. The 7404N is also connected to other locations on
> the motherboard, such as the R216, R217, R221, and R222 resistors, and
> the C147 capacitor. Should I remove the buffer completely, or leave it
> attached to the components not mentioned by the CT60 instructions?

I don't know the Nemesis, but you need to obtain a Falcon like it was
inside Atari factory ;-)

> Second, the CT60 instructions mention first reconnecting the cut
> trace from the SDMA buffer connection, then a couple of paragraphs
> later it says to find that same trace and "tin it" before connecting a
> 47ohm resistor where the inductor and 100ohm resistor were. I assume by
> "tin it", he means cut it again, but I'm not 100% sure. If that's the
> case, should I really reconnect it before just cutting it again?

No you need the trace like the arigianl falcon, just add 47 ohms on the
SDMA buffer between the clock pin and the ground. It's the Rodolphe SDMA
clock patch.

> Finally, does the Nemesis board still work ok without the buffer
> connected? I had an extremely stable system before, and don't want to
> do anything that might jeopardize that, and really don't want to get
> rid of the Nemesis, because even though the CT60 has a bus accelerator,
> I really need the variable 16/20/25 MHz clocking that Nemesis offers
> instead of a fixed clock, for various reasons.

I know than the CT60 not like delay created by external buffer on the
motherboard, so for me you need to remove all buffer(s).

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

832. Re: What about R.O.M. And Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 17:10:04 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gt9t7m.1c9114cj8l7v0N%rs.death_of_spam.mac@t-online.de>
Source record: 14408

Marco Ravasini <marco.ravasini@libero.it> wrote:

> Who knows anything about R.O.M and Papyrus, please? The haven't updated the

They working on papyrus 11 for macintosh.

Regards, Robert
--
-= DOIT-Hardware FAQs =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

833. Timeworks Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 17:21:26 UTC
From: sf0218@aol.com
Message-ID: <fcd0f1cd.0503110921.454dd3d@posting.google.com>
Source record: 14409

Hi,

I plan on ordering Timeworks Publisher ST 2, mainly because of nostalgia, I used non 2 version back when I had a 1040st and absolutely loved it!

Anywho, what I'd like to know is have any of you used it? Is it compatible with SpeedoGDOS and/or NVDI?

Thanks everybody and have a great weekend!!!!!

Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT60,
14mbST Ram, 256mb TTRam,
4Gig hdd, IDE DVD drive,
MagiC6.2

834. Re: mag coverdisk scans

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 18:19:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4231e3061b9f481@comcast.net>
Source record: 14425

>byt he way, if anyone can scan the actual disks for the ST Format wonder
>disks, ZERO or ST Action, or has any of these they can uploaded then please
>give me a shout!
>
>cheers,
>chris

I did some scans of ST Format covers for someone a long time ago. I have all
the ST Formats and some ST action mags.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

835. Re: New web page UP!!!

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 18:23:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4231e3061b9f483@comcast.net>
Source record: 14423

>Edward,

>>
>> Carey nice webpage. I added it to my hotlist. Finally got to see what you look
>> like. Nice looking family you have. Also, I can try to help you with Okami if
>> you want.
>
>
>Thanks alot Edward!!! That means alot coming from an atarian such as
>you. Believe it or not this is my first web page I have ever put
>together. Its actually FUN putting something like this together and
>with my PowerMac G4 its just plain simple to do and did I mention its
>alot of fun??? Yeah I guess I did have a picture up there of me. Not
>the greatest looking in that pic since I was outside raking up the
>leaves with my son on our lawn tractor. LOL!!! Yeah I may have to give
>you a call on that one. I am not sure what exactly is going on with it.
> I have it recieving messages without any issues but sending them is a
>tricky thing. Either I dont have something setup quite right or I am
>just not doing the whole sending of the messages in the proper way. I
>will give you a call sometime.
>
>Thanks and keep up the atari fight!!! I know I am!! Did I mention that
>I am getting one of those 100 mhz 68060 CPU's for my CT60??
>
>Thanks,
>Carey Christenson

Hello Carey,

A 100mhz cpu huh? Sounds interesting.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

836. Re: What about R.O.M. And Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 18:25:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4231e3061b9f484@comcast.net>
Source record: 14424

>Who knows anything about R.O.M and Papyrus, please? The haven't updated the
>site since last summer and eight months have already passed since their
>advertisement of a forthcoming Papyrus English version... Are they still in
>business?
>
>Marco Ravasini
>

Yes they are still in business. I just bought an upgrade to Papyrus X. Nice
program....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

837. ST software working under MagiC Mac?

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 18:38:09 UTC
From: Augustus <civitas-inferni@wp.pl>
Message-ID: <d0soqohar1@nemesis.news.tpi.pl>
Source record: 14410

I read, than ST software working on Mac under MagiC Mac OS. It is true? And with models of Mac have MC68000 or compatible?

838. Re: What about R.O.M. And Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 19:09:14 UTC
From: john.smith@macrosoft.com
Message-ID: <d0sqcn$c79$3@bagan.srce.hr>
Source record: 14411

sure they are in business, they just don't produce atari sw any longer I suppose :)))
I think there was some info about that several months ago on their site...

```
On 11 Mar 2005 15:45:45 , Marco Ravasini wrote:
>Who knows anything about R.O.M and Papyrus, please? The haven't updated the
>site since last summer and eight months have already passed since their
>advertisement of a forthcoming Papyrus English version... Are they still in
>business?
>
>Marco Ravasini
>
>.
```

839. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 19:15:29 UTC
From: The Open Sourceror's Apprentice <spam@uce.gov>
Message-ID: <Xns961671D91DBEEMorelyDotesspamblock@216.99.211.247>
Source record: 14412
Cross-posted to: comp.sys.atari.st,pdx.forsale

"Don Schmidt" <RetiredEngineer@pnb.telco> wrote in
news:113251gbjjo9gae@corp.supernews.com:

> In a way it's to the benefit of the seller that folks around the world look
> in. When I offer something for sale, being an equal opportunity seller,
> I'll take anybody's money. <G>

I agree with that, Don, but when Mr. Snootypants Limey wants to criticize
people who are local to the "proper venue" of the froup, he'd better get all
his ducks in a row first.

--
Email, Smarthosting, Web hosting for individuals and business:
Come to http://www.spamblocked.com
"I ran the Malicious Software Removal Tool, and now all my MS ware is gone!"

840. Re: What about R.O.M. And Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 19:56:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <d0st5g$n8j$1@thorium.cix.co.uk>
Source record: 14413

In message <BE577BB3.16C4%marco.ravasini@libero.it>, marco.ravasini@libero.it said:

>Who knows anything about R.O.M and Papyrus, please? The haven't updated the
>site since last summer and eight months have already passed since their
>advertisement of a forthcoming Papyrus English version... Are they still in
>business?

Yes they are, but don't know how much they are doing about new
Atari versions. An English Papyrus X is available from 16/32:

http://www.1632systems.co.uk

or email: nick@1632systems.co.uk

Regards, /Peter/

841. Re: Timeworks Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 19:56:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <d0st5g$n8i$1@thorium.cix.co.uk>
Source record: 14414

In message <fcd0f1cd.0503110921.454dd3d@posting.google.com>, sf0218@aol.com said:

>I plan on ordering Timeworks Publisher ST 2, mainly because of
>nostalgia, I used non 2 version back when I had a 1040st and
>absolutely loved it!
>
>Anywho, what I'd like to know is have any of you used it? Is it
>compatible with SpeedoGDOS and/or NVDI?

Yes it is. BUT!!!! It is extremely slooooooow in printing - so set
it off and go to dinner!

Regards, /Peter/

842. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 20:07:58 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4231fab22930eb0@telenet.be>
Source record: 14415
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview68000-b05.lzh
(576.625 bytes) Zview (68000 version) is a modern plugins based image browser,
converter and viewer for Atari TOS and compatible systems.

ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview68020-60-b05.lzh
(576.625 bytes) Zview (68020/68060 FPU and Aranym version) is a modern plugins
based image browser, converter and viewer for Atari TOS and compatible systems.

ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview68020-b05.lzh
(576.625 bytes) Zview (68020 version) is a modern plugins based image browser,
converter and viewer for Atari TOS and compatible systems.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/zweather-b01.lzh
(397.023 bytes) Real time extended meteo info of your city.
Needs minimum a 68020, MiNTnet (or MagicNet) and zview's codec

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera350b.zip
(270.151 bytes) Tera Desktop is a replacement for the builtin TOS desktop
for 16-bit and 32-bit Atari computers.

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

843. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 21:38:11 UTC
From: wduke@cogeco.ca
Message-ID: <1gt9pz5.fvx7hj5w8rriN%wduke@cogeco.ca>
Source record: 14416
Cross-posted to: comp.sys.atari.st,pdx.forsale

The Open Sourceror's Apprentice <spam@uce.gov> wrote:

>
> You shouldn't have resisted the temptation to do a little research first,
> then. Everything Ben needs to satisfy his customers has been out of
> production for at least 8 years, possibly longer. He provides support to
> people running vintage systems; support that's very hard to find at *any*
> price, and Ben isn't getting rich by any stretch of the imagination.

Sorry, I offended you. It was meant as a tongue in cheek post i.e. in
humour. I never implied that Ben was getting rich nor was I implying
that the stuff he was seeking was still in production. It was a quip
at his "no dealers" statement!

>
> You're attacking a guy who does what he does for the lowest practical price
> because he passionately believes in supporting the people who need his
> support. If there were more people like Ben in America today, we'd be a
> Hell of a lot better off.

I guess that's a matter of perspective. I think the newsgroups would
get a lot less use if there were more people like Ben. That's just one
man's opinion.

>
> We can probably do without the "shoot off mouth, check facts never" types
> that attack him here, though. Ever thought about emigrating?

Emmigrating? Huh?

I don't understand that last statement. Perhaps, I should do some more
fact checking.

844. Re: Timeworks Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 21:57:43 UTC
From: Mike Kerslake <usenet@kerslake.plus.com>
Message-ID: <tnknklikavgh.v4ay39jnotze$.dlg@40tude.net>
Source record: 14417

On 11 Mar 2005 09:21:26 -0800, samf wrote:

> I plan on ordering Timeworks Publisher ST 2, mainly because of
> nostalgia, I used non 2 version back when I had a 1040st and
> absolutely loved it!
>
> Anywho, what I'd like to know is have any of you used it? Is it
> compatible with SpeedoGDOS and/or NVDI?

There was a special disk which the guy behind Atari World put together which allowed Timeworks ST2 to run with SpeedoGDOS. I bought it, played around with it and got it working to a degree. Usual problem was that after printing a page or set of pages it would crash with a couple of bombs and you needed a reboot to carry on. In the end I used a combination of non SpeedoGDOS Timeworks and Calamus 1.09 to do a magazine rather than put up with the hassle.

Eventually I progressed onto Papyrus and the results of my time with that program are well illustrated in Atari Computing magazine, as in the fact that nearly the whole of the issues from 7 onwards were done with Papyrus. Considering it was a WP program rather than a DTP program, it was pretty easy to do quite complex layouts. I even found a way which was never documented on altering the flow of master page elements, and I know one of the people behind at ROM was surprised at what I had been able to do with their program. They never, unfortunately, ever sent us a later version of the program so I stuck with version 5 IIRC!

Print output from NVDI coupled to a 600dpi Laserjet 4 was superb and as we provided camera ready copy for our printers, it had to be good, The quality of the halftones was very very good and the printers reckoned it was best CRC they had seen, and much better than the PC program output which we used for the first few issues.

Oh happy days!

--
Regards
Mikey K
LEBW

845. Re: mag coverdisk scans

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 22:21:12 UTC
From: Ed <lener@vt.edu>
Message-ID: <d0t5kohrh1@solaris.cc.vt.edu>
Source record: 14418

exxos wrote:
> byt he way, if anyone can scan the actual disks for the ST Format wonder
> disks, ZERO or ST Action, or has any of these they can uploaded then please
> give me a shout!
>
> cheers,
> chris
>
>
This site has many of the magazine cover disks including ST Action

http://www.zhell.co.uk/magdisks.html

846. Re: ST software working under MagiC Mac?

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 23:50:24 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1110585024.739552.112730@g14g2000cwa.googlegroups.com>
Source record: 14419

Augustus wrote:
> I read, than ST software working on Mac under MagiC Mac OS. It is
true? And
> with models of Mac have MC68000 or compatible?

GEM-based Atari ST software runs under MagicMac. One need not have a
68000-based Macintosh as the emulation is excellent.

Galen (who finds that a 603 based laptop runs MagicMac much better than
his 68030 did)

847. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 23:55:09 UTC
From: shy tot <lovegettingsp@mback.co.uk>
Message-ID: <42326862$1@news.greennet.net>
Source record: 14420

> It's starting at UKP 1500,

Titter!!!, does this include a pension plan?

848. Re: ST Format(For Sale)

Newsgroup: comp.sys.atari.st
Date: 2005-03-11 23:57:21 UTC
From: shy tot <lovegettingsp@mback.co.uk>
Message-ID: <423268ea@news.greennet.net>
Source record: 14421

good try, they seen to be offered free for removal in the UK

"Dane Stegman" <cf943@bfn.org> wrote in message
news:Pine.GSO.3.96.1050307144750.1790A-100000@bfn.org...
>
> Hi! I have a few ST Format Magazines with disks left for sale. I am
> located in the US. If anyone is interested in them, e-mail me
> at:danesteg@juno.com. Thanks!
>
> Dane S.
>
>
>

849. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 00:10:49 UTC
From: olduser <swampedwithspam@allthetime.co.uk>
Message-ID: <42326c0e$1@news.greennet.net>
Source record: 14422

STREWTH!!! just what is my old STacey worth then?, I put 4 meg of memory in it, a HD floppy drive, and after a lot of research bunged in a one gig hard drive, I just might sell it if I had a good offer, but would not be willing to entrust such an old irreplaceable item to the postal drop kick system, it is in Manchester UK, if anyone is interested in offering a realistic price and picking it up leave a message here please.

"Hallvard Tangeraas" <inv@lid.email> wrote in message news:422ee02d$1@news.broadpark.no...
> Upon browsing through eBay (United Kingdom) I found an Atari ST book:
>
>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=5172880946&rd=1
>
> It's starting at UKP 1500, so definitely nothing within my price range,
> but perhaps someone else. Thought I'd mention it here in any case since
> I know that several people have been looking for one.
>
>
> --
> Hallvard

850. Re: What about R.O.M. And Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 08:41:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200503120941.a50508@wun.maus.de>
Source record: 14439

Hallo Marco!

MR>The haven't updated the site since last summer

Oh, they have. But they have changed servers since, and
<http://www.rom-logicware.com/> is no longer current. Try
<http://www.papyrus.de> instead.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

851. Re: st format wonder disks

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 09:59:58 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4232bd69$0$10937$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14427

Thinking about it, they didnt start having the bonus disk until about issue 60 ? so might not actually be that many missing.....

chris

852. Re: st format wonder disks

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 10:06:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4232bed4$0$10938$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14428

"exxos" <exxos@home.co.uk> wrote in message
news:4232bd69$0$10937$cc9e4d1f@news-text.dial.pipex.com...
> Thinking about it, they didnt start having the bonus disk until about
> issue 60 ? so might not actually be that many missing.....
>
> chris
>
>

repying to my own post...

I have 75-86 so assume that some early one are missing, I think a mate of
mine has 63 so must be missing a few......

chris

853. Re: Timeworks Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 12:56:56 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d0uouo$6tj$1@hercules.btinternet.com>
Source record: 14429

Hi Samf

>>I plan on ordering Timeworks Publisher ST 2, mainly because of
>>nostalgia, I used non 2 version back when I had a 1040st and
>>absolutely loved it!
>>
>>Anywho, what I'd like to know is have any of you used it? Is it
>>compatible with SpeedoGDOS and/or NVDI?

Where do you plan on ordering it from? What part of the world are you in?

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

854. cover disk blues

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 12:58:22 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4232e716$0$10944$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14430

Hi all,

Even though ive got all the collection of ST format mags, one has to wonder about keeping the coverdisks. Probably in 5years+ times they aint going to work anyways.....

though I can imagine in 50 years time when I goto the antiques roadshow they will say "well the mags would have been worth a lot more if you had the origional coverdisks"

Since I have collected pretty much all of them, its a shame to chuck them, but not much use in keeping them right ?

Chris

855. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 13:01:19 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d0up6v$7ab$1@hercules.btinternet.com>
Source record: 14431
Cross-posted to: comp.sys.atari.st,pdx.forsale

Hi there

"The Open Sourceror's Apprentice"

>> In a way it's to the benefit of the seller that folks around the world
>> look
>> in. When I offer something for sale, being an equal opportunity seller,
>> I'll take anybody's money. <G>
>
> I agree with that, Don, but when Mr. Snootypants Limey wants to criticize
> people who are local to the "proper venue" of the froup, he'd better get
> all
> his ducks in a row first.

What's a froup?, and where do ducks fit in with this?

856. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 15:12:44 UTC
From: Simon-CY <flibble@gmail.com>
Message-ID: <1110640364.058795.270930@z14g2000cwz.googlegroups.com>
Source record: 14432

olduser wrote:
> STREWTH!!! just what is my old STacey worth then?, I put 4 meg of
memory
> in it, a HD floppy drive, and after a lot of research bunged in a one
gig
> hard drive, I just might sell it if I had a good offer, but would not
be
> willing to entrust such an old irreplaceable item to the postal drop
kick
> system, it is in Manchester UK, if anyone is interested in offering a
> realistic price and picking it up leave a message here please.

No, that is not what a STacey is worth. An Atari STacy is worth
£200-£300 tops in mint condition. You must remember this machine is
acient technology now. It's of little use to anybody except the
hardcore Atari collectors.

£1500 for an ST Book is a pisstake. Yes, they are rarer than STaceys
but they certainly aren't worth that much. You can buy a top range
laptop and install Aranym for that price.

Cy

857. [UTD] OpenGL LDG Tiny

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 16:23:37 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4233178a$0$19328$8fcfb975@news.wanadoo.fr>
Source record: 14433

Hi,

I have released the Gem Dynamic Libraries (LDG) TinyGL on
my WEB site. This update is built with GCC 3.3.3 - Thanks
Zorro - that allows more efficient optimizations.

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

858. Re: cover disk blues

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 16:38:46 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <42331aa0$0$573$ed2619ec@ptn-nntp-reader03.plus.net>
Source record: 14435

"exxos" <exxos@home.co.uk> wrote

> Even though ive got all the collection of ST format mags, one has to
wonder
> about keeping the coverdisks. Probably in 5years+ times they aint going to
> work anyways.....
>
> though I can imagine in 50 years time when I goto the antiques roadshow
> they will say "well the mags would have been worth a lot more if you had
the
> origional coverdisks"
>
> Since I have collected pretty much all of them, its a shame to chuck them,
> but not much use in keeping them right ?

I don't think the disks have much financial value - nor the mags. They were
too mass produced.
Once everyone throws them out though, the ones that remain will become rare
and perhaps valuable one day. Condition is important though and people will
look for ones still attached to the mag.

For now it is more important to preserve the software that is important to
you. Make backups of the stuff you like.

Steve M

859. Re: Disk Detect switch on Sony MPF920

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 16:40:06 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42331b14$1@news.broadpark.no>
Source record: 14434

Bill Freeman wrote:
> On a Sony MPF920 floppy drive, there is a switch next to, and
> mechanically liked to, the eject button labeled "SW3".
>
> Is that what needs to be bridged for "disk detect" to work properly on
> an ST?
>
> This information is not is not contained in
> ftp://gem.win.co.nz/hall/hardware/sony_144.zip
> If it is, I don't see it there.

It's been a while since I worked with this and I can't remember all the details, but looking at the "sony_144.gif" or "sony_144.img" illustration jogs my memory.
On the right hand side you'll see that part of the circuit board where the switches are. This is the circuit board seen from underneath the drive, with the eject button/disk-insert side on top.

From the left hand side the first switch (WRPT) is the write-protect switch. Then there's the disk-detect switch (CTIN) which should be shorted. Finally, on the right hand side you have the HD/DD detect switch (HDIN). Compare the switches with a high-density floppy disk and you'll easily see where the write-protect and the HD/DD switches go.

This is for the Sony MPF 520-1, but I can't imagine other drives being very different.
The drive will work fine without shorting/bridging the disk-detect switch, but like I experienced with some test-disks of mine, you can end up with the computer not "knowing" that a floppy disk has been removed, and another one inserted.
Be sure to try it all out with different floppies that are *copies* unless you really want to lose your valuable data ;-)

Again, I can't remember the exact details here, but I think that I verified the fact that the computer didn't recognize a disk-change by seeing what happened when I pressed the ESC key to re-read the current disk content after a disk-change. I believe that I exchanged a disk with another one, pressed ESC, but the drive *didn't* re-read the disk as it should, simply because the computer wasn't told that a new disk had been inserted. So if this happens you could very well get some seriously messed up floppies. Try it with some test disks.
Shorting the "CTIN" (disk detect) switch solved this problem as it re-reads the current floppy disk every time ESC is pressed.

Correct me if this doesn't make sense, someone; this is all from memory.

--
Hallvard

860. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 18:09:08 UTC
From: B G <foo@oo.com>
Message-ID: <42332ba2@nntp0.pdx.net>
Source record: 14436
Cross-posted to: comp.sys.atari.st,pdx.forsale

```
Steve Sweet wrote:
> Hi there
>
> "The Open Sourceror's Apprentice"
>
>
>>>In a way it's to the benefit of the seller that folks around the world
>>>look
>>>in. When I offer something for sale, being an equal opportunity seller,
>>>I'll take anybody's money. <G>
>>
>>I agree with that, Don, but when Mr. Snootypants Limey wants to criticize
>>people who are local to the "proper venue" of the froup, he'd better get
>>all
>>his ducks in a row first.
>
>
> What's a froup?, and where do ducks fit in with this?
>

It's an American White Trash thing, you wouldn't understand.
```

861. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 18:21:57 UTC
From: Don Schmidt <RetiredEngineer@pnb.telco>
Message-ID: <1136cq4rp9ud637@corp.supernews.com>
Source record: 14438
Cross-posted to: comp.sys.atari.st,pdx.forsale

North? South? Central?

--
Don
Vancouver, USA

"B G" <foo@oo.com> wrote in message news:42332ba2@nntp0.pdx.net...
> Steve Sweet wrote:
> > Hi there
> >
> > "The Open Sourceror's Apprentice"
> >
> >
> > >>>In a way it's to the benefit of the seller that folks around the world
> > >>>look
> > >>>in. When I offer something for sale, being an equal opportunity
seller,
> > >>>I'll take anybody's money. <G>
> > >>
> > >>I agree with that, Don, but when Mr. Snootypants Limey wants to
criticize
> > >>people who are local to the "proper venue" of the froup, he'd better get
> > >>all
> > >>his ducks in a row first.
> >
> >
> > What's a froup?, and where do ducks fit in with this?
> >
>
> It's an American White Trash thing, you wouldn't understand.

862. Last request

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 18:52:05 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <42333a54$0$17301$636a15ce@news.free.fr>
Source record: 14440

This is the LAST request to some people who reserved before the february 25th and never gave sign of life after...

You have to confirm your reservation for CTCM &/or CT63 &/or 060 rev.6 NOW ! For that, please send me email and pay.

In a few days I will order 060 rev.6 and Production of CTCM at a number matchning the nurmber of orders I received...

It will be IMPOSSIBLE after for you to get one of these products !!!

LAST EMAIL...

If I have no sign of life from you in the 3-4 next days...I will remove you from the list and do not count you for the manufacturing of CTCM and/or 060 supply.

If you decided to not order and have reserved something, PLEASE, INFORM ME !

THANK YOU

863. Re: cover disk blues

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 19:10:32 UTC
From: charleschop <charles.copp@sympatico.ca>
Message-ID: <a8GYd.40246$JH1.1832338@news20.bellglobal.com>
Source record: 14437

hello group
these st format mags are great...heck i learned some very valuable tips from
these 'zines and if i hadn't kept and read each one cover to cover the
exposure lost would put me out of my atari computer enthueisiasism.

compiled into those mags were years of hard work,
you guys are right,it's a shame to see it deplete.

i'd really enjoy page scans of each issue...does any body
know where to find these ?

this is what i've found on the internet,ande it seems to be the closest to a
full collection to me.

please enjoy
charles.copp@sympatico.ca

link:
ftp://atari:st@208.42.19.22

864. Re: What about R.O.M. And Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 20:33:45 UTC
From: mail@freeman-studio.com
Message-ID: <1110659625.495437.283140@o13g2000cwo.googlegroups.com>
Source record: 14441

Ekkehard Flessa wrote:
> Hallo Marco!
>
>
> MR>The haven't updated the site since last summer
>
> Oh, they have. But they have changed servers since, and
> <http://www.rom-logicware.com/> is no longer current. Try
> <http://www.papyrus.de> instead.
>
>
> mit freundlichem Gruß aus Ahornberg
> Ekkehard

I think the point was that their *English* web site (for all system versions, not just Atari), hasn't been updated for a *long* time, even on the papyrus.de domain. If they have an English version of Papyrus X (which I've heard they do), you wouldn't know it from their site.

Mike Freeman
mike [at] freeman-studio [dot] com

865. Atari bundles disks

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 20:53:45 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <423356a4$0$2768$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14442

Hey all,

I'm looking for any disks which came with the Atari. Interested in scans of
the disk and images of the contents.
Check out
http://www.cps-electronics.co.uk/atari.htm

If you have any of the missing disks then please get in touch. If you can
provide better scans then get in touch also.
If enough people get involved and send stuff in then I will make it a
downloadable page.

Chris

866. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 21:11:00 UTC
From: mail@freeman-studio.com
Message-ID: <1110661860.871941.121400@o13g2000cwo.googlegroups.com>
Source record: 14443

Carey Christenson wrote:

> The Nemesis is supposed to be compatible with the CT60. But there
agian
> I dont have any experience with this upgrade at all. The CT60 does
have
> its own boosting capabilities.

I'm hesitant to use the one in the CT60, because I prefer the Nemesis' variable one to a fixed one, and I also need it active in 030 mode, which I've heard the CT60's is not usable in that mode. The reason I would like to get the Nemesis' variable clock speeds up and running on it, is that because of the age of my monitor (I have an old Mitsubishi multisync monitor that can sync down into the RGB ranges), it has difficulty with certain ranges of frequencies. With a 20MHz clock on the Videl chip, the frequency ranges are perfect for just about any 4:3 ratio mode I need (800x608 non-interlaced at ~65 to 70Hz, and 1024x768 or higher interlaced). But with the 25MHz clock, if I get a vertical frequency that works, the horizontal frequency is out of my monitor's capabilities and all sorts of wierd things happen. Same thing if I get a good horizontal frequency. But, if I want to play certain games in 030 mode, such as one of the Reservoir Gods' NES/GB emulators, I need all the speed I can squeeze out of the thing.

> No problem, I am not sure that the Nemesis is the issue though. It
> could be a software issue AND the AUTO folder order this is a BIG key

> also. Make sure you have MAGIC.PRG at the beginning of the stack and

> then CT60xbios and DSPxbios and Except060 programs next then after
that
> I would go with your NVDI then CD-rom driver software and internet
> drivers and anything else after that. This makes a BIG difference in

> how the system will act. There is always better ways to organize
your
> auto folder so you get the best stability and speed from it.

Well, I've placed the AUTO folder in exactly the suggested order that Rodolphe and you suggest to begin with, so that's not the issue. Also, I've tried with as clean a system as possible: MAGXBOOT, the three CT60 programs, NVDI, and the Nemesis drivers (in that order), and I get the same results.

That said, I did discover something. Nemesis uses two driver programs. One is the base driver (I assume) called NEMESIS.PRG, and the other is one of the switching programs to activate the new clock speed

(NEM_LO.PRG for 20MHz, or NEM_HI.PRG for 25MHz). If I have just the NEMESIS.PRG driver in the AUTO folder, I can activate the clock switching programs manually from the desktop now, or from Magic's START folder (which I couldn't before, and don't know what I'm doing differently now). But I cannot put them both in the AUTO folder like you're supposed to, or they'll crash the system. So at least I have an ok workaround for that. However, I have a new issue. Even though I can activate Nemesis now, I can't get Videlity to run properly, which is the program I use to increase the resolution size. After the system is booted, the screen resolution does change to match what I want, but I instantly get an Exception Fault error and a bunch of details and the system completely freezes. I have discovered that it's mostly a problem with an ACC or CPX, as this problem seems to not happen if I disable my ACC folder. I haven't had time to find the exact problem ACC/CPX yet, though.

HRTC.PRG (the program that came with Nemesis that only changes the 320x480 TC resolution into 640x480) does work fine, however.

Except for this new problem, I actually am now in a much better situation than before. I can at least get my system up and running well (and FAST!), with most things working as they should. I just can't get any higher than 640x480, which is a bummer, as I've gotten used to nice high resolutions, and now I'm feeling a bit claustrophobic working in this cramped resolution, not to mention it doesn't look as nice. Hopefully, I'll be able to track down the exact problem that is giving the system fits when Videlity is running, and have my system completely back in working order.

Thanks for everyone's help!

Mike Freeman
mike [at] freeman-studio [dot] com

867. Timeworks Publisher ST 2 response

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 21:45:38 UTC
From: sf0218@aol.com
Message-ID: <fcd0f1cd.0503121345.44f46f9@posting.google.com>
Source record: 14444

I am in the USA, and I saw the software listed on Bravo Sierra's website. I've still got to check B&C Computervisions, and Best Electronics.

Thanks,

Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060
14mb STRam, 256mb TTRam
4Gig Hdd, IDE Cd Drive
Magic 6.0

868. Re: Disk Detect switch on Sony MPF920

Newsgroup: comp.sys.atari.st
Date: 2005-03-12 22:33:21 UTC
From: Jorge <user@nospam.com>
Message-ID: <d0vqnhstm1@blue.rahul.net>
Source record: 14445

Hallvard Tangeraas <inv@lid.email> writes:

>Again, I can't remember the exact details here, but I think that I
>verified the fact that the computer didn't recognize a disk-change by
>seeing what happened when I pressed the ESC key to re-read the current
>disk content after a disk-change. I believe that I exchanged a disk with
>another one, pressed ESC, but the drive *didn't* re-read the disk as it
>should, simply because the computer wasn't told that a new disk had been
>inserted. So if this happens you could very well get some seriously
>messed up floppies. Try it with some test disks.
>Shorting the "CTIN" (disk detect) switch solved this problem as it
>re-reads the current floppy disk every time ESC is pressed.

>Correct me if this doesn't make sense, someone; this is all from memory.

It does make sense.

TOS doesn't use the hardware change-line signal that PC drives have.
Instead it polls the drives at the VBL checking if the write protect
signal changed. The idea is that (hopefully) the VBL will detect the
forced changes *while* you are inserting/removing the disk.

The above procedure works fine (more or less) with Atari drives. But if
the drive uses the change-line protocol, it will fail. So you must disable
it, older PC drives had a jumper, newer ones are of course, jumper-less.

869. Re: Timeworks Publisher ST 2 response

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 00:02:27 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d0vvuj$q5p$1@hercules.btinternet.com>
Source record: 14446

Hi Samf

Of course i should have remembered, just that i had TW and am not using it
but i'm in the UK

>I am in the USA, and I saw the software listed on Bravo Sierra's
> website. I've still got to check B&C Computervisions, and Best
> Electronics.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

870. Re: cover disk blues

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 00:09:54 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <4233845b$0$39343$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 14447

"charleschop" <charles.copp@sympatico.ca> wrote

> compiled into those mags were years of hard work,
> you guys are right,it's a shame to see it deplete.
>
> i'd really enjoy page scans of each issue...does any body
> know where to find these ?
>
> this is what i've found on the internet,ande it seems to be the closest to
a
> full collection to me.
> link:
> ftp://atari:st@208.42.19.22

I wouldn't have thought the mags are rare enough to bother scanning them all
in. There are plenty around, though people keep chucking them out. It's hard
enough finding someone to take an ST off your hands !

Steve M

871. Re: cover disk blues

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 01:32:10 UTC
From: Abdul Fairclough <R@spanger.com>
Message-ID: <4233d0f2@news.greennet.net>
Source record: 14448

> I wouldn't have thought the mags are rare enough to bother scanning them
all
> in. There are plenty around, though people keep chucking them out. It's
hard
> enough finding someone to take an ST off your hands !
>
> Steve M
>
>

Sad but true, at least paper and old tins are recycled, but old computers ,
mags are landfill rubbish.

872. [UTD] Video Codecs

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 08:15:50 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4233f6b6$0$11682$8fcfb975@news.wanadoo.fr>
Source record: 14349

Hi,

The following codecs have been updated on my WEB page :

- Video Visual display MPEG I/II ISO for all machines
- Codec FLI/C for all machines

It has been built with GCC 3.3.3

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

873. [UTD] Persistence Of Vision

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 08:28:51 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4233f9c3$0$1239$8fcfb975@news.wanadoo.fr>
Source record: 14350

Hi,

The following versions have been updated on my WEB page :

- 68000 Persistence Of Vision 3.1g working on any machine
- 68030+881 Persistence Of Vision 3.1g working on TT/FALCON, ARAnyM
- 68020-060 Persistence Of Vision 3.1g for HADES, MILAN 040/060, CT60

It has been built with GCC 3.3.3

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

874. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 09:52:03 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005031309520390951%derryck@cixcoukinvalid>
Source record: 14351

On 2005-03-12 21:11:00 +0000, mail@freeman-studio.com said:

> system completely freezes. I have discovered that it's mostly a problem
> with an ACC or CPX, as this problem seems to not happen if I disable my
> ACC folder. I haven't had time to find the exact problem ACC/CPX yet,
> though.

Have you tried adding this setting in magx.inf:

; #_TSL <non pre-emptive>

And then setting pre-emptive multitasking back on with the timeslice cpx?

The purpose of this is to turn pre-emptive m/tasking off whilst your
auto progs load. That allows each one to run to completion before the
next starts, which can help with problems such as yours.

Once its all done, the cpx switches pre-emptive on (save the setting so
it's all carried out automatically).

--
/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

875. Re: Timeworks Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 09:59:39 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050313095939737 54%derryck@cixcoukinvalid>
Source record: 14352

On 2005-03-11 17:21:26 +0000, sf0218@aol.com (samf) said:

> Hi,
>
> I plan on ordering Timeworks Publisher ST 2, mainly because of
> nostalgia, I used non 2 version back when I had a 1040st and
> absolutely loved it!
>
> Anywho, what I'd like to know is have any of you used it? Is it
> compatible with SpeedoGDOS and/or NVDI?

You should also be asking if it's compatible with your CT60 if you plan
on using it on that!

--

/ DDP Translations /
/ http://ddp.atari.org /

876. Re: Timeworks Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 12:55:09 UTC
From: Abdul Fairclough <R@spanger.com>
Message-ID: <42347105@news.greennet.net>
Source record: 14353

We all loved it Mike,and shed a tear upon the closure,

"Mike Kerslake" <usenet@kerslake.plus.com> wrote in message

877. Price

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 16:28:10 UTC
From: ";-)" <velvet.darkness@wp.pl>
Message-ID: <d11pusaup1@nemesis.news.tpi.pl>
Source record: 14354

How are prices now of:
MEGA STE?
TT030?
F030?
CT60/63?

878. Atari Stacy2 & TT030 for sale in Europe

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 19:48:54 UTC
From: Klaus Seiner <kseiner@inode.at>
Message-ID: <42349933$1@e-post.inode.at>
Source record: 14355

Hi!

I�m parting with my collection - SO i have to sell those two machines?

1.) Atari STacy 2 - Fully working. Good shape.
2.) Atari TT030 (10 MB ST RAM, 4 MB TT RAM, Video Adapter, 100MB HDD) -
Fully working. Good shape (some yellowing on keyboard).

If you are interested, please make an offer (otherwise i�ll put them on
ebay.de)

greetings from Austria,
Klaus

879. Re: Timeworks Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 20:28:50 UTC
From: Mike Kerslake <usenet@kerslake.plus.com>
Message-ID: <eq3iqi6kh5w7$.imh6p0vfz8ro.dlg@40tude.net>
Source record: 14356

On Sun, 13 Mar 2005 12:55:09 -0000, Abdul Fairclough wrote:

> We all loved it Mike,and shed a tear upon the closure,

Thanks for that, I miss doing it TBH!

--
Regards
Mikey K
LEBW

880. Accessory file manager?

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 21:50:13 UTC
From: J Davey <mc205@hotmail.com>
Message-ID: <d13mi3$35t$1@arachne.labyrinth.net.au>
Source record: 14364

Does any one know of a good file manager (and if so where to get it) that runs as a desk accessory under TOS 2.06 and 4.04

Thanks.

881. Spectrum 512 pic disk wanted

Newsgroup: comp.sys.atari.st
Date: 2005-03-13 22:54:55 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <1139h60k3marg72@corp.supernews.com>
Source record: 14357

I have the original Spectrum 512 and was looking for the pic disk for this paint program. The one with the bee512.spc on it and others. Anyone have this?

Tim

882. Re: Price

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 00:52:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.03.14.00.52.33.841208@nosspamatari-source.com>
Source record: 14358

On Sun, 13 Mar 2005 17:28:10 +0100, ;-) wrote:

> How are prices now of:
> MEGA STE?

Modified, with accessories, in upwards of $300

> TT030?

Modified with accessories, in upwards of $300

> F030?

$530 for plain 4MB on eBay right now.

> CT60/63?

200 EUR for CT63. For the better first run CT60 falcon, fully setup and
modified with good ST-ram card, and rev6 060, it will be over $1000USD
soon for sure as it's better than the similar expensive hades or Milan.

Prices are skyrocketing for Atari stuff.. Even ST's.

Thanks,
Mark

883. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 02:26:39 UTC
From: wmartz@firstpresdalton.org
Message-ID: <1110767199.038207.128480@z14g2000cwz.googlegroups.com>
Source record: 14359

Derryck Croker wrote:

> Have you tried adding this setting in magx.inf:
>
> ; #_TSL <non pre-emptive>
>
> And then setting pre-emptive multitasking back on with the timeslice
cpx?
>
> The purpose of this is to turn pre-emptive m/tasking off whilst your
> auto progs load. That allows each one to run to completion before the

> next starts, which can help with problems such as yours.
>
> Once its all done, the cpx switches pre-emptive on (save the setting
so
> it's all carried out automatically).
>
> --
> / The Cheshunt Computer Club /
> / http://ccc.atari.org /
> / The essential accessory for your Atari /

This is interesting. Where in the inf file should this be inserted?
I've not succeeded in getting MagiC working on my CT60. But like I
said, the CT60 runs fine on top of my Nemisis. Videlity works here
too!

Wayne

884. Re: Spectrum 512 pic disk wanted

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 02:48:06 UTC
From: Beno&#65533;t Morrissette <benmorrissNOSPAM@NOSPAMvideotron.qc.ca>
Message-ID: <jou931tdh1k7o4e8std7j9blvapmiq7m25@4ax.com>
Source record: 14360

On Sun, 13 Mar 2005 14:54:55 -0800, "Tim" <tjlazer@NOCRAP.mail.com> wrote:

>I have the original Spectrum 512 and was looking for the pic disk for this
>paint program. The one with the bee512.spc on it and others. Anyone have
>this?
>
>Tim
>

Lots of originals Atari pictures including what you want. Use XnView under
Windows to view and convert them.

Good Night!!

Benoï¿½t Morrissette

885. Re: Spectrum 512 pic disk wanted

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 02:49:02 UTC
From: Beno&#65533;t Morrissette <benmorrissNOSPAM@NOSPAMvideotron.qc.ca>
Message-ID: <aru9311pda6e89bbbj7m4bldgojig4dnh7@4ax.com>
Source record: 14361

On Sun, 13 Mar 2005 14:54:55 -0800, "Tim" <tjlazer@NOCRAP.mail.com> wrote:

>I have the original Spectrum 512 and was looking for the pic disk for this
>paint program. The one with the bee512.spc on it and others. Anyone have
>this?
>
>Tim
>

Ooopppsss!!!! Forgot to include the link!

http://pages.videotron.com/benoitm/atari.zip

Have a better night!

Benoï¿½t Morrissette

886. [ANN]Zweather 1.0 Final

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 05:55:59 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <42352772$0$17323$636a15ce@news.free.fr>
Source record: 14362

Hi,

You can find in my webpage zweather 1.0

What's news?

- STing compatibility layer has been added.
- A very bad bug was present in the "icon" code. it caused memory leak (
shame on me).
- Zweather works now on old 8+3 partition.
- Many others littles things.

If I have the time and the motivation, the next step will be a
"radar/satelitte" view of the wanted city and a French/German translation.

Ciao,
Zorro
http://zorro.arcadia-crew.com

887. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 09:43:10 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42355c55$1@news.broadpark.no>
Source record: 14363

Well, the auction is over and not surprisingly nobody bid on it.
Let's see if they put it up again, now with a more sensible and
realistic price...

--
Hallvard

888. Re: Accessory file manager?

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 10:27:53 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d13p7o$62m$1@nemesis.news.tpi.pl>
Source record: 14365

J Davey napisaďż˝(a):
> Does any one know of a good file manager (and if so where to get it) that
> runs as a desk accessory under TOS 2.06 and 4.04

Mortimer is very good, but not an accessort - it hooks up to a keyboard
shortcut.

Cite:

"Sir, ich kopiere."

(might be not very accurate becouse I haven't used it for quite some time)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

889. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 10:46:08 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1110797168.967884.80210@g14g2000cwa.googlegroups.com>
Source record: 14366

If they started it off at £10 with no reserve, I estimate it would probably go for £1000-1200.

Coda.

890. Re: st format wonder disks

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 14:15:54 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1110809754.425225.138410@o13g2000cwo.googlegroups.com>
Source record: 14367

Chris,

Unfortunately I dont use the hotmail address anymore, I forgot to
change it on my google profile. (I apologise for using google groups,
everything else at work is locked down...:( )
Can you resend the email to the address thats located on the contact
page at:
http://www.janthomas.org.uk/

thanks, and sorry about that.
Coda.

891. ST sound chip versions

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 14:38:05 UTC
From: "Trevor N." <aac@comcast.net>
Message-ID: <jd8b31pt7kjm3bj9rqurg48hdkdk5r2p3a@4ax.com>
Source record: 14368

I just finished looking at a 540ST, in order to do a little
hardware project involving the YM2149 sound chip. Information on the
chip was easy to find on the web; I managed to obtain a schematic for
the ST, and the Yamaha datasheet for the 2149. After examining the
write cycle timing with the ST in, I guess it could be called
"keyboard not found error" mode (continuous tones emitted), it seems
that the access and hold times are significantly shorter than those
printed in the datasheet (measured: access time 180ns, hold time 50ns)
Does anyone know if the chip actually used in the ST, with the "F"
suffix, is supposed to mean something like "Fast"? The datasheet
doesn't mention any suffix designations. Did I make a mistake with my
measurements somewhere? I saw some references with google that seemed
to imply that there were both chips with no suffix, and and F suffix,
(and a C suffix?) but there was nothing I could see that stated what
the differences are.

892. Re: Price

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 19:20:34 UTC
From: ";-)" <velvet.darkness@wp.pl>
Message-ID: <d14oe0sjo1@nemesis.news.tpi.pl>
Source record: 14369

I sold my Mega STe for 150PLN in Poland (40EUR)... I'm happy and wait for my new computer ;-)

U&#65533;ytkownik ";-)" <velvet.darkness@wp.pl> napisa&#65533; w wiadomo&#65533;ci news:d11pusaup1@nemesis.news.tpi.pl...
> How are prices now of:
> MEGA STE?
> TT030?
> F030?
> CT60/63?
>

893. Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-14 23:51:52 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4236233d$1@news.broadpark.no>
Source record: 14370

It's been a while so it's slipped my mind....
how large can hard drive partitions be under TOS 2.06?
Isn't there a limit to how big the actual drive can be as well, or is it
just a matter of not being able to use all the storage space of a big drive?

Secondly, is it possible to buy "small" (by today's standards) SCSI hard
drives these days? I've done fine with a 540 Mbyte drive for years, so I
suppose somewhere between that and 1 GB would be more than enough.
And most importantly: the drive has to be *very* quiet -actually close
to completely silent if possible. Any drives which can be recommended?

I'll be using the Link 97 along with HDdriver.

--
Hallvard

894. Re: Atari Stacy2 & TT030 for sale in Europe

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 01:04:37 UTC
From: Silver <silver@silver.net>
Message-ID: <d15cb9bml1@ls219.htnet.hr>
Source record: 14371

How much you want for Stacy2?

Please answer me on mail:
silver2002@vip.hr

Silver...

"Klaus Seiner" <kseiner@inode.at> wrote in message
news:42349933$1@e-post.inode.at...
> Hi!
>
> I&#65533;m parting with my collection - SO i have to sell those two machines?
>
> 1.) Atari STacy 2 - Fully working. Good shape.
> 2.) Atari TT030 (10 MB ST RAM, 4 MB TT RAM, Video Adapter, 100MB HDD) -
> Fully working. Good shape (some yellowing on keyboard).
>
> If you are interested, please make an offer (otherwise i&#65533;ll put them on
> ebay.de)
>
> greetings from Austria,
> Klaus
>
>

895. Re: Spectrum 512 pic disk wanted

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 04:53:54 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <113cqj5iv7f8v09@corp.supernews.com>
Source record: 14372

"Beno&#65533;t Morrissette" <benmorrissNOSPAM@NOSPAMvideotron.qc.ca> wrote in
message news:aru9311pda6e89bbbj7m4bldgojig4dnh7@4ax.com...
> On Sun, 13 Mar 2005 14:54:55 -0800, "Tim" <tjlazer@NOCRAP.mail.com> wrote:
>
>>I have the original Spectrum 512 and was looking for the pic disk for this
>>paint program. The one with the bee512.spc on it and others. Anyone have
>>this?
>>
>>Tim
>>
> Ooopppsss!!!! Forgot to include the link!
>
> http://pages.videotron.com/benoitm/atari.zip
>
> Have a better night!
>
> Beno&#65533;t Morrissette

Thanks!!!

Tim

896. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 04:57:41 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <113cqq7nrttrcc0@corp.supernews.com>
Source record: 14373

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:4236233d$1@news.broadpark.no...
> It's been a while so it's slipped my mind....
> how large can hard drive partitions be under TOS 2.06?
> Isn't there a limit to how big the actual drive can be as well, or is it
> just a matter of not being able to use all the storage space of a big
> drive?
>
> Secondly, is it possible to buy "small" (by today's standards) SCSI hard
> drives these days? I've done fine with a 540 Mbyte drive for years, so I
> suppose somewhere between that and 1 GB would be more than enough.

I would go to all the PC Recycle stores you can. I just picked up some SCSI HD's. A 1GB Slim Seagate and a Quantum 1.2GB for, get this, $2 each! Work great too! Also got two Zip 100 SCSI drives for $5 ea. Also got some Epson SMD-300 drives for my Mega STE/TT030/Falcon030. ;)

Tim

897. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 07:35:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <39nhhlF5qusodU1@individual.net>
Source record: 14374

Hallvard Tangeraas wrote:
> It's been a while so it's slipped my mind....
> how large can hard drive partitions be under TOS 2.06?

512 MB.

> Isn't there a limit to how big the actual drive can be as well, or is it
> just a matter of not being able to use all the storage space of a big
> drive?

With your Link97 there is no size limit for the drive.

> And most importantly: the drive has to be *very* quiet -actually close
> to completely silent if possible. Any drives which can be recommended?

If a silent drive is very important for you consider adding an IDE
interface to your Atari and then using a CF card as your drive. This may
also work for SCSI, but I don't know the price for SCSI CF adapters.
Note, however, that CF cards are usually slower than real hard drives.

--

Dr. Uwe Seimet http://www.seimet.de

898. PAMsNet

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 08:34:46 UTC
From: Jochen.Fietz_REMOVETHIS_@gmx.de
Message-ID: <42369cd4.4014296@news.individual.de>
Source record: 14375

After all the years I want to reassemble my PAMsNet. Everything works fine, but I can't get my E-DMA-Adaptor working because the original Driverdisk cannot be read anymore (yes, no backup...)

Has someone got that driverdisk and would mail it to me? Even single files (e.g. NETH.PRG or the TCPIP files) would be useful. I have got the original disks and licences, but PAM Software is out of business for years...

Thanks

Jochen

Hades060, TT030, Falcon, MegaSTE

899. LSD menus

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 10:02:38 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4236b279$0$10940$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14376

HI all,

trying to put together a page of LSD menus, I have about 20 of the menus on floppy which I will image latter, I only found the odd few dotted around the net, anyone have any of these for swaps ? I will make a list of the ones I have when I get chance,

cheers,
chris

900. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 10:23:09 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4236b731@news.broadpark.no>
Source record: 14377

Uwe Seimet wrote:
> Hallvard Tangeraas wrote:

>> Isn't there a limit to how big the actual drive can be as well, or is it
>> just a matter of not being able to use all the storage space of a big
>> drive?
>
> With your Link97 there is no size limit for the drive.

So I only need to watch the partition sizes in order to take full
advantage of the available storage space, such as creating at least 4
partitions of 512 Mbytes with a 2 GB drive?
Is there a limit to how many partitions I can have?

>> And most importantly: the drive has to be *very* quiet -actually close
>> to completely silent if possible. Any drives which can be recommended?
>
> If a silent drive is very important for you consider adding an IDE
> interface to your Atari and then using a CF card as your drive. This may
> also work for SCSI, but I don't know the price for SCSI CF adapters.
> Note, however, that CF cards are usually slower than real hard drives.

Interesting. I wasn't aware that there were IDE interfaces available for
those cards.
About the speed: will this be noticable on an Atari STe (or Mega STe)
and cause a lot of frustration and problems?
Or are you just referring to today's PCs and Macs?

--
Hallvard

901. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 10:46:10 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4236bc95$1@news.broadpark.no>
Source record: 14378

Regarding SCSI compactflash.... is this something that can be used?:
http://www.adtron.com/products/S35fa.html (Adtron S35FA Flashpak Flash
Disk).

I have no idea about the cost for something like this, but I'll keep
searching.

--
Hallvard

902. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 11:17:15 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <39nuhrF60v7erU1@individual.net>
Source record: 14379

Hallvard Tangeraas wrote:

> Is there a limit to how many partitions I can have?

14 with TOS, but with HDDRIVER you can also use A: and B: for your hard
disk drive, which results in 16 partitions.

> Interesting. I wasn't aware that there were IDE interfaces available for
> those cards.

Actually the CF cards have an interface that is not much different from
an IDE port.

> About the speed: will this be noticable on an Atari STe (or Mega STe)
> and cause a lot of frustration and problems?
> Or are you just referring to today's PCs and Macs?

With an ST/STE there is probably no great difference between a hard disk
drive and a CF card. If I remember correctly with my Falcon the data
transfer rate when reading from a CF card was about 1 MB/s. Writing is
slower, though. But definitely silent :-).

--

Dr. Uwe Seimet http://www.seimet.de

903. Atari ST software on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 13:26:59 UTC
From: MrShoujo@webtv.net
Message-ID: <25282-4236E2A3-67@storefull-3273.bay.webtv.net>
Source record: 14380

I'm going to be attempting to sell off a bunch of Atari ST software (mostly games, but some other stuff, too), and all my starting prices will be $3 per bundle. I hope to have a couple huge lots (like a bunch of Psygnosis stuff for one), and a few heavy ones. ^_^;;; But in any case, all will have original disks and most have complete instructions and documentation, and even the box they came in. Look for seller "obscurestuff" and yes, I will ship internationally. So far, I have 2 lots up on eBay. Sorry if this is inconvenient for some, but perhaps if there's interest, I might post here for any unsold lots.

I hope no one minds this little blurb.

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

"They make crayONs; do they make crayOFFs?"

904. Re: Floppy testing program?

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 16:06:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <423707c7$0$10944$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14381

"Egon Spengler" <Egon@The.Lab> wrote in message
news:HL-dnT97Fsav9rLfRVnyug@eclipse.net.uk...
> Hi,
>
> Does anyone have a program they can send me that will stress test a floppy
> drive?
>
> Egon
>

theres a prog called "Tracker" which may do the job, not sure if it does
1.44's though, will zip it to you when Ive finished archiving some more
stuff :)

chris

> --
> The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
> :)
>

905. CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 16:37:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42370f1c$0$10938$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14382

Hi all,

everything works fine until I get one of those gem boxes "Data in drive A:
may be damaged" so I click on retry a few times, then click on cancel, then
CT60 crashes ? otherwise it works fine (works fine in 030 mode also)

chris

906. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 20:53:34 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42374b4e$0$1232$8fcfb975@news.wanadoo.fr>
Source record: 14383

exxos a ï¿½crit :
>
> Hi all,
>
> everything works fine until I get one of those gem boxes "Data in drive A:
> may be damaged" so I click on retry a few times, then click on cancel, then
> CT60 crashes ? otherwise it works fine (works fine in 030 mode also)
>
Deactivate "Floppy background DMA" within the cpx of Magic config.

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

907. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-15 21:06:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42374de8$0$10939$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14384

"J.-Luc" <Myname.Mysurname@myisp> wrote in message
news:42374b4e$0$1232$8fcfb975@news.wanadoo.fr...
> exxos a crit :
>>
>> Hi all,
>>
>> everything works fine until I get one of those gem boxes "Data in drive
>> A:
>> may be damaged" so I click on retry a few times, then click on cancel,
>> then
>> CT60 crashes ? otherwise it works fine (works fine in 030 mode also)
>>
> Deactivate "Floppy background DMA" within the cpx of Magic config.
>
> J.-Luc

```
im using generic tos ?

Chris

> --
> "From" is invalid. In order to answer directly, replace :
> Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
>
>
```

908. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 04:58:38 UTC
From: atarian1 <atarian1@yahoo.com>
Message-ID: <1110949118.213390.75250@g14g2000cwa.googlegroups.com>
Source record: 14385

I have a Microtech SCSI CF drive connected to an ICD Link 2. It works great. Silent and fast. To me, the CF drive feels much faster than my old Syquest 270MB drive.

909. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 06:28:42 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4237d1bc$1@news.broadpark.no>
Source record: 14386

atarian1 wrote:
> I have a Microtech SCSI CF drive connected to an ICD Link 2. It works
> great. Silent and fast. To me, the CF drive feels much faster than my
> old Syquest 270MB drive.

Sounds like a good solution.
How much storage space does it have, and how much did it cost?

--
Hallvard

910. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 09:05:31 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <4237f772$0$31830$636a15ce@news.free.fr>
Source record: 14387

If DMA is used, it may reveal a SDMA clock problem !
Especially if the mb is boosted...
Check about SCSI transfers and audio...

SDMA is managing both three functions.

Regards

exxos wrote:
> Hi all,
>
> everything works fine until I get one of those gem boxes "Data in
> drive A: may be damaged" so I click on retry a few times, then click
> on cancel, then CT60 crashes ? otherwise it works fine (works fine in
> 030 mode also)
>
> chris

911. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 10:29:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42380a5c$0$10938$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14388

"Rodolphe Czuba" <rodolphe.beurk.spam.czuba@free.fr> wrote in message
news:4237f772$0$31830$636a15ce@news.free.fr...
> If DMA is used, it may reveal a SDMA clock problem !
> Especially if the mb is boosted...
> Check about SCSI transfers and audio...
>
> SDMA is managing both three functions.
>
> Regards
>

MB is not boosted, but where to check sdma clock ?

Chris

912. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 10:42:54 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1110969774.949764.177180@z14g2000cwz.googlegroups.com>
Source record: 14389

Guys,

There are different speeds of CF card. It is usual to see CF cards advertised as 12x, 40x, 66x etc. I would be interested to see where the bottleneck is as far as transfer rate is concerned, and what difference each speed of card makes to tx rate.

Coda.

913. Re: PAMsNet

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 10:51:18 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1110970278.056028.186400@g14g2000cwa.googlegroups.com>
Source record: 14390

I have the PAM's VME card working fine in my TT with MiNTnet. I am not aware of your model of card. What format is it, and which machine is it for?
I have tried a lot of the drivers on the net for this card, and only the MiNTnet stuff worked reliably.

Coda.

914. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 11:28:21 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <pLUZd.384085$PH1.211816@amsnews05.chello.com>
Source record: 14391

Hallvard Tangeraas wrote:

> Regarding SCSI compactflash.... is this something that can be used?:
> http://www.adtron.com/products/S35fa.html (Adtron S35FA Flashpak Flash
> Disk).
>
> I have no idea about the cost for something like this, but I'll keep
> searchin

I did some googling and found out that KODAK produces a CF SCSI-2
card reader for digital photo systems. It is specifically stated that
it implements the ADTRON hardware.

I am now off to the big shopping mall called 'Amsterdam' :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

915. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 12:16:53 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <VsVZd.384605$PH1.362468@amsnews05.chello.com>
Source record: 14392

Hallvard Tangeraas wrote:

> Regarding SCSI compactflash.... is this something that can be used?:
> http://www.adtron.com/products/S35fa.html (Adtron S35FA Flashpak Flash
> Disk).
>
> I have no idea about the cost for something like this, but I'll keep
> searching.
>
>

Well, If you do a simple google "scsi card reader" it appears that
there are more manufacturers. Majority is indeed digital photo realm.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

916. Re: PAMsNet

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 15:03:57 UTC
From: Jochen.Fietz_REMOVETHIS_@gmx.de
Message-ID: <42384964.27578609@news.individual.de>
Source record: 14393

On 16 Mar 2005 02:51:18 -0800, "Coda" <smeg_007@hotmail.com> wrote:

>I have the PAM's VME card working fine in my TT with MiNTnet. I am not
>aware of your model of card. What format is it, and which machine is it
>for?
>I have tried a lot of the drivers on the net for this card, and only
>the MiNTnet stuff worked reliably.
>
>Coda.
>

PAMs E-DMA is an external Ethernet Adaptor which plugs into the
ASCI-Port of 1040/Mega/TT. I successfully could get it to work with
Mintnet, but I also want to integrate it into my Pamsnet. (Pamsnet is
a Network software from PAM, Germany, which was delivered as a bundle
with PAM VME, E-DMA, E-Mega and Flexlink - no native TCP/IP). I have a
Pamsnet running, but unfortunately my original disk for the E-DMA Node
is unreadable after all the years...

Jochen

917. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 15:04:16 UTC
From: MrShoujo@webtv.net
Message-ID: <24425-42384AF0-22@storefull-3277.bay.webtv.net>
Source record: 14394

Maybe I can offer some additional comment on Atari ST formatted 720K discs and PCs...

I have a Toshiba 440CDX laptop with an external floppy drive - and the thing with this is that the external drive reads and writes to Atari ST formatted 720K disks.

However, those same discs do not read at all in Windows Desktops. I haven't tried a friend's Win98 SE system, but I do know 2 XP systems that couldn't read them at all.

I am fortunate that I had a laptop and its external floppy drive to access my ST formatted discs since the ST I was using had to go back to its owner when we moved (otherwise I had been using it for some time).

Not all Windows systems read ST discs. I should point out the Toshiba laptop has Windoze 95 on it. It could be the drive, it could be the version of MS DOS, or the version of Windows, that presents the problem.

The older the system and OS and all, likely the better the chances the system will read your disks. I have not had the chance to test any HD ST disks. T.T

Later!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

"They make crayONs; do they make crayOFFs?"

918. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 15:26:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4238500e$0$10943$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14395

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:6bbf315lggfo32ep1p3iacv6adnnalgcug@4ax.com...
> On Tue, 15 Mar 2005 21:06:15 -0000, "exxos" <exxos@home.co.uk> wrote:
>
>>
>>"J.-Luc" <Myname.Mysurname@myisp> wrote in message
>>news:42374b4e$0$1232$8fcfb975@news.wanadoo.fr...
>>> exxos a crit :
>>>>
>>>> Hi all,
>>>>
>>>> everything works fine until I get one of those gem boxes "Data in drive
>>>> A:
>>>> may be damaged" so I click on retry a few times, then click on cancel,
>>>> then
>>>> CT60 crashes ? otherwise it works fine (works fine in 030 mode also)
>>>>
>>> Deactivate "Floppy background DMA" within the cpx of Magic config.
>>>
>>> J.-Luc
>>
>>im using generic tos ?
>>
>>Chris
>
> I think that HD Driver has that option as well. It should be off.
>
> Mike
>>

its off, just copied about 5 floppies, it couldn't read the 6th and crashed
again :-(

Chris

>

919. Mega STE top outer case

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 15:27:28 UTC
From: emilcris1@yahoo.com
Message-ID: <1110986848.123084.160460@l41g2000cwc.googlegroups.com>
Source record: 14396

I got a Mega STe in need of an outer case and screws. Does any one may one for parts? thanks.

920. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 16:39:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.16.16.39.24.824967@charter.net>
Source record: 14397

On Wed, 16 Mar 2005 15:26:37 +0000, exxos wrote:

> its off, just copied about 5 floppies, it couldn't read the 6th and crashed
> again :-(
>
> Chris

You've probably already thought of this but bad media? Dirty drive? Bad
drive? Bad cable?

1 copy out of 6 sure seems pretty random doesn't it? :-(

921. HighWire 0.2.5 Released

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 17:34:22 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <y6_Zd.6251$qf2.4665@newsread2.news.atl.earthlink.net>
Source record: 14398

Stop the worries, stop the fears, a new version of HighWire is now here.
Or in other words HighWire 0.2.5 is now available to the public.

All of those long winter evenings weren't wasted. Quite a number of
improvements have been made to the program. Among those are...

* CSS parser improved for better compatibility
New Keywords implemented
o height
o float
o clear
o border
o font
o min-width
o size values enabled for tables

* Rendering improved for floating block elements (eg. DIV, TABLE, P ...)
* NOWRAP bugfix
* Several improvements for Table layout
* Link Handling reworked and improved
* Colour logo added for start window and icons as well as a seperate RSC
file for the desktop
* A few continous loop lockup bugs eliminated
* better handling of Script and Style tags
* Plus Several more (but less obvious) bugs fixed.

What does this all mean. Well you can expect many sites to look quite a bit
better.
The program itself is less succeptible to poorly written html locking it up
and at least a few of the annoying bugs with link, script and style tags are
now gone. We think you will find it worth the wait.

To download and read more, visit us at:

http://highwire.atari-users.net

922. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 17:53:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4238726e$0$10938$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14299

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.03.16.16.39.24.824967@charter.net...
> On Wed, 16 Mar 2005 15:26:37 +0000, exxos wrote:
>
>> its off, just copied about 5 floppies, it couldn't read the 6th and
>> crashed
>> again :-(
>>
>> Chris
>
> You've probably already thought of this but bad media? Dirty drive? Bad
> drive? Bad cable?
>
> 1 copy out of 6 sure seems pretty random doesn't it? :-(

well over the last week ive copied over 1,400 floppies with no problems,
some of them were of course faulty, though as soon as I go into CT60 mode,
afew floppies latter and the thing crashes..... go back to 030 mode, try
same floppy and im away again.... ive already downclocked the CT60 to 50mhz,
which solved a lot of problems, though it seems its more of a patch software
kind problem to me, works fine until it gets a floppy error then crashes, so
forced to use 030 mode, which is no fun on a unboosted machine at the best
of times :-(

Chris

>

923. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 18:02:29 UTC
From: Bill Freeman <flipflapcospamblock@yahoo.com>
Message-ID: <1603200513022917 97%flipflapcospamblock@yahoo.com>
Source record: 14300

What is the model number of your Microtech drive?

In article <1110949118.213390.75250@g14g2000cwa.googlegroups.com>,
atarian1 <atarian1@yahoo.com> wrote:

> I have a Microtech SCSI CF drive connected to an ICD Link 2. It works
> great. Silent and fast. To me, the CF drive feels much faster than my
> old Syquest 270MB drive.
>

--
Bill Freeman

924. Re: HighWire 0.2.5 Released

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 18:57:42 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <39rhssF6405apU1@individual.net>
Source record: 14301

I just downloaded the archive to check it out, but it seems the zip =
file is damaged somehow? (hw025_b.zip, the binary for 68000)

Cheers,
Mikael

925. Re: HighWire 0.2.5 Released

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 20:15:55 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1111004155.873997.224430@g14g2000cwa.googlegroups.com>
Source record: 14302

Hiya,

> I just downloaded the archive to check it out, but it seems the zip =
> file is damaged somehow? (hw025_b.zip, the binary for 68000)

The file seems to unpack just fine here, no errors or anything.

Regards,

Joakim

926. Re: Mega STE top outer case

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 21:03:20 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <113h7omrt63bca8@corp.supernews.com>
Source record: 14303

<emilcris1@yahoo.com> wrote in message
news:1110986848.123084.160460@l41g2000cwc.googlegroups.com...
> I got a Mega STe in need of an outer case and screws. Does any one may
> one for parts? thanks.
>

Best Electronics & B & C ComputerVisions in CA has them, NOS for a
reasonable price. I got one for a 1040STE and a TT030 and it also made my
Atari's look brand new too! ;)

Tim

927. Re: HighWire 0.2.5 Released

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 21:16:42 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <39rm3qF638t49U1@individual.net>
Source record: 14304

On the 16.03.05, GokMasE wrote:

G> The file seems to unpack just fine here, no errors or anything.

Yup, it's fine. Something went wrong when I downloaded it last, =
tried downloading it again, but it must have been taken from the =
cache. Now I deleted it from the cache, downloaded it again, and it =
works. Sorry for the false alarm.

Cheers,
Mikael

928. Re: HighWire 0.2.5 Released

Newsgroup: comp.sys.atari.st
Date: 2005-03-16 21:40:39 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1111009239.617758.167780@g14g2000cwa.googlegroups.com>
Source record: 14305

No worries, great to hear you got it downloaded okay at last.
Don't hesitate to give some feedback on the program, either here or on
the HW forum or mailing list ;)

Regards,

/Joakim

929. Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 03:19:38 UTC
From: Managed Resistance <managed_resistance@cogeco.ca>
Message-ID: <eH6_d.8136$lf1.1784336@read2.cgocable.net>
Source record: 14306

What are used Falcons going for these days? I haven't had my grimey little paws on an Atari ST type machine since 1990.

I've always been somewhat intrigued by the Falcon but found them to be too costly for what they offered. Now that Atari is no longer in the picture and the Flacom is many years past its prime, what should one expect to pay for a used Falcon?

There were a couple of ST's, a 520 and a 1040, for sale locally, but I passed them up. I think that if I were gonna plop down some dough for an ST class machine, it would have to be a Falcon or Falcon clone.

Thanks,

930. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 05:05:25 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <113i40ppkp3h48d@corp.supernews.com>
Source record: 14307

"Managed Resistance" <managed_resistance@cogeco.ca> wrote in message
news:eH6_d.8136$If1.1784336@read2.cgocable.net...
> What are used Falcons going for these days? I haven't had my grimey
> little paws on an Atari ST type machine since 1990.
>
> I've always been somewhat intrigued by the Falcon but found them to be too
> costly for what they offered. Now that Atari is no longer in the picture
> and the Flacom is many years past its prime, what should one expect to pay
> for a used Falcon?
>
> There were a couple of ST's, a 520 and a 1040, for sale locally, but I
> passed them up. I think that if I were gonna plop down some dough for an
> ST class machine, it would have to be a Falcon or Falcon clone.
>
> Thanks,
>

They are somewhat rare comparted to the ST series. About $300-$400 on eBay
is about right. (USA) I got mine last year on eBay for $325. Nice machine.

Tim

931. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 05:16:46 UTC
From: atarian1 <atarian1@yahoo.com>
Message-ID: <1111036606.336832.268590@o13g2000cwo.googlegroups.com>
Source record: 14308

Or it could be the Windows configuration. I know some people (like me) who after installing certain programs, suddenly can't read/write Atari disks. The newly installed program must have messed with the registry or something in Windows that causes this to happen. Since virtually everyone has different programs installed on their system, it's a hit and miss.

I have 3 hard drives with different configurations that I pop into and out of the computer via hard drive trays. My Win98SE HD loaded with programs will not read/write Atari disks. My plain Win98SE HD can read/write Atari disks. My WinXP-SP2 HD loaded with programs can also read/write Atari disks (not format them though). I interchange these HDs on my single PC, so it's not the PC. It's Windows.

932. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 05:36:57 UTC
From: atarian1 <atarian1@yahoo.com>
Message-ID: <1111037817.776789.3100@g14g2000cwa.googlegroups.com>
Source record: 14309

Hallvard, it depends on the CF card. I'm using a 256MB card right now and a leftover 8MB CF card that came with my old digital camera. Both work fine. Cost depends on where you get it. I've seen it on Ebay for $20-$100. I don't know how much it is new from an online retailer nowadays, but back when I got mine, it was about $200-$400. BTW, didn't you ask this before? (or maybe I'm confusing you with someone else?) I know this topic has come up on c.s.a.st many times with the same response. I'm wondering why you haven't taken the plunge and tried this out since you seem to be someone who likes to experiment (Yes, I think you're rack-mounting project is a huge experiment!).

Coda, I haven't tried the Ultra, Ultra II, etc. brand of CF cards. But I feel the regular Kingston 256MB card I use is quite fast. It would be an interesting to try out though...

Henk, I tried the Kodak/Adtron one, and it didn't work when I tried it. However, someone on ATARI.ORG did manage to get it to work. I don't know what he did, but none of my systems recognized it. It's also a "dead-end" drive so you can't daisy chain other SCSI drives. It has to be the last drive in the chain. It was very cheap though.

Bill, I think I have the PC-47B or something like that. It's the one with 2 PCMCIA slots. I have two PCMCIA-to-CF adapter cards for my CF cards. I know the Microtech 3 card model and the PCMCIA/Smartmedia model work too as other Atarians on here have used them with success. Basically, you can't go wrong with any of these 3 Microtech models.

933. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 08:40:17 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42394271$1@news.broadpark.no>
Source record: 14310

atarian1 wrote:
> Hallvard, it depends on the CF card. I'm using a 256MB card right now
> and a leftover 8MB CF card that came with my old digital camera. Both
> work fine. Cost depends on where you get it. I've seen it on Ebay for
> $20-$100. I don't know how much it is new from an online retailer
> nowadays, but back when I got mine, it was about $200-$400. BTW,
> didn't you ask this before? (or maybe I'm confusing you with someone
> else?)

I may accidently have repeated the same question(s) at some time or discussed the same subject at some time ;-)

I'm looking into every possibility of getting a silent drive. The compactflash solution seems like a good one at that, but pricewise it's not that good as far as I can see. Perhaps I could do with a smaller drive than first intended.
But I'm also looking at regular hard drives as there are (supposedly) very quiet or almost silent drives around. I just don't know which ones yet.
This was an issue for me 5 or 6 years ago when I got myself a new drive and ended up with an IBM UltraStar. It was supposed to be "very quiet". hah! What a joke. It whines along like any other drive. Too bad you can't try out har drives before you buy and the specs don't tell you the noise levels (I guess they would sell less if they did!).
But that's several years ago and I'm sure things have advanced since then. Especially since the market has become more aware of computer noise-levels.

If I get hold of a suitably quiet regular hard drive I could try to reduce the noise even more by using one of the many DIY noise-damping techniques.
Then again, with a compactflash card I wouldn't have to bother with that at all. It's all about the money I guess.

Are there other "solid state" drive options around? I've heard of the IBM/Hitachi Microdrives, but these are just another type of Compactflash cards, aren't they? And cost just as much I presume.

> I know this topic has come up on c.s.a.st many times with the
> same response. I'm wondering why you haven't taken the plunge and
> tried this out since you seem to be someone who likes to experiment
> (Yes, I think you're rack-mounting project is a huge experiment!).

Like I said, it's an economic question.
Other than that, the biggest obstacle I have in order to finish the project is circuit-board designing software. I'm trying out various free

software on a PC, but it's obviously not the usual kind of "click, point and figure it out yourself" sort of thing, and I just haven't had time yet to get really deep into that sort of stuff.
I wish there was an easier way to create high-quality circuit boards. (the STe will have several add-ons and modifications, so I need many boards designed and made before I can complete it).

> Coda, I haven't tried the Ultra, Ultra II, etc. brand of CF cards. But
> I feel the regular Kingston 256MB card I use is quite fast. It would
> be an interesting to try out though...

I assume you've used a regular hard drive before -do you notice any difference in actual use?
May I ask why you got yourself a compactflash for your computer? Is it for getting rid of all noise problems as with me, or did you see other advantages over a "normal" (and cheaper) hard drive?

--
Hallvard

934. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 08:53:56 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d1bgj4$388$1@titan.btinternet.com>
Source record: 14311

Hi "Managed Resistance"

> What are used Falcons going for these days? I haven't had my grimey
> little paws on an Atari ST type machine since 1990.
>
> I've always been somewhat intrigued by the Falcon but found them to be too
> costly for what they offered. Now that Atari is no longer in the picture
> and the Flacom is many years past its prime, what should one expect to pay
> for a used Falcon?
>
> There were a couple of ST's, a 520 and a 1040, for sale locally, but I
> passed them up. I think that if I were gonna plop down some dough for an
> ST class machine, it would have to be a Falcon or Falcon clone.

Atari machines tend to live in clusters scattered about the planet, where in
the world are you?

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

935. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 10:26:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42395b28$0$2765$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14312

```
"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:2g2i31piua01kconk5jqvb93kijtkh4ena@4ax.com...
> On Wed, 16 Mar 2005 17:53:47 -0000, "exxos" <exxos@home.co.uk> wrote:
>
>>
>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>news:pan.2005.03.16.16.39.24.824967@charter.net...
>>> On Wed, 16 Mar 2005 15:26:37 +0000, exxos wrote:
>>>
>>>> its off, just copied about 5 floppies, it couldn't read the 6th and
>>>> crashed
>>>> again :-(
>>>>
>>>> Chris
>>>
>>> You've probably already thought of this but bad media? Dirty drive? Bad
>>> drive? Bad cable?
>>>
>>> 1 copy out of 6 sure seems pretty random doesn't it? :-(
>>
>>well over the last week ive copied over 1,400 floppies with no problems,
>>some of them were of course faulty, though as soon as I go into CT60 mode,
>>afew floppies latter and the thing crashes..... go back to 030 mode, try
>>same floppy and im away again.... ive already downclocked the CT60 to
>>50mhz,
>>which solved a lot of problems, though it seems its more of a patch
>>software
>>kind problem to me, works fine until it gets a floppy error then crashes,
>>so
>>forced to use 030 mode, which is no fun on a unboosted machine at the best
>>of times :-(
>>
>>Chris
>>
> I have the same problem using the SCSI Ethernet. I think Roger
> documented that issue differently however.
> Haven't installed the CT060 yet, so let me guess a bit from past
> accelerator experience.
> You have no clock patch installed, correct?
> The SDMA and FPU share the same clock trace. I think CT060
> instructions say to lift the CLKIN pin of the FPU socket to
> "disconnect" that connection.
> Next, near the SDMA CLKIN, there is a trace that runs "dogleg" under a
> resistor on it's way to the SDMA CLKIN pin. Not sure if CT060
```

> instructions detail this, but the dogleg in the trace should be
> carefully cut, then gently scrape the coating over the trace until it
> is bare. Solder a jumper wire from one straight section to the
> straight section prepaired nearest the SDMA CLKIN, hooping the wire
> over the resistor that's in the way. Optional is to run the SDMA it's
> own clock wire from the CT060, or from the resistor pads near the CPU
> where the clock patch use to be installed. The STD Falcon trace is
> very long and runs through a lot of noisey areas. On the Mighty Sonic,
> Afterburner and Nemesis I have always used a carefully routed piece of
> well insulated wire to make the SDAM clock connection. That has always
> helped with both SCSI and Floppy SDMA operations. I also read where
> the CT060 is programmed to wait longer for the SDAM, so the problem
> isn't likely with the CT060. I have looked for a diagram or photo of
> the SDAM clock trace modification and cannot find an example. The
> Nemesis manual I think details the modification.
> That's about all I can pull from memory. Tree Check from the Kobold
> package is a good tool to verify disk transfers.
> Mike
>>
>>

thanks for that will look into re-routing the sdma clock, could I take a clock from the CT60 ? maybe that would help..... my MB isn't boosted, I used to have Nemesis but took it out cos it was unstable at 24mhz.... wasn't to great at 20mhz either...

chris

>>
>>>
>>
>

936. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 10:37:05 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42395dac$0$2761$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14313

```
"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:2g2i31piua01kconk5jqvb93kijtkh4ena@4ax.com...
> On Wed, 16 Mar 2005 17:53:47 -0000, "exxos" <exxos@home.co.uk> wrote:
>
>>
>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>news:pan.2005.03.16.16.39.24.824967@charter.net...
>>> On Wed, 16 Mar 2005 15:26:37 +0000, exxos wrote:
>>>
>>>> its off, just copied about 5 floppies, it couldn't read the 6th and
>>>> crashed
>>>> again :-(
>>>>
>>>> Chris
>>>
>>> You've probably already thought of this but bad media? Dirty drive? Bad
>>> drive? Bad cable?
>>>
>>> 1 copy out of 6 sure seems pretty random doesn't it? :-(
>>
>>well over the last week ive copied over 1,400 floppies with no problems,
>>some of them were of course faulty, though as soon as I go into CT60 mode,
>>afew floppies latter and the thing crashes..... go back to 030 mode, try
>>same floppy and im away again.... ive already downclocked the CT60 to
>>50mhz,
>>which solved a lot of problems, though it seems its more of a patch
>>software
>>kind problem to me, works fine until it gets a floppy error then crashes,
>>so
>>forced to use 030 mode, which is no fun on a unboosted machine at the best
>>of times :-(
>>
>>Chris
>>
> I have the same problem using the SCSI Ethernet. I think Roger
> documented that issue differently however.
> Haven't installed the CT060 yet, so let me guess a bit from past
> accelerator experience.
> You have no clock patch installed, correct?
> The SDMA and FPU share the same clock trace. I think CT060
> instructions say to lift the CLKIN pin of the FPU socket to
> "disconnect" that connection.
> Next, near the SDMA CLKIN, there is a trace that runs "dogleg" under a
> resistor on it's way to the SDMA CLKIN pin. Not sure if CT060
```

> instructions detail this, but the dogleg in the trace should be
> carefully cut, then gently scrape the coating over the trace until it
> is bare. Solder a jumper wire from one straight section to the
> straight section prepaired nearest the SDMA CLKIN, hooping the wire
> over the resistor that's in the way. Optional is to run the SDMA it's
> own clock wire from the CT060, or from the resistor pads near the CPU
> where the clock patch use to be installed. The STD Falcon trace is
> very long and runs through a lot of noisey areas. On the Mighty Sonic,
> Afterburner and Nemesis I have always used a carefully routed piece of
> well insulated wire to make the SDAM clock connection. That has always
> helped with both SCSI and Floppy SDMA operations. I also read where
> the CT060 is programmed to wait longer for the SDAM, so the problem
> isn't likely with the CT060. I have looked for a diagram or photo of
> the SDAM clock trace modification and cannot find an example. The
> Nemesis manual I think details the modification.
> That's about all I can pull from memory. Tree Check from the Kobold
> package is a good tool to verify disk transfers.
> Mike

I soldered a resistor onto the clock of U36, so getting at the clock that
end is OK, but where is the best source to pickup the clock ? I will put in
a jumper wire instead and give that a try.....

chris

937. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 11:29:53 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0503170329.5e94f558@posting.google.com>
Source record: 14314

"exxos" <exxos@home.co.uk> wrote in message
news:<42380a5c$0$10938$cc9e4d1f@news-text.dial.pipex.com>...
> "Rodolphe Czuba" <rodolphe.beurk.spam.czuba@free.fr> wrote in message
> news:4237f772$0$31830$636a15ce@news.free.fr...
> > If DMA is used, it may reveal a SDMA clock problem !
> > Especially if the mb is boosted...
> > Check about SCSI transfers and audio...
> >
> > SDMA is managing both three functions.
> >
> > Regards
> >
>
>
> MB is not boosted, but where to check sdma clock ?
>
> Chris

I've seen this problem a few times. I think I fixed it by updatin the
firmware on the CT60, with the JTAG lead. Get the latest version.

938. Re: Atari-formatted DD disks on PCs again

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 16:49:07 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111078147.769832.196950@z14g2000cwz.googlegroups.com>
Source record: 14315

I was trying to image some ST Format disks for Exxos the other day. My PC wouldnt read some of the disks. I thought it might be the disks getting old. The same disks however in the Falcon with JayMSA, read perfectly.

Not only could XP not read the disk, Winimage (which is usually good for these sorts of problems), couldnt either.

Coda.

939. Re: Mega STE top outer case

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 16:53:10 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111078390.163906.104170@o13g2000cwo.googlegroups.com>
Source record: 14316

You might get the TT top half to fit. I think its the bottom halves
that are different.
Hmm I think my TT is white and my MSTE is grey(gray) maybe not the best
idea ive had...

Coda.

940. Re: PAMsNet

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 16:55:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111078553.760926.301730@f14g2000cwb.googlegroups.com>
Source record: 14317

Ok. I never knew they did an ACSI version. I could do with one of those, it would free up my VME slot for the GFX card I have. At the moment its one or the other :-(

I hope someone has a copy of the disk you need...

Coda.

941. FS: ALL NIB 20$! Epyx/MindScape/Atari/Sierra/Gremlin/EOA/HEWSON!

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 16:59:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503170856430.12266-100000@onyx.spiritone.com>
Source record: 14318
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Games are for the Atari ST Computer line!

Epyx Games NIB! Axe of Rage, Battleship, Boulder Dash Construction Set, California Games, California Games 2, Championship Wrestling, Death Sword, Devon Aire, Dive Bomber, Final Assault, The Games-Winter Edition, Impossible Mission 2, Metro Cross, Project Neptune, Sub Battle Simulator, Techno Cop, Tower Toppler, Winter Games, World Games & World Karate Championship!

MindScape Games NIB! Action Fighter, Alien Syndrome, Aussie Joker Poker, GODS, Harrier Combat Simulator, Into the Eagle's Nest, Plutos, Q*Ball, Road Raider, The Ultimate Ride and Willow!

Games from Atari NIB! Asteroids Deluxe, Backgammon, BattleZone, Crack'ed, Crystal Castles, Go-Moku/Renju, Missile Command, MoonBase, Moon Patrol, Robotron: 2084 and XOR!

Sierra Games NIB! The Colonel's Bequest, Conquests of Camelot-The Search for the Grail, Police Quest 2 & Space Quest 2-Chapter 2-Vohaul's Revenge!

Gremlin Games NIB! Federation Quest 1-B.S.S. Jane Seymour, Combo Racer and Impossamole!

EOA/Electronic Arts Games NIB! Alien Fires, Artura, Populous 2 and Skyfox!

HEWSON Games NIB! Exolon, NetherWorld and Zynaps!

U.S.GOLD Games NIB! Bonanza Bros. and Their Finest Missions-Volume One!

Rainbird/Firebird Games NIB! Golden Path, The Guild of Thieves, Knight Orc and StarGlider!

MICROPROSE/microdeal/MICROPLAY Games NIB! Airball, Goldrunner 2, F-15 Strike Eagle, Red Storm Rising, RVF Honda, Silent Service & Zero Gravity!

Datasoft/DATA EAST Games NIB! Global Commander, Mercenary & North & South!

PSYGNOSIS/PSYCLAPSE Games NIB! Atomino, Baal and Ballistix!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

942. Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 17:03:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503170900090.12266-100000@onyx.spiritone.com>
Source record: 14320
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of $50 or more and get a gift! Your choice! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org Atari for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

943. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 17:06:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503170903530.12266-100000@onyx.spiritone.com>
Source record: 14321
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

944. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 17:22:15 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <b1j_d.78538$r55.35342@attbi_s52>
Source record: 14319

Steve Sweet wrote:
> Hi "Managed Resistance"
>
>
>>What are used Falcons going for these days? I haven't had my grimey
>>little paws on an Atari ST type machine since 1990.
>>
>>I've always been somewhat intrigued by the Falcon but found them to be too
>>costly for what they offered. Now that Atari is no longer in the picture
>>and the Flacom is many years past its prime, what should one expect to pay
>>for a used Falcon?
>>
>>There were a couple of ST's, a 520 and a 1040, for sale locally, but I
>>passed them up. I think that if I were gonna plop down some dough for an
>>ST class machine, it would have to be a Falcon or Falcon clone.
>
>
> Atari machines tend to live in clusters scattered about the planet, where in
> the world are you?
>
Ya, ive noticed this too, personally i was one of the rare Atari people
in my area. Mostly commodore out here..

Not that this helps him get his falcon tho.. but i can feel his pain, i
always wanted a TT.. only saw 2 in real life in the area.. We had one
Atari store that carried a Stacy and a Mega.. the next closest store
that even knew what an atari was had been a 2 hour drive ..

945. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 20:07:10 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE5F4D9D.38E%wduke@cogeco.ca>
Source record: 14322

> From: "Steve Sweet" <steve.sweet@no-spam.btopenworld.com>
> Organization: BT Openworld
> Newsgroups: comp.sys.atari.st
> Date: Thu, 17 Mar 2005 08:53:56 +0000 (UTC)
> Subject: Re: Falcon
>
> Hi "Managed Resistance"
>
>> What are used Falcons going for these days? I haven't had my grimey
>> little paws on an Atari ST type machine since 1990.
>>
>> I've always been somewhat intrigued by the Falcon but found them to be too
>> costly for what they offered. Now that Atari is no longer in the picture
>> and the Flacom is many years past its prime, what should one expect to pay
>> for a used Falcon?
>>
>> There were a couple of ST's, a 520 and a 1040, for sale locally, but I
>> passed them up. I think that if I were gonna plop down some dough for an
>> ST class machine, it would have to be a Falcon or Falcon clone.
>
> Atari machines tend to live in clusters scattered about the planet, where in
> the world are you?
>

Oh Canada, my home and native land... True patriot love...

I am in that little country to the north of the U.S. of A. I am in Canada.

Do Falcon prices vary by nationality?

946. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 20:18:35 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE5F504B.38F%wduke@cogeco.ca>
Source record: 14324

> From: Ziggy <Ziggy@TheCentre.com>
> Organization: Comcast Online
> Newsgroups: comp.sys.atari.st
> Date: Thu, 17 Mar 2005 17:22:15 GMT
> Subject: Re: Falcon
>
> Steve Sweet wrote:
>> Hi "Managed Resistance"
>>
>>
>>> What are used Falcons going for these days? I haven't had my grimey
>>> little paws on an Atari ST type machine since 1990.
>>>
>>> I've always been somewhat intrigued by the Falcon but found them to be too
>>> costly for what they offered. Now that Atari is no longer in the picture
>>> and the Flacom is many years past its prime, what should one expect to pay
>>> for a used Falcon?
>>>
>>> There were a couple of ST's, a 520 and a 1040, for sale locally, but I
>>> passed them up. I think that if I were gonna plop down some dough for an
>>> ST class machine, it would have to be a Falcon or Falcon clone.
>>
>>
>> Atari machines tend to live in clusters scattered about the planet, where in
>> the world are you?
>>
> Ya, ive noticed this too, personally i was one of the rare Atari people
> in my area. Mostly commodore out here..
>
> Not that this helps him get his falcon tho.. but i can feel his pain, i
> always wanted a TT.. only saw 2 in real life in the area.. We had one
> Atari store that carried a Stacy and a Mega.. the next closest store
> that even knew what an atari was had been a 2 hour drive ..

I bought a brand new Atari 520ST in 1989. I had to drive about an hour out of town to get it; there were no Atari dealers local to me. I now use Macintosh computers.

Oddly, when I bought my first new Macintosh, an LC575 in 1994, I had to drive about an hour out of town to get it as well; there were no local Apple dealers.

I remember when I bought my 520ST, the Commodore line was fairly common in this area. The big chain retailers carried a fair amount of Commodore product at the time. Other than that, the town was pretty much PC

dominated.

Ah, the more things change, the more they stay the same. Sarnia still does not have a local Atari dealer... Not that we ever will... Obvious reasons... But it would sure be nice to have an alternative to the WinTel regime without having to hitch a ride to the next town.

947. Re: Mega STE top outer case

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 20:19:56 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <113jpjdo1ksovb0@corp.supernews.com>
Source record: 14323

"Coda" <smeg_007@hotmail.com> wrote in message
news:1111078390.163906.104170@o13g2000cwo.googlegroups.com...
> You might get the TT top half to fit. I think its the bottom halves
> that are different.
> Hmm I think my TT is white and my MSTE is grey(gray) maybe not the best
> idea ive had...
>
> Coda.
>

The TT case is even harder to get than a Mega STE case!! Plus the colors do
not match. (TT is white, Mega is ST gray) Just get a Mega STE case from
the atari dealers mentioned above.

Tim

948. Mega STE upgrade to HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 20:46:01 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <113jr4at9986c2e@corp.supernews.com>
Source record: 14325
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have been doing some research for upgrading my Mega STE computer with a HD floppy. I have a Epson SMD-300 which will fit nicely in the case. All I have to do is take the face off my 720k drive. I also ordered TOS 2.06. Now I have a early revision Mega STE1 (which I upgraded to 4MB) with S/N A1 13... which I read somewhere will cause problems with this upgrade. Anyone have any more info?

Thanks
Tim

949. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 22:03:47 UTC
From: mail@freeman-studio.com
Message-ID: <1111097027.230131.110140@l41g2000cwc.googlegroups.com>
Source record: 14326

Well, I've got a new problem. I just discovered that files, programs, and in some cases whole folders have slowly been disappearing from my hard drive as I'm doing these stability tests. Apparently, as these files/programs/folders are accessed (both read and write), the directory tree is being corrupted. In *some* cases, if I have a backup of the missing file, when I place the backup into the location the original file, either the desktop says that the file still exists and it suddenly reappears, or it will copy it there, and suddenly two copies with the same exact name will be present. But usually, the files don't come back. This has never happened before, and doesn't *seem* to happen using 030 mode. I'm assuming it might have something to do with the SDMA buffer issue? I don't know. At this point, I'm not using my Falcon at all because I have enough reconstruction of software and files to do as it is now. I'm definitely going to hack that buffer out of the machine and do the recommended CT60 SDMA fix. Hopefully that will fix the problem. If not, I haven't a clue what's going on. I'm really bummed because a Natframe theme that I worked on creating for weeks (and stupidly never backed up) is now gone for good, it seems. :(

Mike Freeman
mike [at] freeman-studio [dot] com

950. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-17 22:45:12 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <VqSdnRh5GcXklaffRVn-2g@adelphia.com>
Source record: 14327

Hello Mike,

mail@freeman-studio.com wrote:
> Well, I've got a new problem. I just discovered that files, programs,
> and in some cases whole folders have slowly been disappearing from my
> hard drive as I'm doing these stability tests. Apparently, as these
> files/programs/folders are accessed (both read and write), the
> directory tree is being corrupted. In *some* cases, if I have a backup
> of the missing file, when I place the backup into the location the
> original file, either the desktop says that the file still exists and
> it suddenly reappears, or it will copy it there, and suddenly two
> copies with the same exact name will be present. But usually, the files
> don't come back. This has never happened before, and doesn't *seem* to
> happen using 030 mode. I'm assuming it might have something to do with
> the SDMA buffer issue? I don't know. At this point, I'm not using my
> Falcon at all because I have enough reconstruction of software and
> files to do as it is now. I'm definitely going to hack that buffer out
> of the machine and do the recommended CT60 SDMA fix. Hopefully that
> will fix the problem. If not, I haven't a clue what's going on. I'm
> really bummed because a Natframe theme that I worked on creating for
> weeks (and stupidly never backed up) is now gone for good, it seems. :(
>
> Mike Freeman
> mike [at] freeman-studio [dot] com
>

This definetly sounds like a buffer problem!!! I had this happen to
me!!! Then my NVRam crashed a couple of weeks later. I had to FORMAT
the hard drive and reinstall everything. Since my NVRam crashed I sent
my CT60 and Falcon MOBO to Rodolphe. He fixed the NVRam issue and went
ahead and BOOSTED the Falcon MOBO to 25 mhz system bus. which translates
to 50 mhz DSP and VIDEL. I also have the latest ABE and SDR files on
the CT60's CPLD's. Since Rodolphe worked on my Falcon I have had NO
issues what so ever. In other words NO formatting and it has been over
7 or 8 months. It has run ROCK SOLID without any issues. You do have a
SDRam module that is CL=2 or CL=2/3?? I would say that it is a clock
buffer issue though. Because I did not do this MOD to my Falcon and my
Falcon was STOCK (never touched with any clock buffer mod). I had
issues and when giving my computer to Rodolphe everything worked
FLAWLESSLY!!

Thanks,
Carey Christenson

http://users.adelphia.net/~falcon060

P.S. Website has been updated to some of the auto pages and family photos. But soon I will be putting up an updated CAB HOTLIST and adding pics of my other Atari Computers and Jaguar Game System. So stay tuned.

951. Very special Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 03:56:18 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2005.03.18.03.56.13.391692@notspamatari-source.com>
Source record: 14328

Hello guys,

For sale is some very special and very rare things. Unfortunately I won't ever make use of them and I'm moving to a small apartment so I have to consolidate my collection a bit into the things that matter most. So without further ado:

1040 STf FULLY setup with Supra hard drive, NVDI, MagiC, HD-Driver, an AdSpeed 16MHz + cache upgrade as well as an XtraRAM deluxe (4 megs of memory). This machine is SOLID! No flakiness of any sort! All manuals and in fantastic condition. This is one of a kind!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5176219180&ssPageName=STRK:MESE:IT

Matrix Coco with Truecolor expansion. This is a VME graphics card for Mega STe and TT. Does something like 1024x768x truecolor with the expansion board fully working. I believe it's supposed to have 2 or 4 megs of ram. Unworking, but should work if someone knows how to put it back together. Please read the description on this one!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5176219334&ssPageName=STRK:MESE:IT

Spectre GCR + disks + 2 floppy drives and power. This is a Mac emulator that should work on many Atari's. Especially ST and STe.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5176219392&ssPageName=STRK:MESE:IT

Perhaps one of the rarer items is an AlberTT VME video card for TT or Mega STe. This card works and gives you 1024x768 x 16 colors. All the AlberTT cards I ever seen suffer from some strange ghosting issue and slow scrolling. It's really not that great of a card but it's better than nothing.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5176218997&ssPageName=STRK:MESE:IT

Sun 411 Hard drive case. Great external scsi case for Atari falcon :)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5176219427&ssPageName=STRK:MESE:IT

And finally we have a great condition boxed copy of HiSoft Proflight flight simulator. This works on falcon for sure and possibly other machines. Seems better than the microsoft flight simulator. Tested and works.. Check out the pics!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5176219274&ssPageName=STRK:MESE:IT

I think we can do worldwide shipping on all items except the 1040 might not be worth it. If you're having trouble with the links, my ebay

username is dupikachu and you can search by that.

As it goes with these things, thank you for all bids :) It goes to help me get a Sharp Zaurus SL-C3000 which I will promptly attempt to port ARAnyM to so I can do Atari development from anywhere.

Thanks :)

Mark
http://www.atari-source.org

952. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 06:06:56 UTC
From: atarian1 <atarian1@yahoo.com>
Message-ID: <1111126016.044034.20050@z14g2000cwz.googlegroups.com>
Source record: 14329

Hard drive noise reduction has been noticed as an issue by Seagate, so they like to advertise the fact that their drives are less than 25 decibels. I only use Seagate drives in my PC (which is also retrofitted with low-noise fans), and they're the most quiet hard drives I've ever used. The Western Digital drives that I used were like tornadoes. I still hear the Seagates spinning, but it's very subtile. It only makes loud clicks when reading/writing.

The Microdrives are basically tiny hard drives so you still hear the clicking noise when the disk is accessed. I don't know how loud it is though.

I used Syquest 270MB drives (13ms access rate) before.I switched to CF. I don't notice any difference between the CF drive and hard drive except for the noise and speed. I went this route due to the noise issues too. I felt like I was losing my hearing which I pointed to my extensive use of computers (and their noisy fans) everyday. I even bought a 4MB 1040STe to replace my MegaST4 because of the Mega's noisy fan. It actually fit better in my music equipment stand than the Mega!

953. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 08:28:17 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <423a911d$1@news.broadpark.no>
Source record: 14330

atarian1 wrote:
> Hard drive noise reduction has been noticed as an issue by Seagate, so
> they like to advertise the fact that their drives are less than 25
> decibels.

Yes, I actually read about noise issues and Seagate drives yesterday
here: http://www.buildsilentpc.com/silent_hard_drive.php
But according to this link:
http://www.silentpcreview.com/article145-page1.html (which discusses and
reviews quiet 2.5" drives), not all Seagate drives are very quiet, so it
seems that you have to look at certain models within the brand, like always.

Now, the issue for me (and probably many other Atari users) is that:

1) I need an SCSI drive (this is for use in an STe or alternatively a
Mega STe via a Link 97 host-adapter which I already have, and adding an
IDE interface would probably be hard and expensive as I don't know of
anyone who sells them any more. An IDE interface for an ST/STF/STFM or
Mega ST on the other hand is much easier).

2) I have a hard time finding small (and cheap) SCSI drives. They seem
to be huge these days and geared towards professional customers. Take
Seagate for instance. When listing all their SCSI drives, the smallest I
could find was 18 Gbytes. For me, that's about 17 to 17.5 Gbytes more
than I'll ever need!
I'll do fine with a drive that's 512 Mbytes, and if I get a 1 Gb drive I
wouldn't have to worry about disk space at all.

3) I could buy a second hand, older drive, but that would mean that I
probably won't have the low-noise types (this is a pretty recent
technology, isn't it) and besides you never know how much the drive has
been used etc. and all of a sudden you end up with a crash.

Suggestions?

Back to drive/fan noise...
I've been collecting information about these issues for a while now.
Here are a few other links which might prove useful:

http://www.silentpcreview.com/ (lots of DIY and other ides for silencing
a computer)
http://www.directron.com/silence.html (another silencing site)
http://www.overclockers.com/tips454/ (making a DIY hard drive "sandwich")

> I only use Seagate drives in my PC (which is also
> retrofitted with low-noise fans), and they're the most quiet hard
> drives I've ever used. The Western Digital drives that I used were

> like tornadoes. I still hear the Seagates spinning, but it's very
> subtile. It only makes loud clicks when reading/writing.

I don't mind the clicking/ticking, but the high-pitched, constant
"whine" drives me crazy!
I find it unbelievable that noise isn't something widely discussed and
mentioned in the computer ads. I've only found this issue talked about
in specific environments (musicians etc.), but surely when you're trying
to concentrate on anything, the noise will play a big (and negative)
role for anyone.

I've been using Quantum drives for the most part, and they too make me
want to leave the room.

> The Microdrives are basically tiny hard drives so you still hear the
> clicking noise when the disk is accessed. I don't know how loud it is
> though.

Well, if the acoustic noise of these are the same as the mentioned
Seagate drives I'd save my money and buy a regular drive instead. The
smaller things get, the higher the price, for the most part.

If I could only find a nice, quiet drive with a small (by today's
standards) capacity which is sold today and uses SCSI....

> I used Syquest 270MB drives (13ms access rate) before.I switched to CF.
> I don't notice any difference between the CF drive and hard drive
> except for the noise and speed. I went this route due to the noise
> issues too.

You're talking about the Atari ST now, and not the PC, right?

> I felt like I was losing my hearing which I pointed to my
> extensive use of computers (and their noisy fans) everyday. I even
> bought a 4MB 1040STe to replace my MegaST4 because of the Mega's noisy
> fan. It actually fit better in my music equipment stand than the
> Mega!

Same thing here. I have both an STe and a Mega STe. The Mega STe is of
course very nice, but the fan is very noisy.
When I rack mount one of the computers (not sure which one it will be
yet -the Mega STe is a tad big, but I'll look into it closer when I get
the time as I'd prefer to use it instead), noise levels are going to be
a huge issue. Like you I'm using it for music, and I would ultimately
like to end up with a silent, or near-silent computer.
Good ventilation and a very quiet hard drive or some other storage
solution would help a lot. I don't know if I could do without a fan
completely as I'll be having a lot of extra hardware inside the 19" rack
enclosure, but trying to find a very quiet fan along with temperature
controlling it would most definitely help.

--
Hallvard

954. Re: Price

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 13:18:16 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <423ad514@news.broadpark.no>
Source record: 14331

;-) wrote:
> I sold my Mega STe for 150PLN in Poland (40EUR)... I'm happy and wait for my
> new computer ;-)

40 Euro for a Mega STe?!!! And fully working?
That's cheap. I can't remember what I paid for mine, but it was
certainly a lot more than that.

I'm curious: since you sound happy about your sale -which new computer
are you getting which will replace the Mega STe?

--
Hallvard

955. Re: cover disk blues

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 17:28:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <423b1242104e8a1@comcast.net>
Source record: 14337

>Hi all,
>
>Even though ive got all the collection of ST format mags, one has to wonder
>about keeping the coverdisks. Probably in 5years+ times they aint going to
>work anyways.....
>
> though I can imagine in 50 years time when I goto the antiques roadshow
>they will say "well the mags would have been worth a lot more if you had the
>origional coverdisks"
>
>Since I have collected pretty much all of them, its a shame to chuck them,
>but not much use in keeping them right ?
>
>Chris

I plan on keeping mine. Everyone I have tried works fine. I have all of the Start disks/issues and a lot of the ST Format disks/issues. I also have all of the Compute disks/issues.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

956. Re: HighWire 0.2.5 Released

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 17:32:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <423b1242104e8a2@comcast.net>
Source record: 14338

>I just downloaded the archive to check it out, but it seems the zip =
>file is damaged somehow? (hw025_b.zip, the binary for 68000)
>
>Cheers,
> Mikael

I have had that happen a lot when I used CAB to download files, but hardly at
all if I use Highwire. Goes to show just how good Highwire is.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

957. Re: [ANN]Zweather 1.0 Final

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 17:34:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <423b1242104e8a3@comcast.net>
Source record: 14339

>Hi,
>
>You can find in my webpage zweather 1.0
>
>What's news?
>
>- STing compatibility layer has been added.
>- A very bad bug was present in the "icon" code. it caused memory leak (
>shame on me).
>- Zweather works now on old 8+3 partition.
>- Many others littles things.
>
>If I have the time and the motivation, the next step will be a
>"radar/satelitte" view of the wanted city and a French/German translation.
>
>
>Ciao,
>Zorro
>http://zorro.arcadia-crew.com

Yes, this new version works just great. I am very pleased with it.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

958. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 17:48:03 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <nvE_d.81079$r55.40710@attbi_s52>
Source record: 14332

snip
>
>
> One of the nicest Ataris you can have is a Mac Quadra 800/840 (40MHZ
> 040) with MagiCMac and NVDI installed. Much faster than a stock Falcon
> (or Quadra running Mac OS for that matter), and is quite compatible
> with TOS software. It still isn't a Falcon however. There are just
> some things a Falcon can do that you have to experience. I also think
> a decent PAK/FRAK Mega with fastram like Steve has is more desirable
> than a TT. TT's are nice if you can get one working with a CaTTamaran,
> decent fast ram card and a NOVA or NVDI compatible FX card. Some DTP,
> Chronos Key Frame Animator, DynaCadd and other 16 bit software works
> well there. If the CT060 processor card for the Falcon, NOVA, Expose
> video digitizing card, Apex Media and a few other quirks are worked
> out, the 060 Falcon would be king of the hill. Best of all worlds
> would be to have all the machines, time and space to enjoy everyone.

While emulators are cool, i agree it's just not quite the same as
having the real hardware in your hands.. Thats why i have 20 or so
machines in my garage...

959. Re: HighWire 0.2.5 Released

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 18:01:13 UTC
From: Simon-CY <flibble@gmail.com>
Message-ID: <1111165499.675499.268970@o13g2000cwo.googlegroups.com>
Source record: 14333

Dan A wrote:
> Stop the worries, stop the fears, a new version of HighWire is now here.
> Or in other words HighWire 0.2.5 is now available to the public.

Excellent news. Any chance of some new screengrabs being added to the website please? I'd be interested to see how it renders Slashdot, MSN and the BBC news website.

Simon

960. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 18:31:36 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <423b1e8e2c8cb10@telenet.be>
Source record: 14334
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/zweather.lzh
(392.137 bytes) Final version: Real time extended meteo info of your city.
Needs minimum a 68020, MiNTnet (or MagicNet) or Sting and zview's codec

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

961. Re: ST book seen at eBay

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 19:07:10 UTC
From: Abdul Fairclough <R@spanger.com>
Message-ID: <423b5fb0@news.greennet.net>
Source record: 14335

"Coda" <smeg_007@hotmail.com> wrote in message
news:1110797168.967884.80210@g14g2000cwa.googlegroups.com...
If they started it off at £10 with no reserve, I estimate it would
probably go for £1000-1200.

Coda.

I would be amazed if it achieved half that

962. Re: Mega STE top outer case

Newsgroup: comp.sys.atari.st
Date: 2005-03-18 19:24:11 UTC
From: emilcris1@yahoo.com
Message-ID: <1111173851.681126.72620@f14g2000cwb.googlegroups.com>
Source record: 14336

Thanks to all the suggestions!!! B & C had the part and I should have
it next week.

Does anyone have the manual or info on the switches on the motherboard?

Thanks!

963. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 00:03:25 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE60D67D.3C2%wduke@cogeco.ca>
Source record: 14341

You have 20 or so machines in your garage? All Atari?

> From: Ziggy <Ziggy@TheCentre.com>
> Organization: Comcast Online
> Newsgroups: comp.sys.atari.st
> Date: Fri, 18 Mar 2005 17:48:03 GMT
> Subject: Re: Falcon
>
> *snip*
>>
>>
>> One of the nicest Ataris you can have is a Mac Quadra 800/840 (40MHZ
>> 040) with MagiCMac and NVDI installed. Much faster than a stock Falcon
>> (or Quadra running Mac OS for that matter), and is quite compatible
>> with TOS software. It still isn't a Falcon however. There are just
>> some things a Falcon can do that you have to experience. I also think
>> a decent PAK/FRAK Mega with fastram like Steve has is more desirable
>> than a TT. TT's are nice if you can get one working with a CaTTamaran,
>> decent fast ram card and a NOVA or NVDI compatible FX card. Some DTP,
>> Chronos Key Frame Animator, DynaCadd and other 16 bit software works
>> well there. If the CT060 processor card for the Falcon, NOVA, Expose
>> video digitizing card, Apex Media and a few other quirks are worked
>> out, the 060 Falcon would be king of the hill. Best of all worlds
>> would be to have all the machines, time and space to enjoy everyone.
>
> While emulators are cool, i agree it's just not quite the same as
> having the real hardware in your hands.. Thats why i have 20 or so
> machines in my garage...

964. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 00:04:43 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE60D6CB.3C3%wduke@cogeco.ca>
Source record: 14340

Is MagiCMac free software? I remember downloading a demo many years ago
but I could not get anything to work.

> From: Rustynutt <rustynutt@spamblock.hotmail.com>
> Organization: Comcast Online
> Newsgroups: comp.sys.atari.st
> Date: Fri, 18 Mar 2005 06:47:40 GMT
> Subject: Re: Falcon
>
> On Thu, 17 Mar 2005 15:18:35 -0500, William Duke <wduke@cogeco.ca>
> wrote:
>
>>
>>
>>> From: Ziggy <Ziggy@TheCentre.com>
>>> Organization: Comcast Online
>>> Newsgroups: comp.sys.atari.st
>>> Date: Thu, 17 Mar 2005 17:22:15 GMT
>>> Subject: Re: Falcon
>>>
>>> Steve Sweet wrote:
>>>> Hi "Managed Resistance"
>>>>
>>>>
>>>>> What are used Falcons going for these days? I haven't had my grimey
>>>>> little paws on an Atari ST type machine since 1990.
>>>>>
>>>>> I've always been somewhat intrigued by the Falcon but found them to be too
>>>>> costly for what they offered. Now that Atari is no longer in the picture
>>>>> and the Flacom is many years past its prime, what should one expect to pay
>>>>> for a used Falcon?
>>>>>
>>>>> There were a couple of ST's, a 520 and a 1040, for sale locally, but I
>>>>> passed them up. I think that if I were gonna plop down some dough for an
>>>>> ST class machine, it would have to be a Falcon or Falcon clone.
>>>>
>>>>
>>>> Atari machines tend to live in clusters scattered about the planet, where
>>>> in
>>>> the world are you?
>>>>
>>> Ya, ive noticed this too, personally i was one of the rare Atari people
>>> in my area. Mostly commodore out here..
>>>

>>> Not that this helps him get his falcon tho.. but i can feel his pain, i
>>> always wanted a TT.. only saw 2 in real life in the area.. We had one
>>> Atari store that carried a Stacy and a Mega.. the next closest store
>>> that even knew what an atari was had been a 2 hour drive ..
>>
>> I bought a brand new Atari 520ST in 1989. I had to drive about an hour out
>> of town to get it; there were no Atari dealers local to me. I now use
>> Macintosh computers.
>>
>> Oddly, when I bought my first new Macintosh, an LC575 in 1994, I had to
>> drive about an hour out of town to get it as well; there were no local Apple
>> dealers.
>>
>> I remember when I bought my 520ST, the Commodore line was fairly common in
>> this area. The big chain retailers carried a fair amount of Commodore
>> product at the time. Other than that, the town was pretty much PC
>> dominated.
>>
>> Ah, the more things change, the more they stay the same. Sarnia still does
>> not have a local Atari dealer... Not that we ever will... Obvious
>> reasons... But it would sure be nice to have an alternative to the WinTel
>> regime without having to hitch a ride to the next town.
>>
>>
>
> One of the nicest Ataris you can have is a Mac Quadra 800/840 (40MHZ
> 040) with MagiCMac and NVDI installed. Much faster than a stock Falcon
> (or Quadra running Mac OS for that matter), and is quite compatible
> with TOS software. It still isn't a Falcon however. There are just
> some things a Falcon can do that you have to experience. I also think
> a decent PAK/FRAK Mega with fastram like Steve has is more desirable
> than a TT. TT's are nice if you can get one working with a CaTTamaran,
> decent fast ram card and a NOVA or NVDI compatible FX card. Some DTP,
> Chronos Key Frame Animator, DynaCadd and other 16 bit software works
> well there. If the CT060 processor card for the Falcon, NOVA, Expose
> video digitizing card, Apex Media and a few other quirks are worked
> out, the 060 Falcon would be king of the hill. Best of all worlds
> would be to have all the machines, time and space to enjoy everyone.

965. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 05:28:01 UTC
From: atarian1 <atarian1@yahoo.com>
Message-ID: <1111210081.925384.245300@g14g2000cwa.googlegroups.com>
Source record: 14342

Only the latest Seagate Barracuda drives are the silent type.

My recommendation is TO SPEND THE MONEY AND STOP BEING CHEAP!!!!
Get a Microtech SCSI card reader, a PCMCIA to CF adapter, and a 512MB CF card. There, you have a fast silent hard drive. (I assume you have a host adapter already)

Keep a look out on eBay for the Microtech SCSI card readers. I looked at some completed listings and the last several seem to go for around US$20. A PCMCIA to CF adapter costs around US$10 and a 512 MB CF card costs around US$30. For a total of US$60. That's not bad at all!

Just plunk down the $60 and get on with it...
(And if $60 is still too much for you, then you're using the wrong computers and need to go PC where everything is cheap/free/stolen...)

966. Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 14:19:20 UTC
From: Simon <nospam@nospam.com>
Message-ID: <423c34d4$0$31847$636a15ce@news.free.fr>
Source record: 14343

Hi!

My computer was crashed for 2 months, and it seems I missed some posts
about Activision's Music Studio.
I'm slowly converting Music Studio SNG files to MIDI files with Midi
Music Maker on Atari. I read though that "XMARK64K.PRG" did the same,
but I wasn't able to locate it.

As well, if any of you guy have disks with Music Studio songs (.SNG,
but not SNG from Cubase), I'm very interested!

Cheers
Simon

967. Re: Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 14:56:32 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.03.19.14.56.32.77139@nosspamatari-source.com>
Source record: 14344

On Sat, 19 Mar 2005 15:19:20 +0100, Simon wrote:

> Hi!
>
> My computer was crashed for 2 months, and it seems I missed some posts
> about Activision's Music Studio.
> I'm slowly converting Music Studio SNG files to MIDI files with Midi
> Music Maker on Atari. I read though that "XMARK64K.PRG" did the same,
> but I wasn't able to locate it.
>
> As well, if any of you guy have disks with Music Studio songs (.SNG,
> but not SNG from Cubase), I'm very interested!
>
> Cheers
> Simon

I have the ones that originally came with the program. That's about it ;-)

Thanks,
Mark

968. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 15:23:43 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <3uX_d.2394$fn3.884@attbi_s01>
Source record: 14345

William Duke wrote:
> You have 20 or so machines in your garage? All Atari?
>
>
>>From: Ziggy <Ziggy@TheCentre.com>
>>Organization: Comcast Online
>>Newsgroups: comp.sys.atari.st
>>Date: Fri, 18 Mar 2005 17:48:03 GMT
>>Subject: Re: Falcon
>>
>>*snip*
>>
>>>
>>>One of the nicest Ataris you can have is a Mac Quadra 800/840 (40MHZ
>>>040) with MagiCMac and NVDI installed. Much faster than a stock Falcon
>>>(or Quadra running Mac OS for that matter), and is quite compatible
>>>with TOS software. It still isn't a Falcon however. There are just
>>>some things a Falcon can do that you have to experience. I also think
>>>a decent PAK/FRAK Mega with fastram like Steve has is more desirable
>>>than a TT. TT's are nice if you can get one working with a CaTTamaran,
>>>decent fast ram card and a NOVA or NVDI compatible FX card. Some DTP,
>>>Chronos Key Frame Animator, DynaCadd and other 16 bit software works
>>>well there. If the CT060 processor card for the Falcon, NOVA, Expose
>>>video digitizing card, Apex Media and a few other quirks are worked
>>>out, the 060 Falcon would be king of the hill. Best of all worlds
>>>would be to have all the machines, time and space to enjoy everyone.
>>
>>While emulators are cool, i agree it's just not quite the same as
>>having the real hardware in your hands.. Thats why i have 20 or so
>>machines in my garage...
>
>

Nope not all are atari.. Off the top of my head:

1040STf (bumped to 4mb), 130xe, 800xl, C64, 64C, C128,
Timex 1000, TRS80-mdl2, MC-10, Aquarius, apple II+,
AppleIIGS, appleIIC, Newston,MacM100, Mac Portable
(model A), Mac550, PPCMac 6100+dos card, osborne 1
(first run), a Sun/3... a few home built 8 bitters..
some older HP calcs, etc etc ..

Oh... and a DTV64 :)

969. description and schema MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 16:54:33 UTC
From: ";-)" <velvet.darkness@wp.pl>
Message-ID: <d1hloi$fq3$1@nemesis.news.tpi.pl>
Source record: 14346

I seeks description/instruction and electronic schema of Atari Mega STe

970. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 17:32:38 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <WmZ_d.85633$r55.38822@attbi_s52>
Source record: 14347

```
Ziggy wrote:
> William Duke wrote:
>
>> You have 20 or so machines in your garage? All Atari?
>>
>>
>>> From: Ziggy <Ziggy@TheCentre.com>
>>> Organization: Comcast Online
>>> Newsgroups: comp.sys.atari.st
>>> Date: Fri, 18 Mar 2005 17:48:03 GMT
>>> Subject: Re: Falcon
>>>
>>> *snip*
>>>
>>>>
>>>> One of the nicest Ataris you can have is a Mac Quadra 800/840 (40MHZ
>>>> 040) with MagiCMac and NVDI installed. Much faster than a stock Falcon
>>>> (or Quadra running Mac OS for that matter), and is quite compatible
>>>> with TOS software. It still isn't a Falcon however. There are just
>>>> some things a Falcon can do that you have to experience. I also think
>>>> a decent PAK/FRAK Mega with fastram like Steve has is more desirable
>>>> than a TT. TT's are nice if you can get one working with a CaTTamaran,
>>>> decent fast ram card and a NOVA or NVDI compatible FX card. Some DTP,
>>>> Chronos Key Frame Animator, DynaCadd and other 16 bit software works
>>>> well there. If the CT060 processor card for the Falcon, NOVA, Expose
>>>> video digitizing card, Apex Media and a few other quirks are worked
>>>> out, the 060 Falcon would be king of the hill. Best of all worlds
>>>> would be to have all the machines, time and space to enjoy everyone.
>>>
>>>
>>> While emulators are cool, i agree it's just not quite the same as
>>> having the real hardware in your hands.. Thats why i have 20 or so
>>> machines in my garage...
>>
>>
>>
>
>
> Nope not all are atari.. Off the top of my head:
>
> 1040STf ( bumped to 4mb ), 130xe, 800xl, C64, 64C, C128,
> Timex 1000, TRS80-mdl2, MC-10, Aquarius, apple II+,
> AppleIIGS, appleIIC, Newston,MacM100, Mac Portable
> ( model A ), Mac550, PPCMac 6100+dos card, osborne 1
```

> (first run), a Sun/3... a few home built 8 bitters..
> some older HP calcs, etc etc ..
>
> Oh... and a DTV64 :)

Whooops, add a powerbook 165 to the mix too. heh

Everything else i have is 'recent' like P3's, and G3's, an
ultrasparc. nothing special.

971. Re: Mega STE upgrade to HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 17:34:37 UTC
From: ";-)" <velvet.darkness@wp.pl>
Message-ID: <d1ho3g$3vq$1@nemesis.news.tpi.pl>
Source record: 14348
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>I have been doing some research for upgrading my Mega STE computer with a
>HD
> floppy. I have a Epson SMD-300 which will fit nicely in the case. All I
> have to do is take the face off my 720k drive. I also ordered TOS 2.06.
> Now I have a early revision Mega STE1 (which I upgraded to 4MB) with S/N
> A1
> 13... which I read somewhere will cause problems with this upgrade.
> Anyone
> have any more info?

in my Mega STe DD720 was removed, and I put in Fujitsu HD1.44, and it work
good
:-)

972. This is a Test!! Disregard.

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 18:47:20 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <423c73c41c1fc0@adelphia.net>
Source record: 14263

To Everyone,
This is only a test. trying to get Okami going so I can send messages
using my CT60'ed Falcon.

Hope this works,
Thanks,
Carey Christenson

973. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 19:00:34 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <423c76e0430bd0@adelphia.net>
Source record: 14264

Hello Mike,
I dont know what to tell you at this point. From reading the docs it says that Nemesis is supposed to be compatible with the CT60. Does it work in 030 mode ok?? I am not so sure that Rodolphe's SDMA/clock buffer mod would work with the Nemesis. Can anyone else verify this?? I am not a Nemesis user so I cannot be sure of this information. I honestly think that you should just do the 'with solders' mod and use the CT60's 40, 48 or 50 mhz. oscillator to speed it up. I know you did not want to do this but it may come down to this at this point. If you are not afraid of doing the soldering this would be the way to go I think.

Thanks,
Carey Christenson

974. Re: Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 19:13:07 UTC
From: charleschop <charles.copp@sympatico.ca>
Message-ID: <3R__d.33525$N8.947081@news20.bellglobal.com>
Source record: 14250

hello simon i'm twent nineyears old and enjoy music making with atari.
my name is charles and i use midi just about every day.
i do not frequently use music studio(but i own a copy of it)

here's my story..... a few years back i had been to a sale a found a bunch of disks...and as assumed a disk full of .sng files,,,,,,...midi track by hybrid arts was the only sequencer i own for years and i thought this disk of .sng files were in conjunction with it. WRONG!
the song files were uncapatible but i kept the disk never less..for 4 years !!!!i had this disk untill two seasons ago...converted all to midi with midi maker v.2...never happier.
lots of titles good piano music rock-n-roll-easy listening....etc.etrc..

so i guess my point is would you like these files in sng format?

they werre all part of a "l.u.s.t." user groups midi compilation or something....

hey does anybody remember "l.u.s.t."?

L-ondon"s
U-sers
of
S-
T-s

thank you
charles.copp@sympatico.ca

975. Re: HighWire 0.2.5 Released

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 19:37:59 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <al__d.10583$F6.2071237@news.siol.net>
Source record: 14249

Edward S. Baiz Jr. wrote:

> I have had that happen a lot when I used CAB to download files, but hardly
> at all if I use Highwire. Goes to show just how good Highwire is.

Or the other way arround. I used many browsers and none corrupted files.
Except CAB. ;)

976. Re: This is a Test!! Disregard.

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 19:40:28 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <423c8038b7bf30@adelphia.net>
Source record: 14266

To everyone,
This is a test to make sure that my SIG file works. If it does I will change it drastically and put my web page on the bottom. And SHRINK it down to just the computers I have.

Thanks,

977. Re: This is a Test!! Disregard.

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 19:47:22 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <423c81d0cbb5d0@adelphia.net>
Source record: 14267

To everyone,
This is only a test. Still trying to get my sig to attach in OKami.
Bare with me on this until I get it figured out.

Thanks,

978. Re: This is a Test!! Disregard.

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 20:05:04 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <423c85f6ff8ea0@adelphia.net>
Source record: 14268

>To everyone,
> This is only a test. Still trying to get my sig to attach in OKami.
>Bare with me on this until I get it figured out.
>
>Thanks,
I hope this will do it. It looks like it will work from this end. But want
to check one final time to make sure that it does post.
Thanks for everyone's understanding.

Thanks,
--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

979. Re: Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 20:18:27 UTC
From: Simon <nospam@nospam.com>
Message-ID: <423c8901$0$18057$636a15ce@news.free.fr>
Source record: 14251

Mark D wrote:
> On Sat, 19 Mar 2005 15:19:20 +0100, Simon wrote:
>> As well, if any of you guy have disks with Music Studio songs (.SNG,
>>but not SNG from Cubase), I'm very interested!
>
> I have the ones that originally came with the program. That's about it ;-)

Well thanks, but I think I have them too, then :)
I've downloaded a couple of disks from a FTP too...
Some conversions sound strange, but anyway, I think I've found back most
of what I was looking for :)

Simon

980. Re: Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 20:26:17 UTC
From: Simon <nospam@nospam.com>
Message-ID: <423c8ad6$0$1489$636a15ce@news.free.fr>
Source record: 14252

charleschop wrote:
> hello simon i'm twent nineyears old and enjoy music making with atari.
> my name is charles and i use midi just about every day.

Hey Charles, you helped me a few months ago in finding how to convert
the SNG files to MIDI :)
Thanks again for this, this way I was able to convert the files I had !

> so i guess my point is would you like these files in sng format?

Well, if you have them in MIDI, that will save me time...
I'm converting file I like to play them on an old Oric, which has now a
midi player ;)

I'll write you back privately

Cheers
Simon

981. Re: description and schema MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 21:52:36 UTC
From: emilcris1@yahoo.com
Message-ID: <1111269156.338340.322910@g14g2000cwa.googlegroups.com>
Source record: 14253

;-) wrote:
> I seeks description/instruction and electronic schema of Atari Mega
STe

I need one as well.. :)

982. Re: description and schema MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 22:02:29 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <1pmdnY90CrDoPKHfRVnytg@eclipse.net.uk>
Source record: 14254

> ;-) wrote:
>> I seeks description/instruction and electronic schema of Atari Mega
> STe
>
> I need one as well.. :)

I have the schematics.

Email me if you want them?

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

983. Re: CT60 file copy problem

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 22:22:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <d1i8nv$5tu$1@thorium.cix.co.uk>
Source record: 14255

In message <2g2i31piua01kconk5jqvb93kijtkh4ena@4ax.com>, rustynutt@spamblock.hotmail.com said:

>That's about all I can pull from memory. Tree Check from the Kobold
>package is a good tool to verify disk transfers.

But make sure you get the sourcepath and destinationpath the right way round - it won't detect a (possibly rogue) file that may be in the destination that's not in the source. OTOH the Egale file comparison feature shows up *any* discrepancy in the two directories, as well as showing what the difference is if files with the same name differ in any way.

Regards, /Peter/

984. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 22:22:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <d1i8nv$5u0$1@thorium.cix.co.uk>
Source record: 14256

In message <42394271$1@news.broadpark.no>, inv@lid.email said:

>Other than that, the biggest obstacle I have in order to finish the
>project is circuit-board designing software. I'm trying out various free
>software on a PC, but it's obviously not the usual kind of "click, point
>and figure it out yourself" sort of thing, and I just haven't had time
>yet to get really deep into that sort of stuff.

There is the (commercial) Scooter-PCB for the Atari (and I think
there is a PC version too, thoough probably in German only). At
one time I distributed an English Atari version, but I have sold
out of all the manuals. You may be able to obtain one from the
author, Dipl.Ing Hubert Kahlert, email info@hk-datentechnik.de
He also has a web page www.scooter-pcb.de from which a trial
version is/was available.

>I wish there was an easier way to create high-quality circuit boards.

Although Scooter-PCB will autoroute, you have to lay out the
components positions yourself and write equations for routing from
the circuit diagram - a little laborious but well explaned in the
manual. You also need to print out the result on a transparent
medium and use this to expose a photo-resist-coated PCB blank, and
then etch it.

Regards, /Peter/

985. Re: description and schema MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 22:38:49 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <ZR1%d.86238$r55.3469@attbi_s52>
Source record: 14257

Egon Spengler wrote:
>>;-) wrote:
>>
>>>I seeks description/instruction and electronic schema of Atari Mega
>>
>>STe
>>
>>I need one as well.. :)
>
>
> I have the schematics.
>
> Email me if you want them?
>
> Egon
>
>
>
Why not post them on a group or something so anyone that needs them can
get them without bugging you?

986. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-19 23:29:34 UTC
From: mail@freeman-studio.com
Message-ID: <1111274974.254715.299200@z14g2000cwz.googlegroups.com>
Source record: 14258

Well, now even bigger problems...

I went ahead and removed the buffer mod (but not the Nemesis) from my Falcon. I replaced the three resistors that were removed in the buffer install, and did the termination resistor modification described on Rodolphe's web site. I put the CT60 back in, hooked everything back up, and powered up the machine. It greeted me with a completely blank screen and no drive activity whatsoever. It seems completely dead. I tested all of my solders, and they seem fine. I'm not sure where to go from here. I don't want to completely remove the rest of the Nemesis unless it's absolutely necessary. I also don't want to have to ship my computer anywhere unless absolutely necessary. Unfortunately, it may be absolutely necessary.

I'm really frustrated at this point. I'm about ready to put the Nemesis buffer back in, remove the CT60 (restraining the urge to chuck it out the window) and try to get things back the way they were before this whole mess. At least it was stable, if slow.

Any other suggestions would be gladly accepted.

Mike Freeman
mike [at] freeman-studio [dot] com

987. Re: Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 00:03:10 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <113pfe12nan5oaf@corp.supernews.com>
Source record: 14259

"Simon" <nospam@nospam.com> wrote in message
news:423c8ad6$0$1489$636a15ce@news.free.fr...
> charleschop wrote:
> > hello simon i'm twent nineyears old and enjoy music making with atari.
> > my name is charles and i use midi just about every day.
>
> Hey Charles, you helped me a few months ago in finding how to convert
> the SNG files to MIDI :)
> Thanks again for this, this way I was able to convert the files I had !
>
> > so i guess my point is would you like these files in sng format?
>
> Well, if you have them in MIDI, that will save me time...
> I'm converting file I like to play them on an old Oric, which has now a
> midi player ;)
>
> I'll write you back privately
>
> Cheers
> Simon
>

I actually have a question. I was playing with the Amiga version and was
able to load Activision's Tass Times in Tonetown title song and play it!!!
But I could not load the file into the Atari ST version. Is there a way to
load Amiga made Music Studio songs and play them???

Tim

988. (",) Do You Want To Know For Sure You Are Going To Heaven?

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 00:30:52 UTC
From: Ron038547@yahoo.com
Message-ID: <1111278652.384366.112700@f14g2000cwb.googlegroups.com>
Source record: 14260

http://www.want-to-be-sure.blogspot.com << Click On Link

989. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 00:41:39 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d1igs3$f35$1@reader1.panix.com>
Source record: 14261

Extendos Gold is the CD ROM driver that is actively maintained. Roger Barrow of Anodyne Software's Web site also has driver for the Dayna box under STiNG. STiNG 2.6 is the latest.

Thing is a useful replacement desktop. So is Terradesk. Or vice versa.

XAAES is a useful replacement for multitos. So is N_AES, which is payware, and in my opinion, worth it.

EasyMiNT is a very useful and simple way to make either machine into a Unix boxen.

Fortune is a very good file selector for single TOS, but took me a while, and some help, getting it properly configured. Has been a pleasure since then. Boxkite works well under multitos, but it hard to register. The programmer is somehow uncooperative. But it does not need configuring, and will work under multitos.

For desktop publishing, the best seems to be Calamus, which has left its roots. You may need to get an older version to work on your machine. Calamus 2000 is the last that works on a TT with a TTM195 monitor. Tempus Word is a document processor, and a good one. Wordplus TT is a very good typing program. Edith, in my opinion, is the best editor. QED and Luna, and a bunch of others also work.

The best spreadsheet seems to be LDW Power. The best, and only, statistics program is Bstat.

What do you want to do with your two new machines? They are good at a number of things. Oh, and Highwire is the up and coming browser.

You got very good prices on two very good machines. Congratulation, and welcome.

megamania <@virgilio.it> writes:

: Hello everybody,

: I'm one of the many Atari enthusiasts around the world. Years ago I
: started out with a 2600, then I owned a few of the 8-bit models, and
: then the ST line. I think I'm not the only one here with such a past.
: :-)

: I recently managed to acquire a MegaSTE, a TT and a Falcon 030 (in a
: rack) with lots of accessories. I think I managed to pay good prices
: (10 euros for the MegaSte with laser printer+b/w monitor, 25 euros for
: a TT with Megafile 44 and a SCSI cd-rom reader, 31 euros for the
: Falcon with bult-in hard disk and VGA adapter)...

: I'd like to put the TT and Falcon back to work. I have lots of ST
: software on my PC, but I don't know where to start from. So my
: question is: in your opinion, what software should I install on the
: TT/Falcon (desktop replacements, utilities, etc)? Not looking for
: games, but for all the things that make the ST line more pleasant to
: use.

: For example, what do I need for the TT/Falcon to "see" the SCSI CD-Rom
: reader?

: Also, I read that it's possible to connect a TT or Falcon to an
: ethernet router by using a Dayna SCSI Pocket Link, which I have. Has
: anybody done it? Is it easy to configure?

: I'd love to have my two beloved "beasts" (which I couldn't afford when
: they were raging) up and running again. Unfortunately time is tight,
: at the moment, and I need your suggestions.

: Thanks for reading this. Any help will be much appreciated.

: Gianfranco

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

990. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 00:44:31 UTC
From: ";-)" <velvet.darkness@wp.pl>
Message-ID: <d1ih9ipgd1@nemesis.news.tpi.pl>
Source record: 14262

Hello Everybody!

(I understand, why do you write in this group about religion???
Oh, yeah - Atari is Our God! ;-)))

Click link: http://www.black-metal-terror.prv.pl/
- Pagan and Slavonic Gods from Poland in Black-Metal Music!
(He can... I can too ;-))

991. Re: Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 01:24:57 UTC
From: charleschop <charles.copp@sympatico.ca>
Message-ID: <Fh4%d.34101$N8.1009476@news20.bellglobal.com>
Source record: 14265

>
question.: I was playing with the Amiga version

> able to load Activision's Tass Times in Tonetown title song and play it!!!

>could not load to the Atari ST

. Is there a way to load Amiga Music Studio songs and play them???
>
> Tim
>

=!#@@+!#@+!#@+#@#+!#++@!#+@#++@+#+!!+#+!+#+!#+@+#+@$+@+$+!#+!+#+#+!#+
WOW!!! AMIGA!!! THATS LIKE A FORGEIN LANGUAGE ...ISN'T IT?
.....JUST KIDDING IDON'T KNOW MUCH ABOUT AMIGA/ATARI COMPATIBLILITY,
BUT I WILL BE WILLING TO PERSONALLY TRY IF YOU WISH TO E-MAIL ME A COPY OF
THE SNG FILE?
BUSY ALL TIME
CHARLES.

992. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 05:50:04 UTC
From: mail@freeman-studio.com
Message-ID: <1111297804.566900.91470@z14g2000cwz.googlegroups.com>
Source record: 14269

Carey,

Well, like I said, if I can get this to work with Nemesis, I'd prefer that. But at this point, if I can get it to work at all, that's more crucial. I'll just really miss having that extra boost when in 030 mode, and to be able to choose which clock speed to run it at, depending on the situation, which I rely on heavily at the moment with Nemesis (before the CT60 was installed, anyway).

I tried booting in 030 mode, and still nothing. I'm not entirely sure I did everything correctly, either. The instructions on Rodolphe's "no solder" installation page (containing the part about removing the buffer, reconnecting the three resistors, and adding a resistor to the SDMA) are what I tried to follow. However, even though his english is good enough for most things, there were a few things I'm not sure if I understood properly. I'm going to try some other things first when I have time. Then, if all else fails, I'll pull out the Nemesis and install the CT60 bus boost.

Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

993. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 05:52:06 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <113q3s6p2iibqf2@corp.supernews.com>
Source record: 14270

On 19 Mar 2005 21:24:08 , megamania wrote:
>Hello everybody,
>
>I'm one of the many Atari enthusiasts around the world. Years ago I
>started out with a 2600, then I owned a few of the 8-bit models, and
>then the ST line. I think I'm not the only one here with such a past.
>:-)
>
>I recently managed to acquire a MegaSTE, a TT and a Falcon 030 (in a
>rack) with lots of accessories. I think I managed to pay good prices
>(10 euros for the MegaSte with laser printer+b/w monitor, 25 euros for
>a TT with Megafile 44 and a SCSI cd-rom reader, 31 euros for the
>Falcon with bult-in hard disk and VGA adapter)...
>
>I'd like to put the TT and Falcon back to work. I have lots of ST
>software on my PC, but I don't know where to start from. So my
>question is: in your opinion, what software should I install on the
>TT/Falcon (desktop replacements, utilities, etc)? Not looking for
>games, but for all the things that make the ST line more pleasant to
>use.
>
>For example, what do I need for the TT/Falcon to "see" the SCSI CD-Rom
>reader?
>
>Also, I read that it's possible to connect a TT or Falcon to an
>ethernet router by using a Dayna SCSI Pocket Link, which I have. Has
>anybody done it? Is it easy to configure?
>
>I'd love to have my two beloved "beasts" (which I couldn't afford when
>they were raging) up and running again. Unfortunately time is tight,
>at the moment, and I need your suggestions.
>
>Thanks for reading this. Any help will be much appreciated.
>
>Gianfranco
>.
I use the Dayna SCSI Link T, and it works great. STing IP stack only
though, so you should decide what OS you will use first (Mint or
MagiC, etc.). I use it with TOS or MagiC with great results.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--

Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

994. Newsie and Signature

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 06:07:29 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <113q4p17bkcqf48@corp.supernews.com>
Source record: 14271

My news server times out fairly quickly, and if it times out I have to re-connect, then Newsie will post my signature twice. If I fail to connect to the server, the signature will be appended each time. Is there anyway to correct this? Anyone willing to work on Newsie some more as an open source project?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

995. Re: FS: ALL NIB 20$! Epyx/MindScape/Atari/Sierra/Gremlin/EOA/HEWSON!

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 09:06:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503200101240.24278-100000@onyx.spiritone.com>
Source record: 14272

Sorry, I wish I did. If I did, it would be for a lot more than $20.

==Sorry==
===Ben===

On Fri, 18 Mar 2005, Rustynutt wrote:

> Do you have BattleSphere?
>
> On Thu, 17 Mar 2005 08:59:57 -0800, Bravo Sierra Computers
> <atari@aracnet.com> wrote:

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

996. Monitor Cables Needed!

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 12:07:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503200327470.26156-100000@onyx.spiritone.com>
Source record: 14273
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I've got a mixture of Commodore 1084 and 1084S Monitors as well as a few Amiga Monitors! These monitors support Chroma/Luma as well as Composite Video. They all support RGB for the Amiga, ST and I think the Jaguar. What I need are RGB Cables with a 13 Pin Din for the ST on one end and a 9 pin connector for RGB on the other end. As well as an RCA jack for sound. E-Mail if interested. Vendors welcome. Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

997. 1,500 floppies

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 15:23:44 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <423d9555$0$10943$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14274

See bottom of
http://www.cps-electronics.co.uk/surplus.htm

got bored at 1,500 ;-)

Chris

998. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 15:41:20 UTC
From: ";-)" <velvet.darkness@wp.pl>
Message-ID: <d1k5r3ijd1@nemesis.news.tpi.pl>
Source record: 14275

sorry that message must bee under this:
"(",) Do You Want To Know For Sure You Are Going To Heaven?"

999. (",) Do You Want To Know For Sure You Are Going To Heaven?

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 15:44:15 UTC
From: Ron038548@yahoo.com
Message-ID: <1111333455.571954.120070@z14g2000cwz.googlegroups.com>
Source record: 14276

http://www.want-to-be-sure.blogspot.com << Click On Link

1000. looking for sprites

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 15:48:16 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <423d9b10$0$10947$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14277

Hi all,

Been trying to rip gfx from Zynaps and such like games, sprites and
background stuff, not having much luck at it tho :-(
Anyone got any nice 16 or 8 colour sprites up for grabs ?

Chris

1001. Re: Monitor Cables Needed!

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 16:43:53 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d1k989mdd1@sparta.btinternet.com>
Source record: 14278

Yo!

You need birthday cables or new year cables?? I've got 2 Christmas cables and seeing as its my birthday soon i may have some birthday cables going spare!!

> I've got a mixture of Commodore 1084 and 1084S Monitors as well as a few
> Amiga Monitors! These monitors support Chroma/Luma as well as Composite
> Video. They all support RGB for the Amiga, ST and I think the Jaguar. What
> I need are RGB Cables with a 13 Pin Din for the ST on one end and a 9 pin
> connector for RGB on the other end. As well as an RCA jack for sound.

1002. SM124 to VGA?

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 17:34:50 UTC
From: ";-)" <velvet.darkness@wp.pl>
Message-ID: <d1kcfs$19f$1@nemesis.news.tpi.pl>
Source record: 14279

Is possible connect SM124 monitor to old pc-computer (15pin VGA)?

1003. Re: Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 18:43:00 UTC
From: Beno&#65533;t Morrissette <benmorrissNOSPAM@NOSPAMvideotron.qc.ca>
Message-ID: <ivgr31pfssofp7mvgttsppcv5835g60cfu@4ax.com>
Source record: 14280

On Sat, 19 Mar 2005 15:19:20 +0100, Simon <nospam@nospam.com> wrote:

>Hi!
>
> My computer was crashed for 2 months, and it seems I missed some posts
>about Activision's Music Studio.
> I'm slowly converting Music Studio SNG files to MIDI files with Midi
>Music Maker on Atari. I read though that "XMARK64K.PRG" did the same,
>but I wasn't able to locate it.
>
> As well, if any of you guy have disks with Music Studio songs (.SNG,
>but not SNG from Cubase), I'm very interested!

Here are some:
http://pages.videotron.com/benoitm/sng_file.zip

Now, if someone could give me the specs of the .sng file format, i could write
an easy song converter!

Benoï¿½t

>
>Cheers
>Simon

1004. Re: Monitor Cables Needed!

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 18:52:29 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <113rhjgjmv7p7ba@corp.supernews.com>
Source record: 14281
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I had Redmond Cable, here in Redmond, WA make me one for my Commodore 1084 to connect to the Atari ST with attached RCA cable to connect to the monitor. It cost about $25.

This is the only way you are going to get one as these are extremely rare, since you are trying to connect an Atari to a Commodore monitor!

Tim

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0503200327470.26156-100000@onyx.spiritone.com...
> I've got a mixture of Commodore 1084 and 1084S Monitors as well as a few
> Amiga Monitors! These monitors support Chroma/Luma as well as Composite
> Video. They all support RGB for the Amiga, ST and I think the Jaguar. What
> I need are RGB Cables with a 13 Pin Din for the ST on one end and a 9 pin
> connector for RGB on the other end. As well as an RCA jack for sound.
> E-Mail if interested. Vendors welcome. Thanx! ===Ben===
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

1005. Re: SM124 to VGA?

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 18:54:41 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <113rhnkp13o7p13@corp.supernews.com>
Source record: 14282

";-)" <velvet.darkness@wp.pl> wrote in message
news:d1kcfs$19f$1@nemesis.news.tpi.pl...
> Is possible connect SM124 monitor to old pc-computer (15pin VGA)?
>
>

Short answer: No.

That said, anything could be possible with unlimited time and resources, but why would you want to do that?

Tim

1006. Re: Monitor Cables Needed!

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 18:57:06 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <113rhs5lo330i70@corp.supernews.com>
Source record: 14283

No he needs Redmond Cable cables! See my reply on c.s.a8

Tim

"Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in message
news:d1k989mdd1@sparta.btinternet.com...
> Yo!
>
> You need birthday cables or new year cables?? I've got 2 Christmas cables
> and seeing as its my birthday soon i may have some birthday cables going
> spare!!
>
> > I've got a mixture of Commodore 1084 and 1084S Monitors as well as a few
> > Amiga Monitors! These monitors support Chroma/Luma as well as Composite
> > Video. They all support RGB for the Amiga, ST and I think the Jaguar.
What
> > I need are RGB Cables with a 13 Pin Din for the ST on one end and a 9
pin
> > connector for RGB on the other end. As well as an RCA jack for sound.
>
>
>
>

1007. Re: SM124 to VGA?

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 19:21:34 UTC
From: ";-)" <velvet.darkness@wp.pl>
Message-ID: <d1kinubbj1@nemesis.news.tpi.pl>
Source record: 14284

> Short answer: No.
>
> That said, anything could be possible with unlimited time and resources,
> but
> why would you want to do that?
why? because I lost my pc-monito and I have two sm124...

1008. Zview & Zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 19:57:14 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <423dd9223bc0e40@adelphia.net>
Source record: 14293

To Zorro and anyone else using these apps,

This weekend Edward Baiz had pointed out two AWESOME applications!!! They are Zview and Zweather. Now after reading some people were having problems setting up both programs I was beginning to wonder if they were MAGIC/JINNEE compatible as well as MAGXNET compatible. But Edward pointed out to me that they were and I went ahead and installed them. Let me tell you after unzipping them and putting them where I wanted and installing the LDG codecs everything worked right away!!! My HATS off to you ZORRO!!!! These are AWESOME programs and I hope that you continue to develop for the Atari computers. I am awaiting your newest version of zweather since it may have RADAR MAPS in that version.

Thanks and keep up the great work!!!!

--
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1009. Emailer 2.3h

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 20:02:36 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <423dd9223bc0e41@adelphia.net>
Source record: 14292

To anyone,
I have been a long time Emailer user. Does anyone know how to make Emailer HIGHLIGHT a bunch of emails so that they can be moved to or sorted to another folder instead of into the inbox?? Also, how do you make Emailer print an e-mail?? I know it has something to do with a PRINT.SIC but how do you set that up??

Thanks,

--
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1010. 800XLDJ with CT60'ed Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 20:12:12 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <423dd9223bc0e42@adelphia.net>
Source record: 14294

To anyone,
I am trying to get my CT60'ed Falcon to use 800XLDJF.app sp that I can transfer files back and forth from my 8-bit 130XE and e-mail off .DI files to a friend. I have gotten 800XLDJ.APP to work with my 1040STf that is using a version number of 2.41. The Falcon version (which is 2.50f) I have to shut off the caches start the program then turn the caches back on. But doing this still does not make it communicate with my Falcon. I do the same thing that I do on my Falcon that I do on my 1040STf by calling up a DOS 2.5 DI image and it just acts like there is nothing there. But if I take the same cable over to my 1040STf and everything works. Am I missing something here?? Do I need some sort of MODEM PORT software?? Not sure what I am doing wrong. Any suggestions would be greatly appreciated.

Thanks,

--
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1011. Re: Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 20:52:45 UTC
From: Simon <nospam@nospam.com>
Message-ID: <423de291$0$31894$636a15ce@news.free.fr>
Source record: 14285

Benoï¿½t Morrissette wrote:
> On Sat, 19 Mar 2005 15:19:20 +0100, Simon <nospam@nospam.com> wrote:
>> As well, if any of you guy have disks with Music Studio songs (.SNG,
>>but not SNG from Cubase), I'm very interested!
>
> Here are some:
> http://pages.videotron.com/benoitm/sng_file.zip

Thanks a lot !
Downloaded :-)

> Now, if someone could give me the specs of the .sng file format, i could write
> an easy song converter!

I googled for it a few months ago but didn't find anything...
Maybe on some specific Atari FTP ?

Cheers
Simon

1012. Re: SM124 to VGA?

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 21:36:05 UTC
From: David Wade <dave@freeserve.co.uk>
Message-ID: <K-ednSlsj65bcaDfRVnygQ@eclipse.net.uk>
Source record: 14286

```
";-)" <velvet.darkness@wp.pl> wrote in message
news:d1kinu$bbj$1@nemesis.news.tpi.pl...
>
> > Short answer: No.
> >
> > That said, anything could be possible with unlimited time and resources,
> > but
> > why would you want to do that?
> why? because I lost my pc-monito and I have two sm124...
>
>
A used VGA will cost much less that the work needed to use an SM124.
If you ask nicely on here some one might even do you a swap!
```

1013. Re: SM124 to VGA?

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 22:36:21 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <FVm%d.6750$b37.1765@attbi_s02>
Source record: 14287

David Wade wrote:
> ";-)" <velvet.darkness@wp.pl> wrote in message
> news:d1kinubbj1@nemesis.news.tpi.pl...
>
>>>Short answer: No.
>>>
>>>That said, anything could be possible with unlimited time and resources,
>>>but
>>>why would you want to do that?
>>
>>why? because I lost my pc-monito and I have two sm124...
>>
>>
>
> A used VGA will cost much less that the work needed to use an SM124.
> If you ask nicely on here some one might even do you a swap!
>
>
Now in my case my 124 died but have a couple of SVGA's that go with
my 'pcs' and mac..

1014. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 22:37:46 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d1ktvqfrd1@reader1.panix.com>
Source record: 14288

Two of my finger problems were typing 2.6 instead of 1.26, and Fortune
instead of Freedom. There may be others. StiNG works fine, have not
tried STik.

Jim DeClercq <jimd@panix1.panix.com> writes:

: Extendos Gold is the CD ROM driver that is actively maintained. Roger
: Barrow of Anodyne Software's Web site also has driver for the Dayna box
: under STiNG. STiNG 2.6 is the latest.

: Thing is a useful replacement desktop. So is Terradesk. Or vice versa.

: XAAES is a useful replacement for multitos. So is N_AES, which is payware,
: and in my opinion, worth it.

: EasyMiNT is a very useful and simple way to make either machine into a
: Unix boxen.

: Fortune is a very good file selector for single TOS, but took me a while,
: and some help, getting it properly configured. Has been a pleasure since
: then. Boxkite works well under multitos, but it hard to register. The
: programmer is somehow uncooperative. But it does not need configuring, and
: will work under multitos.

: For desktop publishing, the best seems to be Calamus, which has left its
: roots. You may need to get an older version to work on your machine.
: Calamus 2000 is the last that works on a TT with a TTM195 monitor. Tempus
: Word is a document processor, and a good one. Wordplus TT is a very good
: typing program. Edith, in my opinion, is the best editor. QED and Luna,
: and a bunch of others also work.

: The best spreadsheet seems to be LDW Power. The best, and only, statistics
: program is Bstat.

: What do you want to do with your two new machines? They are good at a
: number of things. Oh, and Highwire is the up and coming browser.

: You got very good prices on two very good machines. Congratulation, and
: welcome.

: megamania <@virgilio.it> writes:

: : Hello everybody,

: : I'm one of the many Atari enthusiasts around the world. Years ago I
: : started out with a 2600, then I owned a few of the 8-bit models, and
: : then the ST line. I think I'm not the only one here with such a past.
: : :-)

: : I recently managed to acquire a MegaSTE, a TT and a Falcon 030 (in a
: : rack) with lots of accessories. I think I managed to pay good prices
: : (10 euros for the MegaSte with laser printer+b/w monitor, 25 euros for
: : a TT with Megafile 44 and a SCSI cd-rom reader, 31 euros for the
: : Falcon with bult-in hard disk and VGA adapter)...

: : I'd like to put the TT and Falcon back to work. I have lots of ST
: : software on my PC, but I don't know where to start from. So my
: : question is: in your opinion, what software should I install on the
: : TT/Falcon (desktop replacements, utilities, etc)? Not looking for
: : games, but for all the things that make the ST line more pleasant to
: : use.

: : For example, what do I need for the TT/Falcon to "see" the SCSI CD-Rom
: : reader?

: : Also, I read that it's possible to connect a TT or Falcon to an
: : ethernet router by using a Dayna SCSI Pocket Link, which I have. Has
: : anybody done it? Is it easy to configure?

: : I'd love to have my two beloved "beasts" (which I couldn't afford when
: : they were raging) up and running again. Unfortunately time is tight,
: : at the moment, and I need your suggestions.

: : Thanks for reading this. Any help will be much appreciated.

: : Gianfranco

: --
: --
: /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
: \ / ASCII ribbon campaign | I'm a .signature virus! |
: X against HTML mail | Copy me into your ~/.signature|
: / \ and postings | to help me spread! |
: .

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1015. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 23:04:06 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <113s0b6li238h0b@corp.supernews.com>
Source record: 14289

On 20 Mar 2005 20:08:31 , megamania wrote:
>On Sun, 20 Mar 2005 05:52:06 -0000, jdplace@REMOVESPAMcableone.net
>(Joseph D. Place) wrote:
>
>>On 19 Mar 2005 21:24:08 , megamania wrote:
>
>>>Also, I read that it's possible to connect a TT or Falcon to an
>>>ethernet router by using a Dayna SCSI Pocket Link, which I have. Has
>>>anybody done it? Is it easy to configure?
>
>>I use the Dayna SCSI Link T, and it works great. STing IP stack only
>>though, so you should decide what OS you will use first (Mint or
>>MagiC, etc.). I use it with TOS or MagiC with great results.
>
>Joseph,
>
>it's interesting to find someone having done what I'll be trying to do
>soon.
>
>I know very little about Sting/Mint/Magic.
>
>What do you mean by "STing IP stack only though, so you should decide
>what OS you will use first"? Do I need to use Sting with a TOS
>replacement? What are the differences between Mint and Magic?
>
>Thanks for sharing your experience,
>gianfranco
>
>.
If you want to use the Dayna Link, you'll be using the STing driver
from Anodyne software. There is currently no driver for Mintnet, so
you cannot use it with Mint, as for the differences, MagiC is
commercial software, Mint is free. They are both multitasking
environments (TOS replacements that provide multitasking and other
significant improvemnets). Of course, you can just install and
configure STing and the Dayna Link drivers and surf the web using
Highwire under TOS. There is too much to answer here. I would start
by getting STing going with TOS and then research and learn from that
point.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--

Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1016. (",) Do You Want To Know For Sure You Are Going To Heaven?

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 23:08:00 UTC
From: Ron038548@yahoo.com
Message-ID: <1111360080.708663.198640@l41g2000cwc.googlegroups.com>
Source record: 14290

http://www.want-to-be-sure.blogspot.com << Click On Link

1017. GEMULATOR TOS ROM card for PC.....!!!???

Newsgroup: comp.sys.atari.st
Date: 2005-03-20 23:36:00 UTC
From: Silver <silver@silver.net>
Message-ID: <d1l1d3ivc1@fegnews.vip.hr>
Source record: 14291

Where I can find this card to buy or where
I can find shematic for this card ?

1018. Re: 800XLDJ with CT60'ed Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 03:46:24 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <113sgsgh7dtg404@corp.supernews.com>
Source record: 14295

On 20 Mar 2005 21:12:12 , "Carey Christenson" wrote:
>To anyone,
> I am trying to get my CT60'ed Falcon to use 800XLDJF.app sp that I can
>transfer files back and forth from my 8-bit 130XE and e-mail off .DI files
>to a friend. I have gotten 800XLDJ.APP to work with my 1040STf that is using
>a version number of 2.41. The Falcon version (which is 2.50f) I have to shut
>off the caches start the program then turn the caches back on. But doing this
>still does not make it communicate with my Falcon. I do the same thing that I
>do on my Falcon that I do on my 1040STf by calling up a DOS 2.5 DI image and it
>just acts like there is nothing there. But if I take the same cable over to
>my 1040STf and everything works. Am I missing something here?? Do I need some
>sort of MODEM PORT software?? Not sure what I am doing wrong. Any suggestions
>would be greatly appreciated.
>
>Thanks,
>
>--
>Carey Christenson
>
> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!
>
>Falcon 030 @ 25 mhz. with 14 megs STRam
>CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
>Eclipse 4 MB ATI Rage IIc Graphics Card
>120 GB IDE Maxtor 8 meg cache
>40 GB IDE Maxtor 2 meg cache
>4.5 GB SCSI Seagate Barracuda
>10x4x32x Sony CD-Burner
>24x Cyberdrive CD-Rom drive
>EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
>Epson Stylus COLOR 880 Printer
>19 inch Samsung VGA Monitor
>Subwoofer Satelite speaker system
>
>Coming:
>CT60 Graphics Card with DDR SDRam
>Ethernat card 10/100 mbit & 2 USB ports
>.
Carey,
I looked into this before, and I believe the Falcon requires some

hardware mods to use 800XLDJ. I wasn't willing to do mods for that,
so I just gave up and continued to use my 1040STe. Check the DOCS
and I think you'll find this.
Joe
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1019. (",) Do You Want To Know For Sure You Are Going To Heaven?

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 05:07:10 UTC
From: Ron038548@yahoo.com
Message-ID: <1111381630.044435.281430@z14g2000cwz.googlegroups.com>
Source record: 14296

http://www.want-to-be-sure.blogspot.com << Click On Link

1020. Re: PAMsNet

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 09:11:38 UTC
From: Jochen.Fietz_REMOVETHIS_@gmx.de
Message-ID: <423e8dfe.6411921@news.individual.de>
Source record: 14297

On 17 Mar 2005 08:55:53 -0800, "Coda" <smeg_007@hotmail.com> wrote:

>Ok. I never knew they did an ACSI version. I could do with one of
>those, it would free up my VME slot for the GFX card I have. At the
>moment its one or the other :-(

Get a VME-Bus-Doubler. You can make your own easily:

- Get a second VME Backplane from another TT
- Crimp it parallel on the ribbon cable and let it hang out of the
back of the TT (SCSI plugs will do it).

I did that with my TT and it works with a PAM VME Network Card and a
SANG MV300 or a Matrix Videocard. It does NOT work in conjunction with
a ET4000 Card, e. g. NOVA, Crazy Dot.

>I hope someone has a copy of the disk you need...

No luck yet...

Jochen

1021. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 09:43:21 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050321094321116807%derryck@cixcoukinvalid>
Source record: 14298

On 2005-03-19 21:24:08 +0000, megamania <@virgilio.it> said:

> I'd like to put the TT and Falcon back to work. I have lots of ST
> software on my PC, but I don't know where to start from. So my
> question is: in your opinion, what software should I install on the
> TT/Falcon (desktop replacements, utilities, etc)? Not looking for

The ideal system:

MagiC (6.20 is the latest) as your operating system
jinnee (desktop replacement)
NVDI (screen accelerator/font handling/print drivers)
HDDriver (hard disk driver)
Extendos (CDROM driver)

That will give you a system that will be able to handle the more
up-to-date software such as Tempus Word, Papyrus, Calamus SL2003 and so
on.

If you can afford an accelerator card for your Falcon so much the
better; a CT2 or better a CT60 will also let you add more memory.

> For example, what do I need for the TT/Falcon to "see" the SCSI CD-Rom
> reader?

You will only need a driver (see above) for either of those two.

> Also, I read that it's possible to connect a TT or Falcon to an
> ethernet router by using a Dayna SCSI Pocket Link, which I have. Has
> anybody done it? Is it easy to configure?

I don't have experence of this, but your choice of stack will depend on
which one has a driver for the Dayna; MagiXNet has gateways for STiNG
and (my favourite) IConnect.

My Falcon worked very well with a parallel-port ethernet adaptor with a
ROM-port adaptor with MagxNet.

> Thanks for reading this. Any help will be much appreciated.

HTH!

--

/ DDP Translations /
/ http://ddp.atari.org /

1022. Re: Emailer 2.3h

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 10:00:44 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050321100044475249%derryck@cixcoukinvalid>
Source record: 14199

On 2005-03-20 20:02:36 +0000, "Carey Christenson"
<falcon060@adelphia.net> said:

> To anyone,
> I have been a long time Emailer user. Does anyone know how to make Emailer
> HIGHLIGHT a bunch of emails so that they can be moved to or sorted to another
> folder instead of into the inbox?? Also, how do you make Emailer print an
> e-mail?? I know it has something to do with a PRINT.SIC but how do you set
> that up??

I don't know about your first question (maybe set a rule or something,
or drag'n'drop?) but your second one is quite easy.

From the DM-SCRIPTS archive found on a handy website:

PRINT.SIC
Copy print.sic to any directory.
If not installed, copy keywatch.prg (supplied with jinnee) to
c:\gemsys\magic\start and restart the computer.
Open print.sic and edit the paths and save.
Go to jinnee, select PRINT.SIC,
Special/applications/yes
mult.start:never
par.passing: none/
start path: application
Set key to <ctrl><alt>P.
Click OK and save jinnee's settings.
Start lpr.prg (supplied with jinnee), select your favourite font etc.
and save the
settings.
What does print.sic do?
If you use ASH Emailer or any other program that has no print function,
press <ctrl><alt>P. Now the top window is copied to the clipboard and
printed by e.g. lpr.prg or any other printing program.

--

/ DDP Translations /
/ http://ddp.atari.org /

1023. Re: Price

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 10:51:56 UTC
From: ";-)" <velvet.darkness@wp.pl>
Message-ID: <d1m98f$5vr$1@nemesis.news.tpi.pl>
Source record: 14200

> 40 Euro for a Mega STe?!!! And fully working?
> That's cheap. I can't remember what I paid for mine, but it was certainly
> a lot more than that.
>
> I'm curious: since you sound happy about your sale -which new computer are
> you getting which will replace the Mega STe?

working,
without screws in casing.

scratches on casing.

(I pay it for 80 four years ago)

1024. (",) Do You Want To Know For Sure You Are Going To Heaven?

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 11:00:02 UTC
From: Ron038548@yahoo.com
Message-ID: <1111402802.313954.270300@f14g2000cwb.googlegroups.com>
Source record: 14201

http://www.want-to-be-sure.blogspot.com << Click On Link

1025. Re: PAMsNet

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 11:37:07 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111405027.429157.79370@f14g2000cwb.googlegroups.com>
Source record: 14202

I have the Nova with the ATI (Mach32) card, and as far as I know the
Nova hardware is the same for ET4000 and ATI, its just the ISA gfx card
thats different, so maybe doubling wont work (I think its an IRQ
problem?)
Anyway, I am doing development for the CTLink Ethernet/USB card. There
will be an adapter for this card to work in a TT/MegaSTe and it will
allow us to keep the VME slot free.
I had thought of trying to double the VME bus, I think there was a card
available at one time called the VME-doppler? If I can get hold of
another TT backplane I may try it. (I have a MegaSTe, which has VME,
but I need to keep these machines reasonably intact for testing).

Coda.

1026. Re: looking for sprites

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 11:57:48 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111406268.826281.285820@o13g2000cwo.googlegroups.com>
Source record: 14203

Chris,

Do you have a ripper cartridge? You can scan through the ST's memory
for sprites and then save them to disk. The roms are available
somewhere for download, im sure you can use them with Steem.

Coda.

1027. Re: PAMsNet

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 12:09:02 UTC
From: Jochen.Fietz_REMOVETHIS_@gmx.de
Message-ID: <423eb8b5.17347328@news.individual.de>
Source record: 14204

On 21 Mar 2005 03:37:07 -0800, "Coda" <smeg_007@hotmail.com> wrote:

>I have the Nova with the ATI (Mach32) card, and as far as I know the
>Nova hardware is the same for ET4000 and ATI, its just the ISA gfx card
>thats different, so maybe doubling wont work (I think its an IRQ
>problem?)
Maybe an IRQ problem, or an address overlapping, I don't know.

>I had thought of trying to double the VME bus, I think there was a card
>available at one time called the VME-doppler? If I can get hold of
>another TT backplane I may try it. (I have a MegaSTe, which has VME,
>but I need to keep these machines reasonably intact for testing).
Yes, it is the VME-Doppler.

1028. Re: looking for sprites

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 13:03:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <423ec5c4$0$2762$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14205

"Coda" <smeg_007@hotmail.com> wrote in message
news:1111406268.826281.285820@o13g2000cwo.googlegroups.com...
> Chris,
>
> Do you have a ripper cartridge? You can scan through the ST's memory
> for sprites and then save them to disk. The roms are available
> somewhere for download, im sure you can use them with Steem.
>
> Coda.
>

Thats what I am doing currently, though its proving hard as they seem to be encrypted, I've manged to get some stuff with the ripper cartridge by scaning around and alterting modula settings, though most of the graphics seem to be "lost".

Chris

1029. Re: description and schema MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 13:07:16 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111410436.035454.83730@o13g2000cwo.googlegroups.com>
Source record: 14206

I have put them on my site:

http://www.janthomas.org.uk/

I have them for TT and Falcon also. I will consider adding these.

Coda.

1030. Re: looking for sprites

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 13:20:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111411234.578760.206480@g14g2000cwa.googlegroups.com>
Source record: 14207

Chris,

How far did you get into the game before you "press the button"?
Its unlikely that the sprites are "encrypted" as it would take too many cpu cycles to decode them on the fly. They may be stored in a special format, if the programmers devised a really fast sprite drawing routine that way, but again thats unlikely as theres nothing quicker than a "1-1 copy".

The only thing I can suggest is to get into a level before jumping to the cart, the sprites have to be there somewhere! IF all else fails you could cut them out of the screen afterwards, but that would be a PITA.

Coda.

1031. Re: GEMULATOR TOS ROM card for PC.....!!!???

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 15:29:53 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <RLB%d.90502$r55.82986@attbi_s52>
Source record: 14208

Silver wrote:
> Where I can find this card to buy or where
> I can find shematic for this card ?
>
>
>

They havent been produced in years so best bet would be
hitting EBAY.

I asked them the same question last year, and they
didnt have any left in stock since it had been so long.

Schematic, that might be an idea, perhaps somone
could publish one for us to be able to build our own.

Since hes not selling them anylonger, the orginal supplier
might not care... Or even offer to help..

1032. Re: GEMULATOR TOS ROM card for PC.....!!!???

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 17:38:56 UTC
From: P&#65533;l Monstad <pal.monstad@pm-data.no>
Message-ID: <SCD%d.3115$SL4.66852@news4.e.nsc.no>
Source record: 14209

"Silver" <silver@silver.net> skrev i melding
news:d1l1d3ivc1@fegnews.vip.hr...
> Where I can find this card to buy or where
> I can find shematic for this card ?

I have a Gemulator card for sale. With TOS 2.06, don't remember language. I can accept VISA-card. Give me an offer.
--
P&#65533;l Monstad, Norway

1033. ST power supply pinout ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 18:05:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <423f0ca8$0$2768$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14210

Hi all,

Been trying to find a atari ST external PSU with not much luck, also the same for SF354 external drive, so next option is build my own, so does anyone have the pinouts for the din type psu connectors ? Can build up a psu easy enough, just no idea which pin is for what :-(

cheers,
chris

1034. Atari stuff going cheap! - UK

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 18:40:15 UTC
From: Mikey K <"usenet at kerslake dot plus dot com">
Message-ID: <1wcl0g4oi7rco$.ajjoaf4truzj.dlg@40tude.net>
Source record: 14211

I really have to thin out my Atari collection - four complete systems is more than I can justify or find space for! I'm keeping my Falcon and an ST system, but must get rid of the rest ASAP

Anyway, I've a pile of hardware available including two mono monitors, a 4MB STe in a Desktopper, various other bits and pieces of hardware and a large heavy box of surplus serious software (many manuals), plus a number of Atari related books.

I'm not really bothered about getting a huge amount of money for the whole lot, and as some of the stuff is very weighty it would probably cost too much to post. Therefore if anyone in the UK wants all or most of the available stuff they are welcome to collect from South West Wales or I could deliver to certain areas for the cost of the petrol.

Feel free to make any sort of monetary offer, I'd much rather it go to a good home than be put out in the shed where it will be cold and damp and lonely! ;-)

I'll provide a reasonably detailed list of what I have available to anyone that is interested and can wait a few days for me to compile it!

Thanks

Email me: usenet@kerslake.plus.com

--
Regards
Mike Kerslake
LEBW

1035. Re: ST power supply pinout ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 18:50:02 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <IPKdnZsKsIDHiqLfRVnyjg@eclipse.net.uk>
Source record: 14212

From an old post:

The external psu you require is type PS31. p/n CO 70103-3
Input : 240v~ (or 110v ~) /50-60 hz/ 38w
Output: +5v dc @ 3A
+12v dc @ 0.03A
-12v dc @ 0.03A

From the back of the ST. looking at the power in plug and presuming it is a
7 pin DIN socket (U arrangement)
then the pin out from left to right is:

+5v , +5v , +12v , (middle pin not used) , -12v , 0v , 0v

HTH

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:423f0ca8$0$2768$cc9e4d1f@news-text.dial.pipex.com...
>> Hi all,
>>
>> Been trying to find a atari ST external PSU with not much luck, also the
>> same for SF354 external drive, so next option is build my own, so does
>> anyone have the pinouts for the din type psu connectors ? Can build up a
>> psu easy enough, just no idea which pin is for what :-(
>>
>> cheers,
>> chris
>>
>>
>
>

1036. Atari-source Mirrors

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 19:12:24 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.03.21.19.12.24.393945@nosspamatari-source.com>
Source record: 14213

Hey everyone,

During some recent work on my server, I moved my mirrors of ftp.lip6.fr, the sparemint site and repository in it's entirety (1.4GB), chapelie, and ftp.funet.fi in order to rebuild my raid array. What I forgot to do was to disable my mirror script! As a result, all of these sites were redownloaded to my machine in their entirety wasting a load of bandwidth! I'm really sorry for this! On a side note, the Atari-source.org site is alive again. I had to move some things around in order to continue development on the new sparemint site!

Thanks,
Mark
http://www.atari-source.org

1037. (",) Do You Want To Know For Sure You Are Going To Heaven?

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 19:54:10 UTC
From: Ron038548@yahoo.com
Message-ID: <1111434850.197430.308370@f14g2000cwb.googlegroups.com>
Source record: 14216

http://www.want-to-be-sure.blogspot.com << Click On Link

1038. Re: ST power supply pinout ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 20:55:46 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d1ncch$18v$1@hercules.btinternet.com>
Source record: 14214

Hi "exxos" <exxos@home.co.uk>

> Been trying to find a atari ST external PSU with not much luck, also the
> same for SF354 external drive, so next option is build my own, so does
> anyone have the pinouts for the din type psu connectors ? Can build up a
> psu easy enough, just no idea which pin is for what :-(

Is there not any space inside the case to retro-fit an ST internal PSU

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1039. Re: ST power supply pinout ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 21:17:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <423f39a7$0$2764$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14215

"Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in message
news:d1ncch$18v$1@hercules.btinternet.com...
> Hi "exxos" <exxos@home.co.uk>
>
>> Been trying to find a atari ST external PSU with not much luck, also the
>> same for SF354 external drive, so next option is build my own, so does
>> anyone have the pinouts for the din type psu connectors ? Can build up a
>> psu easy enough, just no idea which pin is for what :-(
>
> Is there not any space inside the case to retro-fit an ST internal PSU
>

Maybe, probably.... though Would like to keep this classic machine actually
classic ;-)

Chris

1040. Re: ST power supply pinout ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 22:01:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <423f43f7$0$2764$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14217

thanks Egon :)

will have a go at that when I get a mo :)

Chris

"Egon Spengler" <Egon@The.Lab> wrote in message
news:IPKdnZsKsIDHiqLfRVnyjg@eclipse.net.uk...
> From an old post:
>
>
> The external psu you require is type PS31. p/n CO 70103-3
> Input : 240v~ (or 110v ~) /50-60 hz/ 38w
> Output: +5v dc @ 3A
> +12v dc @ 0.03A
> -12v dc @ 0.03A
>
> From the back of the ST. looking at the power in plug and presuming it is
> a
> 7 pin DIN socket (U arrangement)
> then the pin out from left to right is:
>
> +5v , +5v , +12v , (middle pin not used) , -12v , 0v , 0v
>
> HTH
>
> Egon
>
> --
> The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
> :)
>>
>> "exxos" <exxos@home.co.uk> wrote in message
>> news:423f0ca8$0$2768$cc9e4d1f@news-text.dial.pipex.com...
>>> Hi all,
>>>
>>> Been trying to find a atari ST external PSU with not much luck, also the
>>> same for SF354 external drive, so next option is build my own, so does
>>> anyone have the pinouts for the din type psu connectors ? Can build up a
>>> psu easy enough, just no idea which pin is for what :-(
>>>
>>> cheers,
>>> chris
>>>
>>>

>>
>>
>
>

1041. Re: Atari stuff going cheap! - UK

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 22:51:49 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111445509.206118.92980@l41g2000cwc.googlegroups.com>
Source record: 14218

Mike,

Ive tried emailing you re: the STe, but the mail bounced. Could contact
me please... jan at janthomas d0t org d0t uk.

thanks
Coda.

1042. Re: Atari stuff going cheap! - UK

Newsgroup: comp.sys.atari.st
Date: 2005-03-21 23:24:56 UTC
From: Mikey K <"usenet at kerslake dot plus dot com">
Message-ID: <p15amkh1z4yb$.w9oa2rgxlkqv$.dlg@40tude.net>
Source record: 14219

On 21 Mar 2005 14:51:49 -0800, Coda wrote:

> Ive tried emailing you re: the STe, but the mail bounced. Could contact
> me please... jan at janthomas d0t org d0t uk.

YHM

:-)

--
Regards
Mikey K
LEBW

1043. Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 08:13:52 UTC
From: David Wade <dave@freeserve.co.uk>
Message-ID: <5vydne0Ko5JUTqLfRVnyvg@eclipse.net.uk>
Source record: 14220

Folks,

I recently acquired a couple of Falleron SCSI/Ethernet adaptors which appear to be re-badged DynaLink boxes. Indeed when I try them with the demo version of HDDRIVER 8 they are seen by the DynaLink Sting driver as such. However it then bombs out!. I can think of a number of reasons why this might happen. Firstly the driver says it has "problems" with HD Driver 8 and needs V7, but this seems very terminal. Secondly it might be because the demo of HDDRIVER 8 does not implement a function that the DynaLink driver needs, thirdly it could be because I am loading the driver from floppy and I know it clashes with floppy access and lastly it could be because my DynaLink box is duff. In view of what I paid from them I strongly suspect the latter, and so I am a little reluctant to buy HD Driver before I am sure they work. So to the questions:-

1) Has any one tried the AnoDyne drivers with HDDriver V8 and is my experience expected.
2) Is there a demo of HDDRIVER V7 available, and does the SCSI Driver function in this work so I can test the boxes.
3) Has any one got these drivers to work with any other hard disk driver?

Thanks in advance for any input,

Dave

1044. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 09:21:16 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050322092116616807%derryck@cixcoukinvalid>
Source record: 14238

On 2005-03-22 08:13:52 +0000, "David Wade" <dave@freeserve.co.uk> said:

> 2) Is there a demo of HDDRIVER V7 available, and does the SCSI Driver
> function in this work so I can test the boxes.

You could try Steffen Engle (Engel?)'s SCSIDRV.PRG. Try it with and
without HDDriver. I don't recommend it as a pemanent solution (if you
want to keep using HDDriver) as you'd have two drivers loaded at once.

IIRC SCSDRV.PRG is part of GEMAR (tape backup).

--

/ DDP Translations /
/ http://ddp.atari.org /

1045. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 09:22:39 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <423fe3db$1@news.broadpark.no>
Source record: 14231

atarian1 wrote:
> I have a Microtech SCSI CF drive connected to an ICD Link 2. It works
> great. Silent and fast. To me, the CF drive feels much faster than my
> old Syquest 270MB drive.

Reading what Uwe Seimet wrote about slow writing, do you feel that the
compactflash card makes writing slower, or is both reading and writing
unnoticable compared to a normal hard drive?

--
Hallvard

1046. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 09:29:40 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <423fe581$1@news.broadpark.no>
Source record: 14224

atarian1 wrote:
> Only the latest Seagate Barracuda drives are the silent type.
>
> My recommendation is TO SPEND THE MONEY AND STOP BEING CHEAP!!!!
> Get a Microtech SCSI card reader, a PCMCIA to CF adapter, and a 512MB
> CF card. There, you have a fast silent hard drive. (I assume you have
> a host adapter already)
>
> Keep a look out on eBay for the Microtech SCSI card readers. I looked
> at some completed listings and the last several seem to go for around
> US$20. A PCMCIA to CF adapter costs around US$10 and a 512 MB CF card
> costs around US$30. For a total of US$60. That's not bad at all!

US$ 60 ?????!?!??!
I must have completely missed something, because upon searching for these cards I was quoted something in the region of US$ 400, and that was just for the card.
Now, 60 bucks for the lot is absolutely livable, so yes -this is something to consider, and especially if I can get it used at ebay (I assume since there aren't any movable parts inside of these cards, tear and wear isn't an issue as with "normal" hard disk drives.

What do I need the PCMCIA to Compactflash adapter for? I thought there were SCSI card readers available which you just plug the card into. I'm sure I found something like that when Google-searching. I'll try to see if I find it again.

> Just plunk down the $60 and get on with it...
> (And if $60 is still too much for you, then you're using the wrong
> computers and need to go PC where everything is cheap/free/stolen...)

Hehehe.... well said that last part.

--
Hallvard

1047. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 09:39:09 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <423fe7ba@news.broadpark.no>
Source record: 14232

xlator@cix.compulink.co.uk wrote:

> In message <42394271$1@news.broadpark.no>, inv@lid.email said:
>
>>Other than that, the biggest obstacle I have in order to finish the
>>project is circuit-board designing software. I'm trying out various free
>>software on a PC, but it's obviously not the usual kind of "click, point
>>and figure it out yourself" sort of thing, and I just haven't had time
>>yet to get really deep into that sort of stuff.
>
> There is the (commercial) Scooter-PCB for the Atari (and I think
> there is a PC version too, thoough probably in German only).

Yes, I've seen it.
The problem isn't finding software that allows me to design PCBs, but
the steep learning curve.
I can't see Scooter being so much easier to use than any of the other
packages on any computer platform, and I surely won't pay 71 or 76 Euro
(depending on which platform version you get: PC or Atari ST) when I can
get a free PCB design program ("Eagle" for PCs) in English (unlike
Scooter which is as far as I know, only available in German).

> Although Scooter-PCB will autoroute, you have to lay out the
> components positions yourself and write equations for routing from
> the circuit diagram - a little laborious but well explaned in the
> manual. You also need to print out the result on a transparent
> medium and use this to expose a photo-resist-coated PCB blank, and
> then etch it.

Yes, it sounds like a nice program, but no more "entry level" than Eagle
I assume. Correct me if I'm wrong, but unless it's not super-easy to use
I'm not forking out that 76 Euro for something I can get free (and in a
language I can understand) elsewhere (although not for the Atari ST).
Anyone know of any alternatives which may be easier to use? This is for
single-sided PCBs which will be pretty simple.

--
Hallvard

1048. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 09:50:35 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <Vo-dnQt0a8fxd6LfRVnyrg@eclipse.net.uk>
Source record: 14230

> Reading what Uwe Seimet wrote about slow writing, do you feel that the
> compactflash card makes writing slower, or is both reading and writing
> unnoticable compared to a normal hard drive?

A thought on this...

The CF card can be configured so as to appear to all intents and purposes as a 16 bit ATA IDE drive operating PIO mode 1.
It has no moving parts and faster access times that a standard IDE drive, something like 2ms.

The ceiling bandwidth of PIO mode 1 is 5.22 megabytes per second and some of the figures i've seen show sandisk CF cards sustaining data at 2.5 megabytes per second.

So if the card is capable of outrunning the DMA channel why is it slow?

It's got to be either the SCSI adapter or the driver causing the slowdown?
Or perhaps simply a slow CF card?

e.g. "Manufacturer: Kingston - Part number: CF/2048-S - Warranty: Lifetime
High Performance Premium line of CompactFlash from Kingston. Based on SLC Technology. ATA compatible. 5V/3V, CF Type I, also suitable for Type II systems. 5.2Mb/s Write speed."

When i get around to making my IDE adapter i'll check one of these out :)

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail :)

1049. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 09:57:46 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3aa8gqF69mpp7U1@individual.net>
Source record: 14228

David Wade wrote:

> I recently acquired a couple of Falleron SCSI/Ethernet adaptors which
> appear to be re-badged DynaLink boxes. Indeed when I try them with the demo
> version of HDDRIVER 8 they are seen by the DynaLink Sting driver as such.
> However it then bombs out!. I can think of a number of reasons why this
> might happen. Firstly the driver says it has "problems" with HD Driver 8 and
> needs V7, but this seems very terminal. Secondly it might be because the
> demo of HDDRIVER 8 does not implement a function that the DynaLink driver
> needs, thirdly it could be because I am loading the driver from floppy and I
> know it clashes with floppy access and lastly it could be because my
> DynaLink box is duff. In view of what I paid from them I strongly suspect
> the latter, and so I am a little reluctant to buy HD Driver before I am sure
> they work. So to the questions:-

Did you ask Anodyne for details, i.e. why their drivers do not work with
HDDRIVER 8?

> 2) Is there a demo of HDDRIVER V7 available, and does the SCSI Driver
> function in this work so I can test the boxes.

I can send you a demo of HDDRIVER 7 tomorrow if you give me an email
address I should send tthe binary to.

--

Dr. Uwe Seimet http://www.seimet.de

1050. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 09:59:14 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3aa8jiF69mpp7U2@individual.net>
Source record: 14227

Egon Spengler wrote:

> It's got to be either the SCSI adapter or the driver causing the slowdown?
> Or perhaps simply a slow CF card?

The driver does not know the difference between a real hard disk drive
and a CF card, i.e. it will not slow down anything.

--

Dr. Uwe Seimet http://www.seimet.de

1051. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 10:11:51 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <2J-dnbV_1fz1cqLfRVnyvw@eclipse.net.uk>
Source record: 14235

Hi Uwe,

>> It's got to be either the SCSI adapter or the driver causing the
>> slowdown?
>> Or perhaps simply a slow CF card?
>
> The driver does not know the difference between a real hard disk drive and
> a CF card, i.e. it will not slow down anything.

My money is on the SCSI converter introducing delays.

It just seems odd that solid state would be slower than mechanical.

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1052. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 11:03:30 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3aacc8F66qcqgU1@individual.net>
Source record: 14225

Egon Spengler wrote:

> My money is on the SCSI converter introducing delays.
>
> It just seems odd that solid state would be slower than mechanical.
>

Current SCSI/IDE drives are much faster than any CF card, so in general
a CF card is not a good replacement for a real drive. With the Atari
it's different because the Atari cannot profit from the speed of current
hard disk drives, and if a CF card has a transfer rate of, let's say, at
least 2.5 GB/s it's as fast as a hard disk drive with the Atari.

--

Dr. Uwe Seimet http://www.seimet.de

1053. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 11:04:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3aacdhF66qcqgU2@individual.net>
Source record: 14237

Uwe Seimet wrote:

> hard disk drives, and if a CF card has a transfer rate of, let's say, at
> least 2.5 GB/s it's as fast as a hard disk drive with the Atari.

Of course I meant 2.5 MB/s ;-).

--

Dr. Uwe Seimet http://www.seimet.de

1054. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 11:35:58 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <AJKdnZqUipyAnt3fRVnyrQ@eclipse.net.uk>
Source record: 14236

```
>> hard disk drives, and if a CF card has a transfer rate of, let's say, at
>> least 2.5 GB/s it's as fast as a hard disk drive with the Atari.
>
> Of course I meant 2.5 MB/s ;-).
```

:)

Egon

1055. Re: description and schema MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 15:10:24 UTC
From: Beno&#65533;t Morrissette <benmorrissNOSPAM@NOSPAMvideotron.qc.ca>
Message-ID: <8ad041d4cnk5ibslk5ol1ots50le3rtbgt@4ax.com>
Source record: 14222

On 21 Mar 2005 05:07:16 -0800, "Coda" <smeg_007@hotmail.com> wrote:

>I have put them on my site:
>
>http://www.janthomas.org.uk/
>
>I have them for TT and Falcon also. I will consider adding these.
>
>Coda.

Thanks a lot !!!!!!!!

Benoï¿½t...

1056. TT Date & ST Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 16:59:16 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <KIudnYgyEvjJzN3fRVn-gg@inreach.com>
Source record: 14234

Hello, Long time no been here. I have 2 questions,

1. Every time I boot up my TT it's date defaults to a 1989 one, my TT manual got distroyed this winter when the celeing of my trailer came down due to massive leaks in the roof and a ot of my TT/ST books,etc. got soaked and wiped out. Question is, is there a battery that is suppost to keep the date/time current? If so where is it?

2. The same celeing cave in came down on my ST, and after cleaning it and drying it out, the keyboard doesn't work but with a few keys, so I figure the track sheet must have gotten screwed up, everything else works fine. So, is Best Elec. still around? do they still sell the membrain sheet and cost?

And as a 3rd one, is there any TOS 1.4 chip sets still around? This ST has TOS 1.2

After all that I just need to get my JAG's CD to work right.

--
The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord

1057. HDDRIVER for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 17:10:38 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42405185$1@news.inet.com.pl>
Source record: 14226

Hi group,

I am trying to resurrcect a ST with ACSI based harddrive interface (German "ProFile 20") but have problems finding a driver that would work. Tried AHDI, tried SCSITOOL with Hushi and everything seem to recognise the drive properly but AHDI doesn't want to format the drive. SCSITOOL does everything apparently (more or less) correct but then crashes on boot. What driver/toolsed is currently considered to be the best and where can I get it from?

Thanks in advance.

1058. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 18:41:25 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <tfidnWY10vx8-93fRVnyiw@eclipse.net.uk>
Source record: 14221

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:3aa8gqF69mpp7U1@individual.net...
> David Wade wrote:
>
> > I recently acquired a couple of Falleron SCSI/Ethernet adaptors which
> > appear to be re-badged DynaLink boxes. Indeed when I try them with the
demo
> > version of HDDRIVER 8 they are seen by the DynaLink Sting driver as
such.
> > However it then bombs out!. I can think of a number of reasons why this
> > might happen. Firstly the driver says it has "problems" with HD Driver 8
and
> > needs V7, but this seems very terminal. Secondly it might be because the
> > demo of HDDRIVER 8 does not implement a function that the DynaLink
driver
> > needs, thirdly it could be because I am loading the driver from floppy
and I
> > know it clashes with floppy access and lastly it could be because my
> > DynaLink box is duff. In view of what I paid from them I strongly
suspect
> > the latter, and so I am a little reluctant to buy HD Driver before I am
sure
> > they work. So to the questions:-
>
> Did you ask Anodyne for details, i.e. why their drivers do not work with
> HDDRIVER 8?
>

I have, but no reply received. Because of te time difference I don't expect
one until later...
.
> > 2) Is there a demo of HDDRIVER V7 available, and does the SCSI Driver
> > function in this work so I can test the boxes.
>
> I can send you a demo of HDDRIVER 7 tomorrow if you give me an email
> address I should send tthe binary to.
>
>

try:-

dave (at) dwade (point) freeserve (point) co (point) uk

If that gives trouble the header address will work e.g. g8mqw@yahoo.com

```
>
> --
> ------------------------------------------------------------------------
> Dr. Uwe Seimet http://www.seimet.de
```

1059. Re: TT Date & ST Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 18:55:05 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <j6mdnTCoYoWI993fRVnyjA@eclipse.net.uk>
Source record: 14233

"Starlord" <starlord@inreach.com> wrote in message
news:KIudnYgyEvjJzN3fRVn-gg@inreach.com...
> Hello, Long time no been here. I have 2 questions,
>
> 1. Every time I boot up my TT it's date defaults to a 1989 one, my TT
manual
> got distroyed this winter when the celeing of my trailer came down due to
> massive leaks in the roof and a ot of my TT/ST books,etc. got soaked and
> wiped out. Question is, is there a battery that is suppost to keep the
> date/time current? If so where is it?
>

Yes there is a battery. I think its visible when you take lift the hard
drive out.

> 2. The same celeing cave in came down on my ST, and after cleaning it and
> drying it out, the keyboard doesn't work but with a few keys, so I figure
> the track sheet must have gotten screwed up, everything else works fine.
So,
> is Best Elec. still around? do they still sell the membrain sheet and
cost?
>

It does come appart. Best are at

http://www.best-electronics-ca.com/

but I can't see membrane. I would have thought you could get a ceap ST from
E-Bay
for less than the parts.

> And as a 3rd one, is there any TOS 1.4 chip sets still around? This ST has
> TOS 1.2
>

Looks like these will set you back $70 from Best. That used ST is now lookin
real value :-)

> After all that I just need to get my JAG's CD to work right.
>
>
> --
> The Lone Sidewalk Astronomer of Rosamond
> Telescope Buyers FAQ
> http://home.inreach.com/starlord
>
>

1060. (",) Do You Want To Know For Sure You Are Going To Heaven?

Newsgroup: comp.sys.atari.st
Date: 2005-03-22 23:56:44 UTC
From: Ron038551@yahoo.com
Message-ID: <1111535804.420671.294070@g14g2000cwa.googlegroups.com>
Source record: 14223

http://www.want-to-be-sure.blogspot.com << Click On Link

1061. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 00:15:58 UTC
From: mail@freeman-studio.com
Message-ID: <1111536958.588829.317200@l41g2000cwc.googlegroups.com>
Source record: 14229

Ok, an update...

I rechecked my solders, and one of the ones reconnecting the cut SDMA trace wasn't as solid as I thought. I redid the work, and now it boots, and much more software works with it, including Videlity. Another problem has arrisen, though. Now Nemesis won't work at all. When I run the speed selecting programs (NEM_HI.PRG or NEM_LO.PRG), the system freezes up with light-purple-colored squares across the screen. This happens in both 060 and 030 modes. I'm not sure if there's something I messed up while disconnecting the buffer mod, or if there's some problem with the original Nemesis installation (which I didn't do) that was covered up by the buffer mod.

So, unless someone has any ideas, it appears that I'm going to have to remove Nemesis, as it is now non-functional, and install the CT60 bus mod. This sucks, though, because now I will not have a faster bus and higher resolutions in 030 mode, and I won't have the switchable clock speed like before, which I needed for good speed in 030 modes while having higher resolutions compatible with my monitor.

Any thoughts would be appreciated. Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

1062. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 05:20:36 UTC
From: atarian1 <atarian1@yahoo.com>
Message-ID: <1111555236.258918.312810@f14g2000cwb.googlegroups.com>
Source record: 14239

Hallvard, have you been in a cave? (just kidding) :-) Yes, CF card prices have literally collapsed. You could get a 1GB CF card if you want for US$40-$50 now. Just two years ago, for that price, you could only get a 128MB card. 16GB CF cards are just around the corner too... :-)

I'm assuming the same thing about wear and tear - there really is none. Since everything is solid state, the only thing that could break it is by dropping it or something...

The Microtech SCSI drives are actually PCMCIA drives - not CF drives. So you need the PCMCIA-to-CF adapter to use CF cards with the drive. I don't know if you can even find PCMCIA flash memory cards anymore. If you do find them, they'll probably be very expensive for high capacity cards. I think the Alesis Quadrasynths still (for some god awful reason) use PCMCIA cards. But I digress...

1063. Re: HDDRIVER for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 07:03:25 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3aciltF6bdm58U1@individual.net>
Source record: 14240

silverdr wrote:

> I am trying to resurrcect a ST with ACSI based harddrive interface
> (German "ProFile 20") but have problems finding a driver that would
> work. Tried AHDI, tried SCSITOOL with Hushi and everything seem to
> recognise the drive properly but AHDI doesn't want to format the drive.
> SCSITOOL does everything apparently (more or less) correct but then
> crashes on boot. What driver/toolsed is currently considered to be the
> best and where can I get it from?

You can try the demo version of HDDRIVER:
http://www.seimet.de/hddriver_english.html

--

Dr. Uwe Seimet http://www.seimet.de

1064. Re: Getting a new (silent) SCSI hard drive/partition sizes

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 08:45:48 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050323084548816807%derryck@cixcoukinvalid>
Source record: 14241

On 2005-03-22 09:39:09 +0000, Hallvard Tangeraas <inv@lid.email> said:

>> There is the (commercial) Scooter-PCB for the Atari (and I think there
>> is a PC version too, thoough probably in German only).
>
> Yes, I've seen it.
> The problem isn't finding software that allows me to design PCBs, but
> the steep learning curve.
> I can't see Scooter being so much easier to use than any of the other
> packages on

The Atari version is actually quite simple - you can get a working
layout after a couple of reads of the manual. I think you'll find that
Eagle will have a very steep learning curve.

> any computer platform, and I surely won't pay 71 or 76 Euro (depending
> on which platform version you get: PC or Atari ST) when I can get a
> free PCB design program

There is that, of course.

> ("Eagle" for PCs) in English (unlike Scooter which is as far as I know,
> only available in German).

Peter translated both the program and the manual into English. I
believe he still has copies of the program but not the manual.

>> Although Scooter-PCB will autoroute, you have to lay out the components
>> positions

> Yes, it sounds like a nice program, but no more "entry level" than
> Eagle I assume.

Horses for courses, if you're happy with Eagle fair enough.

> Anyone know of any alternatives which may be easier to use? This is for
> single-sided PCBs which will be pretty simple.

Platon? I've not tried it myself.

--

/ DDP Translations /
/ http://ddp.atari.org /

1065. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 08:49:02 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050323084902752 49%derryck@cixcoukinvalid>
Source record: 14242

On 2005-03-22 18:41:25 +0000, "David Wade" <g8mqw@yahoo.com> said:

[...]

Whereabouts in the UK are you?

--

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

1066. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 08:57:05 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3acpb1F6588o4U1@individual.net>
Source record: 14243

David Wade wrote:

> try:-
>
> dave (at) dwade (point) freeserve (point) co (point) uk

OK. The 7.9 demo should have arrived in the meantime.

--

Dr. Uwe Seimet http://www.seimet.de

1067. Re: HDDRIVER for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 09:58:06 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42413da4$1@news.inet.com.pl>
Source record: 14244

Uwe Seimet wrote:
> silverdr wrote:
>
>> I am trying to resurrcect a ST with ACSI based harddrive interface
>> (German "ProFile 20") but have problems finding a driver that would
>> work. Tried AHDI, tried SCSITOOL with Hushi and everything seem to
>> recognise the drive properly but AHDI doesn't want to format the
>> drive. SCSITOOL does everything apparently (more or less) correct but
>> then crashes on boot. What driver/toolsed is currently considered to
>> be the best and where can I get it from?
>
>
> You can try the demo version of HDDRIVER:
> http://www.seimet.de/hddriver_english.html
>

Hm, I can't check if that works as it doesn't allow partitioning and
formatting. Therefore I can only see that it recognises the drive etc.
but all the other did the same...

1068. Re: HDDRIVER for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 10:11:04 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3actlpF69um85U1@individual.net>
Source record: 14245

silverdr wrote:

> Hm, I can't check if that works as it doesn't allow partitioning and
> formatting. Therefore I can only see that it recognises the drive etc.
> but all the other did the same...

I see. Didn't you say that you already formatted your drive with
SCSITOOL and had problems with actually running the driver? In this case
you can simply install the HDDRIVER demo on this drive without
re-formatting or partitioning it. The partition layout is standardized,
i.e. it's no problem to use HDDRIVER with a drive partitioned with SCSITOOL.

--

Dr. Uwe Seimet http://www.seimet.de

1069. Re: HDDRIVER for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 10:17:15 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42414221$1@news.inet.com.pl>
Source record: 14246

Uwe Seimet wrote:
> silverdr wrote:
>
>> Hm, I can't check if that works as it doesn't allow partitioning and
>> formatting. Therefore I can only see that it recognises the drive etc.
>> but all the other did the same...
>
>
> I see. Didn't you say that you already formatted your drive with
> SCSITOOL and had problems with actually running the driver? In this case
> you can simply install the HDDRIVER demo on this drive without
> re-formatting or partitioning it. The partition layout is standardized,
> i.e. it's no problem to use HDDRIVER with a drive partitioned with
> SCSITOOL.
>

It looked so but apparently it didn't really work as HDDriver demo
didn't recognise the partitions/volumes.

1070. Re: HDDRIVER for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 10:35:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3acv3fF69lmv3U1@individual.net>
Source record: 14247

silverdr wrote:

> It looked so but apparently it didn't really work as HDDriver demo
> didn't recognise the partitions/volumes.

That's strange because in the past I have sometimes used HDDRIVER with
drives partitioned by SCSITOOL and it worked fine. I guess there is
another reason than partitioning for your problems.
Did you ensure that your drive was actually recognized, e.g. by running
the ID check?

--

Dr. Uwe Seimet http://www.seimet.de

1071. Re: HDDRIVER for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 10:55:35 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42414b1d$1@news.inet.com.pl>
Source record: 14248

Uwe Seimet wrote:
> silverdr wrote:
>
>> It looked so but apparently it didn't really work as HDDriver demo
>> didn't recognise the partitions/volumes.
>
>
> That's strange because in the past I have sometimes used HDDRIVER with
> drives partitioned by SCSITOOL and it worked fine. I guess there is
> another reason than partitioning for your problems.
> Did you ensure that your drive was actually recognized, e.g. by running
> the ID check?
>

It is recognised properly with the vendor name and model etc. The problem is probably with SCSITOOL not really doing a good job there. My guess is that it didn't really partitioned/formatted the drive properly and later on it crashed upon encountering the results of its own work. That would also explain why HDDRIVER doesn't recognise the partitions.

1072. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 11:03:33 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111575813.508189.204270@g14g2000cwa.googlegroups.com>
Source record: 14149

Mike,

I didnt have a nemesis so I cant really say what your problem might be, but before I had the CT60 I had a powerup2 installed with the 74F04 buffer mod. I had a 32mhz 030 with this, and was tempted to leave it in when I did the CT60 install. In fact at first I installed the CT60 without solders, and it was fine with the powerup2, and I was reticent to remove it (and the buffer mod) because I was paranoid about having a slow 030 again. However, I dont use 030 mode anymore, everything I want to use works with the CT60. Sometimes I find the odd thing that doesnt like it, but its usually a "use once" and forget it type app, nothing I need everyday like Cubase or whatever.

I would say remove the nemesis and dont look back (or if you have a second Falcon...). If you need to have an accelerated 030 for any reason you could always put together a DIY speeder very quickly.

Coda.

1073. MegaSTe, TT, and Falcon Schematics for download

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 15:38:48 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111592328.724800.244330@z14g2000cwz.googlegroups.com>
Source record: 14150

I have now added them for TT and Falcon.

You can get them at CTLink USB website - http://www.janthomas.org.uk/

Coda.

1074. Re: MegaSTe, TT, and Falcon Schematics for download

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 15:57:41 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <J46dnSayIa5oDNzfRVnyvw@eclipse.net.uk>
Source record: 14151

Fantastic.

I've been looking for the TT schematics ;)

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

"Coda" <smeg_007@hotmail.com> wrote in message
news:1111592328.724800.244330@z14g2000cwz.googlegroups.com...
>I have now added them for TT and Falcon.
>
> You can get them at CTLink USB website - http://www.janthomas.org.uk/
>
>
> Coda.
>

1075. Re: MegaSTe, TT, and Falcon Schematics for download

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 16:33:05 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42419996$0$2764$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14152

"Coda" <smeg_007@hotmail.com> wrote in message
news:1111592328.724800.244330@z14g2000cwz.googlegroups.com...
>I have now added them for TT and Falcon.
>
> You can get them at CTLink USB website - http://www.janthomas.org.uk/
>
>
> Coda.
>

No Comment ;-)

Chris

1076. Falcon Upgrades

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 19:01:12 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.03.23.19.01.12.590540@nosspamatari-source.com>
Source record: 14153

Hello all,

Several people in the US contacted me for Falcon repairs or CT60 with solders installations. This was back in December or so, since then I haven't heard from these people. Everyone should know I am less busy right now and I am wrapping up work on Carey's Falcon, so I'll have my workbench open soon for another person. I have one person who is coming in next (Ronald), but I know someone named Andrew contacted me and I thought SamF's falcon still needed some help.

PS: Sam, I looked a the Combel a little closer, I think I need a special type of soldering machine for those tiny legs. I don't think I'll be able to fix that for you. Sorry... :-/

Thanks,
Mark

1077. Re: Zview & Zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 19:36:50 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <4241c55c$0$5106$626a14ce@news.free.fr>
Source record: 14154

Carey Christenson a ï¿½crit :
> To Zorro and anyone else using these apps,
>
> This weekend Edward Baiz had pointed out two AWESOME applications!!! They
> are Zview and Zweather. Now after reading some people were having problems
> setting up both programs I was beginning to wonder if they were MAGIC/JINNEE
> compatible as well as MAGXNET compatible. But Edward pointed out to me that
> they were and I went ahead and installed them. Let me tell you after unzipping
> them and putting them where I wanted and installing the LDG codecs everything
> worked right away!!! My HATS off to you ZORRO!!!! These are AWESOME programs
> and I hope that you continue to develop for the Atari computers. I am awaiting
> your newest version of zweather since it may have RADAR MAPS in that version.
>
> Thanks and keep up the great work!!!!

Well, what can I say? Thanks a lot !

I'm very happy that you appreciate my work :)

Best regards,
Zorro
---
http://zorro.arcadia-crew.com

1078. CT60 TOS updated 1.03a

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 19:40:53 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gtw8wk.83j5bw28sttsN%NOSPAMS@wanadoo.fr>
Source record: 14155

Hi,

I have updated again the CT60 archive (boot & CPX 1.03a).

This update is for the Programmable Clock Generator, the CTCM build by
Rodolphe.

The CT60 TOS and the CPX test if the module exist. It's possible to
change the CT60 clock between 66 and 110 MHz by step of 50 KHz.
A jumper exist for get lower frequency 33 to 66 MHz.
The Programmable Clock Generator is installed on the CT60 oscillator
socket.
Sure there are limits fixed today at 80 MHz for the 060 rev 1 and 110
for the 060 rev 6.
You can change the values on the fly for do some speed tests, or change
the boot frequency.

The documentation is on-line, main link inside http://ct60conf.atari.org
or else http://perso.wanadoo.fr/didierm/ct60/pclock-e.htm

You can see my proto with the chip used on the CTCM, a Dallas DS1085-50.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1079. Aniplayer?

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 20:11:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.23.20.11.28.376955@charter.net>
Source record: 14156

Guys, I guess I'm having one of my stupid days, but everytime I go to Didier's web site, for the life of me, I can't find the download link for the latest version of Aniplayer.

I can find the docs, screenshots, etc, etc, etc, but not the actual download link.

Can someone point out the obvious to this temporary brain-dead person?

Thanks. :-(

1080. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 20:14:37 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ifydnXrKEbGiU9zfRVnyvA@eclipse.net.uk>
Source record: 14157

> Whereabouts in the UK are you?

A long way from you Derryck! Just on the soutern edge of Greater
Manchester...
An Ewe, thanks for the 7.9 demo. A quick test shows it does not bomb on
load. Now need to try a few applications.

>
> --
>
> / The Cheshunt Computer Club /
> / http://ccc.atari.org /
> / The essential accessory for your Atari /
>

1081. Where to find original EPSON floppy drive

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 21:18:45 UTC
From: ebonnem@club-internet.fr
Message-ID: <4241da15.10759144@news.club-internet.fr>
Source record: 14158

Hi,
On my 520 STF, the EPSON 480L floppy drive (720K) doesn't work any longer (apparently, the problem is that the stepping head does not move enough)
Any idea where I can find a working original EPSON 480L floppy drive ?

I tried at cps-electronics.co.uk , they recently had a bunch, but sold them out.

By the way, I live in Paris.

1082. Re: Aniplayer?

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 21:19:17 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4241dd54$0$3110$8fcfb975@news.wanadoo.fr>
Source record: 14159

Ronald J. Hall a ï¿½crit :
>
> [Unable to download Aniplayer]
> Can someone point out the obvious to this temporary brain-dead person?
>
Hello Ronald,

Maybe http://perso.wanadoo.fr/didierm/files/aniplay.zip is what you're
looking for ?
In fact, when you're on the main page, click on to the download link,
then you reach a page with Didier's software...

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1083. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-23 23:49:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.23.23.49.47.796221@charter.net>
Source record: 14160

On Wed, 23 Mar 2005 20:55:02 +0000, wrote:

> As I (obviously) need to buy a proper cable, can you please tell me
> what kind of SCSI connector the Falcon has? I believe I can recognize
> the right cable when I see it, but I'd like to know the exact "name"
> of the connector just to be sure I'll not buy the wrong one...
>
> Thanks,
> gianfranco

I believe its a scsi2...

1084. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 00:24:50 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <KPidnbCHwexJld_fRVnytQ@eclipse.net.uk>
Source record: 14161

Folks,

Just to let you all know that I now have a Farallon EtherMac SCSI box working on my TT030. I am using the demo version of HDDRIVER 7.90 that Ewe very kindly sent me and the Anodyne DynaLink driver. They are very neat and it seems to give good performance but testing is not yet complete. All I need to do now is get in touch with Atari Workshop and get a real copy of the English version of the full version of HDDRIVER v7.90.

Dave.

P.S. the boxes are labelled p/n 572-2 f/w lvl 1.4. The boards in side are labelled DynaLink and they identify themselves on the SCSI bus as "DynaT" . May have one spare since I can only use one...

1085. (",) Do You Want To Know For Sure You Are Going To Heaven?

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 02:26:17 UTC
From: Ron038653@yahoo.com
Message-ID: <1111631177.387421.284320@o13g2000cwo.googlegroups.com>
Source record: 14162

http://www.want-to-be-sure.blogspot.com << Click On Link

1086. Re: Aniplayer?

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 03:58:36 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.24.03.58.35.812261@charter.net>
Source record: 14163

On Wed, 23 Mar 2005 21:19:17 +0000, J.-Luc wrote:

> Ronald J. Hall a ï¿½crit :
>>
>> [Unable to download Aniplayer]
>> Can someone point out the obvious to this temporary brain-dead person?
>>
> Hello Ronald,
>
> Maybe http://perso.wanadoo.fr/didierm/files/aniplay.zip is what you're
> looking for ?
> In fact, when you're on the main page, click on to the download link,
> then you reach a page with Didier's software...
>
> J.-Luc

Thanks, I grabbed it from the link you provided.

I went back there again though, and still could not find it, until I
realized that you have to click on "English" in the side bar, as well as
on the main page. That explains why I could not find it the first time.

Thanks again! :-)

1087. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 06:13:59 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <1144ml7ce4hr4fe@corp.supernews.com>
Source record: 14164

On 23 Mar 2005 20:55:02 , megamania wrote:
>On Mon, 21 Mar 2005 21:48:14 GMT, megamania <@virgilio.it> wrote:
>
>>On Sun, 20 Mar 2005 23:04:06 -0000, jdplace@REMOVESPAMcableone.net
>>(Joseph D. Place) wrote:
>>
>>>significant improvemnets). Of course, you can just install and
>>>configure STing and the Dayna Link drivers and surf the web using
>>>Highwire under TOS. There is too much to answer here. I would start
>>>by getting STing going with TOS and then research and learn from that
>>>point.
>>
>>Thank you (and to Derryck and Jim) for your help. I'll keep you
>>updated on my progress (and ask more questions, obviously). :-)
>
>Today I tried to connect the Dayna SCSI link to the Falcon. Like an
>idiot, I had not realized that I didn't have the right cable. I have
>the original Dayna cable which has a Mac-style HDI-30 scsi connector
>on one side and a db-25 connector on the other side.
>
>As I (obviously) need to buy a proper cable, can you please tell me
>what kind of SCSI connector the Falcon has? I believe I can recognize
>the right cable when I see it, but I'd like to know the exact "name"
>of the connector just to be sure I'll not buy the wrong one...
>
>Thanks,
>gianfranco
>
>
>
>.
It's a SCSI 2 connector. If you have other devices to connect to the
chain you may want to consider a SCSI 2 to SCSI 1 adapter. I've
found that most of the devices I want to connect use the SCSI 1
standard, and legacy Apple gear is pretty easy to come by that has
SCSI 1. Just FYI
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1088. Re: 800XLDJ with CT60'ed Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 07:20:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42426ef01534db5@comcast.net>
Source record: 14169

>Carey,
>I looked into this before, and I believe the Falcon requires some
>hardware mods to use 800XLDJ. I wasn't willing to do mods for that,
>so I just gave up and continued to use my 1040STe. Check the DOCS
>and I think you'll find this.
>Joe
>--
>Joseph D. Place

Well that would explain a lot of things. I had not heard that before. Carey has been going nuts in trying to figure this out. I was trying to help him with no luck at all. I wonder what mods the hardware has to have. I know there is a doc in the 800XLDJ package that talks about the Falcon, but it is in German. I would imagine that it talks about it in there.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1089. Re: HDDRIVER for ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 07:29:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42426ef01534db6@comcast.net>
Source record: 14168

>Hi group,
>
>I am trying to resurrcect a ST with ACSI based harddrive interface
>(German "ProFile 20") but have problems finding a driver that would
>work. Tried AHDI, tried SCSITOOL with Hushi and everything seem to
>recognise the drive properly but AHDI doesn't want to format the drive.
>SCSITOOL does everything apparently (more or less) correct but then
>crashes on boot. What driver/toolsed is currently considered to be the
>best and where can I get it from?
>
>Thanks in advance.

I did the same thing with a hard drive in my 1040STe. HDDriver is what I used
and it works great. The drive is MUCH faster now. I would go with that.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1090. Re: HighWire 0.2.5 Released

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 07:31:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42426ef01534db7@comcast.net>
Source record: 14171

>Edward S. Baiz Jr. wrote:
>
>
>> I have had that happen a lot when I used CAB to download files, but hardly
>> at all if I use Highwire. Goes to show just how good Highwire is.
>
> Or the other way arround. I used many browsers and none corrupted files.
>Except CAB. ;)
>

Too bad Alexander decided to go the Mac way. He also got the B brothers to go
with him. Now we get no more upgrades to Cab or NVDI. We could sure use them.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1091. Re: Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 07:35:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42426ef01534db8@comcast.net>
Source record: 14167

>Hi!
>
> My computer was crashed for 2 months, and it seems I missed some posts
>about Activision's Music Studio.
> I'm slowly converting Music Studio SNG files to MIDI files with Midi
>Music Maker on Atari. I read though that "XMARK64K.PRG" did the same,
>but I wasn't able to locate it.
>
> As well, if any of you guy have disks with Music Studio songs (.SNG,
>but not SNG from Cubase), I'm very interested!
>
>Cheers
>Simon

I have Music Studio and the upgrade, Music Studio 88. I have
about 140 songs for Music studio. Some are the ones that came with the orginal
disk. I can let you have some if you want.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1092. Re: Newsie and Signature

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 07:39:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42426ef01534db9@comcast.net>
Source record: 14170

>My news server times out fairly quickly, and if it times out I have
>to re-connect, then Newsie will post my signature twice. If I fail
>to connect to the server, the signature will be appended each time.
>Is there anyway to correct this? Anyone willing to work on Newsie
>some more as an open source project?
>
>
>--
>Joseph D. Place

I had the same problem Joe from time to time. Newsie need an upgrade and I do not think it will get it. I would just switch to Okami. That is what I did and it works great with no problems at all.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1093. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 11:56:55 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <d1u9u7$j93$1@reader1.panix.com>
Source record: 14165

Details, details. I think a SCSI 2 connector is also called a HP50,
probably short for Hewlett Packard. They appear on one old SCSI box I
have, a genuine Sun box on E-bay at the moment, and on the very last
external SCSI CD writer box from Yamaha.

It has squeeze latches to hold it in place. If it has screws or wire ears,
it is not what I think of as SCSI2.

My Falcon manual is at home, and I am not.

Jim

Joseph D. Place <jdplace@REMOVESPAMcableone.net> writes:

: On 23 Mar 2005 20:55:02 , megamania wrote:
: >On Mon, 21 Mar 2005 21:48:14 GMT, megamania <@virgilio.it> wrote:
: >
: >>On Sun, 20 Mar 2005 23:04:06 -0000, jdplace@REMOVESPAMcableone.net
: >>(Joseph D. Place) wrote:
: >>
: >>>significant improvemnets). Of course, you can just install and
: >>>configure STing and the Dayna Link drivers and surf the web using
: >>>Highwire under TOS. There is too much to answer here. I would start
: >>>by getting STing going with TOS and then research and learn from that
: >>>point.
: >>
: >>Thank you (and to Derryck and Jim) for your help. I'll keep you
: >>updated on my progress (and ask more questions, obviously). :-)
: >
: >Today I tried to connect the Dayna SCSI link to the Falcon. Like an
: >idiot, I had not realized that I didn't have the right cable. I have
: >the original Dayna cable which has a Mac-style HDI-30 scsi connector
: >on one side and a db-25 connector on the other side.
: >
: >As I (obviously) need to buy a proper cable, can you please tell me
: >what kind of SCSI connector the Falcon has? I believe I can recognize
: >the right cable when I see it, but I'd like to know the exact "name"
: >of the connector just to be sure I'll not buy the wrong one...
: >
: >Thanks,
: >gianfranco
: >
: >
: >
: >.
: It's a SCSI 2 connector. If you have other devices to connect to the

: chain you may want to consider a SCSI 2 to SCSI 1 adapter. I've
: found that most of the devices I want to connect use the SCSI 1
: standard, and legacy Apple gear is pretty easy to come by that has
: SCSI 1. Just FYI
: --
: Joseph D. Place
: ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1094. Re: Where to find original EPSON floppy drive

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 12:03:43 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <d1uaau$j93$2@reader1.panix.com>
Source record: 14166

If you know about the stepping motor, you may also know where the parts that could use a drop of oil are. You may also know that automotive transmission fluid is an excellent oil for all sorts of things, including head guide bars.

I have a Dysan alignment disk, and have not used it recently, after finding first that quality control on recent drives is much better, and that many alignment problems go away after adding a tiny drop of oil to moving parts.

Jim

Ernest Bonnem <ebonnem@club-internet.fr> writes:

: Hi,
: On my 520 STF, the EPSON 480L floppy drive (720K) doesn't work any
: longer (apparently, the problem is that the stepping head does not
: move enough)
: Any idea where I can find a working original EPSON 480L floppy drive ?

: I tried at cps-electronics.co.uk , they recently had a bunch, but
: sold them out.

: By the way, I live in Paris.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1095. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 13:45:19 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111671919.190940.49190@f14g2000cwb.googlegroups.com>
Source record: 14172

Jim,

I believe that its a HD50, HD for High Density. SCSI1 uses 50 pin connectors too, in a big centronics style connector (a longer version of the connector on a printer) Strictly speaking SCSI-2 is also about the command set and electrical spec. If Uwe S. is around he can clarify this as im not 'au fait' with the technical aspects, I just know how to plug em together...

Coda.

1096. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 14:00:56 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <BcCdnS8LAPiFVd_fRVnysg@eclipse.net.uk>
Source record: 14173

> I believe that its a HD50, HD for High Density. SCSI1 uses 50 pin
> connectors too, in a big centronics style connector (a longer version
> of the connector on a printer) Strictly speaking SCSI-2 is also about
> the command set and electrical spec. If Uwe S. is around he can clarify
> this as im not 'au fait' with the technical aspects, I just know how to
> plug em together...

You're right Coda, SCSI2 is the electrical spec for the bus signals, it can
run through any 50 pin connector.

HD50 on this page (with all the others)

http://www.ramelectronics.net/html/scsi_connecters.html

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1097. FS: ALL NIB 20$! Epyx/MindScape/Atari/Sierra/Gremlin/EOA/HEWSON!

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 14:33:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503240630430.8767-100000@onyx.spiritone.com>
Source record: 14174
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Games are for the Atari ST Computer line!

Epyx Games NIB! Axe of Rage, Battleship, Boulder Dash Construction Set, California Games, California Games 2, Championship Wrestling, Death Sword, Devon Aire, Dive Bomber, Final Assault, The Games-Winter Edition, Impossible Mission 2, Metro Cross, Project Neptune, Sub Battle Simulator, Techno Cop, Tower Toppler, Winter Games, World Games & World Karate Championship!

MindScape Games NIB! Action Fighter, Alien Syndrome, Aussie Joker Poker, GODS, Harrier Combat Simulator, Into the Eagle's Nest, Plutos, Q*Ball, Road Raider, The Ultimate Ride and Willow!

Games from Atari NIB! Asteroids Deluxe, Backgammon, BattleZone, Crack'ed, Crystal Castles, Go-Moku/Renju, Missile Command, MoonBase, Moon Patrol, Robotron: 2084 and XOR!

Sierra Games NIB! The Colonel's Bequest, Conquests of Camelot-The Search for the Grail, Police Quest 2 & Space Quest 2-Chapter 2-Vohaul's Revenge!

Gremlin Games NIB! Federation Quest 1-B.S.S. Jane Seymour, Combo Racer and Impossamole!

EOA/Electronic Arts Games NIB! Alien Fires, Artura, Populous 2 and Skyfox!

HEWSON Games NIB! Exolon, NetherWorld and Zynaps!

U.S.GOLD Games NIB! Bonanza Bros. and Their Finest Missions-Volume One!

Rainbird/Firebird Games NIB! Golden Path, The Guild of Thieves, Knight Orc and StarGlider!

MICROPROSE/microdeal/MICROPLAY Games NIB! Airball, Goldrunner 2, F-15 Strike Eagle, Red Storm Rising, RVF Honda, Silent Service & Zero Gravity!

Datasoft/DATA EAST Games NIB! Global Commander, Mercenary & North & South!

PSYGNOSIS/PSYCLAPSE Games NIB! Atomino, Baal and Ballistix!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1098. Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 14:36:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503240633590.8767-100000@onyx.spiritone.com>
Source record: 14175
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of $50 or more and get a gift! Your choice! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org Atari for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1099. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 14:39:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503240636370.8767-100000@onyx.spiritone.com>
Source record: 14176
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1100. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 15:38:39 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111678719.063109.66640@g14g2000cwa.googlegroups.com>
Source record: 14177

How many birthdays do you have a year? You must be a 103.

Coda.

1101. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 17:37:39 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d1utt3$aa3$1@reader1.panix.com>
Source record: 14178

Yes, the specs involved are electrical specs, but they also have pictures,
or drawings, of suitable connectors. And, there are adapters from one to
another available. So SCSI2, or 3, can run through 25 pin connectors, with
the unused lines properly terminated.

I stand corrected on HP instead of HD. But, and this is significant, if
you go looking for SCSI cables, the ones that go from a Centronics C-50 to
a HD50 are called a SCSI-1 to SCSI-2 cable. To those who have read the
SCSI spec, which is quite thick and available as a PDF, what cable
manufacturers do is a mystery. This whole thread started due to what cable
manufacturers do. That controls what is on the packages, and what you ask
for in the dusty stock of your local computer store.

BTW, thanks to someone for calling attention to those connector sites.
They were very good for crosschecking when I put my own termination power,
unfused, into the middle of a ribbon cable in an external SCSI box.

Jim

Egon Spengler <Egon@The.Lab> writes:

: > I believe that its a HD50, HD for High Density. SCSI1 uses 50 pin
: > connectors too, in a big centronics style connector (a longer version
: > of the connector on a printer) Strictly speaking SCSI-2 is also about
: > the command set and electrical spec. If Uwe S. is around he can clarify
: > this as im not 'au fait' with the technical aspects, I just know how to
: > plug em together...

: You're right Coda, SCSI2 is the electrical spec for the bus signals, it can
: run through any 50 pin connector.

: HD50 on this page (with all the others)

: http://www.ramelectronics.net/html/scsi_connecters.html

: Egon

: --
: The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
: :)

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1102. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 17:56:22 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <NqSdnZiCo9XaYt_fRVnyvw@eclipse.net.uk>
Source record: 14179

Hi Jim,

>So SCSI2, or 3, can run through 25 pin connectors, with
> the unused lines properly terminated.

You're right about scsi 1 & 2 and a 25 way.

I'd be VERY interested to see any standard 25 way cable that will run scsi3?
I can dispose of a DLT chassis if that can be done :)

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1103. Atari TT and STacy on ebay.de

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 18:27:31 UTC
From: Klaus Seiner <kseiner@inode.at>
Message-ID: <42430694@e-post.inode.at>
Source record: 14180

Hi!

I have to part with my 2 Ataris.

My STacy can be found at
http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&rd=1&item=5179033207

My TT030 can be found at
http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&rd=1&item=5179033252

Shipping costs to Europe : ca. 20.- EUR
Shipping to overseas : ca. 40.- EUR

thanx for looking

KLaus

1104. Re: 800XLDJ with CT60'ed Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 18:44:44 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42430d125e4d30@adelphia.net>
Source record: 14193

Joseph & Edward,
Thanks for all your help!! I will look into it closer and see what
What needs to be done. But beings we are talking a CT60'ed Falcon, I am
not sure that I am willing to do ANYMORE hacking to my motherboard. It
has all ready had what I consider to much done to it. I did not like the
idea of hacking the Falcon MOBO to bump it up to a 25 mhz BUS and 50 mhz
DSP and VIDEL. But I wanted the extra speed. But as stated I will take
the documentation and have it translated and see what develops. Thanks
for all your help.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1105. Re: Zview & Zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 18:48:34 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42430d125e4d31@adelphia.net>
Source record: 14191

Hello Zorro,
Yes indeed do keep up the great work!!! I hope that you continue to
develop for the Atari for many years to come. It is AWESOME to see what
some of these great programmers such as yourself come up with as your
next projects. So all I can say is keep up the great work and your service
will not go unrecognized by me and many others.

Thanks,

--
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1106. Re: Emailer 2.3h

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 18:54:04 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42430d125e4d32@adelphia.net>
Source record: 14192

Derryck,
I installed the PRINT.SIC per the instructions but I am getting weird results. Sometimes when I tell it to PRINT by either hitting <control> <alt>p or right clicking on the Jinnee desktop and choosing PLUG-INS then PRINT.SIC it will chop off sentances. Sometimes even WHOLE paragraphs come up missing. When I check out the scrap.txt it appears that only parts of an e-mail got copied. Not sure why. Wondering if line length has anything to do with this?? I think I have e-mailer setup for 74 characters. Is this to long and would be causing problems with PRINT.SIC?? Any HELP or suggestions would be greatly appreciated.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1107. Re: Starting over with a Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 19:47:46 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <d1v5h2$si9$1@reader1.panix.com>
Source record: 14181

Nobody ever said it would be easy. Keep that chassis. But they do make,
and I do have one, an adapter to go from 80 SCA to a 50 pin harddrive
connector, and from there to a SCSI 1 system. That is how I fit new
drives into an old machine. And a SCSI 1 system can be carried on a
25 wire cable. Some of the higher bits get terminated in the process.

So yes and no. One can connect a scsi3 connector to a 25 wire cable, and
get scsi1 out of it it, and put scsi1 into that cable, and get scsi3
out of it. At least, the scsi3 device works without obvious problems.

But if one wishes to split hares, or hairs, one cannot really get all of
scsi3 into a 25-wire cable. It deals with wider signals than scsi1 does,
and if you want those wider signals, you cannot use 25 wire cable.

Jim

Egon Spengler <Egon@The.Lab> writes:

: Hi Jim,

: >So SCSI2, or 3, can run through 25 pin connectors, with
: > the unused lines properly terminated.

: You're right about scsi 1 & 2 and a 25 way.

: I'd be VERY interested to see any standard 25 way cable that will run scsi3?
: I can dispose of a DLT chassis if that can be done :)

: Egon

: --
: The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
: :)

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1108. SCSI stuff (was Re: Starting over with a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 20:25:08 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <icydnc1rcfi4v97fRVnysA@eclipse.net.uk>
Source record: 14182

"Jim DeClercq" <jimd@panix2.panix.com> wrote in message
news:d1v5h2$si9$1@reader1.panix.com...

> But if one wishes to split hares, or hairs, one cannot really get all of
> scsi3 into a 25-wire cable. It deals with wider signals than scsi1 does,
> and if you want those wider signals, you cannot use 25 wire cable.

No hair splitting, i really hoped you'd found a way of getting the full
scsi3 down a 25 way cable :(

The sca -> 50 adaptor will make the wide drive behave as narrow and
unfortunately dlt drives just don't want to play that way :(
It's probably a Compaq "feature"

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1109. TT TT-RAM socket?

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 21:18:02 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <TdCdnT9TsO0Us97fRVnyvA@eclipse.net.uk>
Source record: 14183

Where is the TT-RAM socket in the TT?

Is it one of the DIN sockets under the HD or is it elsewhere?

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1110. Re: Music Studio songs (Activision)

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 21:40:38 UTC
From: Simon <nospam@nospam.com>
Message-ID: <424333cd$0$28363$636a15ce@news.free.fr>
Source record: 14184

Hi Edward,

Edward S. Baiz Jr. wrote:
> I have Music Studio and the upgrade, Music Studio 88.

What was this upgrade ? I was not aware that it existed.

> I have
> about 140 songs for Music studio. Some are the ones that came with the orginal
> disk. I can let you have some if you want.

Well, if that's not too much work for you, I'd be pleased to hear them :)
Thanks !
Simon

1111. Re: Falcon Upgrades

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 22:17:26 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1111702646.821401.198880@f14g2000cwb.googlegroups.com>
Source record: 14185

Mark D wrote:

> Several people in the US contacted me for Falcon repairs or CT60 with
> solders installations. This was back in December or so, since then I
> haven't heard from these people. Everyone should know I am less busy
> right now and I am wrapping up work on Carey's Falcon, so I'll have
my
> workbench open soon for another person. I have one person who is
coming
> in next (Ronald), but I know someone named Andrew contacted me and I
> thought SamF's falcon still needed some help.
>
Mine is heading to Rodolphe in a few days (as soon as I receive a part
from Best Electronics). Thanks for the offer though.

Galen

1112. Re: Falcon Upgrades

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 22:31:36 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1111703496.118594.65980@f14g2000cwb.googlegroups.com>
Source record: 14186

Hi Mark...
I don't have a CT60, but I do have a CT2b...
I mostly run CuBase Audio with a very early/basic mint kernel and
Geneva as the
AES on this machine.

There's something dodgy about my Falcon's audio inputs...
I can not tell you if it's just on the analog end of things, or if it's
DAC related.
Here's what happens...with or without CT2b enabled.

Plug in any audio device...either mic level or line level...and there's
no signal but static.
This is for either channel...right or left.

Using a Soundpool FDI/SPDIF digital input on the DSP port...
I can record through the right channel, but I still get only static on
the left channel.
I have no spare falcon to test the FDI :/ So it could be a bad Falcon,
or...bad FDI.

All the digital output works fine...from Falcon's own outputs, or via
the FDI, also all 8 channels are nice and clean with a Jam Out on the
DSP port.

Also, here lately, I get more bus errors on boot up. These seem to go
away if I let the machine 'heat up' several minutes then reboot. Once
it finally boots clean...it's usually a fairly stable system, and of
course WAY faster than I ever dreamed a Falcon could be :)

Is this something you might be able to look into for me?

Thanks,
Brian

1113. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-24 22:49:02 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1111704542.231506.109500@l41g2000cwc.googlegroups.com>
Source record: 14187

Hello Dave...
Is this a Falcon?

In my personal experience...
If you use only IDE devices on a Falcon, go with HDDriver 8.
If you use SCSI...Ask for version 7.93.

Actually, the SCSI engine in HDDriver 8 is suppsedly
better/cleaner...but Falcons are strange from bird to bird...and...so
much of the older software, CuBase Audio for instance, broke all kinds
of rules to get around hardware related problems that they'll often
choke up with HDDriver 8. The good news is...Version 7.93 is very
close to a dead match 'feature wise' to his younger brothers, so you
shouldn't miss many, if any, 'features' offered by his younger
brothers.

My Dynalink/Falcon setup works great with clients...
I've not had much luck getting it to be stable running servers however.
Perhaps you'll have better luck with server sofware than I have.

Brian

1114. Re: TT TT-RAM socket?

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 00:12:04 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <b-SdnXYB_LfJyt7fRVnyjg@eclipse.net.uk>
Source record: 14188

```
>> Where is the TT-RAM socket in the TT?
>>
>> Is it one of the DIN sockets under the HD or is it elsewhere?
>
> The st-ram is under the HD, it is both DINs. The board spans both
> connectors and sits on there like a bridge.
>
> The tt-ram (fastram) is located behind the /Atari TT030/ label if look at
> the front of the unit. It is one DIN socket.

Thank you kindly :)

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)
```

1115. eiffel

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 00:12:44 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <mLudnWbyw43iyt7fRVnysw@eclipse.net.uk>
Source record: 14189

Hi Folks,
I know Lyndon has stopped making Eiffel boards. Did whoever bought his goodie bag on E-Bay start making these as well as the Ethhernec cards? Any one else still produce them?
Dave

1116. HDDriver & CF Card Reader

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 01:06:00 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1111712760.236915.237080@o13g2000cwo.googlegroups.com>
Source record: 14190

I recently got my hands on a Microtech PCD47 SCSI Card Reader and a 512mb Type 1 CF card.

Good news..it works fine on a Falcon with HDDriver 7.93 and MagiC 6.1. I've been able to read and write files to the PCMIA slot using a CF adaptor, as well as the inbuilt CF slot of the PCD47.

Now this leads to a slew of unexpected questions.

1. Is it possible to make one of the these cards bootable?
Thus far, I have no luck.

2. Is it possible to get it working without MagiC or MiNT?
Thus far, I can only access the card when using MagiC, and have not tried yet with MiNT.

The only option the device shows up in HDDriver Utilities under is the "Initalize Partition". Beyond that, HDDriver will not address the card (I.E. writing a boot sector, testing, partitioning, etc.)

I tried tweaking the card with Diamond Edge...all it does is tell me that the boot sector is wrong and locks up the system.

Any ideas how to make the card more Atari Friendly...I.E. run under plain GEM? How to boot from it? I'm hoping to somehow hack the reader into a STacy on down the road.

Thanks,
Brian

1117. Re: eiffel

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 01:19:12 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <dIydnYLqW7KN-t7fRVnyjg@eclipse.net.uk>
Source record: 14194

> Hi Folks,
> I know Lyndon has stopped making Eiffel boards. Did whoever bought his
> goodie bag on E-Bay start making these as well as the Ethhernec cards?
> Any
> one else still produce them?

I ended up making my own Eiffel as no-one in the uk seemed to be offering
them :(

If there's enough interest i'd probably consider making some.

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1118. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 02:45:44 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d1vu0o$6r2$1@hercules.btinternet.com>
Source record: 14195
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its...

You had a birthday last month your cluster fuk!.

Actually Its my turn next week, maybe you should have a Welshgits birthday
sale.

"Bravo Sierra Computers" <atari@arse-holenet.com>

> I'm having a Birthday Bash and the Gifts are yours!

1119. Re: HDDriver & CF Card Reader

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 04:55:56 UTC
From: atarian1 <atarian1@yahoo.com>
Message-ID: <1111726556.947445.206800@g14g2000cwa.googlegroups.com>
Source record: 14196

Bootable on a Falcon? I don't know. Why would you want to? If you want to boot off of a CF card in a Falcon, it would be much cheaper and easier to get an IDE-to-CF card adapter and hook it up to the internal IDE port in the Falcon.

I have a Microtech 2-card reader which I use to boot into regular GEM on my STe with ICD Link 2. I just formatted, partitioned and installed the boot sector using HD Driver just like a regular hard drive.

I think your problems is with the Falcon. They're finicky little things. I have that problems like that too with a variety of drives. Just keep trying I guess?

1120. (",) Do You Want To Know For Sure You Are Going To Heaven?

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 05:01:13 UTC
From: Ron038655@yahoo.com
Message-ID: <1111726873.561786.59540@z14g2000cwz.googlegroups.com>
Source record: 14197

http://www.want-to-be-sure.blogspot.com << Click On Link

1121. Re: HDDriver & CF Card Reader

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 08:03:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111737814.543621.161750@o13g2000cwo.googlegroups.com>
Source record: 14198

Brian,

I have been thinking hard about doing the same thing for my Stacy and also my TT. I think a better way to go would be a SCSI => IDE convertor, then IDE => CF adapter rather than a SCSI => PCMCIA => CF.

Regarding access from Magic, did you partition & format the card on the PC with windows? To access with GEM you need a TOS compatible partition, which windows will not give you. When you go into hddriver, what does it tell you under ID check, and SCSI/ATAPI dialogs? I am a bit surprised that you cant get the partition dialog up. I would put hddriver on a clean floppy, use auto configuring, then boot from this disk, and see whether you get the partition option.

You do realise, than on the Stacy, you would actually be doing ACSI => SCSI => PCMCIA => CF conversion? Thats a long way round, didnt somebody design a simple IDE adapter for the ST range?

Coda.

1122. Mystery Falcon Modification

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 08:35:18 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <c1Q0e.87338$%Y4.18705@bignews6.bellsouth.net>
Source record: 14049

Greetings.....

I have 2 Falcons here both with a similar modification.

I believe it has something to do with a Clock modification but not
sure.

The modification is a chip piggybacked on top of the socketed U63 with
several
wires running to the removed resistors R221, R222, and a few more in the
general area.

I remember in alot of upgrades like the Nemesis, these same resistors
have
to be removed and wires connected to them.

Does anyone know what this modification is called and what
exactly it's suppose to do?

And what performance gains if any are expected?

This modification appears to be the only one on the boards.

Any info is appreciated.

phantomm@bellsouth.net

1123. Falcon Composite Atari adaptor

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 08:49:59 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ZeQ0e.87361$%Y4.82314@bignews6.bellsouth.net>
Source record: 14050

Greetings again,

The other day I got busy looking thru some Atari advertisements and other papers.

I ran across a large card that came with some Falcons that described the monitor
adapters. And to my suprise, I found that Atari made a third adapter with RCA
type connectors for connecting to VCRs and TVs or Monitors with RCA jacks.

This was a real surprise to me as I could use one or two of these.

I bought a Composite cable years back just for this purpose, made by Chro-Magic IIRC.

In all the years of reading this newsgroup, Atari Magazines and etc. I have
never seen nor read anything about this adapter.

Does anyone have a few of these for sale?

Contact me if ya do. I have extra VGA and RGB adapters, some new in the package unopened.

Thanks,
phantomm@bellsouth.net

1124. Where is the Shareware?

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 08:57:23 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <UlQ0e.87373$%Y4.32932@bignews6.bellsouth.net>
Source record: 14051

Currently are there any Atari ST-Falcon shareware/ Public Domain
software suppliers in the US?

What about in the UK?

I'd like to find a good source for shareware/PD from the 90's to
present day.

phantomm@bellsouth.net

.

1125. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 09:02:12 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050325090212216807%derryck@cixcoukinvalid>
Source record: 14053

On 2005-03-23 20:14:37 +0000, "David Wade" <g8mqw@yahoo.com> said:

>
>> Whereabouts in the UK are you?
>
> A long way from you Derryck! Just on the soutern edge of Greater
> Manchester...

Shame, would have made a nice Club project!

> An Ewe, thanks for the 7.9 demo. A quick test shows it does not bomb on
> load. Now need to try a few applications.

I found in the past that some versions of HDDriver wouldn't work with
my CT2, so there's every reason to be hopeful :-)

--

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

1126. Re: Falcon Composite Atari adaptor

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 09:04:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4243d372$0$2761$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14052

"Phantom" <phantomm@bellsouth.net> wrote in message
news:ZeQ0e.87361$%Y4.82314@bignews6.bellsouth.net...
>
> Greetings again,
>
> The other day I got busy looking thru some Atari advertisements and other
> papers.
>
> I ran across a large card that came with some Falcons that described the
> monitor
> adapters. And to my suprise, I found that Atari made a third adapter with
> RCA
> type connectors for connecting to VCRs and TVs or Monitors with RCA jacks.
>
> This was a real surprise to me as I could use one or two of these.
>
> I bought a Composite cable years back just for this purpose, made by
> Chro-Magic IIRC.
>
> In all the years of reading this newsgroup, Atari Magazines and etc. I
> have
> never seen nor read anything about this adapter.
>
> Does anyone have a few of these for sale?
>
> Contact me if ya do. I have extra VGA and RGB adapters, some new in the
> package unopened.
>
> Thanks,
> phantomm@bellsouth.net
>
>

Not sure if its the same, I used to sell TV2VGA adapters, or as some people
called them "the cheese box" plus a slightly more updated one, I use that to
connect my ST to my 19" PC monitor via composite, though the girlfriend
stole it so shes using it on her playstation on her pc montior at the
moment..... she steels everything, I so try to keep hold of my cream eggs
tho ;-)

Chris

>
>
>

>

1127. Re: Emailer 2.3h

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 09:15:07 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005032509150713163%derryck@cixcoukinvalid>
Source record: 14054

On 2005-03-24 18:54:04 +0000, "Carey Christenson"
<falcon060@adelphia.net> said:

> Derryck,
> I installed the PRINT.SIC per the instructions but I am getting weird
> results. Sometimes when I tell it to PRINT by either hitting <control>
> <alt>p or right clicking on the Jinnee desktop and choosing PLUG-INS then
> PRINT.SIC it will chop off sentances. Sometimes even WHOLE paragraphs
> come up missing. When I check out the scrap.txt it appears that only parts
> of an e-mail got copied. Not sure why. Wondering if line length has anything

Well, I'm afraid that I can't offer much help. I don't remember having
used that script. There's nothing on the face of it that would stop it
from working.

> to do with this?? I think I have e-mailer setup for 74 characters. Is this
> to long and would be causing problems with PRINT.SIC?? Any HELP or suggestions

The obvious first thing to try would be to try the script with another
app (any one which allowed you to select all text copy and copy to the
clipboard) to see if it's an Emailer problem or not.

Other routes would be to step through the script manually (ie select
and copy to the clipboard yourself) and see whether an edited script is
able to carry out the rest of the operation.

I can't see that line length would have anything to do with it offhand.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1128. Re: 800XLDJ with CT60'ed Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 09:17:41 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050325091741387%derryck@cixcoukinvalid>
Source record: 14055

On 2005-03-24 18:44:44 +0000, "Carey Christenson"
<falcon060@adelphia.net> said:
>
> DSP and VIDEL. But I wanted the extra speed. But as stated I will take
> the documentation and have it translated and see what develops.

Convert the text into html and stick it up onto a web site and use one
of the online translation engines such as Systran, Babelfish or Google.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1129. Stacy info needed

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 12:39:23 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111754363.912862.159090@z14g2000cwz.googlegroups.com>
Source record: 14056

Guys,

I just dissasembled my Stacy, I noticed that there is a jumper J13 on
the motherboard right next to the Mouse/Joy ports.

Anyone know what it is for?

I've been taking photos and making observations, which I will be
posting on the website later on.

Coda.

1130. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 12:41:26 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ZvudnaX3n59qm9nfRVnysQ@eclipse.net.uk>
Source record: 14057

"Brian J. Roland" <bjr@localink4.com> wrote in message
news:1111704542.231506.109500@l41g2000cwc.googlegroups.com...
> Hello Dave...
> Is this a Falcon?

No its a TT030 so no IDE. (I do have an STE with an IDE interface)

>
> In my personal experience...
> If you use only IDE devices on a Falcon, go with HDDriver 8.
> If you use SCSI...Ask for version 7.93.
>
> Actually, the SCSI engine in HDDriver 8 is suppsedly
> better/cleaner...but Falcons are strange from bird to bird...and...so
> much of the older software, CuBase Audio for instance, broke all kinds
> of rules to get around hardware related problems that they'll often
> choke up with HDDriver 8.

I did not do much testing with V8.

> The good news is...Version 7.93 is very
> close to a dead match 'feature wise' to his younger brothers, so you
> shouldn't miss many, if any, 'features' offered by his younger
> brothers.
>
> My Dynalink/Falcon setup works great with clients...
> I've not had much luck getting it to be stable running servers however.

I think that there might be some kind of bug in the way ARP frames are
handled in the Anodyne software. Roger was hinting he thought Windows was to
blame so I was going to test things with my SPARC station to eliminate any
MS bugs.

> Perhaps you'll have better luck with server sofware than I have.

I we can isolate the bug I think all server software will work better.

>
> Brian
>

Dave.

1131. Re: eiffel

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 13:04:59 UTC
From: jury <xal>
Message-ID: <d212lg$4d2$1@nemesis.news.tpi.pl>
Source record: 14058

> I know Lyndon has stopped making Eiffel boards. Did whoever bought his
> goodie bag on E-Bay start making these as well as the Ethhernec cards?
Any
> one else still produce them?

Rory McMahon has bought that stuff from Lyndon. And he started making
Ethernec's (i got one from him and its working great :)), maybe he also
started making eiffels, server: ask him at: account: rorymcmahon server:
yahoo.com

jury
"how far can they control my mind"

1132. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 13:07:32 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <m8OdnQ7r14CIkNnfRVnygw@eclipse.net.uk>
Source record: 14059

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200503250902121680 7%derryck@cixcoukinvalid...
> On 2005-03-23 20:14:37 +0000, "David Wade" <g8mqw@yahoo.com> said:
>
> >
> >> Whereabouts in the UK are you?
> >
> > A long way from you Derryck! Just on the soutern edge of Greater
> > Manchester...
>
> Shame, would have made a nice Club project!
>

I must say they make a really neat solution compared to the EtherNec "bodge up" that I use on the STE.

I wonder how many of these things were made? I bet that there are still a few on Apple dealers shelves wit $250 price tags on. I also noticed for the US readers that the "pocket" versions pop up on E-Bay at regular intervals (I think some one has a box full) for $20. There is one there now:-

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=6754547200

I think these are basically the same, but you need to fix the PSU as it looks like it wants a MAC keyboard (or possibly modem/printer) socket!. (Actually if its a serial will it work in te TT's network port ? That would be real neat).

> > An Ewe, thanks for the 7.9 demo. A quick test shows it does not bomb on
> > load. Now need to try a few applications.
>
> I found in the past that some versions of HDDriver wouldn't work with
> my CT2, so there's every reason to be hopeful :-)
>
> --
>
> / The Cheshunt Computer Club /
> / http://ccc.atari.org /
> / The essential accessory for your Atari /
>

1133. Re: Falcon Upgrades

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 15:48:28 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.03.25.15.48.25.580059@nosspamatari-source.com>
Source record: 14061

On Thu, 24 Mar 2005 14:31:36 -0800, Brian J. Roland wrote:

> Hi Mark...
> I don't have a CT60, but I do have a CT2b...
> I mostly run CuBase Audio with a very early/basic mint kernel and
> Geneva as the
> AES on this machine.
>
> There's something dodgy about my Falcon's audio inputs...
> I can not tell you if it's just on the analog end of things, or if it's
> DAC related.
> Here's what happens...with or without CT2b enabled.
>
> Plug in any audio device...either mic level or line level...and there's
> no signal but static.
> This is for either channel...right or left.
>
> Using a Soundpool FDI/SPDIF digital input on the DSP port...
> I can record through the right channel, but I still get only static on
> the left channel.
> I have no spare falcon to test the FDI :/ So it could be a bad Falcon,
> or...bad FDI.
>
> All the digital output works fine...from Falcon's own outputs, or via
> the FDI, also all 8 channels are nice and clean with a Jam Out on the
> DSP port.
>
> Also, here lately, I get more bus errors on boot up. These seem to go
> away if I let the machine 'heat up' several minutes then reboot. Once
> it finally boots clean...it's usually a fairly stable system, and of
> course WAY faster than I ever dreamed a Falcon could be :)
>
> Is this something you might be able to look into for me?
>

Brian,

Unfortunately I'm not Rodolphe. I don't have the equipment or expertise
to fix that issue. I'm sorry, but he's most likely your only solution.

Thanks,
Mark
http://www.atari-source.org

1134. Re: Falcon Composite Atari adaptor

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 15:51:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.25.15.51.11.799169@charter.net>
Source record: 14060

On Fri, 25 Mar 2005 09:04:00 +0000, exxos wrote:

> Not sure if its the same, I used to sell TV2VGA adapters, or as some people
> called them "the cheese box" plus a slightly more updated one, I use that to
> connect my ST to my 19" PC monitor via composite, though the girlfriend
> stole it so shes using it on her playstation on her pc montior at the
> moment..... she steels everything, I so try to keep hold of my cream eggs
> tho ;-)
>
> Chris

Now let me get this straight - you *don't* want your girlfriend to get
your cream eggs... Hmm.... <wicked grin>

1135. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 17:12:07 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE69B097.500%wduke@cogeco.ca>
Source record: 14062
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

That's not fair, Steve! Perhaps Ben has multiple personalities, and each personality was born on a different day. Conceivably, with multiple personalities, Ben could theoretically have a birthday everyday of the year.

Another possibility, Ben could be illiterate and unable to read the date on his birth certificate. If this were the case, it's possible that Ben is just guessing when his actual birthday is. You know, waiting for somebody to come along and say, "Yes, Ben, it is your birthday. You finally got it right!"

Perhaps Ben is just delusional. Perhaps we're just delusional and Ben doesn't even exist. That's it! We're delusional and Ben doesn't even exist. So let's just move along and leave our imaginary Atari 8-bit dealers behind.

> From: "Steve Sweet" <steve.sweet@no-spam.btopenworld.com>
> Organization: BT Openworld
> Newsgroups:
> comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.cl
> assic,rec.games.video.marketplace,pdx.forsale
> Date: Fri, 25 Mar 2005 02:45:44 +0000 (UTC)
> Subject: Re: Ben's Atari Birthday Bash!
>
> Why its...
>
> You had a birthday last month your cluster fuk!.
>
> Actually Its my turn next week, maybe you should have a Welshgits birthday
> sale.
>
>
> "Bravo Sierra Computers" <atari@arse-holenet.com>
>
>> I'm having a Birthday Bash and the Gifts are yours!
>
>
>
>

1136. Re: eiffel

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 19:04:54 UTC
From: BMaedicke@t-online.de
Message-ID: <1gtzwxx.12odjl7n9urhiN%BMaedicke@t-online.de>
Source record: 14063

David Wade <g8mqw@yahoo.com> wrote:

> I know Lyndon has stopped making Eiffel boards. Did whoever bought his
> goodie bag on E-Bay start making these as well as the Ethhernec cards? Any
> one else still produce them?

You can try it here:
<http://atari.sk/satantronic/>

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1137. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 19:46:10 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111779970.513581.6940@o13g2000cwo.googlegroups.com>
Source record: 14064
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yeah thats like the madman saying "Im sane, its all you lot that are nuts!".

Usually he's wrong.

Coda.

P.S do we have to duplicate this mans crime, and cross-post to so many usenet groups???

1138. Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 22:27:05 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42449039$0$807$8fcfb975@news.wanadoo.fr>
Source record: 14065

Hello,

Are there some Calamus SL 2003 there, who use it on real Ataris
(Falcons, TTs or Mega-ST(e)s, but no PCs nor emulators), and who own
either Bridge 6 or Calipso 3 last versions ?
If so, could you manage to use those modules ?

TIA,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1139. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 23:12:09 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6A04F9.50A%wduke@cogeco.ca>
Source record: 14067
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

No, I suppose we do not.

smeg_007, huh? What is that? Sureptitious smegma? Interesting!

> From: "Coda" <smeg_007@hotmail.com>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit,comp.sys.atari.st
> Date: 25 Mar 2005 11:46:10 -0800
> Subject: Re: Ben's Atari Birthday Bash!
>
> Yeah thats like the madman saying "Im sane, its all you lot that are
> nuts!".
>
> Usually he's wrong.
>
> Coda.
>
> P.S do we have to duplicate this mans crime, and cross-post to so many
> usenet groups???
>

1140. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-25 23:32:08 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <42449f7c6bfb9d0@telenet.be>
Source record: 14066

on Fri 25-03-2005 22:27 J.-Luc wrote:

>Hello,
>
>Are there some Calamus SL 2003 there, who use it on real Ataris
>(Falcons, TTs or Mega-ST(e)s, but no PCs nor emulators), and who own
>either Bridge 6 or Calipso 3 last versions ?
>If so, could you manage to use those modules ?

I use Calamus SL3/Bridge 6 on the Hades. I use Bridge mostly to convert
Calamus docs into postscrip files. So far no problems.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1141. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 00:20:13 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111796413.905702.126430@g14g2000cwa.googlegroups.com>
Source record: 14068

What like your response?
Why the heck should I use a filter? and how on earth do I do that using
google groups?
Get a grip Lonny.

1142. Great News Blog!

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 08:54:31 UTC
From: GooglePro1000@yahoo.com
Message-ID: <1111827271.408364.243020@g14g2000cwa.googlegroups.com>
Source record: 14069

http://www.newsblog2005.blogspot.com << Great News Blog!

1143. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 13:21:12 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111843272.182073.236290@z14g2000cwz.googlegroups.com>
Source record: 14070

Yeah it suits me as other feeds are locked down at work, where I seem to have more free time than I do at home...

Anyway, If Ben stopped posting his spam, we wouldnt have this discussion every few weeks. I (and a few others here) reserve the right to make comment at his persistant unsolicited commercial postings, and we will receive rebukes because of it. No wonder there are so many lurkers on usenet that dont actually say stand up and anything for fear of being abused...

Coda.

1144. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 14:29:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.26.14.29.12.608001@charter.net>
Source record: 14071

On Sat, 26 Mar 2005 05:21:12 -0800, Coda wrote:

> Yeah it suits me as other feeds are locked down at work, where I seem
> to have more free time than I do at home...
>
> Anyway, If Ben stopped posting his spam, we wouldnt have this
> discussion every few weeks. I (and a few others here) reserve the right
> to make comment at his persistant unsolicited commercial postings, and
> we will receive rebukes because of it. No wonder there are so many
> lurkers on usenet that dont actually say stand up and anything for fear
> of being abused...
>
> Coda.

Hmm, I've had several dealings with Bravo Sierra Computers, all favorable. I have to admit, some purchases were because of their postings here. Every one is entitled to their own opinion of course, but I wouldn't call it spam by any stretch of the imagination. I don't have a problem with one of the few Atari supporting dealers in the US posting here. Perhaps he could cut down on the number of times he posts? Just a thought.

1145. Re: 800XLDJ with CT60'ed Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 14:38:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424578aa5f66f1@comcast.net>
Source record: 14077

>Joseph & Edward,
> Thanks for all your help!! I will look into it closer and see what
>What needs to be done. But beings we are talking a CT60'ed Falcon, I am
>not sure that I am willing to do ANYMORE hacking to my motherboard. It
>has all ready had what I consider to much done to it. I did not like the
>idea of hacking the Falcon MOBO to bump it up to a 25 mhz BUS and 50 mhz
>DSP and VIDEL. But I wanted the extra speed. But as stated I will take
>the documentation and have it translated and see what develops. Thanks
>for all your help.
>
>Thanks,

Carey I would feel the same way in that I would not want anymore hacking on
the Falcon motherboard. I would just use your ST and then transfer the files
to your Falcon or Mac. I suppose you have already tried running the ST version
of the program on the Falcon. My guess is that it would not work too well.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1146. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 14:44:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424578aa5f66f2@comcast.net>
Source record: 14078

>Hello,
>
>Are there some Calamus SL 2003 there, who use it on real Ataris
>(Falcons, TTs or Mega-ST(e)s, but no PCs nor emulators), and who own
>either Bridge 6 or Calipso 3 last versions ?
>If so, could you manage to use those modules ?
>
>TIA,
>
>J.-Luc

I run Calamus SL 2003 on my Hades060. I have only a demo of Calipso, version 5 of Bridge and a low version 6 of Bridge. I do not use them often...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1147. Re: Zview & Zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 14:50:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424578aa5f66f4@comcast.net>
Source record: 14079

>Hello Zorro,
> Yes indeed do keep up the great work!!! I hope that you continue to
>develop for the Atari for many years to come. It is AWESOME to see what
>some of these great programmers such as yourself come up with as your
>next projects. So all I can say is keep up the great work and your service
>will not go unrecognized by me and many others.
>
>Thanks,

Ahmen to that. I am so thrilled to have a good working weather program for my Atari. Now I do not have to use my wife's PC.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1148. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 17:45:34 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2473u$6b0$1@sparta.btinternet.com>
Source record: 14072

Hi Ronald

> Hmm, I've had several dealings with Bravo Sierra Computers, all favorable.
> I have to admit, some purchases were because of their postings here. Every
> one is entitled to their own opinion of course, but I wouldn't call it
> spam by any stretch of the imagination. I don't have a problem with one of
> the few Atari supporting dealers in the US posting here. Perhaps he could
> cut down on the number of times he posts? Just a thought.

It is spam, its unsolicited, its advertising, in a non-commercial base.

It was suggested before that he limits his posting but he refuses to
compromise.
--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1149. The Greatest News Ever!

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 18:00:46 UTC
From: Ron_Grossi_038@yahoo.com
Message-ID: <1111860046.207959.323440@f14g2000cwb.googlegroups.com>
Source record: 14073

http://www.jcil.blogspot.com << The Greatest News Ever!

1150. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 18:52:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.26.18.52.17.794591@charter.net>
Source record: 14074

On Sat, 26 Mar 2005 17:45:34 +0000, Steve Sweet wrote:

> Hi Ronald
>
> It is spam, its unsolicited, its advertising, in a non-commercial base.
>
> It was suggested before that he limits his posting but he refuses to
> compromise.

Hey. Well, how about some of us coming up with some useful comments and suggestions on how he can reach the Atari user base, without incurring a costly overhead? That seems like a sensible approach to me.

Like I said, I'd hate to see one of the last/few remaining Atari dealers in the US gone, because he can't reach the very people who are his customers.

1151. WTB___ATARI STUFF____

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 20:10:34 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ljj1e.71785$5T6.49866@bignews4.bellsouth.net>
Source record: 14075

Greetings........

Looking to buy

Non-Working Atari Falcons.

Working and Non-Working Atari Falcon Upgrades.

Working and Non-working Video Cards for Mega ST/MegaSTe/1040STE/Falcon.

Switchable TOS 2.06 for 1040STE.

ADSpeed 16 for 1040STE.

ICD Link2

Atari MegaFile 30/60 hard drives.

Replay16 cartridge

Have some of this stuff to get rid of?

E-mail me at:

phantomm@bellsouth.net

Thanks

.

1152. Re: WTB___ATARI STUFF____

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 20:24:48 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <ysudnb4DhL2NWNjfRVnysg@eclipse.net.uk>
Source record: 14076

> Greetings........
>
>
>
> Looking to buy
>
> Non-Working Atari Falcons.

Not a bad idea...

Put me down as wanting a broken falcon too :)

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1153. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 21:08:15 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d24ivvldo1@titan.btinternet.com>
Source record: 14080

Hi Ronald

>> It is spam, its unsolicited, its advertising, in a non-commercial base.
>>
>> It was suggested before that he limits his posting but he refuses to
>> compromise.
>
> Hey. Well, how about some of us coming up with some useful comments and
> suggestions on how he can reach the Atari user base, without incurring a
> costly overhead? That seems like a sensible approach to me.
>
> Like I said, I'd hate to see one of the last/few remaining Atari dealers
> in the US gone, because he can't reach the very people who are his
> customers.

I don't think they should be posted here at all, regardless of whether he's
one of the last or THE last, this is a non commercial base, and if every one
of the last remaining dealers were to post here (even every birthday)
there'd be a lot of commercial traffic.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1154. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 21:46:50 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4245d84a$0$19329$8fcfb975@news.wanadoo.fr>
Source record: 14081

Martin \"Nightowl\" Byttebier a ï¿½crit :
>
> on Fri 25-03-2005 22:27 J.-Luc wrote:
>
>>Hello,
>>
>>Are there some Calamus SL 2003 there, who use it on real Ataris
>>(Falcons, TTs or Mega-ST(e)s, but no PCs nor emulators), and who own
>>either Bridge 6 or Calipso 3 last versions ?
>>If so, could you manage to use those modules ?
>
> I use Calamus SL3/Bridge 6 on the Hades. I use Bridge mostly to convert
> Calamus docs into postscrip files. So far no problems.
>
Sorry, but Hades isn't a Falcon, nor TT, nor Mega-ST(e), so, in my
definition, no real Atari.
I need to know if "real Atari" users do experience problems.
I know it works on PCs, we know now it works on Hades too, but so far
it still doesn't work on my 3 Falcons nor on my TT, neither under
MagiC!, nor under plain TOS.

Thanks anyway,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1155. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-26 23:15:00 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4245ecfe9d49f00@telenet.be>
Source record: 14082

on Sat 26-03-2005 21:46 J.-Luc wrote:

>Martin \"Nightowl\" Byttebier a ï¿½crit :
>>
>> on Fri 25-03-2005 22:27 J.-Luc wrote:
>>
>>>Hello,
>>>
>>>Are there some Calamus SL 2003 there, who use it on real Ataris
>>>(Falcons, TTs or Mega-ST(e)s, but no PCs nor emulators), and who own
>>>either Bridge 6 or Calipso 3 last versions ?
>>>If so, could you manage to use those modules ?
>>
>> I use Calamus SL3/Bridge 6 on the Hades. I use Bridge mostly to convert
>> Calamus docs into postscrip files. So far no problems.
>>
>Sorry, but Hades isn't a Falcon, nor TT, nor Mega-ST(e), so, in my
>definition, no real Atari.

So we Hades and Milan users are not real Atarians? :-)

>I need to know if "real Atari" users do experience problems.
>I know it works on PCs, we know now it works on Hades too, but so far
>it still doesn't work on my 3 Falcons nor on my TT, neither under
>MagiC!, nor under plain TOS.

IMHO, the Hades comes pretty close to the TT. Almost every soft running
on TT does run on Hades. I really see no reason why these modules refuse
to run on so called real Atari's. If they run on Hades they should run
on TT too. The ony explanation for that behaviour I can think of is lack of
memory and power. Bridge demands alot of the system.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1156. Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 00:20:30 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <gaGdndZM9MnTYdjfRVnyuQ@eclipse.net.uk>
Source record: 14083

"Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in message
news:d24ivv$1do$1@titan.btinternet.com...
> Hi Ronald
>
> >> It is spam, its unsolicited, its advertising, in a non-commercial base.
> >>
> >> It was suggested before that he limits his posting but he refuses to
> >> compromise.
> >
> > Hey. Well, how about some of us coming up with some useful comments and
> > suggestions on how he can reach the Atari user base, without incurring a
> > costly overhead? That seems like a sensible approach to me.
> >
> > Like I said, I'd hate to see one of the last/few remaining Atari dealers
> > in the US gone, because he can't reach the very people who are his
> > customers.
>
> I don't think they should be posted here at all, regardless of whether
he's
> one of the last or THE last, this is a non commercial base, and if every
one
> of the last remaining dealers were to post here (even every birthday)
> there'd be a lot of commercial traffic.
>

Steve,

Ben's persistant e-mail on here does brass me off from time to time, but as other have said where else should he go? Having had mail to two dealers (Atari Workshop and Behne & Behne Systemsoftware GbR) either bounce or go un-answered for over a week (and yes I tried phoning Atari Worksop as well) I am begining to wish that more of them posted on here with contact details. Any suggestions on how to get my NVDI (legally) updated to V5 witout contacting these two would be gratefully received. I would also like a pointer (if possible) to some english web pages for Magic (I ave 6.0), or have ASH folded the Atari operation as well!. The way things are going ST's are going to be useless not because we can't get 680x0s any more but because you can't legally get any software!

Dave.

P.S. How many votes do you need for a new news group? comp.sys.atari.ads any one! Or could a vote be taken on updating te consitutuion here?

> --
>

>
> (��.�(�*�.� �.�*�)�.��)
> �.���. Steve .���.�
> (�.��(�.��* *��.�)��.�)
>
>
>

1157. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 01:05:49 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6B711D.51F%wduke@cogeco.ca>
Source record: 14084
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Gee, I never thought of myself as a twat before. Interesting!

A twat! Hmm... Can a person make money as a twat? What are the career prospects for a twat?

Nah, I don't wanna be a twat! I think I'll remain a dick! I prefer to be a dick!

Thanks anyway.

"Nothing splendid has ever been achieved except by those who dared believe that something inside them was superior to circumstance."

--Bruce Barton

NOTICE: I have no interest in any female person. Nothing that I say or do is meant or intended to signify an interest in any female person and should not be construed as an attempt to impress, attract, appease or acknowledge any female person.

> From: "Coda" <smeg_007@hotmail.com>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit,comp.sys.atari.st
> Date: 25 Mar 2005 16:21:15 -0800
> Subject: Re: Ben's Atari Birthday Bash!
>
> A spam trap email address, and for twats like you.
>

1158. Re: Mystery Falcon Modification

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 02:35:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <aUo1e.61182$6g7.2696@bignews1.bellsouth.net>
Source record: 14085

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:d0o741l2qp9v75i1ogvuamo8n6lb3v7r1t@4ax.com...
> On Fri, 25 Mar 2005 03:35:18 -0500, "Phantom" <phantomm@bellsouth.net>
> wrote:
>
>
> It's the Falcon Clock Patch. The F04 ties three clocks together,
> inverts the signal (basically for a delay), and routes them back to
> the board through the three resistor pads you see (resistors removed).
> Early Falcons did not have them installed. There were a couple of
> revisions as well until one was settled on by Atari as working the
> best.
> Some stock unmodified Falcons can get by without one, unless your
> using SDMA intensive stuff like Cubase Audio. Even stock, you might
> run into problems with SCSI hard disk if the Clock Patch isn't
> installed.

Thanks for the info Mike.

I'm a bit confused on something. Were there any Atari Falcons
made by Atari that didn't need this Clock modification because
a Factory modification or revison was made?

Would you happen to know if this modification goes bad if it would
cause the Falcon video to go Black and or would it cause the
Falcon to appear dead?

My first Falcon was a stock TOS 4.04 4meg unit with no modifications.
I did alot of D2D recording with no problems at all.
Now I have a Centurbo II version B installed by myself in the same
Falcon and it works great.
Although I did run into a strange problem with HD Driver.
I could not get my SCSI hard drives, CD-Rom, and CDR drives to
be seen in the Turbo modes.

The Fix was to select Cecile in the CT2B menu and all SCSI devices
worked great from then on.

I'm not knocking HD Driver, it's a great program. But the version I was
using sure did not work with my CT2B setup. Maybe a newer version
would work. It looked like a timing problem to me. Everytime I'd
try to bootup with the SCSI Drives attached HD Driver would not
see them, However the Leds on each drive would blink but not
like they normally did during a working bootup.

I recall discussing the Falcons SCSI timing with Alex at ATY Computers.
It seems that there's a fine line in the SCSI system and if the signals
don't arrive at the proper time upon booting, then the SCSI Devices
will not connect up to be used by the Falcon.

If I'm not mistaken, the CT2B speeds up the SCSI system in Turbo
Modes. I'd have to check the Docs to be positive on that. So it
may have been that the signals to the SCSI Devices were faster
than normal causing the problem.

Back to Stock Falcons.....

I remember reading about some new factory Falcons having clicks and
problems
when doing any D2D recording. I am assuming this is part of the
reason for this Clock modification?

I also recall discussions about the metal shielding on the factory IDE
hard drives.
I'm not sure what the problem was, but I remember discussions on moving
the
shielding to the other side of the IDE drive may fix the problem.
I think it may have been sometype of IDE hard drive problem and it was
thought
that interferance from the PowerSuppy maybe causing the problem.

I never installed that shielding when replacing the factory IDE with
drives that had
more space on them. And never had a problem to my knowledge.

Do you remember what that IDE problem was all about and what the IDE
hard drive shielding was really for?

phantomm@bellsouth.net

1159. Re: Falcon Composite Atari adaptor

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 04:03:12 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <maq1e.61198$6g7.51482@bignews1.bellsouth.net>
Source record: 14086

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:hjn741lqv9dos6rl2qc2mohmtgrspjvt8c@4ax.com...

> I have one. All you need is the connector and bonnet, piece of coax
> and a crimp on male RCA plug. Without looking at the service manual, I
> think you only need three pins. The Falcon has a composite, shield,
> and you need to ground one of the other pins so it boots up in the
> correct mode. You can also modify the internal circuit without to much
> trouble to output SVHS as well, but it's not available from the
> monitor connector. If you want to do record video, better to find an
> old Sony VHS that takes RGB input, you'll get a lot better quality
> than using "Never Twice the Same Color" mode.

I have a 1040STe that has a Composite Video modification.
It's a simple mod just a Female RCA jack and a few wires soldered.
It allows you to connect the video to a VCR or etc while still getting
your normal display on your monitor.

It gives a very clear video display even when recording to a VCR.

Wouldn't it be possible to do the same modification on a Falcon
and get similar results when using the RGB adapter?
And couldn't the wires be soldered to the inside of the Falcons
fixed monitor port so that the RGB Adapter wouldn't have to be
hacked on?

phantomm@bellsouth.net

1160. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 06:21:59 UTC
From: mail@freeman-studio.com
Message-ID: <1111904519.518463.35160@g14g2000cwa.googlegroups.com>
Source record: 14087

Hi again,

Here's another update... I now have CT60 working *with* Nemesis (no buffer) *and* Videlity, but only in 16 or 25MHz mode. 20MHz doesn't work. I'm having a horrible time finding any nice high resolutions that work, but at least it is working and pretty stable.

Some strange things, though. Hard disk drivers won't work, except for AHDI. CBHD and the HD Driver demos (no matter what the version number - I have some older 7.x demos) report an IDE drive that's not there, detect my SCSI drive on SCSI 00.00, then freeze up. AHDI works fine, but is dead slow, and my CD-ROM drivers won't work with it.

Other than this, everything seems to work, and it's nice and fast and stable (no more missing files!), especially with the 25MHz bus! I read somewhere (DHS's BBS, I think) that someone has had a similar problem. If anyone has ever solved it, please let me know! Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

1161. Re: Zview & Zweather

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 08:55:16 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <YGt1e.10811$F6.2124795@news.siol.net>
Source record: 14088

Edward S. Baiz Jr. wrote:

> Ahmen to that. I am so thrilled to have a good working weather program for
> my Atari. Now I do not have to use my wife's PC.

Why do u have to use PC anyway. I just look thru the window for weather ;)

1162. Where to get GFA basic for Windows?

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 11:21:57 UTC
From: P&#65533;l Monstad <pal.monstad@pm-data.no>
Message-ID: <tHw1e.3718$SL4.79421@news4.e.nsc.no>
Source record: 14089

I need GFA Basic for Windows, 32 bit. Where can I buy the product? I don't get answers when I e-mail to GFA in Germany.

--
P&#65533;l Monstad

1163. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 12:01:49 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111924909.207207.114910@f14g2000cwb.googlegroups.com>
Source record: 14090

Mike,

Dont know why CBHD and HDDriver dont work. I think they both use the scsidrv interface? (which I think Extendos needs to work). Theres no way you should have to resort to using AHDI.

With the IDE, sometime ago I was having two ide drives being reported although I only had one. The second drive was coming up as "¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬" so I figured there was noise
on the bus/cable. However everything worked OK so I didnt fret. When I rehoused into a rack mount, I changed the IDE cable and put a CDRW on the end, and the ghosts went away.
Do you have your IDE cable plugged into the motherboard, even though theres no drive on the end?

Finding a good resolution can be a pain in the ass, I ditched videlity and switched to centscreen. Theres not much between the two, they do the same thing, I just found centscreen (the one with the CT60 patch for 50mhz!) a little easier to use. I have 800x608 with the 50mhz videl clock, which is 49.8khz x 76hz.

Coda.

1164. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 12:13:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111925618.757841.270760@o13g2000cwo.googlegroups.com>
Source record: 14091
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

This previous post of mine was a mistake. I deleted it a few seconds after I had posted it as I realised that I had taken William out of context, and was already pretty wound up from something else. I have emailed an apology to him.

Sorry for any offence caused.

Coda.

1165. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 17:09:24 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d26pc4$al6$1@sparta.btinternet.com>
Source record: 14092

Hi Lonny

> One small post a month with just a url would be enough though.

Finally we agree on something, but you wont get to see this.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1166. Falcon MultiTos official disk (french)

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 19:56:45 UTC
From: "jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr>
Message-ID: <42470ffe$0$3109$8fcfb975@news.wanadoo.fr>
Source record: 14093

I'm looking for working images of installation disk for my old falcon 030
[in french]. Please help !

1167. The Greatest News Ever!

Newsgroup: comp.sys.atari.st
Date: 2005-03-27 21:45:17 UTC
From: Ron_Grossi_038@yahoo.com
Message-ID: <1111959917.961283.126010@o13g2000cwo.googlegroups.com>
Source record: 14094

http://www.jcil.blogspot.com << The Greatest News Ever!

1168. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 06:28:54 UTC
From: mail@freeman-studio.com
Message-ID: <1111991334.907008.264660@l41g2000cwc.googlegroups.com>
Source record: 14095

Coda,

No, I don't have anything on the IDE connector. Everything I have
is SCSI. Your "ghosts" are exactly what I'm getting, though, plus, when
it detects the first SCSI drive, it freezes (crashes?). This didn't
happen until I took the Nemesis SDMA buffer off the system and restored
the SDMA clock trace connection back to its original state and added
the resistor that R. Czuba recommends.

As for the resolutions, my monitor is great for clocking down to an
RGB resolution from time to time, but unfortunately, its upper limits
are around 39khz x 72hz. When I use the settings you give above, the
screen is distorted and eventually begins to roll. I could get a really
nice 800x608 with 38khz x 70hz with the 20Mhz Nemesis clock, but that's
not usable at the moment. I can get some *really* high resolutions
using Interlace mode, but that gets hard on the eyes after a while.

Mike Freeman
mike [at] freeman-studio [dot] com

1169. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 08:05:43 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005032809054382398%derryck@cixcoukinvalid>
Source record: 14097

On 2005-03-25 22:27:05 +0000, J.-Luc <Myname.Mysurname@myisp> said:
>
> Are there some Calamus SL 2003 there, who use it on real Ataris
> (Falcons, TTs or Mega-ST(e)s, but no PCs nor emulators), and who own
> either Bridge 6 or Calipso 3 last versions ?
> If so, could you manage to use those modules ?

Have you asjed your question on the forum on the Calamus web site? Ulf
himself will answer if no-one else can help.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1170. Re: I have CT60 problems, too :(

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 08:30:59 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <jqO1e.10843$F6.2131239@news.siol.net>
Source record: 14096

mail@f*reeman-studio.com wrote:

> As for the resolutions, my monitor is great for clocking down to an
> RGB resolution from time to time, but unfortunately, its upper limits
> are around 39khz x 72hz. When I use the settings you give above, the
> screen is distorted and eventually begins to roll. I could get a really
> nice 800x608 with 38khz x 70hz with the 20Mhz Nemesis clock, but that's
> not usable at the moment. I can get some *really* high resolutions
> using Interlace mode, but that gets hard on the eyes after a while.

I use 928*704 in 16 and 256 colours (44.8khz*62hz) noninterlaced on both,
ct2 and ct60 with bus at 25mhz. They are pretty usable, esp since Rodolphe
use stram buffering.. I just realised u cant go over 39khz... Maybe time
for new monitor?

Janez

1171. Falcon Parts

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 14:50:01 UTC
From: green12eggs@gmail.com
Message-ID: <13cb4ee3.0503280650.2bac8460@posting.google.com>
Source record: 14098

Hi All,

I have the following parts for sale:

Falcon Keyboard $35.00

Falcon Power Supply $35.00

Falcon Case Shielding (shielding only, no case) $5.00

Falcon Mouse $10.00

The parts are all in excellent condition and work and work good.

Thanks

Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT60,
14mbST Ram, 256mb TTRam,
4Gig hdd, IDE DVD drive,
MagiC6.2

1172. Re: Falcon Parts

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 16:59:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112029174.363521.196270@g14g2000cwa.googlegroups.com>
Source record: 13999

Is there any such thing as a "Falcon mouse"? I thought the mice that
came with the Falcon were the standard ones that came with the ST?

Coda.

1173. Re: Falcon Parts

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 18:03:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.28.18.03.11.755375@charter.net>
Source record: 14000

On Mon, 28 Mar 2005 06:50:01 -0800, samf wrote:

> Hi All,
>
> I have the following parts for sale:
>
> Falcon Keyboard $35.00
>
> Falcon Power Supply $35.00
>
> Falcon Case Shielding (shielding only, no case) $5.00
>
> Falcon Mouse $10.00
>
> The parts are all in excellent condition and work and work good.
>
> Thanks
>
> Samf
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT60,
> 14mbST Ram, 256mb TTRam,
> 4Gig hdd, IDE DVD drive,
> MagiC6.2

Sam, you should get a hold of "Phantomm". :-)

1174. Re: The Greatest News Ever!

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 21:28:59 UTC
From: dark_willow1981@lycos.com
Message-ID: <1112045339.912238.181910@g14g2000cwa.googlegroups.com>
Source record: 14001

Get lost, xtian.

1175. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 21:31:01 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42487795$0$823$8fcfb975@news.wanadoo.fr>
Source record: 14002

Martin \"Nightowl\" Byttebier a ï¿½crit :
>
> > [Problems & Co...]
>
> So we Hades and Milan users are not real Atarians? :-)

I was nearly sure it would lead to misunderstanding... but it's my
fault : being able to speak a language is one thing, but there is one
thing we aren't taught at school, it's thinking like the people that
speak that language. So, words sometimes don't come the way they ought
to. I ought to have written : "Atari-made" machines, it would have made
things clear. So I apologize to everyone my words might have hurt.
In my opinion, every user of a TOS-based system is a real Atari user.
So let's extinguish the fire I started, and back to the topic...
>
> IMHO, the Hades comes pretty close to the TT. Almost every soft running
> on TT does run on Hades. I really see no reason why these modules refuse
> to run on so called real Atari's. If they run on Hades they should run
> on TT too. The ony explanation for that behaviour I can think of is lack of
> memory and power. Bridge demands alot of the system.

My Falcons all have 14 MB, and my TT 32 + 8.
In fact, I think the test on my TT is valueless, since I discovered the
data on the partition Calamus is on are corrupted - I'm trying to
recover them from backups I made, but I'm afraid this happened
before the oldest backup I own :-/
I think all got worse when I copied Calipso & Bridge onto my TT to find
if it was better than with the Falcons.
However, the developper in charge of Calipso made me find that all
works fine until I turn "Textimport" on - then it crashes.
Hope he'll find the cause soon...

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1176. Re: Where is the Shareware?

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 21:36:50 UTC
From: dark_willow1981@lycos.com
Message-ID: <1112045810.595557.149580@l41g2000cwc.googlegroups.com>
Source record: 14003

AFAIK none distrubutes Atari shareware on disk anymore, but there a loads of downloads sites on the net, just google for them.

1177. Re: Falcon MultiTos official disk (french)

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 21:56:56 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42487da8$0$11700$8fcfb975@news.wanadoo.fr>
Source record: 14004

jean-marc.maucotel a ï¿½crit :

[As he's French, let me answer in french]
>
> I'm looking for working images of installation disk for my old falcon 030
> [in french]. Please help !
>
Bonsoir Jean-Marc,

J'ai la disquette originale MultiTOS fournie avec le Falcon, bien que
je ne sache pas si elle fonctionne - ne l'ayant jamais utilisï¿½e :-/
ï¿½ suivre - mais en privï¿½...

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1178. CT60 JTAG cable

Newsgroup: comp.sys.atari.st
Date: 2005-03-28 22:34:06 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <Iv6dnQEXt-_DG9XfRVn-sw@adelphia.com>
Source record: 14005

To anyone with a CT60,
Has anyone bought and used that JTAG cable from RODOLPHE's web page??
I believe it was a company out of Canada called Seytronix. Just
wondered if anyone has had any experience with this JTAG cable. I am
especially interested in anyone who has used this CABLE with there
Falcon030 to update the CT60. Successful updating using these cables???

Thanks,
carey Christenson

1179. The Greatest News Ever!

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 00:34:35 UTC
From: Ron_Grossi_041@yahoo.com
Message-ID: <1112056475.667982.7250@z14g2000cwz.googlegroups.com>
Source record: 14006

http://www.jcil.blogspot.com << The Greatest News Ever!

1180. Re: Falcon Parts

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 05:29:42 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <AH52e.90443$5T6.68291@bignews4.bellsouth.net>
Source record: 14007

There are some slight differences in the ones I have gotten with the
Falcons,
and the 1040STe/ MegaSTe, and Mega ST that I have.
But they all are interchangable AFAIK.

However, I personally like the GoldenImage Mouse and some of the others
that were made for the Ataris.

Alot of my Atari Brand Mice have worn out buttons.

If I remember correctly, there was a cordless mouse or 2 made for the
Ataris.

I'd like to find a Optical Mouse, (One that doesn't use a Ball) to use
on
my Atari ST-Falcons. Anyone know if any were produced?

phantomm@bellsouth.net

"Coda" <smeg_007@hotmail.com> wrote in message
news:1112029174.363521.196270@g14g2000cwa.googlegroups.com...
> Is there any such thing as a "Falcon mouse"? I thought the mice that
> came with the Falcon were the standard ones that came with the ST?
>
> Coda.
>

1181. Falcon Service Manuals

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 05:31:59 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <GJ52e.90444$5T6.24739@bignews4.bellsouth.net>
Source record: 14008

Was wondering if more than one type of Service Manual
was made for the Falcon and if anyone has any for sale
or trade?

phantomm@bellsouth.net

1182. $6.00 to $20,000 in 4-6 weeks.* Legal Home Business!!!

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 06:28:07 UTC
From: katama <1DAMNYANKEE@comcast.net>
Message-ID: <1112077687.302337.296140@l41g2000cwc.googlegroups.com>
Source record: 14009

Internet Home Business

Minimum financial requirements:
Any credit, debit or bank account with at least $6.00 balance.
Minimum computer literacy:
Follow onscreen instructions and operate a mouse.
Minimum time investment to start:
Approximately (5) hour's computer time on-line

"THIS IS A LEGAL BUSINESS OPPORTUNITY!!!"

#####LE 18 Sec. 1302 & 1241 of the Postal lottery laws, provides guidance to the legality of this specific business opportunity. The policy and procedure of this venture is discussed in depth at Fairhaven College Discussion Board link below:
http://pandora.cii.wwu.edu/WebServices/_generaldiscussion/00000040.htm

No Fake Names! No False Information! Follow Policy & Procedures with Integrity!!!

"This program remains successful because of the honesty and integrity of the participants. Please continue its success by carefully adhering to the instructions. In this business, your product is not solid and tangible, it's a service. You are in the business of developing mailing lists. Many large corporations are happy to pay big bucks for quality lists. However, the money made from mailing lists is secondary to the income, which is made from people like you and me asking to be included in that list."

Example: $6.00 + 5hrs. + Integrity = $20,00.00 in 4-6 weeks

Step1. Go to www.Paypal.com, open and activated an account for free that allows you to send and receive funds via secure e-mail notification. This may take a couple of business days to verify account information and confirm identity.
Step2. After activating your Paypal account, use your new account to pay $1.00 to the following email addresses in the order they are listed. (Total $6.00)
1. (njekm@hotmail.com) 2. (wthampton@hotmail.com) 3. (Ldrury@rock.com) 4. (samwkfld@yahoo.com) 5. (1damnyankee@comcast.net) 6. (katama1965@mail.com)
Step3. Email each of the six email addresses and request that you be added to their lists.
Step4. After requesting that you be added to each core lists, edit this notice as follows:
Move everyone in the core mailing list up one position eliminating the

first address. Place your email address in the sixth position and save document.
Step5. Find Internet newsgroups, discussion boards, message boards, forums, chats, in financial services field and post this notice a minimum of 200 times. The more postings, the bigger the list and the more return. That's it!

Again I cannot emphasize the importance of following each step carefully and honestly.
Good luck. God bless. Watch the money role in.

1183. Re: HDDriver & CF Card Reader

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 06:38:36 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3asbfdF6cuk7jU1@individual.net>
Source record: 14010

Brian J. Roland wrote:

> 1. Is it possible to make one of the these cards bootable?
> Thus far, I have no luck.

The same rules apply as for SCSI hard disk drives. If you cannot boot it may be because your card/adapter requires initiator identification, which TOS (TOS contains the boot code, not HDDRIVER) does not provide.

> 2. Is it possible to get it working without MagiC or MiNT?
> Thus far, I can only access the card when using MagiC, and have not
> tried yet with MiNT.

MiNT should not care about the device type.

> The only option the device shows up in HDDriver Utilities under is the
> "Initalize Partition". Beyond that, HDDriver will not address the card
> (I.E. writing a boot sector, testing, partitioning, etc.)

HDDRUTIL requires the SCSI driver to be active for many functions. Did you switch it off? With HDDRIVER 8.1 it is mandatory, but with 7.93 you can switch it off, losing functionality.

--

Dr. Uwe Seimet http://www.seimet.de

1184. Re: Falcon Parts

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 08:55:09 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112086509.085639.234370@g14g2000cwa.googlegroups.com>
Source record: 14011

I think that you are probably better off getting an eiffell, and then
using a PC type mouse of your choice. Most USB mice still come with a
PS/2 converter, and the ones that dont will probably understand the
PS/2 protocol if they are plugged into one.
Either that, or wait a while for the CTLink/Ethernat and you can have
your pick of optical/wireless whatever... :-)

Coda.

1185. Re: eiffel

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 09:05:11 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42491b99$1@news.broadpark.no>
Source record: 14012

Bernd Maedicke wrote:
> David Wade <g8mqw@yahoo.com> wrote:
>
>> I know Lyndon has stopped making Eiffel boards. Did whoever bought his
>> goodie bag on E-Bay start making these as well as the Ethhernec cards? Any
>> one else still produce them?
>
> You can try it here:
> <http://atari.sk/satantronic/>

Anyone know what's up with the rather... eh... eccentric name?
"Satan tronic"?

--
Hallvard

1186. Re: CT60 JTAG cable

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 10:05:05 UTC
From: Matt Smith <mattsmith@zetnet.co.uk>
Message-ID: <IL92e.23833$4%3.8758@fe2.news.blueyonder.co.uk>
Source record: 14013

yep, i bought one a while back, modded it and it works fine. if you can get
in touch
with them via e-mail, try and get one... otherwise there are ppl who can
make them.
just drop a request at the dhs ct60 bbs.

neo-rg

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:Iv6dnQEXt-_DG9XfRVn-sw@adelphia.com...
> To anyone with a CT60,
> Has anyone bought and used that JTAG cable from RODOLPHE's web page?? I
> believe it was a company out of Canada called Seytronix. Just wondered if
> anyone has had any experience with this JTAG cable. I am especially
> interested in anyone who has used this CABLE with there Falcon030 to
> update the CT60. Successful updating using these cables???
>
> Thanks,
> carey Christenson

1187. Falcon Parts

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 13:32:04 UTC
From: green12eggs@gmail.com
Message-ID: <13cb4ee3.0503290532.19421c80@posting.google.com>
Source record: 14014

Hi All,

The Falcon Mouse is actually the standard Atari mouse that shipped with the Falcons.

Thanks and have a great week,

Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT60,
14mbST Ram, 256mb TTRam,
4Gig hdd, IDE DVD drive,
MagiC6.2

1188. Higher screen resolution on STe

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 14:31:53 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <1jpi41ddmcefdbmou1so51cra79doedhig@4ax.com>
Source record: 14015

Hi!

Have anybody succesfully modded their ST/STe to achieve a higher
screen resolution than the usual 640 x 480?
If so please guide me!!!

Sincerely
Peter Hjorth Feddersen, Denmark

1189. Re: opening hyp files from windows

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 20:00:35 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <wqqdneYtfJmYKdTfRVnygQ@eclipse.net.uk>
Source record: 14016

HI,

It's here:

http://frankrueger.dnsalias.net/

Down toward the bottom of the page.

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

"megamania" <@virgilio.it> wrote in message
news:s5cj415irh5jihuvfpknr34g0ib1ubeo9j@4ax.com...
> In my attempt to put my Falcon back to work (see the "starting over
> with a Falcon" thread), I'm trying to install Sting in order to
> connect the Falcon to my router using a Dayna interface.
>
> I'd like to print the sting guide (hyp), but since I don't have a
> printer for the falcon, I need to open the file on my windows-pc. I
> read that a program called winguide.exe would do, but I haven't been
> able to locate it.
>
> Does anybody know where to find it, or would someone mail it to me?
>
> Thanks,
> gianfranco

1190. Re: Atari bundles disks

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 20:06:08 UTC
From: "jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr>
Message-ID: <4249b534$0$11725$8fcfb975@news.wanadoo.fr>
Source record: 14017

Hello,
you have some disks I seek : bundles disks for Falcon 030 in Uk language. I seek it in french too.

Thanks
Maybe I can scan 1 or 2 french disk for you, I must seek my old Ste disks.....

"exxos" <exxos@home.co.uk> a crit dans le message de news: 423356a4$0$2768$cc9e4d1f@news-text.dial.pipex.com...
> Hey all,
>
> I'm looking for any disks which came with the Atari. Interested in scans
> of the disk and images of the contents.
> Check out
> http://www.cps-electronics.co.uk/atari.htm
>
> If you have any of the missing disks then please get in touch. If you can
> provide better scans then get in touch also.
> If enough people get involved and send stuff in then I will make it a
> downloadable page.
>
> Chris
>
>

1191. 1040 STE USA Language Disk?

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 20:07:11 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <114jdbfe4jk8m3b@corp.supernews.com>
Source record: 14018

I am in search of the "USA" STE Language Disk. I have the 1040 STf one but want the STE one for my collection.

Thanks,
Tim

1192. Re: Falcon MultiTos official disk (french)

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 22:15:42 UTC
From: "jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr>
Message-ID: <4249d393$0$25040$8fcfb975@news.wanadoo.fr>
Source record: 14019

Merci de me contacter par mail
@++

"J.-Luc" <Myname.Mysurname@myisp> a crit dans le message de news:
42487da8$0$11700$8fcfb975@news.wanadoo.fr...
> jean-marc.maucotel a crit :
>
> [As he's French, let me answer in french]
>>
>> I'm looking for working images of installation disk for my old falcon 030
>> [in french]. Please help !
>>
> Bonsoir Jean-Marc,
>
> J'ai la disquette originale MultiTOS fournie avec le Falcon, bien que
> je ne sache pas si elle fonctionne - ne l'ayant jamais utilis e :-/
> suivre - mais en priv ...
>
> Jean-Luc
> --
> "From" is invalid. In order to answer directly, replace :
> Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
>
>

1193. FA: Ebay TONS of Atari Equipment and Software

Newsgroup: comp.sys.atari.st
Date: 2005-03-29 23:57:20 UTC
From: Atari_Only <atarionly@spam.adelphia.net>
Message-ID: <Xns9628A250F6A60atarionlyadelphianet@216.196.97.142>
Source record: 14020

Im clearing out more of my atari collection. Just when I think I have sold most of it I find more. I have a Hardware and Software. Yuo can check it out at:

http://search.ebay.com/_W0QQsassZatariQ5fonly

Thanks

1194. Re: CT60 JTAG cable

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 03:14:01 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <6sudnTcaPrvkhNffRVn-iQ@adelphia.com>
Source record: 14021

Matt,

Thanks for the INFORMATION!! I have posted in DHS to see who have
used what kind of cables. I just need a cable that is cheap, does the
job and needs little modification. Any recommendations.

Thanks,
Carey

Matt Smith wrote:
> yep, i bought one a while back, modded it and it works fine. if you can get
> in touch
> with them via e-mail, try and get one... otherwise there are ppl who can
> make them.
> just drop a request at the dhs ct60 bbs.
>
> neo-rg
>
> "Carey Christenson" <falcon060@adelphia.net> wrote in message
> news:Iv6dnQEXt-_DG9XfRVn-sw@adelphia.com...
>
>>To anyone with a CT60,
>> Has anyone bought and used that JTAG cable from RODOLPHE's web page?? I
>>believe it was a company out of Canada called Seytronix. Just wondered if
>>anyone has had any experience with this JTAG cable. I am especially
>>interested in anyone who has used this CABLE with there Falcon030 to
>>update the CT60. Successful updating using these cables???
>>
>>Thanks,
>>carey Christenson
>
>
>

1195. Re: Higher screen resolution on STe

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 03:18:02 UTC
From: redspecter <redspecter@earthlink.net>
Message-ID: <1112152682.300610.223220@l41g2000cwc.googlegroups.com>
Source record: 14022

http://hardware.atari.org/files/overscan.zip

1196. Re: Higher screen resolution on STe

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 03:39:28 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Qbp2e.17264$C7.11973@news-server.bigpond.net.au>
Source record: 14023

redspecter wrote:
> http://hardware.atari.org/files/overscan.zip
>

Sorry Redspecter, that only works on the ST/F/M/FM. Not on the STE.
Software is the only way to do it on the STE try double2.lzh from here
Peter.

http://www.umich.edu/~archive/atari/Ste/

Mark

1197. Re: Higher screen resolution on STe

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 10:43:32 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <1l0l41lusssm5eepd52uhgbk81udrsn001@4ax.com>
Source record: 14024

Hi again

Thanks for the quick answer. Trying out now!

Peter Feddersen

1198. Official way to open the STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 10:46:24 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <1n0l415g2gkerip9u8sa283271llk2gh0l@4ax.com>
Source record: 14025

Hi Guys

Trying to change the harddisk in my STacy. Is there an official way to
open it?

TIA

Peter Hjorth Feddersen, Denmark

1199. [UTD] April Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 11:14:15 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <424a8a07$0$19345$8fcfb975@news.wanadoo.fr>
Source record: 14026

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". You will have to
fetch it at :

http://eureka.atari.org/eurka504.zip
That is the Complete Common Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny045.zip
Is the OpenGL Extension (requires previous package)

This new release is built with GCC 3.3.3

I wish you big fun with all this new STuff !

Best regards,

-- François LE COAT
Author of Eureka 2.12
http://eureka.atari.org

1200. Re: Official way to open the STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 13:12:26 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112188346.399987.156440@g14g2000cwa.googlegroups.com>
Source record: 14027

There may be a service manual, and if there is then I guess it would be described in there.

I have just opened my Stacy (two days ago) so I can tell you how, but you have to be carefull.

The key to it, is the two screws at the bottom of the screen behind the Stacy badge, and the clips that are around the case edge. Remove all the screws you can find, including the two in the screen. Go round the screen unclipping it using a thin flat screwdriver pressed into each clip (gently). If you look hard you can see where these clips are. Dont mangle the case.
When you get the screen open, unscrew the spring loaded pivot on the lower right (dont worry its not loaded up). Open the main case the same way.
If you have taken an ST apart before the inside will look familiar. The drive cradle is secured to the motherboard assembly with two screws. If you undo these you should be able to remove the cradle easily, then change drive. The 20mb unit in mine was bleeding a strange sticky goo. Im just awaiting delivery of a 512mb CF card, and a SCSI=>IDE adapter so I can replace it.

I took pictures while disassembling my Stacy, and I havent had chance to put them up on the site. If you are not in a hurry and would rather see inside before opening yours could you wait a couple of days for me to get the page up?

Coda.
http://www.janthomas.org.uk/

1201. Re: Falcon Parts

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 13:14:13 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050330141413168O7%derryck@cixcoukinvalid>
Source record: 14028

On 2005-03-29 06:29:42 +0100, "Phantom" <phantomm@bellsouth.net> said:

> Alot of my Atari Brand Mice have worn out buttons.

SOME Atari mouse switches can be replaced with microswitches FWIW.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1202. Re: Mega STE upgrade to HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 14:07:23 UTC
From: smeg_007@hotmail.com
Message-ID: <1112191643.857548.67400@l41g2000cwc.googlegroups.com>
Source record: 14029
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Youre probably missing a GAL update that is required for the HD to work, also you will need the later version WD1772, called the Ajax. Later MegaSTe's came with the right GAL and Ajax, earlier ones needed updating.

Try best electronics, I think they have the GALs and IIRC the Ajax, but the Ajax is probaby extremely expensive.

Coda.

1203. Re: Mega STE upgrade to HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 14:24:42 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d2ecra$g3h$1@reader1.panix.com>
Source record: 14030
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Here we go again. The Ajax has nothing wrong with it, but it will run at 32 MHz, which you need for 2.88 meg disks. If you want to use 1.44 meg disks, you need a 16 MHz clock, and a WD1772-02-02 will do that. For a 720 Mb disk, you need an 8 MHz clock and a basic WD1772, with any suffix other than 02-02, will do. Buy an Ajax if you want to, but you do not have to, because there is not a 32 MHz clock switched to the disk drive circuit.

All that being said, those are gauranteed values. An actual bottom-line WD1772 may actually operate at a much higher speed, and may work fine in a drive circuit hacked to switch in a 32 MHz clock signal.

The Ajax chip, dimly recalled, is about 45 USD.

Jim

smeg_007@hotmail.com writes:

: Youre probably missing a GAL update that is required for the HD to
: work, also you will need the later version WD1772, called the Ajax.
: Later MegaSTe's came with the right GAL and Ajax, earlier ones needed
: updating.

: Try best electronics, I think they have the GALs and IIRC the Ajax, but
: the Ajax is probaby extremely expensive.

: Coda.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1204. Re: Falcon Parts

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 14:27:56 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d2ed1c$g3h$2@reader1.panix.com>
Source record: 14031

All of mine can. The problem is that there is, from the only sources I know of, a minimum order charge, and a postage charge, so that one switch can cost about 10 USD. I bought a lot of the little switches, and have used a few of them. My mice all click.

Jim

Derryck Croker <derryck@cix.co.uk.invalid> writes:

: On 2005-03-29 06:29:42 +0100, "Phantom" <phantomm@bellsouth.net> said:

: > Alot of my Atari Brand Mice have worn out buttons.

: SOME Atari mouse switches can be replaced with microswitches FWIW.

: --
: Derryck

: / DDP Translations /
: / http://ddp.atari.org /

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1205. Re: Mega STE upgrade to HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 15:19:45 UTC
From: smeg_007@hotmail.com
Message-ID: <1112195985.809449.135240@z14g2000cwz.googlegroups.com>
Source record: 14032
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Yeah I forgot, its not the Ajax thats needed for the MegaSTe, only for the Falcon.

sorry
Coda.

1206. BBS software questions

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 16:35:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.30.16.35.14.360699@charter.net>
Source record: 14033

I'm trying to find BBS Express ST! software. I had this at one time, in fact I used it to run "The DarkForce! BBS" years ago. Actually, I've still got the software backed up on harddrive and Syquest carts. What I don't have now is the manuals or disks. Sadly, somewhere, somehow, they've been misplaced or thrown away.

I just recently bought BBS Exress ST! software from Bravo Sierra. Unfortunately, its an older version, while it was still maintained by Keith Ledbetter (there's a name from the past, anyone know where or what he is doing now?).

So anyways, if anyone knows where I can buy original disks and manuals I sure would appreciate it.

Thanks gang.

1207. Re: Official way to open the STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 17:02:51 UTC
From: The Ox That Rocks <fedder@webhiker.dk>
Message-ID: <8rml41d0pfcc4pospvb34jrivn4otku72t@4ax.com>
Source record: 14034

Hi Coda

Thanks for a very informative post. Plz. keep me posted, regarding
your pictures. Would love to take a look on your STacy.

Peter Feddersen, Denmark

1208. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 18:10:29 UTC
From: You <you@cogeco.ca>
Message-ID: <BE7055C5.672%you@cogeco.ca>
Source record: 14035
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Why don't you just send Ben a clear message that he will understand? If everybody responded to Ben's posts with an email, he will get the message.

Whenever Ben goes on a posting binge, just send him a simple email with the following subject and body:

Subject: One Post/Month To comp.sys.atari.st

Body: Please post only one commercial spam message per month to comp.sys.atari.st please.

I mean, why not fight fire with fire? You could always create a Hotmail or Yahoo webmail account just for such a purpose. If everybody starts flooding Ben's email box with comments like this, he'll get the message. He may even discover how truly annoying his posts are.

Just a thought!

> From: "Steve Sweet" <steve.sweet@no-spam.btopenworld.com>
> Organization: BT Openworld
> Newsgroups: comp.sys.atari.st
> Date: Sun, 27 Mar 2005 17:09:24 +0000 (UTC)
> Subject: Re: Ben's Atari Birthday Bash!
>
> Hi Lonny
>
>> One small post a month with just a url would be enough though.
>
> Finally we agree on something, but you wont get to see this.
>
> --
>
>
> (ï¿½ï¿½.ï¿½(ï¿½*ï¿½.ï¿½ ï¿½.ï¿½*ï¿½)ï¿½.ï¿½ï¿½)
> ï¿½.ï¿½ï¿½ï¿½. Steve .ï¿½ï¿½ï¿½.ï¿½
> (ï¿½.ï¿½ï¿½(ï¿½.ï¿½ï¿½* *ï¿½ï¿½.ï¿½)ï¿½ï¿½.ï¿½)
>
>
>

1209. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 19:07:26 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2etdebaf1@sparta.btinternet.com>
Source record: 14036
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi You

> Why don't you just send Ben a clear message that he will understand? If
> everybody responded to Ben's posts with an email, he will get the message.

He doesn't give a flying fkuc, emails are ignored. There needs to be more of
us to do it.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1210. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 20:18:09 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112213889.936680.130060@g14g2000cwa.googlegroups.com>
Source record: 14038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

What about the abuse contact at his ISP? A bit overboard maybe, but
then he'd have to pay attention.

1211. Re: Official way to open the STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 21:07:01 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1112216821.155296.165180@z14g2000cwz.googlegroups.com>
Source record: 14037

Coda,
I'd like to try the same with my STacy...
If you get it working please post us a 'how to' with a precise parts
list.
Please?

Thanks,
Brian

1212. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 21:47:00 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1112219220.089937.198950@g14g2000cwa.googlegroups.com>
Source record: 14039

David,
I agree...something's fishy about ARP frames or something...I'd really like to see MiNT/Magic-Net drivers for this box...While the EtherNEC works with my Falcon CT2B, it'd sure be nice to get my dongle port and desktop space back :) My most-used software all comes with ROM-port dongles :/

Ultimately, I end up using either MagiC, or a really old MiNT/Geneva setup with no MiNT modules. This happily loads STiNG and all its CPX parts. Sadly, the later MiNT kernels that support VFAT partitions all crash on me when trying to load the STing CPX setup modules.

I've read there was at one time a little application that reads all STing's setup information from a text file and sets it up so the CPX modules are not required, but I've never been able to actually find this piece of code.

I've heard many a times that doing a MiNT-Net module for these would be easy for a programmer, but I've yet to see one appear. It's true that there is a raw SCSI module in the MiNT distribution and the sources are there...where in theory one could plug in the device specific commands, tho it seems to me this module is for doing TCP/IP over the SCSI bus itself. It's all just so far over my head.

Brian

1213. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 21:51:46 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2f71intm1@sparta.btinternet.com>
Source record: 14040
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi Coda

I've thought about it but hoped he'd be reasonable, maybe its time to forget trying the nice approach!

> What about the abuse contact at his ISP? A bit overboard maybe, but
> then he'd have to pay attention.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1214. Fat32 and Magic

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 22:07:47 UTC
From: leaver@alpha.com.au
Message-ID: <424b3143@news.alphalink.com.au>
Source record: 14042

What is the maximum size of a Fat32 partition with Magic 6.20?

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

1215. Re: Mega STE upgrade to HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 22:23:12 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <3b0n6gF5kfoucU1@individual.net>
Source record: 14044
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <d2ecra$g3h$1@reader1.panix.com>,
Jim DeClercq <jimd@panix1.panix.com> wrote:
>Here we go again. The Ajax has nothing wrong with it, but it will run at
>32 MHz, which you need for 2.88 meg disks. If you want to use 1.44 meg
>disks, you need a 16 MHz clock, and a WD1772-02-02 will do that. For a 720

Um - no. The datasheet says the 1772-02-02 is good up to 10MHz, not 16, and
there have been lots of them that do not work reliably at 16MHz.

cu
Michael

1216. Re: Official way to open the STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 22:53:59 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112223239.760451.191930@f14g2000cwb.googlegroups.com>
Source record: 14043

Yes, I will try my best.

Coda.

1217. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-03-30 23:18:42 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <NdWdnV4aMehOrtbfRVnyjQ@eclipse.net.uk>
Source record: 14041

"Brian J. Roland" <bjr@localink4.com> wrote in message
news:1112219220.089937.198950@g14g2000cwa.googlegroups.com...
> David,
> I agree...something's fishy about ARP frames or something...

I am currently talkin to Roger about this, but he is busy with his
commercial stuff. Perhaps he will lend me the driver source.....
If you use "arp -s" to set a static entry on the client box it works fine.
Of course if the traffic is coming via a router then this needs to be done
on the router, wichh might be tricky. I get the same issues when I use a
Sparc Station with Solaris 5.9 as the client. The "slstingx" utility never
reports any received ARP packets...

> I'd really
> like to see MiNT/Magic-Net drivers for this box...While the EtherNEC
> works with my Falcon CT2B, it'd sure be nice to get my dongle port and
> desktop space back :) My most-used software all comes with ROM-port
> dongles :/
>

Because it needs to poll the SCSI I guess there might be trouble on
multi-tasking OS, but the STING drivers seem to work fine under MagiC 6. I
wonder why development stopped on MintNet divers...

> Ultimately, I end up using either MagiC, or a really old MiNT/Geneva
> setup with no MiNT modules. This happily loads STiNG and all its CPX
> parts. Sadly, the later MiNT kernels that support VFAT partitions all
> crash on me when trying to load the STing CPX setup modules.
>

What are you using to load the CPX? COPS?

> I've read there was at one time a little application that reads all
> STing's setup information from a text file and sets it up so the CPX
> modules are not required, but I've never been able to actually find
> this piece of code.
>

Not even heard of it, but it might be worth investigating. Might even be
possible to write one from scratch..

> I've heard many a times that doing a MiNT-Net module for these would be
> easy for a programmer, but I've yet to see one appear. It's true that
> there is a raw SCSI module in the MiNT distribution and the sources are
> there...where in theory one could plug in the device specific commands,
> tho it seems to me this module is for doing TCP/IP over the SCSI bus
> itself. It's all just so far over my head.

>

I am not sure this is true. As I said above you need to poll the SCSI bus
and it may be hard to be sure when this is legal under Mint...

> Brian
>

Dave.

1218. Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 03:05:17 UTC
From: green12eggs@gmail.com
Message-ID: <13cb4ee3.0503301905.124718f5@posting.google.com>
Source record: 14045

I need help installing this app, cause it's really giving me fits.

I got the app from http://www.zhell.co.uk/magdisks.html,Atari ST User Coverdisks.

Anyone got a digital copy of the install docs they could email to me?

Thanks,

SamF.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060,
256mb Fastram,4mb STram,
4gig Hdd, IDE DVD Drive,
Magic6.0

1219. Re: Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 03:38:10 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <114ms1coln0i67e@corp.supernews.com>
Source record: 14046

You talking about Timeworks Word Writer 2 (Word Processor)? I installed it and it seemed to unpack fine. I had to set a printer though but I canceled that part.

Tim

"samf" <green12eggs@gmail.com> wrote in message news:13cb4ee3.0503301905.124718f5@posting.google.com...
>I need help installing this app, cause it's really giving me fits.
>
> I got the app from http://www.zhell.co.uk/magdisks.html,Atari ST User
> Coverdisks.
>
> Anyone got a digital copy of the install docs they could email to me?
>
> Thanks,
>
> SamF.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060,
> 256mb Fastram,4mb STram,
> 4gig Hdd, IDE DVD Drive,
> Magic6.0

1220. Re: Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 04:00:11 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <114mtamjhm40l4c@corp.supernews.com>
Source record: 14047

Nevermind I found it, yeah I also cannot get it installed.

Tim

"Tim" <tjlazer@NOCRAP.mail.com> wrote in message
news:114ms1coln0i67e@corp.supernews.com...
> You talking about Timeworks Word Writer 2 (Word Processor)? I installed
> it and it seemed to unpack fine. I had to set a printer though but I
> canceled that part.
>
> Tim
>
> "samf" <green12eggs@gmail.com> wrote in message
> news:13cb4ee3.0503301905.124718f5@posting.google.com...
>>I need help installing this app, cause it's really giving me fits.
>>
>> I got the app from http://www.zhell.co.uk/magdisks.html,Atari ST User
>> Coverdisks.
>>
>> Anyone got a digital copy of the install docs they could email to me?
>>
>> Thanks,
>>
>> SamF.
>> Virginia U.S.A.
>> Atari Computer Nut
>> C-Lab Falcon/CT060,
>> 256mb Fastram,4mb STram,
>> 4gig Hdd, IDE DVD Drive,
>> Magic6.0
>
>

1221. Re: Fat32 and Magic

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 05:52:02 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d2g3g4$lt3$1@nemesis.news.tpi.pl>
Source record: 14048

David Leaver napisaďż˝(a):
> What is the maximum size of a Fat32 partition with Magic 6.20?

The maximum size of Fat32 partition is 2TB (TerraBytes). I do not thing
Magic has lower limits.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1222. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 09:45:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503310141420.2832-100000@onyx.spiritone.com>
Source record: 14099
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Games/ Software, Hardware, Books and Accessories! Classic Atari 8 Bit and Atari ST Computer Lines Plus Atari Jaguar Consoles and Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!

http://BensCatalogs.Atari.org Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1223. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 09:48:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503310145590.2832-100000@onyx.spiritone.com>
Source record: 14100
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1224. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 09:51:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503310148270.2832-100000@onyx.spiritone.com>
Source record: 14101
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1225. HDDRIVER support in newsgroups

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 10:33:11 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3b21v8F6dpkj5U1@individual.net>
Source record: 14102

Hi,

starting with tomorrow I may not have constant write access to internet newsgroups anymore because I will depend on public servers with write access.
So in case of any HDDRIVER support questions it is best to send me an email instead of expecting me to answer in a newsgroup. Thanks!

Best regards, Uwe

--

Dr. Uwe Seimet http://www.seimet.de

1226. Re: opening hyp files from windows

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 11:12:42 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <424bdb28$1@news.broadpark.no>
Source record: 14103

lp wrote:
> in article p21m415jjlqj9bjf9amhkev65obnqft8hg@4ax.com, megamania wrote on
> 3/30/2005 2:56 PM:

> You can also view atari hyps in your web browser at:
> http://coazter.com/hyp/

Has anyone had success with the above site?
I get a timeout here after trying to connect for a long time.

By the way, are there any HYP readers for the MacOS platform as well?

--
Hallvard

1227. Re: HDDRIVER support in newsgroups

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 11:14:22 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112267662.123304.239870@f14g2000cwb.googlegroups.com>
Source record: 14104

Uwe,

I have to rely on public usenet servers because the newsfeeds at work are locked down. I use google groups beta (http://groups-beta.google.com/). You can register and subscribe to certain groups just like a proper nntp client. Maybe that is an option for you?

Coda.

1228. FS: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 11:17:43 UTC
From: Diane <phonyaddress@invaliddomain.com>
Message-ID: <114nn2vgmgj070@corp.supernews.com>
Source record: 14105

We have an entire 1040ST system intact for sale. All the hardware, software incl many games is available. Has been stored away for many years. The 1040 has not been hacked. There is an Indus included. Many books and manuals are included.

We were going to put this system up for sale on e-bay but decided to try here first and offer it to Atari fans who are seriously interested in the computer.

Please email us for digital pics of the system. Offers encouraged.

Thanks.

Bob & Diane

peaches00114(nospam)@excite.com

PS. Remove the parenthesis and the words inside them to contact us

1229. Re: BBS software questions

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 12:48:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.31.12.48.19.47802@charter.net>
Source record: 14106

On Thu, 31 Mar 2005 01:34:03 -0500, lp wrote:

> You might try asking this guy. He bought the rights to the 8-bit BBS Keith
> used to own. Maybe he knows what Keith is up to.
> http://www.angelfire.com/mn/video61/

Thanks Lonny. :-)

1230. Re: Mega STE upgrade to HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 13:35:09 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d2guad$h7j$1@reader1.panix.com>
Source record: 14107
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Cu too. I will get back to you on that. I did not intentionally say
something wrong, and have other facts some place. So far, all of mine
work fine at 16 MHz, but I do not remember what other suffixes a WD1772
has and what they mean. Not home now, will be, have the entire user's
manual printed out in a three-ring binder.

cu

Jim

Michael Schwingen <news-1103536393@discworld.dascon.de> writes:

: In article <d2ecra$g3h$1@reader1.panix.com>,
: Jim DeClercq <jimd@panix1.panix.com> wrote:
: >Here we go again. The Ajax has nothing wrong with it, but it will run at
: >32 MHz, which you need for 2.88 meg disks. If you want to use 1.44 meg
: >disks, you need a 16 MHz clock, and a WD1772-02-02 will do that. For a 720

: Um - no. The datasheet says the 1772-02-02 is good up to 10MHz, not 16, and
: there have been lots of them that do not work reliably at 16MHz.

: cu
: Michael

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1231. Re: FS: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 13:54:00 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d2gvdn$ft6$1@reader1.panix.com>
Source record: 14108

Where in the world are you, please?

Jim

Diane <msdimp_remove_@_phony_localnet.com> writes:

: We have an entire 1040ST system intact for sale. All the hardware, software
: incl many games is available. Has been stored away for many years. The 1040
: has not been hacked. There is an Indus included. Many books and manuals are
: included.

: We were going to put this system up for sale on e-bay but decided to try
: here first and offer it to Atari fans who are seriously interested in the
: computer.

: Please email us for digital pics of the system. Offers encouraged.

: Thanks.

: Bob & Diane

: peaches00114(nospam)@excite.com

: PS. Remove the parenthesis and the words inside them to contact us

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1232. Publisher ST 2

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 14:19:32 UTC
From: green12eggs@gmail.com
Message-ID: <13cb4ee3.0503310619.32c46e4c@posting.google.com>
Source record: 14109

Hi Tim,

No, I'm talking about Timeworks Publisher ST 2.

Thanks,

SamF.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060,
256mb Fastram,4mb STram,
4gig Hdd, IDE DVD Drive,
Magic6.0

1233. opening hyp files from windows

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 14:35:02 UTC
From: green12eggs@gmail.com
Message-ID: <13cb4ee3.0503310635.4be0e65d@posting.google.com>
Source record: 14110

Hi Haalvard,

Have you tried WinGuide? It allows Windows OS users to read .hyp files.

Thanks,

SamF.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060,
256mb Fastram,4mb STram,
4gig Hdd, IDE DVD Drive,
Magic6.0

1234. Re: opening hyp files from windows

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 15:18:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112282333.875484.207720@l41g2000cwc.googlegroups.com>
Source record: 14111

Thats what Egon was pointing to.

Coda.

1235. Re: FS: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 16:01:29 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112282998.935503.120240@o13g2000cwo.googlegroups.com>
Source record: 14112

They will be in the States.
Just a hunch.

1236. Re: opening hyp files from windows

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 17:15:56 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <424c304a$1@news.broadpark.no>
Source record: 14113

samf wrote:
> Hi Haalvard,
>
> Have you tried WinGuide? It allows Windows OS users to read .hyp files.

Yes I have and it works fine.
But I was asking about MacOS.

--
Hallvard

1237. TOS Disk vs TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 19:47:28 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <114okujs6a88m9f@corp.supernews.com>
Source record: 14114

I have an old 520ST with boot Roms and I was playing around with it. (For Nostalgia only since it's kinda useless, Nice Boot Menu though!) I have a TOS 1.0 boot disk that I use with it (and my other ST's too to load old games!) Works fine. I also found a TOS Boot disk that seems to be a beta or something. It has a green/white checkered background (like in TOS 2.x) and also needs to be reloaded after a reset. Is this the actualy TOS Boot Disk the early 520's came with? Or a beta disk? The Atari Logo also looks weird in the about menu. Anyone have a image of the original TOS disk they could send?

Thanks!
Tim

1238. Re: TOS Disk vs TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 20:31:58 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <27Z2e.122045$r55.57940@attbi_s52>
Source record: 14115

Tim wrote:
> I have an old 520ST with boot Roms and I was playing around with it. (For
> Nostalgia only since it's kinda useless, Nice Boot Menu though!) I have a
> TOS 1.0 boot disk that I use with it (and my other ST's too to load old
> games!) Works fine. I also found a TOS Boot disk that seems to be a beta
> or something. It has a green/white checkered background (like in TOS 2.x)
> and also needs to be reloaded after a reset. Is this the actualy TOS Boot
> Disk the early 520's came with? Or a beta disk? The Atari Logo also looks
> weird in the about menu. Anyone have a image of the original TOS disk they
> could send?
>
> Thanks!
> Tim
>
>

I dont remember where, but there was a site with pretty much every
version of TOS known to man.. I think i found it via an emulation
link..

As a side note, I wouldnt say a 520ST is "kind of useless" if it still
works..

1239. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 21:05:02 UTC
From: You <you@cogeco.ca>
Message-ID: <BE71D02E.697%you@cogeco.ca>
Source record: 14116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

That's what I mean. If 50 to 100 people were to send Ben the same email, he'd get the message.

These are my observations:

a) Ben provides email addresses in all of his newsgroup posts.

b) Ben does not appear to reply to any messages on the newsgroups.

From these observations, it is possible that Ben does not even read the newsgroups. I would hazard to guess that he spams the newsgroups and leaves. If Ben wants anything from the usegroup community, he expects the newsgroup community to contact him directly.

This is my rationale:

Nobody appears to police the newsgroups. This is both good and bad; nobody interferes with the newsgroups but the newsgroups are open to abuse. Therefore, it is up to the newsgroup community to police their own respective newsgroups. If constant and considerable SPAM is occurring in a particular newsgroup, it is up to the users of that newsgroup to make it known that Spam is not welcome.

Another observation that I have made:

c) Ben crossposts his Spam to several newsgroups.

So, from these observations, I would conclude that the "No Spam" or "Limit Spam" message must be taken directly to the spammer. You could build your "Anti-Spam" forces by enlisting the aid of the users of the other cross-posted newsgroups.

If Ben iqnores a proactive approach by the members of the newsgroups that he is spamming, then that says alot for Ben and the type of business that he is running.

Just my thoughts on the matter.

BTW: I am willing to participate in this "proactive" measure if anybody else is willing to join me, perhaps we can achieve some satisfactory results for all involved.

> From: "Steve Sweet" <steve.sweet@no-spam.btopenworld.com>
> Organization: BT Openworld
> Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
> Date: Wed, 30 Mar 2005 19:07:26 +0000 (UTC)
> Subject: Re: Ben's Atari Birthday Bash!

>
> Hi You
>
>> Why don't you just send Ben a clear message that he will understand? If
>> everybody responded to Ben's posts with an email, he will get the message.
>
> He doesn't give a flying fkuc, emails are ignored. There needs to be more of
> us to do it.
>
> --
>
>
> (ï¿½ï¿½.ï¿½(ï¿½*ï¿½.ï¿½ ï¿½.ï¿½*ï¿½)ï¿½.ï¿½ï¿½)
> ï¿½.ï¿½ï¿½ï¿½ï¿½. Steve .ï¿½ï¿½ï¿½ï¿½.ï¿½
> (ï¿½.ï¿½ï¿½(ï¿½.ï¿½ï¿½* *ï¿½ï¿½.ï¿½)ï¿½ï¿½.ï¿½)
>
>
>

1240. Re: Mega STE upgrade to HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 21:39:06 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <424c6ddc$0$295$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14117
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:d2ecra$g3h$1@reader1.panix.com...
> Here we go again. The Ajax has nothing wrong with it, but it will run at
> 32 MHz, which you need for 2.88 meg disks. If you want to use 1.44 meg
> disks, you need a 16 MHz clock, and a WD1772-02-02 will do that. For a 720
> Mb disk, you need an 8 MHz clock and a basic WD1772, with any suffix other
> than 02-02, will do. Buy an Ajax if you want to, but you do not have to,
> because there is not a 32 MHz clock switched to the disk drive circuit.
>
> All that being said, those are gauranteed values. An actual bottom-line
> WD1772 may actually operate at a much higher speed, and may work fine
> in a drive circuit hacked to switch in a 32 MHz clock signal.
>
> The Ajax chip, dimly recalled, is about 45 USD.
>
> Jim
>

12mhz for super ;-)

Chris

1241. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 23:03:21 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2hvjppbk1@titan.btinternet.com>
Source record: 14118
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Reported to provider

"Bravo Sierra Computers" <atari@arse-net.com> wrote in message

1242. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 23:10:28 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2i014kki1@hercules.btinternet.com>
Source record: 14119
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi You

It will take a concerted effort, I've emailed him directly and got ignored, maybe its just a spamming address that gets ignored, I've posted to abuse at his provider.

> That's what I mean. If 50 to 100 people were to send Ben the same email,
> he'd get the message.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1243. Re: opening hyp files from windows

Newsgroup: comp.sys.atari.st
Date: 2005-03-31 23:37:48 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1112312267.988138.5600@g14g2000cwa.googlegroups.com>
Source record: 14120

Hi Hallvard,

I recall that author Martin Osieka was working on a program called
Hyperion.
No idea if it works, and if so, to what degree. You can try it out and
see though:

http://www.ataricq.org/other/hyp06mac.bin

Regards,

/Joakim

1244. Re: Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 00:08:11 UTC
From: You <you@cogeco.ca>
Message-ID: <BE71FB1A.6C7%you@cogeco.ca>
Source record: 14121

I, personally, don't think that Ben's messages should be altogether banned from the group, I just think that he should be a little more considerate to the other group participants.

There's absolutely no reason for him to spam the newsgroup as often as he does. Besides, if his customers are as pleased with his service as he claims they are, word of mouth will keep him in business.

If anybody on comp.sys.atari.st or comp.sys.atari.8bit were looking to buy anything for their systems, they'd probably make an inquiry on the newsgroup. Anybody that has had good dealings with Bravo Sierra Computers would probably reply by saying, "Hey, try Ben at Bravo Sierra. He might have what you're looking for."

There's really no reason for Ben to constantly Spam this newsgroup.

Know what I mean?

> From: "David Wade" <g8mqw@yahoo.com>
> Newsgroups: comp.sys.atari.st
> Date: Sun, 27 Mar 2005 00:20:30 -0000
> Subject: Deat Re: Ben's Atari Birthday Bash!
>
>
> "Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in message
> news:d24ivvldo1@titan.btinternet.com...
>> Hi Ronald
>>
>>>> It is spam, its unsolicited, its advertising, in a non-commercial base.
>>>>
>>>> It was suggested before that he limits his posting but he refuses to
>>>> compromise.
>>>
>>> Hey. Well, how about some of us coming up with some useful comments and
>>> suggestions on how he can reach the Atari user base, without incurring a
>>> costly overhead? That seems like a sensible approach to me.
>>>
>>> Like I said, I'd hate to see one of the last/few remaining Atari dealers
>>> in the US gone, because he can't reach the very people who are his
>>> customers.
>>
>> I don't think they should be posted here at all, regardless of whether
> he's
>> one of the last or THE last, this is a non commercial base, and if every
> one
>> of the last remaining dealers were to post here (even every birthday)

>> there'd be a lot of commercial traffic.
>>
>
> Steve,
>
> Ben's persistant e-mail on here does brass me off from time to time, but as
> other have said where else should he go? Having had mail to two dealers
> (Atari Workshop and Behne & Behne Systemsoftware GbR) either bounce or go
> un-answered for over a week (and yes I tried phoning Atari Worksop as well)
> I am begining to wish that more of them posted on here with contact details.
> Any suggestions on how to get my NVDI (legally) updated to V5 witout
> contacting these two would be gratefully received. I would also like a
> pointer (if possible) to some english web pages for Magic (I ave 6.0), or
> have ASH folded the Atari operation as well!. The way things are going ST's
> are going to be useless not because we can't get 680x0s any more but because
> you can't legally get any software!
>
> Dave.
>
> P.S. How many votes do you need for a new news group? comp.sys.atari.ads any
> one! Or could a vote be taken on updating te consitutuion here?
>
>
>> --
>>
>>
>> (ï¿½ï¿½.ï¿½(ï¿½*ï¿½.ï¿½ ï¿½.ï¿½*ï¿½)ï¿½.ï¿½ï¿½)
>> ï¿½.ï¿½ï¿½ï¿½ï¿½. Steve .ï¿½ï¿½ï¿½ï¿½.ï¿½
>> (ï¿½.ï¿½ï¿½(ï¿½.ï¿½ï¿½ï¿½* *ï¿½ï¿½.ï¿½)ï¿½ï¿½ï¿½.ï¿½)
>>
>>
>>
>
>

1245. Re: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 00:54:33 UTC
From: Diane <phonyaddress@invaliddomain.com>
Message-ID: <114q1slenuvk6e3@corp.supernews.com>
Source record: 14125

We are in upstate NY north of Albany.....

"Diane" <phonyaddress@invaliddomain.com> wrote in message
news:114nn2vgmgj070@corp.supernews.com...
> We have an entire 1040ST system intact for sale. All the hardware,
> software incl many games is available. Has been stored away for many
> years. The 1040 has not been hacked. There is an Indus included. Many
> books and manuals are included.
>
> We were going to put this system up for sale on e-bay but decided to try
> here first and offer it to Atari fans who are seriously interested in the
> computer.
>
> Please email us for digital pics of the system. Offers encouraged.
>
> Thanks.
>
> Bob & Diane
>
> peaches00114(nospam)@excite.com
>
> PS. Remove the parenthesis and the words inside them to contact us
>

1246. Re: Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 02:04:40 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <gqap41l1v904882hs6rvvvliqo45m1otcb@4ax.com>
Source record: 14122

I do agree that they are quite frequent, but I believe he does put AD
in the title at the beginning. It takes a second to delete.
Personally I feel it gets annoying seeing it on a weekly basis, the
same ad, but it takes a second to delete. When I post about my site,
I put AD at the beginning, but I only posted when my site was new. I
will be posting when I have new stuff of interest for those certain
groups (ie. if I get new Atari ST stuff, I will let that group know,
or Commodore 64, the same). I think he offers a valuable service, but
expensive. I am sure he bought out stock back in the day and he might
have a store front to deal with, but I feel you need to have prices
with what the buyers would pay.

Corey
8-Bit Classics
http://www.8bitclassics.com

On Thu, 31 Mar 2005 19:08:11 -0500, You <you@cogeco.ca> wrote:

>I, personally, don't think that Ben's messages should be altogether banned
>from the group, I just think that he should be a little more considerate to
>the other group participants.
>
>There's absolutely no reason for him to spam the newsgroup as often as he
>does. Besides, if his customers are as pleased with his service as he
>claims they are, word of mouth will keep him in business.
>
>If anybody on comp.sys.atari.st or comp.sys.atari.8bit were looking to buy
>anything for their systems, they'd probably make an inquiry on the
>newsgroup. Anybody that has had good dealings with Bravo Sierra Computers
>would probably reply by saying, "Hey, try Ben at Bravo Sierra. He might
>have what you're looking for."
>
>There's really no reason for Ben to constantly Spam this newsgroup.
>
>Know what I mean?
>
>
>> From: "David Wade" <g8mqw@yahoo.com>
>> Newsgroups: comp.sys.atari.st
>> Date: Sun, 27 Mar 2005 00:20:30 -0000
>> Subject: Deat Re: Ben's Atari Birthday Bash!
>>
>>
>> "Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in message
>> news:d24ivvldo1@titan.btinternet.com...

>>> Hi Ronald
>>>
>>>>> It is spam, its unsolicited, its advertising, in a non-commercial base.
>>>>>
>>>>> It was suggested before that he limits his posting but he refuses to
>>>>> compromise.
>>>>
>>>> Hey. Well, how about some of us coming up with some useful comments and
>>>> suggestions on how he can reach the Atari user base, without incurring a
>>>> costly overhead? That seems like a sensible approach to me.
>>>>
>>>> Like I said, I'd hate to see one of the last/few remaining Atari dealers
>>>> in the US gone, because he can't reach the very people who are his
>>>> customers.
>>>
>>> I don't think they should be posted here at all, regardless of whether
>> he's
>>> one of the last or THE last, this is a non commercial base, and if every
>> one
>>> of the last remaining dealers were to post here (even every birthday)
>>> there'd be a lot of commercial traffic.
>>>
>>
>> Steve,
>>
>> Ben's persistant e-mail on here does brass me off from time to time, but as
>> other have said where else should he go? Having had mail to two dealers
>> (Atari Workshop and Behne & Behne Systemsoftware GbR) either bounce or go
>> un-answered for over a week (and yes I tried phoning Atari Worksop as well)
>> I am begining to wish that more of them posted on here with contact details.
>> Any suggestions on how to get my NVDI (legally) updated to V5 witout
>> contacting these two would be gratefully received. I would also like a
>> pointer (if possible) to some english web pages for Magic (I ave 6.0), or
>> have ASH folded the Atari operation as well!. The way things are going ST's
>> are going to be useless not because we can't get 680x0s any more but because
>> you can't legally get any software!
>>
>> Dave.
>>
>> P.S. How many votes do you need for a new news group? comp.sys.atari.ads any
>> one! Or could a vote be taken on updating te consitutuion here?
>>
>>
>>> --
>>>
>>>
>>> (ï¿½ï¿½.ï¿½(ï¿½*ï¿½.ï¿½ ï¿½.ï¿½*ï¿½)ï¿½.ï¿½ï¿½)
>>> ï¿½.ï¿½ï¿½ï¿½. Steve .ï¿½ï¿½ï¿½.ï¿½
>>> (ï¿½.ï¿½ï¿½(ï¿½.ï¿½ï¿½* *ï¿½ï¿½.ï¿½)ï¿½ï¿½.ï¿½)
>>>

>>>
>>>
>>
>>

1247. Re: TOS Disk vs TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 02:15:56 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <114pbmrcs3q32ef@corp.supernews.com>
Source record: 14123

"Ziggy" <Ziggy@TheCentre.com> wrote in message
news:27Z2e.122045$r55.57940@attbi_s52...
> Tim wrote:

-snip

> I dont remember where, but there was a site with pretty much every version
> of TOS known to man.. I think i found it via an emulation
> link..
>
> As a side note, I wouldnt say a 520ST is "kind of useless" if it still
> works..

There was one site I found:

http://homepage.mac.com/carlhafner/AtariTOS.html

And if you try the disk_tos100.st this is the one I am talking about!

Is this the beta TOS disk that was supplied with early 520ST computers?

What I meant as useless I mean once you load the TOS the computer has less
than 200kb of memory, so it is useless! ;)

Tim

1248. MyAeS 0.67 avaible

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 07:35:57 UTC
From: "O.L." <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <424cf92a$1@sune250-cri-s01>
Source record: 14124

Hello all

Just some word to announce MyAeS 0.67 after 6 month of work.

This is a modern AES working with Mint or above any other AES for test.

You can find it at:
http://myaes.free.fr/

or look some snapshot here:
http://myaes.free.fr/capture.php

There is some new feature, never see on other AES and working with all
applications like windows bookmark, universal background desktop etc.

____
OL

1249. Re: FS: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 08:34:16 UTC
From: Diane <phonyaddress@invaliddomain.com>
Message-ID: <114q1smc7c1hce4@corp.supernews.com>
Source record: 14126

We are in upstate New York.

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:d2gvdn$ft6$1@reader1.panix.com...
> Where in the world are you, please?
>
> Jim
>
> Diane <msdimp_remove_@_phony_localnet.com> writes:
>
> : We have an entire 1040ST system intact for sale. All the hardware,
> software
> : incl many games is available. Has been stored away for many years. The
> 1040
> : has not been hacked. There is an Indus included. Many books and manuals
> are
> : included.
>
> : We were going to put this system up for sale on e-bay but decided to
> try
> : here first and offer it to Atari fans who are seriously interested in
> the
> : computer.
>
> : Please email us for digital pics of the system. Offers encouraged.
>
> : Thanks.
>
> : Bob & Diane
>
> : peaches00114(nospam)@excite.com
>
> : PS. Remove the parenthesis and the words inside them to contact us
>
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

1250. Re: Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 09:05:16 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050401100516168O7%derryck@cixcoukinvalid>
Source record: 14127

On 2005-04-01 03:04:40 +0100, 8-Bit Classics <nospam@8bitclassics.com> said:

> I do agree that they are quite frequent, but I believe he does put AD
> in the title at the beginning. It takes a second to delete.

If people would just apply a filter and not keep responding to the
posts then we need never be bothered by them again. Just a thought.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1251. Re: Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 10:02:01 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112346888.994983.258940@o13g2000cwo.googlegroups.com>
Source record: 14128

Derryck,

Not all of us use a nntp client that supports filters, and even if we did and used it, it only takes one person to respond, and then around we go again. I want to nip this one in the bud now, and besides spamming is plain wrong, just look at the division it causes in our already fragile community.

Coda.

1252. Re: Zview & Zweather

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 12:57:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424d70d01091797@comcast.net>
Source record: 14136

>Edward S. Baiz Jr. wrote:
>
>
>> Ahmen to that. I am so thrilled to have a good working weather program for
>> my Atari. Now I do not have to use my wife's PC.
>
> Why do u have to use PC anyway. I just look thru the window for weather ;)

That is true, but looking out the window does not tell me the forcast for the
rest of the week. Now I do not have to use the PC. Zweather solves that.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1253. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 13:03:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424d70d01091798@comcast.net>
Source record: 14135

>Martin \"Nightowl\" Byttebier a 'ecrit :
>>
>> on Fri 25-03-2005 22:27 J.-Luc wrote:
>>
>>>Hello,
>>>
>>>Are there some Calamus SL 2003 there, who use it on real Ataris
>>>(Falcons, TTs or Mega-ST(e)s, but no PCs nor emulators), and who own
>>>either Bridge 6 or Calipso 3 last versions ?
>>>If so, could you manage to use those modules ?
>>
>> I use Calamus SL3/Bridge 6 on the Hades. I use Bridge mostly to convert
>> Calamus docs into postscrip files. So far no problems.
>>
>Sorry, but Hades isn't a Falcon, nor TT, nor Mega-ST(e), so, in my
>definition, no real Atari.
>I need to know if "real Atari" users do experience problems.
>I know it works on PCs, we know now it works on Hades too, but so far
>it still doesn't work on my 3 Falcons nor on my TT, neither under
>MagiC!, nor under plain TOS.
>
>Thanks anyway,
>
>J.-Luc

No problem here. I know the Hades was not made by Atari, but to me it is a
real Atari computer since it does have TOS as it's chipset. It is more close
to a TT than anything and still cannot run any Falcon programs.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1254. Re: TOS Disk vs TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 14:22:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.01.14.22.31.92515@charter.net>
Source record: 14129

On Thu, 31 Mar 2005 20:31:58 +0000, Ziggy wrote:

> I dont remember where, but there was a site with pretty much every
> version of TOS known to man.. I think i found it via an emulation
> link..

I think I've seen that as well.

> As a side note, I wouldnt say a 520ST is "kind of useless" if it still
> works..

Agreed, as long as it can still play Dungeon Master its not useless! :-)

1255. Re: Official way to open the STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 14:35:40 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112366140.028336.276240@f14g2000cwb.googlegroups.com>
Source record: 14130

http://www.janthomas.org.uk/

goto "Other Projects"
Only the Stacy is selectable at the moment, the others are WIP.

BTW, I received my SCSI => IDE bridge adapter today. I am going to test it later with an IDE CDROM and a HD on the TT first, (its more of a standard SCSI interface than the Stacy's), then on the MegaSTe (same SCSI adapter card as the Stacy), so if the website is unreachable for a short time, thats the reason!.

Coda.

1256. Re: Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 17:19:39 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2jvraloc1@titan.btinternet.com>
Source record: 14131

Hi You

I wasn't for a total ban to begin with, now he's treating us as he does with contempt I'd like to see a semi run through his building

> I, personally, don't think that Ben's messages should be altogether banned
> from the group, I just think that he should be a little more considerate
> to
> the other group participants.
>
> There's absolutely no reason for him to spam the newsgroup as often as he
> does. Besides, if his customers are as pleased with his service as he
> claims they are, word of mouth will keep him in business.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1257. Re: Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 17:30:50 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2k0g9mfu1@titan.btinternet.com>
Source record: 14132

Hi Derryck

>> I do agree that they are quite frequent, but I believe he does put AD
>> in the title at the beginning. It takes a second to delete.
>
> If people would just apply a filter and not keep responding to the posts
> then we need never be bothered by them again. Just a thought.

That's not the point, i shouldn't have to be deleting commercial spam in a
non-commercial base.

I take your point about the traffic but i think the disease should be
eradicated not cured.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1258. Test

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 19:57:12 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <424da798$0$28629$4c56ba96@master.news.zetnet.net>
Source record: 14133

Test. To see what - if anything - Newsie does to the time !

Paul (W)

1259. 16mb Simm

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 21:58:25 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <HI6dnWI6TddiXtDfRVnyuQ@eclipse.net.uk>
Source record: 14134

Hi folks,

Does anyone have a 16mb FPM 72 pin simm that i can beg, steal or borrow?

TIA

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1260. atari times hacked ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 22:21:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <424dc920$0$292$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14137

probably a year too late but what happend to it ?

http://www.ataritimes.com/

Chris

1261. Re: Test

Newsgroup: comp.sys.atari.st
Date: 2005-04-01 22:29:33 UTC
From: Martin Byttebier <toshever@club.innet.be>
Message-ID: <424dcb71_1@newsgate.x-privat.org>
Source record: 14138

Paul Williamson wrote:

> Test. To see what - if anything - Newsie does to the time !
>
> Paul (W)

Nothing is wrong with the time.

TTFN,
Martin

1262. Re: 16mb Simm

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 00:32:17 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <t9idnTPh58iPddDfRVn-uA@adelphia.com>
Source record: 14139

Hello Egon!!!

I just bought 6 16 MB 72 pin EDO simms from Coast to Coast Memory for 3 dollars a simm and FREE shipping. Where you located at?? This company is in New Jersey USA. Hope your state side to get a great deal like that. I found them on http://www.pricewatch.com and there phone number is 1-800-4memory Beyond that I think that is an awesome deal for anyone looking to upgrade there Atari computer.

Carey C.

Egon Spengler wrote:
> Hi folks,
>
> Does anyone have a 16mb FPM 72 pin simm that i can beg, steal or borrow?
>
> TIA
>
> Egon
>

1263. Re: 16mb Simm

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 01:13:53 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <aPydnXrhs6dMbNDfRVnytw@eclipse.net.uk>
Source record: 14140

Hi Carey,

> I just bought 6 16 MB 72 pin EDO simms from Coast to Coast Memory for 3
> dollars a simm and FREE shipping. Where you located at?? This company is
> in New Jersey USA. Hope your state side to get a great deal like that. I
> found them on http://www.pricewatch.com and there phone number is
> 1-800-4memory Beyond that I think that is an awesome deal for anyone
> looking to upgrade there Atari computer.

I'm in the uk.

I have EDO simms by the handful, just no FPM simms at 16mb :(

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1264. Just announced : MP§-player with built-in ATARI ST !

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 02:18:04 UTC
From: slimier_trap@hotmail.com
Message-ID: <54db9e8a.0504011818.2f790b3b@posting.google.com>
Source record: 14141
Cross-posted to: comp.sys.atari.st,alt.april

The ATARI ST is back, now in an MP3-player !

Coming soon !

1265. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 04:19:58 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d2l6he$8v$1@reader1.panix.com>
Source record: 14142

This may be one of those "so sad, too bad" sort of things. The last version that ran on almost everything Atari was SL 2000. It is the last one that will run in TT high. Ulf is not using Atari machines to develop programs on, and using an emulator to let it run on a Pee Cee, he is doing development in Windows, and if it runs on an Atari, that is mostly chance or pure dumb luck. SL 2003 may load and run with a VME card giving a screen size larger than TT-High, but that is not intentional, as far as I know.

The version of Calipso for 2003 is supposed to do some new things, which make it a lot more worthwhile, in the way of editable text in PDF documents, but was not, as far as I know, necessarily intended to run on Atari machines. SL 2003 R1 would load and run, but not register, on my TTM 195, because support for this screen had been dropped several versions earlier, but the code in that area was not changed until 2003 R1.

By R3 it wouldn't even load in TT-High.

I do not miss Bridge. I get along just fine using TIFF output for shipping things to a printer.

Anyway, I think you can wave goodbye to the idea of Calamus running on an Atari.

The user experience on another platform was "Calamus virtually flies, but Windows is still Windows".

My expenses no longer include a couple hundred USD in upgrading Calamus every year, or every other year, since but not including 1.09. SL 2000 does everything I need it for.

Jim

Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:

: >Martin \"Nightowl\" Byttebier a 'ecrit :
: >>
: >> on Fri 25-03-2005 22:27 J.-Luc wrote:
: >>
: >>>Hello,
: >>>
: >>>Are there some Calamus SL 2003 there, who use it on real Ataris
: >>>(Falcons, TTs or Mega-ST(e)s, but no PCs nor emulators), and who own
: >>>either Bridge 6 or Calipso 3 last versions ?
: >>>If so, could you manage to use those modules ?
: >>
: >> I use Calamus SL3/Bridge 6 on the Hades. I use Bridge mostly to convert

: >> Calamus docs into postscrip files. So far no problems.
: >>
: >Sorry, but Hades isn't a Falcon, nor TT, nor Mega-ST(e), so, in my
: >definition, no real Atari.
: >I need to know if "real Atari" users do experience problems.
: >I know it works on PCs, we know now it works on Hades too, but so far
: >it still doesn't work on my 3 Falcons nor on my TT, neither under
: >MagiC!, nor under plain TOS.
: >
: >Thanks anyway,
: >
: >J.-Luc

: No problem here. I know the Hades was not made by Atari, but to me it is a
: real Atari computer since it does have TOS as it's chipset. It is more close
: to a TT than anything and still cannot run any Falcon programs.
: --
: Edward S. Baiz Jr.
: (Gamer)

: HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
: Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
: Photo 700 printer, PCI Networking Card, ICQ#91257633
: PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
: Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
: Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1266. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 05:46:57 UTC
From: wmartz@firstpresdalton.org
Message-ID: <1112420817.232790.8450@f14g2000cwb.googlegroups.com>
Source record: 14144

>
> I run Calamus SL 2003 on my Hades060. I have only a demo of Calipso,
version 5
> of Bridge and a low version 6 of Bridge. I do not use them often...
>
> --
> Edward S. Baiz Jr.

I run SL 2003 on my CT60 Falcon. Havn't tried bridge though.

Wayne

1267. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 06:18:16 UTC
From: wmartz@firstpresdalton.org
Message-ID: <1112420826.993777.37500@z14g2000cwz.googlegroups.com>
Source record: 14145

>
> I run Calamus SL 2003 on my Hades060. I have only a demo of Calipso,
version 5
> of Bridge and a low version 6 of Bridge. I do not use them often...
>
> --
> Edward S. Baiz Jr.

I run SL 2003 on my CT60 Falcon. Havn't tried bridge though.

Wayne

1268. SCSI Hard Drives

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 06:20:57 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <bPq3e.14955$wo1.12699@bignews6.bellsouth.net>
Source record: 14146

I'm getting ready to upgrade some SCSI hard drives on my Falcons.

I need 3.5 size and will be using them for D2D recording and for
help in Audio and Data CD creation.

Before I go out and spend money on a model I'm not sure about,
I was wondering if Falcon users and people in the know could
recommend some good Brands/models and type of SCSI would
be best. Like SCSI II,SCSI III, or just plain SCSI.

HD Driver and Cecile will be the Hard Drive System software
mostly likely used. I have 3 Falcons to upgrade drives on.
I also need a source for good SCSI cables to connect from the
Falcon to a Centronics type connection. I would rather have
cables of around 3-4 feet instead of 6+ foot in length.

I plan on using partitions close to a Gig each. So I guess I need
each drive to be around 10-15 Gigs.

It's been awhile since I've upgraded my drives. My last one
was a Toshiba 2.5IDE of around 6-8gigs on my CT2B.

The SCSI drives will be used on a fairly stock Falcon and
2 that are fairly modified with Bus upgrades and such.

I was wondering if there is any way to use the extra space on
a very large SCSI drive of say 100 Gigs with the limits that
TOS 4.04 has on a partition. IIRC, About a Gig a partition is
a far as ya can go with TOS 4.04.

Does anyone know if the CT2B Falcon upgrade using
Cecile from the Flash allows larger than 1 gig partitions
on IDE and or SCSI drives or are we stuck with the 1gig
limit.

Any help is appreciated,

phantomm@bellsouth.net

1269. Re: opening hyp files from windows

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 06:35:02 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Ybq3e.10993$F6.2164940@news.siol.net>
Source record: 14143

> It started classic mode and then once in classic mode bailed with some
> error
> message in german. I think it wants OS7, but OSX ships with version v9.x.
> Looks rather old. ;-) Thanks for the info though it was worth a try.

Thanks god, every little change in OS doesnt require new apps on Ataris as it does on Mac. Thats really a messy computer... We have TOS, Geneva, Magic, MiNT and basically all GEM and a lot of dirty apps runs nice. Almost all Mac apps use OS, but they still craps on new or old OS :)

Most Applications Crash, If Not The Operating System Hangs seems quite true :)

Janez

1270. Re: Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 07:40:07 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050402084007716807%derryck@cixcoukinvalid>
Source record: 14147

On 2005-04-01 11:02:01 +0100, "Coda" <smeg_007@hotmail.com> said:

> Derryck,
>
> Not all of us use a nntp client that supports filters, and even if we
> did and used it, it only takes one person to respond, and then around
> we go again. I want to nip this one in the bud now, and besides

Agreed 100%.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1271. Re: SCSI Hard Drives

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 10:26:34 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <424e730e$0$2946$626a14ce@news.free.fr>
Source record: 14148

"Phantom" <phantomm@bellsouth.net> a crit dans le message de news:
bPq3e.14955$wo1.12699@bignews6.bellsouth.net...
>
> I'm getting ready to upgrade some SCSI hard drives on my Falcons.
>
> I need 3.5 size and will be using them for D2D recording and for
> help in Audio and Data CD creation.
>
> Before I go out and spend money on a model I'm not sure about,
> I was wondering if Falcon users and people in the know could
> recommend some good Brands/models and type of SCSI would
> be best. Like SCSI II,SCSI III, or just plain SCSI.

I have got a IDE Maxtor 60 Gb harddisk plugged by a Yamaha SCSI-IDE
converter. It's works fine on my Falcon.

> I was wondering if there is any way to use the extra space on
> a very large SCSI drive of say 100 Gigs with the limits that
> TOS 4.04 has on a partition. IIRC, About a Gig a partition is
> a far as ya can go with TOS 4.04.

I heard, it's recommend to not use special software to expand 1Gb partition
for D2D work. I use several 1 Gb partition to work on TOS.

> Does anyone know if the CT2B Falcon upgrade using
> Cecile from the Flash allows larger than 1 gig partitions
> on IDE and or SCSI drives or are we stuck with the 1gig
> limit.

The 1 Gb limit comes from TOS, Cecile manages higher harddisks (133 Gb max
on IDE).

But you can create very high partitions with Linux for example.

DOCs

1272. Re: Test

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 11:38:12 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2m074ils2@hercules.btinternet.com>
Source record: 13949

Hi Paul

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
news:424da798$0$28629$4c56ba96@master.news.zetnet.net...
> Test. To see what - if anything - Newsie does to the time !

Failed, never saw it!!

--

(��.�(�*�.� ..*)..)
..... Steve .....
(..(..* *..)..)

1273. Re: Just announced : MP&#65533;-player with built-in ATARI ST !

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 11:38:12 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2m074ils1@hercules.btinternet.com>
Source record: 13950
Cross-posted to: comp.sys.atari.st,alt.april

Hi Jasper

Too late, yesterday was April twats day!!

> The ATARI ST is back, now in an MP3-player !
>
> Coming soon !

--

(&#65533;&#65533;.&#65533;(&#65533;*&#65533;.&#65533; &#65533;.&#65533;*&#65533;)&#65533;.&#65533;&#65533;)
&#65533;.&#65533;&#65533;&#65533;. Steve .&#65533;&#65533;&#65533;.&#65533;
(&#65533;.&#65533;&#65533;(&#65533;.&#65533;&#65533;* *&#65533;&#65533;.&#65533;)&#65533;&#65533;.&#65533;)

1274. Re: Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 11:38:12 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2m074ils3@hercules.btinternet.com>
Source record: 13951

Hi Coda

I cant argue with that but we mustn't loose sight of the fact that the original posting is the cause of the offence, not the traffic it causes!

> Not all of us use a nntp client that supports filters, and even if we
> did and used it, it only takes one person to respond, and then around
> we go again. I want to nip this one in the bud now, and besides
> spamming is plain wrong, just look at the division it causes in our
> already fragile community.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1275. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 11:52:37 UTC
From: geek@atarians.com
Message-ID: <9lv3e.52982$CT.4183078@phobos.telenet-ops.be>
Source record: 13952

Jim DeClercq wrote:
>
> This may be one of those "so sad, too bad" sort of things. The last
> version that ran on almost everything Atari was SL 2000. It is the last
> one that will run in TT high. Ulf is not using Atari machines to develop
> programs on, and using an emulator to let it run on a Pee Cee, he is doing
> development in Windows, and if it runs on an Atari, that is mostly chance
> or pure dumb luck. SL 2003 may load and run with a VME card giving a
> screen size larger than TT-High, but that is not intentional, as far as I
> know.

Sadly but true. Each new version Calamus is less compatible with
Atari. We can't blame Invers for that. They have all a family to feed
so they have to do something to get some money.
Ulf Dunkel told me once the next major Calamus release will not run on
Atari hardware at all even with MagiC.
>
> The version of Calipso for 2003 is supposed to do some new things, which
> make it a lot more worthwhile, in the way of editable text in PDF
> documents, but was not, as far as I know, necessarily intended to run on
> Atari machines. SL 2003 R1 would load and run, but not register, on
> my TTM 195, because support for this screen had been dropped several
> versions earlier, but the code in that area was not changed until 2003 R1.

The only reason why Calamus still runs more and the less on Atari
hardware is because it ask a tremendous work to adapt the Calamus code
so it can run natively on pc or Mac. Each version supports more and
more pc/Mac hardware and doing so becomes less compatible with Atari.
>

> I do not miss Bridge. I get along just fine using TIFF output for shipping
> things to a printer.

Bridge is for me a must have. I'm the editor of an aquaristic
periodical, which I make completely with Calamus. Before the final
release goes to the copy center I make a ps-file of it which I then
convert to pdf with Acrobat distiller. All the members of the
editiorial staff gets then a pdf file of the periodical for a final
revison. I use ps because the pdf output of Bridge is far too big.
>
> Anyway, I think you can wave goodbye to the idea of Calamus running on an
> Atari.

Sad but that is the truth. I only hope Invers will keep developing
Calamus SL. Even this is not quite sure. Almost all the man power of
Invers goes nowadays to Icalamus. This is a complet new dtp-program

which will run natively under Mac OS X. It will not support the Calamus
doc format (cdk) as we know right now, which mean one can't not read old
Calamus docs at all.
If this is a wise decision I surely doubt. For the moment there is a
very good dtp-program under development from Apple itself, called
Pages. It offers quite some good things. I doubt Invers will be able to
cope with this.
>
> The user experience on another platform was "Calamus virtually flies, but
> Windows is still Windows".

For the periodical I use Windows. I wished there was a Linux version of
Calamus. Calamus is the only reason why I use XP today. The periodical
Calamus doc is usualy between 30 and 60 MB. This is far to big to be
used comfortabely on the Hades. It takes ages before such docs are
loaded, etc ...
>
> My expenses no longer include a couple hundred USD in upgrading Calamus
> every year, or every other year, since but not including 1.09. SL 2000
> does everything I need it for.

I get every new update. Every new update is usualy better and give
more possibilities, but as said it also gets more and more away from
Atari

CU,
Martin

1276. Re: Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 12:05:11 UTC
From: geek@atarians.com
Message-ID: <XTv3e.52987$89.4073585@phobos.telenet-ops.be>
Source record: 13953

Steve Sweet wrote:

> I cant argue with that but we mustn't loose sight of the fact that the
> original posting is the cause of the offence, not the traffic it causes!

I wonder why you and others are so ancious to shut down Ben.

I agree what Ben does is some kind of spam but hell it's only a few
postings weekly/monthly.
You and others causes much more traffic with your replies then Ben
does with his messages.

Is it really so hard to deny his postings? That's what I do. I don't
need to set up filters and so one. I just use my common sence and deny
his post completely.

Also its a common pratice to reply beneath the originel message. This
way it's much more usuably to other users. But I guess that will fall
in death man ears too.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

1277. Re: Official way to open the STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 13:29:45 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112448585.053584.24190@f14g2000cwb.googlegroups.com>
Source record: 13954

I have got the SCSI => IDE converter working.
Visit my website if you want pictures...

Coda.
http://www.janthomas.org.uk/

1278. Re: Official way to open the STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 14:30:55 UTC
From: geek@atarians.com
Message-ID: <z0y3e.53080$PM4.4124729@phobos.telenet-ops.be>
Source record: 13955

Coda wrote:
>
> I have got the SCSI => IDE converter working.
> Visit my website if you want pictures...

Hmm, can it be the picture isn't there?

Anyway it's an interesting project indeed.

TTFN
Martin

1279. Re: Official way to open the STacy?

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 14:57:54 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <Spy3e.53108$8l4.4118570@phobos.telenet-ops.be>
Source record: 13956

<geek@atarians.com> wrote:
>
>
>
> Coda wrote:
>>
>> I have got the SCSI => IDE converter working.
>> Visit my website if you want pictures...
>
>
> Hmm, can it be the picture isn't there?
>

Oeps my fault. I've found the pictures.

CU
Martin

1280. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 18:16:22 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <WjB3e.53271$89.4073585@phobos.telenet-ops.be>
Source record: 13957

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka504.zip
(869.554 bytes) 2D Graph Describer, 3D Modeller. Complete edition

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka504-020.zip
(878.855 bytes) Complete 68020 edition

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka504-fpu.zip
(838.451 bytes) FPU version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka504-lite.zip
(233.433 bytes) Lite edition, working on 720 kb floppy bassed Atari's

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/lib_dgem.zip
(124.049 bytes) Dynamic Libraries Extension for Eureka

**programming**
ftp://chapelie.rma.ac.be/atari/programming/open_gl/tiny045.zip
(282.693 bytes) OpenGL Extension (needs lib_dgem)

Have fun,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari ftp-server: ftp://chapelie.rma.ac.be/atari/
```

1281. Re: Deat Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 19:21:05 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2mrb1$m9v$1@hercules.btinternet.com>
Source record: 13958

Hi there

> Steve Sweet wrote:
>
>> I cant argue with that but we mustn't loose sight of the fact that the
>> original posting is the cause of the offence, not the traffic it causes!
>
> I wonder why you and others are so ancious to shut down Ben.

No-one is trying to shut Ben down, just trying to shut him up!

> I agree what Ben does is some kind of spam but hell it's only a few
> postings weekly/monthly.
> You and others causes much more traffic with your replies then Ben
> does with his messages.

As we have every right to, its appropriate and on topic.

> Is it really so hard to deny his postings? That's what I do. I don't
> need to set up filters and so one. I just use my common sence and deny
> his post completely.

We shouldnt have to filter or deny anything, there are rules to protect us
from such eventualities.

> Also its a common pratice to reply beneath the originel message.

Common practise maybe, certainly not law, and if youre so bothered about
rules and regs then you try to shut Ben up as what he's doing is against
Usenet policy and IS a contravention

> This way it's much more usuably to other users. But I guess that will fall
> in death man ears too.

Did you learn that in retard school?

--

(��.�(�*�.� ..�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1282. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 19:55:10 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <424ef89e$0$832$8fcfb975@news.wanadoo.fr>
Source record: 13959

Edward S. Baiz Jr. a ï¿½crit :
>
>>Martin \"Nightowl\" Byttebier a 'ecrit :
>>>
>>> on Fri 25-03-2005 22:27 J.-Luc wrote:
>>>
>>>>Hello,

Hello everyone,
>>>>
>>>>Are there some Calamus SL 2003 there, who use it on real Ataris
>>>
>>> I use Calamus SL3/Bridge 6 on the Hades. I use Bridge mostly to convert
>>> Calamus docs into postscrip files. So far no problems.
>
> No problem here. I know the Hades was not made by Atari, but to me it is a
> real Atari computer since it does have TOS as it's chipset. It is more close
> to a TT than anything and still cannot run any Falcon programs.

Well, after one week hardly fighting, the developper made it work with
my Falcon :-)
As read in other posts, it seems that using emulators make it harder to
make programs that run perfectly on all machines :-/
And, as Bridge behaves nearly the same way as Calipso...

Good night,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1283. MagiC!, NVDI, GemSys & Co.

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 20:26:33 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <424efff8$0$3121$8fcfb975@news.wanadoo.fr>
Source record: 13960

Hello everyone,

When installing MagiC!, all is put "as is" into C:\GemSys, along with NVDI fonts and other system files.
As C:\ was near to run out of space, I decided to move some files to another place, and I didn't forget to change the paths in the many INF files, and all seemed OK. But, then, some features didn't work anymore.
For instance, I installed NVDI so as all its drivers were put into E:\GEMSYS, then I installed MagiC! into that same folder, and it copied all its files, plus an AUTO folder, into E:\GEMSYS.
Then, I noticed the keyboard wasn't correct anymore, in spite of the proper Keytabls.sys into E:\GEMSYS\XTENSION, and MagX-Net didn't work anymore too.
Then, I created a folder named SYSTEME on C:\, and moved MAGIC, OLGA, GEMDESK and THING into it, and changed all references to the paths into the INF files to match the new location... but still no correct keyboard nor MagX-Net working.
Then, I renamed C:\SYSTEME to C:\GEMSYS, moved all files (including NVDI ones) into it, changed all paths again, and then, all worked fine again.
So, in order to get a fully working system, I must let everything into C:\GEMSYS... or is there a way to do what I wish ?

Thanks,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1284. Re: MagiC!, NVDI, GemSys & Co.

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 20:50:15 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050402215015168 07%derryck@cixcoukinvalid>
Source record: 13961

On 2005-04-02 21:26:33 +0100, J.-Luc <Myname.Mysurname@myisp> said:

> So, in order to get a fully working system, I must let everything into
> C:\GEMSYS... or is there a way to do what I wish ?

MagiC is hard-wired to refer to the partition you install it on AFAIK.

Would moving your folders to another partition and making symbolic
links (aliases) to them in the correct places on the C: drive work?

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1285. Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-02 21:54:37 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <xwE3e.53432$bK3.3981360@phobos.telenet-ops.be>
Source record: 13962

Hello,

I wonder if Cat can handle User Authentication? You see my ISP demands
User Authentication to send out news messages. Although Newswatch can
handle UA it fails with my ISP. Therefore I was using until recently a
German free nntp-server (which also required UA but Newswatch had no
problem here) to send out message with Newswatch. Alas from 1 april on that
German nntp is no longer free.

The only Atari newsreader which is sofar able to send out message using
my ISP nntp-server is Troll.
To be honest I don't like Troll so much. I'm looking for an alternative.
Today I tried out Cat but ... it seems it fails to pass the UA.
I tried an Italian free nntp-server and my ISP's server. Both failed.

Is Cat unable to cope with UA or am I doing something wrong?

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari ftp-server: ftp://chapelie.rma.ac.be/atari/

1286. Activity statistics for c.s.a.st: march 2005

Newsgroup: comp.sys.atari.st
Date: 2005-04-03 02:18:06 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <d2ngeddml1@news.wplus.net>
Source record: 13963

```
Here come the activity statistics for last month, this time depersonali=
zed =
and hopefully with sensible line ends. Not as much fun as the previous =
lists, but at least it's something. March seems to habe been a busy mon=
th!

Cheers,
Mikael

Highscore 01.03.2005 00:00 - 31.03.2005 23:59 for the following groups:
COMP.SYS.ATARI.ST
---
Position Writer Msgs % Byte/Msg %

------ ---------------------------------------- ---- ----- ------ -----
7021 118 615 0.8 900 0.8
---
Monday : 68
Tuesday : 76
Wednesday : 106
Thursday : 117
Friday : 101
Saturday : 81
Sunday : 66

19.8 messages per day in average
---
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 2=
2 23
Mo: 3 0 1 4 0 2 3 0 2 5 3 2 1 6 5 2 1 2 6 2 5 5 =
4 4
Tu: 5 0 4 0 0 2 0 2 8 2 10 6 4 1 2 1 5 2 3 3 3 4 =
7 2
We: 1 0 2 5 3 2 2 4 6 2 4 8 6 8 6 4 6 3 5 9 6 8 =
6 0
Th: 3 6 1 3 0 3 7 4 17 5 3 2 9 5 6 4 4 9 5 8 3 4 =
5 1
Fr: 3 4 1 3 3 2 4 1 3 10 6 3 2 1 5 4 6 10 6 14 2 3 =
2 3
Sa: 2 1 2 0 0 3 0 1 2 4 4 0 4 11 0 7 4 6 2 3 8 8 =
6 3
Su: 6 3 1 2 3 2 1 0 0 6 6 1 1 2 1 2 2 3 3 2 6 7 =
4 2
-------------------------------------------------------------------=
----
```

```
23 12 9 17 38 36 27 25 28 30 33 3=
4
14 17 16 12 34 22 34 24 35 41 39 =
15
```

1287. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-03 06:27:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200504030827.a50704@wun.maus.de>
Source record: 13967

Hallo Martin!

MB>I wonder if Cat can handle User Authentication? You see my ISP demands
MB>User Authentication to send out news messages.

It should...

Have you entered your data in the NNTP section of the configuration dialogue of
in2cat? If so, what's printed in the in2cat logfile?

Please post the relevant portion of the logfile here, or better in
maus.tausch.cat.

If there are shortcomings, I'm sure Dimitri will be repairing it quickly :-)

With best regards
Ekkehard

1288. My Atari BBS is now online

Newsgroup: comp.sys.atari.st
Date: 2005-04-03 13:46:52 UTC
From: You <you@cogeco.ca>
Message-ID: <BE756C0C.77D%you@cogeco.ca>
Source record: 13964

I am working on a bbs for Atari users. If you have a telnet client, you can access my bbs at the following url: 24.57.167.178 port 23.

This system is still a work in progress and there's not a whole lot available yet. If you would like to login and follow my progress, you can do so with the following username & password:

username: guest
password: guest

Be sure to leave any suggestions and/or ideas, as this is the best time to do so; the bbs is still in the construction phase.

I'm working on adding the following:

- Usenet newsgroups
- File downloads
- Chat area for users
- Voting polls
- Online games

Pretty much standard stuff... Check it out.

1289. Re: BBS software questions

Newsgroup: comp.sys.atari.st
Date: 2005-04-03 13:49:51 UTC
From: You <you@cogeco.ca>
Message-ID: <BE756CBF.77E%you@cogeco.ca>
Source record: 13965

Looking to put an Atari BBS online? I'm doing the same thing. You can checkout my system at the following url: 24.57.167.178 port 23.

Not much there yet, but you get to follow its birth and early development.

> From: "Ronald J. Hall" <dark_lord@charter.net>
> Organization: DarkForce!
> Newsgroups: comp.sys.atari.st
> Date: Wed, 30 Mar 2005 11:35:14 -0500
> Subject: BBS software questions
>
> I'm trying to find BBS Express ST! software. I had this at one time, in
> fact I used it to run "The DarkForce! BBS" years ago. Actually, I've still
> got the software backed up on harddrive and Syquest carts. What I don't
> have now is the manuals or disks. Sadly, somewhere, somehow, they've been
> misplaced or thrown away.
>
> I just recently bought BBS Exress ST! software from Bravo Sierra.
> Unfortunately, its an older version, while it was still maintained by
> Keith Ledbetter (there's a name from the past, anyone know where or what
> he is doing now?).
>
> So anyways, if anyone knows where I can buy original disks and manuals I
> sure would appreciate it.
>
> Thanks gang.

1290. Re: opening hyp files from windows

Newsgroup: comp.sys.atari.st
Date: 2005-04-03 13:57:23 UTC
From: gaiyan@luukku.com
Message-ID: <961be845.0504030557.2515df20@posting.google.com>
Source record: 13966

Janez Valant <swe@atari.org> wrote in message
news:<Ybq3e.10993$F6.2164940@news.siol.net>...
> > It started classic mode and then once in classic mode bailed with some
> > error
> > message in german. I think it wants OS7, but OSX ships with version v9.x.
> > Looks rather old. ;-) Thanks for the info though it was worth a try.
>
> Thanks god, every little change in OS doesnt require new apps on Ataris as
> it does on Mac. Thats really a messy computer... We have TOS, Geneva,
> Magic, MiNT and basically all GEM and a lot of dirty apps runs nice. Almost
> all Mac apps use OS, but they still craps on new or old OS :)
>
> Most Applications Crash, If Not The Operating System Hangs seems quite
> true :)
>
> Janez

Swe, swe... I've completely switched to Macs and I have not regretted
it at all. I will always be an Atari guy at heart but I just couldn't
take all the incompatibilities with all the dirty apps running bad. I
needed a modern computer that had "soul" that I could actually work
with. PCs do not have that. OS X Panther is a dream come true.

Joshua.

1291. Re: WTB___ATARI STUFF____

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 02:21:03 UTC
From: Abdul Fairclough <R@spanger.com>
Message-ID: <4250cd5b@news.greennet.net>
Source record: 13968

COUNTRY?, I have tons of gear for sale but not to Americans.

"Phantom" <phantomm@bellsouth.net> wrote in message
news:ljj1e.71785$5T6.49866@bignews4.bellsouth.net...
>
> Greetings........
>
>
>
> Looking to buy
>
> Non-Working Atari Falcons.
>
> Working and Non-Working Atari Falcon Upgrades.
>
> Working and Non-working Video Cards for Mega ST/MegaSTe/1040STE/Falcon.
>
> Switchable TOS 2.06 for 1040STE.
>
> ADSpeed 16 for 1040STE.
>
> ICD Link2
>
> Atari MegaFile 30/60 hard drives.
>
> Replay16 cartridge
>
>
> Have some of this stuff to get rid of?
>
> E-mail me at:
>
> phantomm@bellsouth.net
>
> Thanks
>
> .
>
>
>
>
>

1292. Re: SCSI Hard Drives

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 05:58:54 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <tH44e.19378$vK6.4366@bignews3.bellsouth.net>
Source record: 13969

Thanks for the info.

So just about any 3.5 SCSI drive will be fine for D2D recording on the
Falcon?

Or are there any specific brands/models I should stay away from?

phantomm@bellsouth.net

"DOCs" <docs(croustibat)ifrance.com> wrote in message
news:424e730e$0$2946$626a14ce@news.free.fr...
>
> "Phantom" <phantomm@bellsouth.net> a crit dans le message de news:
> bPq3e.14955$wo1.12699@bignews6.bellsouth.net...
>>
>> I'm getting ready to upgrade some SCSI hard drives on my Falcons.
>>
>> I need 3.5 size and will be using them for D2D recording and for
>> help in Audio and Data CD creation.
>>
> I have got a IDE Maxtor 60 Gb harddisk plugged by a Yamaha SCSI-IDE
> converter. It's works fine on my Falcon.
>
>
>
> I heard, it's recommend to not use special software to expand 1Gb
> partition
> for D2D work. I use several 1 Gb partition to work on TOS.
>
> The 1 Gb limit comes from TOS, Cecile manages higher harddisks (133
> Gb max
> on IDE).
>
> But you can create very high partitions with Linux for example.
>
> DOCs
>
>
>

1293. Last rites declaration of Ioannes Paulus PP. II (Karol Wojtyla)

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 11:29:59 UTC
From: "Ioannes Paulus PP. II" <john_paul_ii@vatican.va>
Message-ID: <4767af7e.60987e3b@news.vatican.va>
Source record: 13970
Cross-posted to: alt.fan.christina-applegate,comp.sys.atari.st,fido7.ru.cars.gaz-uaz,alt.games.halo

"The unforgiveable sins this earth must confront and overcome are
Nationalism, capitalism, and hoarding. The idea of every nation
should be forgot, price should be struck from the commons, and
princes should be seen for the devils they are. The sins include
our church, secret societies, and other religions which make of
the spirit of God a divide."

Last rites declaration of Ioannes Paulus PP. II (Karol Wojtyla)
2nd April 2005

--
the pains and perils to which they expose
themselves at court or in war, whence arise so many quarrels, passions, bold and often bad ventures, etc., I have discovered that all the unhappiness of men arises from one single fact, that they cannot stay quietly in their own chamber. A man who has enough to live on, if he knew how to stay with pleasure at home, would not leave it to go to sea or to besiege a town. A commission in the army would not be bought so dearly, but that it is found insufferable not to budge from the town; and men only seek conversation and entering games, because they cannot remain with pleasure at home.

But, on further consideration, when, after finding the cause of all our ills, I have sought to discover the reason of it, I have found that there is one very real reason, namely, the natural poverty of our feeble and mortal condition, so miserable that nothing can comfort us when we think of it closely.

Whatever condition we picture to ourselves, if we muster all the good things which it is possible to possess, royalty is the finest position in the world. Yet, when we imagine a king attended with every pleasure he can feel, if he be without diversion and be left to consider and reflect on what he is, this feeble happiness will not sustain him; he will necessarily fall into forebodings of dangers, of revolutions which may happen, and, finally, of death and inevitable disease; so that, if he be without what is called diversion, he is unhappy and more unhappy than the least of his subjects who plays and diverts himself.

Hence it comes that play and the society of women, war and high posts, are so sought after. Not that there is in fact any happiness in them, or that men imagine true bliss to consist in money won at play, or in the hare which they hunt; we would not take these as a gift. We do not seek that easy and peaceful lot which perm

1294. Re: SCSI Hard Drives

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 14:19:27 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <42514ca1$0$19026$636a15ce@news.free.fr>
Source record: 13971

You can see this page, several SCSI Disks compatible with Atari Falcon:

http://www.holmerup.com/caf_hd.html

DOCs

"Phantom" <phantomm@bellsouth.net> a crit dans le message de news:
tH44e.19378$vK6.4366@bignews3.bellsouth.net...
> Thanks for the info.
>
> So just about any 3.5 SCSI drive will be fine for D2D recording on the
> Falcon?
>
> Or are there any specific brands/models I should stay away from?
>
> phantomm@bellsouth.net
>
>
>
>
>
>
> "DOCs" <docs(croustibat)ifrance.com> wrote in message
> news:424e730e$0$2946$626a14ce@news.free.fr...
> >
> > "Phantom" <phantomm@bellsouth.net> a crit dans le message de news:
> > bPq3e.14955$wo1.12699@bignews6.bellsouth.net...
> >>
> >> I'm getting ready to upgrade some SCSI hard drives on my Falcons.
> >>
> >> I need 3.5 size and will be using them for D2D recording and for
> >> help in Audio and Data CD creation.
> >>
> > I have got a IDE Maxtor 60 Gb harddisk plugged by a Yamaha SCSI-IDE
> > converter. It's works fine on my Falcon.
> >
> >
> >
> > I heard, it's recommend to not use special software to expand 1Gb
> > partition
> > for D2D work. I use several 1 Gb partition to work on TOS.
> >
> > The 1 Gb limit comes from TOS, Cecile manages higher harddisks (133
> > Gb max

> > on IDE).
> >
> > But you can create very high partitions with Linux for example.
> >
> > DOCs
> >
> >
> >
>
>

1295. Re: SCSI Hard Drives

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 14:40:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112625634.297730.125570@z14g2000cwz.googlegroups.com>
Source record: 13972

Phantom wrote:
> Thanks for the info.
>
> So just about any 3.5 SCSI drive will be fine for D2D recording on
the
> Falcon?
>
> Or are there any specific brands/models I should stay away from?
>
> phantomm@bellsouth.net

I use a 1gb SCSI Jaz drive for CAF recording. They're fast enough, plus because they are removable cartridges (which are cheap these days) you can have as much storage as you want.

(Just dont try to low level format them.... ;-)

Coda.

1296. Ethernecs now on Ebay....

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 15:38:01 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112629081.834332.177050@z14g2000cwz.googlegroups.com>
Source record: 13973

For this of you who were wondering what Rory McMahon did with the
Ethernec stuff he bought, here is the answer:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5182280764

Coda.

1297. Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 17:15:51 UTC
From: P&#65533;l Monstad <pal.monstad@pm-data.no>
Message-ID: <eDe4e.4758$ai7.105793@news2.e.nsc.no>
Source record: 13974

I need to upgrade HD Driver. Where can I get it and pay with VISA card? Need English manual.

--
P&#65533;l Monstad

1298. Re: Ethernecs now on Ebay....

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 17:42:35 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42517c52$0$295$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13975

"Coda" <smeg_007@hotmail.com> wrote in message
news:1112629081.834332.177050@z14g2000cwz.googlegroups.com...
> For this of you who were wondering what Rory McMahon did with the
> Ethernec stuff he bought, here is the answer:
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5182280764
>
>
> Coda.
>

seems like hes been busy!

Chris

1299. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 17:57:28 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <cef4e.55171$hL6.4311180@phobos.telenet-ops.be>
Source record: 13976

Ekkehard Flessa wrote:
>
> Hallo Martin!
>
>
> MB>I wonder if Cat can handle User Authentication? You see my ISP demands
> MB>User Authentication to send out news messages.
>
> It should...
>
> Have you entered your data in the NNTP section of the configuration dialogue of
> in2cat? If so, what's printed in the in2cat logfile?

First let me say, I've started all over again today with a brandnew
installation.
My major setup is freeMiNT 1.16.2 beta/XaAES/MiNT-net. With this setup
I really have a hard time to install Cat. The installation program
points to wrong dir. etc. ... but as I believe this is a XaAES fault I
won't go into details here (I will contact the XaAES author ASAP).
With freeMiNT 1.16.2 beta/N_AES 2.0.0/MiNT-net the installation
procedure went ok.

I tried once more with my ISP. The first problem occured already when
I wanted to retrieve the complete newsgroup list. I don't know howmany
groups my ISP supports (more then 13.000) but after some 2700
newsgroups the retrievement stopped and Cat imported the outfile.txt.
All the newsgroups I usualy reads were alas not in the imported list
.. I can't do anything (yet)

>
> Please post the relevant portion of the logfile here, or better in
> maus.tausch.cat.

maus.tausch.cat is not supported by my ISP. Anyway the language used in
Maus is German and eventhough I can read reasonable well German, I
can't write German.
>
> If there are shortcomings, I'm sure Dimitri will be repairing it quickly :-)

No doubt about that.
I'm not sure (and maybe I'm speaking pure nonsens now) but can it be
the problem I've right now (see log file) has something to do with the
speed of my internet connection?

I ask you this because Popwatch has a serious problem with my fast
connection. Downloading mails with attachement (>20 kB) is impossible

with Popwatch. I've had a chat about this with Erik Hï¿½ll and according to him it's because the downloading speed is to high for Popwatch. And indeed, the other day I was transferring a rather big file from my Linux box to my personal webpage. Whilst I was ftp'ing I launched Popwatch to get my mail. The retrievement speed was due the ftp'ing rather slow and to my surprise Popwatch mananged to get all my mails, even 1.5 Mb ones without any hazzle.

In the logfile below I altered my Username.
ps.: I haven't fill in the POP3 server as I don't want to download/delete my mails. Is there a way to tell Cat to let the mails on the server?

==========quote==========

```
1977784: IN2CAT Version:2.08 vom 9.1.2005
1977792: Gestartet am: 04.04.2005 um 19:08:18
1977792: Einstellungen: Infile : F:\CAT542\EXPORT\infile.txt
1977792: Outfile : F:\CAT542\IMPORT\outfile.txt
1977792: Group list: F:\CAT542\DATABASE\i2c_grup.inf
1977792: STiK/STinG nutzen
1977792: Einwï¿½hlen nicht nï¿½tig
1977792: Msg-Lï¿½ngengrenze:100kB

1977821: login
1977826: setMinBufSize: Line: 848, len: 100000; lenMin:10000
1977826: Login Ende: status:3, err=0, Abbruch=0
1977826: Von In2Cat verwendete Variablen
1977826: 1. Allgemeiner Block
1977826: POP3 Server: Unbekannt
1977827: POP3 Username: 1234567
1977827: POP3 Passwort (anonymisiert): ******
1977827: SMTP-Server: uit.telenet.be
1977827: SMTP Username: Unbekannt
1977827: SMTP Passwort (anonymisiert): Unbekannt
1977827: NNTP-Server: news.telenet.be
1977827: NNTP Username: 1234567
1977827: NNTP-Passwort (anonymisiert): ******
1977827: E-Mail Adresse: toshever@club.innet.be
1977827: 2. StiNGspezifisches
1977827: Dialscript: Unbekannt
1977827: Dialer: Unbekannt
1977828: DIAL_MAX_NR: Unbekannt
1977828: DIAL_TIMEOUT: Unbekannt
1977828: setMinBufSize: Line: 2977, len: 10000; lenMin:10000
1977832: setMinBufSize: Line: 2977, len: 10000; lenMin:10000

1977851: POP3
1977851: connect mit pop3
1977851: setMinBufSize: Line: 3947, len: 100000; lenMin:20000
1977851: pop3SERVER ist in DEFAULT.CFG nicht definiert !
```

```
1977856: NNTP
1977856: connect mit nntp
1977856: setMinBufSize: Line: 3947, len: 100000; lenMin:20000
1977866: connect mit:news.telenet.be =195.130.132.70 Port=119
1977871: connect mit nntp erfolgreich Handle:2
1977877: Server:"200 Telenet Internet (Twister v1.2.0)
"

1977878: Listen anfordern
1977889: ftellOutf:108
1977896: Client:"LIST"
1977970: Server:""
..
1978134: Server:"00002390 y
alt.bloody.wanker-adie 0000000009 0000000002 y
alt.bloopers 0000000805 0000000714 y
alt.b"
..

1978154: Server: Fehler bei recv:???-21984 ;Handle:2; size:100000
1978174: ftellOutf:137497
1978183: Client:"NEWGROUPS 050404 185720"

1978184: Server: Fehler bei recv:SMTP412 ;Handle:2; size:100000

1978184: NNTP-Liste:0
1978184: Line:2516 AbbruchMode:1

1978188: News empfangen
1978216: Client:"QUIT"

1978218: Server: Fehler bei recv:ST2704 ;Handle:2; size:100000
1978218:
1978234: setMinBufSize: Line: 3027, len: 10000; lenMin:10000
1978256: setMinBufSize: Line: 1059, len: 0; lenMin:0

==================unquote==================

Tschï¿½
```

1300. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 20:14:43 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <V8OdneDp18auPczfRVnysA@eclipse.net.uk>
Source record: 13977

"P�l Monstad" <pal.monstad@pm-data.no> wrote in message
news:eDe4e.4758$ai7.105793@news2.e.nsc.no...
> I need to upgrade HD Driver. Where can I get it and pay with VISA card?
Need
> English manual.
>

I dont think you can. The mail I have from ATARI Workshop says they will now only accept Postal Orders and cash and as far as I know they are the sole suppliers of of this software.

> --
> P�l Monstad
>
>

1301. Re: WTB___ATARI STUFF____

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 21:22:11 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2sb63$1hn$1@titan.btinternet.com>
Source record: 13978

Hi "Abdul Fairclough"

Why, are you a racist arsehole?

> COUNTRY?, I have tons of gear for sale but not to Americans.

--

(��.�(�*�.� ..*)..)
..... Steve .....
(..(..* *..)...)

1302. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 21:49:39 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <1153djkm42b8cff@corp.supernews.com>
Source record: 13979

"David Wade" <g8mqw@yahoo.com> wrote in message
news:V8OdneDp18auPczfRVnysA@eclipse.net.uk...
>
> "P�l Monstad" <pal.monstad@pm-data.no> wrote in message
> news:eDe4e.4758$ai7.105793@news2.e.nsc.no...
> > I need to upgrade HD Driver. Where can I get it and pay with VISA card?
> Need
> > English manual.
> >
>
> I dont think you can. The mail I have from ATARI Workshop says they will
now
> only accept Postal Orders and cash and as far as I know they are the sole
> suppliers of of this software.
>
> > --
This is quite sad in this darn age. Why doesn't the author atleast offer
Paypal with a option to download the latest version?

I know a lot more people would buy HDDRIVER that live in the other parts of
the world if it was easier to purchase.

Tim

1303. Re: CT63-->CT60.. Is it possible?

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 23:38:27 UTC
From: malo.morgen@nowhere.com
Message-ID: <d2sj5grcd2@ss405.t-com.hr>
Source record: 13980

you will have to find another motherboard accelerator except CT2 :)

On 4 Mar 2005 19:09:35 -, Rory McMahon wrote:
>Hi,
>
>I was wondering if the CT63 can be modified to have the motherboard
>acceleration as the CT60 contains.
>
>Does it have the pads to solder these parts or will they have to be
>fitted on another PC board?
>
>Rory
>.

1304. Re: MagiC!, NVDI, GemSys & Co.

Newsgroup: comp.sys.atari.st
Date: 2005-04-04 23:46:34 UTC
From: malo.morgen@nowhere.com
Message-ID: <d2sjklrcd3@ss405.t-com.hr>
Source record: 13981

magic requires the folder which was assigned during the install process so you can install again or leave it as it is :)
clean your c partition :)

On 2 Apr 2005 20:26:33 G, J.-Luc wrote:
>Hello everyone,
>
>When installing MagiC!, all is put "as is" into C:\GemSys, along with
>NVDI fonts and other system files.
>As C:\ was near to run out of space, I decided to move some files to
>another place, and I didn't forget to change the paths in the many INF
>files, and all seemed OK. But, then, some features didn't work anymore.
>For instance, I installed NVDI so as all its drivers were put into
>E:\GEMSYS, then I installed MagiC! into that same folder, and it copied
>all its files, plus an AUTO folder, into E:\GEMSYS.
>Then, I noticed the keyboard wasn't correct anymore, in spite of the
>proper Keytabls.sys into E:\GEMSYS\XTENSION, and MagX-Net didn't work
>anymore too.
>Then, I created a folder named SYSTEME on C:\, and moved MAGIC, OLGA,
>GEMDESK and THING into it, and changed all references to the paths into
>the INF files to match the new location... but still no correct
>keyboard nor MagX-Net working.
>Then, I renamed C:\SYSTEME to C:\GEMSYS, moved all files (including
>NVDI ones) into it, changed all paths again, and then, all worked fine
>again.
>So, in order to get a fully working system, I must let everything into
>C:\GEMSYS... or is there a way to do what I wish ?
>
>Thanks,
>
>J.-Luc
>--
>"From" is invalid. In order to answer directly, replace :
>Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
>
>
>.

1305. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 05:17:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200504050717.a50738@wun.maus.de>
Source record: 13991

Hi Martin!

MB>The first problem occured already when I wanted to retrieve the
MB>complete newsgroup list. I don't know howmany groups my ISP
MB>supports (more then 13.000) but after some 2700 newsgroups the
MB>retrievement stopped and Cat imported the outfile.txt.

Not good :-(
Are you sure you've got the buffer size big enough in GlueSTiK's default.cfg?

MB>maus.tausch.cat is not supported by my ISP. Anyway the language used
MB>in Maus is German and eventhough I can read reasonable well German, I
MB>can't write German.

That doesn't matter. You may write in english there also.

MB>I ask you this because Popwatch has a serious problem with my fast
MB>connection. Downloading mails with attachement (>20 kB) is impossible
MB>with Popwatch.

This might be a buffer size issue also. But I can't tell mere, as I'm on
"narrow band" :-/

MB>ps.: I haven't fill in the POP3 server as I don't want to
MB>download/delete my mails. Is there a way to tell Cat to let the mails
MB>on the server?

Yes, there is. In Tausch/(Maus)Tausch-Kommandos, activate "Persï¿½nliche
Mitteilungen ansehen" and deactivate "Persï¿½nliche Mitteilungen anfordern".

I'll forward the NNTP part of the logfile to the Cat development group.
To try again, tick "sofort anfordern" in Tausch/Infodateien for the file YGA.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1306. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 09:05:09 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112691909.579960.64170@g14g2000cwa.googlegroups.com>
Source record: 13982

Hear Hear.

If Uwe would accept paypal I would send him some money for HDDriver
today. (Uwe I don't want a manual, just to be registered!!!)

Coda.

1307. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 09:20:27 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112692827.539085.250580@z14g2000cwz.googlegroups.com>
Source record: 13983

Martin Nightowl Byttebier wrote:
>My major setup is freeMiNT 1.16.2 beta/XaAES/MiNT-net. With this setup

When did 1.16.2 come out? I have checked the sparemint atariforge
pages, its not there!

Coda.

1308. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 09:30:58 UTC
From: Rodolphe Czuba <rodolphe.beurk.spam.czuba@free.fr>
Message-ID: <42525ace$0$26472$626a14ce@news.free.fr>
Source record: 13984

I can read this below on this ng :

Hi,

starting with tomorrow I may not have constant write access to internet
newsgroups anymore because I will depend on public servers with write
access.
So in case of any HDDRIVER support questions it is best to send me an
email instead of expecting me to answer in a newsgroup. Thanks!

Best regards, Uwe

So, please send your Paypal request to him by email !

Coda wrote:
> Hear Hear.
>
> If Uwe would accept paypal I would send him some money for HDDriver
> today. (Uwe I don't want a manual, just to be registered!!!)
>
> Coda.

1309. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 09:48:49 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <5at4e.4706$p71.1716@newsfe3-gui.ntli.net>
Source record: 13985

Hello.

> "P?l Monstad" <pal.monstad@pm-data.no> wrote in message
> news:eDe4e.4758$ai7.105793@news2.e.nsc.no...
>> I need to upgrade HD Driver. Where can I get it and pay with VISA card?
> Need
>> English manual.

Unless things have changed you should be aware that altho' Uwe owns the
software, Atari Workshop own the copyright to the English manual........

See inside the manual front cover.

I have one unregistered copy of v8.1 for sale.

1310. Re: WTB___ATARI STUFF____

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 15:12:25 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <tVx4e.1534$df3.1052@attbi_s21>
Source record: 13986

Egon Spengler wrote:
>>Greetings........
>>
>>
>>
>>Looking to buy
>>
>>Non-Working Atari Falcons.
>
>
> Not a bad idea...
>
> Put me down as wanting a broken falcon too :)
>
> Egon
>

I want a working one myself :)

1311. Re: WTB___ATARI STUFF____

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 15:32:16 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <j--dnd9wz7EdMs_fRVnyvA@eclipse.net.uk>
Source record: 13987

>> Not a bad idea...
>>
>> Put me down as wanting a broken falcon too :)
>>
>> Egon
>>
>
> I want a working one myself :)

Much more fun fixing them :) (or trying to anyhow)

I want a broken TT too...

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1312. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 16:03:40 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <wFy4e.55993$vY2.4232324@phobos.telenet-ops.be>
Source record: 13988

Coda wrote:
>
> Martin Nightowl Byttebier wrote:
>>My major setup is freeMiNT 1.16.2 beta/XaAES/MiNT-net. With this setup
>
> When did 1.16.2 come out? I have checked the sparemint atariforge
> pages, its not there!

It didn't.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--

UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari ftp-server: ftp://chapelie.rma.ac.be/atari/

1313. Re: WTB___ATARI STUFF____

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 16:18:29 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <pTy4e.3311$g65.412@attbi_s52>
Source record: 13989

Egon Spengler wrote:
>>>Not a bad idea...
>>>
>>>Put me down as wanting a broken falcon too :)
>>>
>>>Egon
>>>
>>
>>I want a working one myself :)
>
>
> Much more fun fixing them :) (or trying to anyhow)
>
> I want a broken TT too...
>
> Egon
>

Out in my area I have never actually seen a real life
falcon.. And only 3 TT's...

Always wanted a Falcon when they were new, to replace my
tired 4mb 1040, but back then my income didnt support
'cool', it supported 'need'. And due to the job, an IBM clone
qualifed as 'need', and damned they were expensive back
then.. (no PCditto wouldnt have cut it..)

1314. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 17:18:36 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112721516.501776.187190@o13g2000cwo.googlegroups.com>
Source record: 13990

Martin Nightowl Byttebier wrote:
> Coda wrote:
> >
> > Martin Nightowl Byttebier wrote:
> >>My major setup is freeMiNT 1.16.2 beta/XaAES/MiNT-net. With this
setup
> >
> > When did 1.16.2 come out? I have checked the sparemint atariforge
> > pages, its not there!
>
> It didn't.
>
I have been using 1-16-1 beta for a long time now, if thats a beta and
it got released why not 1-16-2 beta?

Coda.

1315. FRITZ 5.23 app!

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 17:20:32 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <4252f36c932410@adelphia.net>
Source record: 13900

Anyone,
Does anyone know where I can get an English version of the hypertext to
Fritz 5.23!!! I have been trying to use this nice little app on my CT60'ed
Falcon but does not have ENGLISH DOCS to explain the full functionality to it.
Any help is more than welcomed.

Thanks,
--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1316. Re: WTB___ATARI STUFF____

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 18:23:26 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <NpCdnQ7SkuAASs_fRVnysw@eclipse.net.uk>
Source record: 13992

> Out in my area I have never actually seen a real life
> falcon.. And only 3 TT's...
>
> Always wanted a Falcon when they were new, to replace my
> tired 4mb 1040, but back then my income didnt support
> 'cool', it supported 'need'. And due to the job, an IBM clone
> qualifed as 'need', and damned they were expensive back
> then.. (no PCditto wouldnt have cut it..)

I still have a TT but sold my falcon ages ago (stupid!)

I think i paid around £800 from system solutions? It was a long time ago and
i think i didn't eat for a year after spending that amount on an atari!

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1317. Re: MagiC!, NVDI, GemSys & Co.

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 18:49:56 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4252ddd4$0$19321$8fcfb975@news.wanadoo.fr>
Source record: 13993

Derryck Croker a ï¿½crit :
>
> On 2005-04-02 21:26:33 +0100, J.-Luc <Myname.Mysurname@myisp> said:
>
>> So, in order to get a fully working system, I must let everything into
>> C:\GEMSYS... or is there a way to do what I wish ?
>
> MagiC is hard-wired to refer to the partition you install it on AFAIK.
>
> Would moving your folders to another partition and making symbolic
> links (aliases) to them in the correct places on the C: drive work?
>
Hello,

It seems I managed to get it!
I first installed NVDI 5.01 to E:\GemSys, then installed MagiC! 6.20 to
E:\, updated to NVDI 5.03, and moved everything but NVDI components and
MagiC! drivers to C:\GemSys, then changed all paths to match this.
It all seems to work fine, except the first access to the lan lasts
many seconds (15~20), then everything goes as before.
Maybe something wrong into my MagXNet or STiK files?
Will try it on my FalCT60 (after I back it up ;-)

Have fun,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1318. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 20:24:48 UTC
From: Lowline <gabber@telus.net>
Message-ID: <kuC4e.3108$jR3.982@edtnps84>
Source record: 13994

I sent Uwe an email last week about paypal and this is what i received.

"I'm sorry, but I don't take paypal. You can pay by sending me 35 Euros in
cash, preferably in a registered letter. Please note that this price is only
valid in Europe, due to postage costs it's 37 Euros (or US $50) for sending
HDDRIVER to the US. Also note that I can only send you a German manual.
HDDRIVER with an English manual is available from Atari Workshop in the UK."

Thanks
David

"Rodolphe Czuba" <rodolphe.beurk.spam.czuba@free.fr> wrote in message
news:42525ace$0$26472$626a14ce@news.free.fr...
>I can read this below on this ng :
>
> Hi,
>
> starting with tomorrow I may not have constant write access to internet
> newsgroups anymore because I will depend on public servers with write
> access.
> So in case of any HDDRIVER support questions it is best to send me an
> email instead of expecting me to answer in a newsgroup. Thanks!
>
> Best regards, Uwe
>
> So, please send your Paypal request to him by email !
>
>
>
>
> Coda wrote:
>> Hear Hear.
>>
>> If Uwe would accept paypal I would send him some money for HDDriver
>> today. (Uwe I don't want a manual, just to be registered!!!)
>>
>> Coda.
>
>

1319. AtarICQ 0.164 released

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 21:21:25 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1112736085.167751.20720@z14g2000cwz.googlegroups.com>
Source record: 13995

Hi all,

Time has come to release yet a new version of AtarICQ and as usual you can expect both a good amount of smaller fixes as well as some new additions.

The most appearant change is that you can now specify that aICQ sorts the contacts in your contact list in alphabetical order. Another visual change is the ability to remove the online/offline separators.

The routines dealing with buffering/logging of chat and system messages has been refined, curing a couple of glitches related to this. AtarICQ users talking to people using some ICQ clones may also be happy to hear that aICQ will now interpret also a single ascii-10 (lf) as a rowbreak.

Do give the new release a go, and don't hesitate to send feedback!

AtarICQ webpage: http://www.ataricq.org

Here is a more thorough list of things that are new or changed in 0.164:

* Made latest additions to colour settings in prefs/msg window/ work with colour selector
* Greyed out non-accessable entries in popup menus
* Improved unicode support (still truncates to 7 byte ascii for now)
* Make storing of unread encoded messages to disk work too
* Fixed the invisible "set away when idle" setting in preferences (A MagiC-only prob, due to its weird rendering of 3d-objects)
* Added possibility to remove the online/offline separators (For Ralph!)
* Make shell logging work for encoded messages
* Fixed glitch: No typing icon in contact list when online icon is disabled
* "Request authorization" is back in contact list popup menu
* Do not log (shell.log) old unread messages again, when they are reloaded from disk!
* When adding several contacts from server side list at a time, not all contacts info was retrieved. (Retrieving queue broken) Fixed now!
* Fixed problem with default colours not being adjusted for tab scheme
* Allow a single ascii 10 (lf) to trigger a row break (fixed probs with quirky icq clones)
* Alphabetical sorting of contacts is possible. Also note that contacts coming online/offline are reported into system message tab.
* No limit for number of tabs allowed (increase array size on the fly)
* Cured a bug which prevented status icon on a tab from being updated

properly if a contact in a non-active tab went offline.
* Worked around a bug in MagiC:s window (un)shading

+ Many smaller corrections and additions that were made along the
way...

Have fun!

Regards,

Joakim

http://www.ataricq.org
http://topp.atari-users.net
http://xaaes.atariforge.net

1320. Re: HDDRIVER support in newsgroups

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 22:02:15 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1112738535.522752.226140@f14g2000cwb.googlegroups.com>
Source record: 13996

Coda wrote:
> Uwe,
>
> I have to rely on public usenet servers because the newsfeeds at
> work are locked down. I use google groups beta
> (http://groups-beta.google.com/). You can register and subscribe
> to certain groups just like a proper nntp client. Maybe that is an
> option for you?

Ditto. A "shortcut" is just to type "deja" since the groups used to be
under www.deja.com before google bought the company. I haven't used
newsgroup software in years.

Galen

1321. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 22:23:14 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.62.0504060020250.4729@localhost.localdomain>
Source record: 13997

On Wed, 30 Mar 2005, Brian J. Roland wrote:

> I've read there was at one time a little application that reads all
> STing's setup information from a text file and sets it up so the CPX
> modules are not required, but I've never been able to actually find
> this piece of code.

Do you mean devset.prg ?
http://obooklage.free.fr/Atari/instal_1.htm

--

Martin Tarenskeen

1322. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 22:33:21 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <Wbqdna2pT9Cvj87fRVnyjA@eclipse.net.uk>
Source record: 13998

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:1153djkm42b8cff@corp.supernews.com...
>
> "David Wade" <g8mqw@yahoo.com> wrote in message
> news:V8OdneDp18auPczfRVnysA@eclipse.net.uk...
> >
> > "P�l Monstad" <pal.monstad@pm-data.no> wrote in message
> > news:eDe4e.4758$ai7.105793@news2.e.nsc.no...
> > > I need to upgrade HD Driver. Where can I get it and pay with VISA
card?
> > Need
> > > English manual.
> > >
> >
> > I dont think you can. The mail I have from ATARI Workshop says they will
> now
> > only accept Postal Orders and cash and as far as I know they are the
sole
> > suppliers of of this software.
> >
> > > --
> This is quite sad in this darn age. Why doesn't the author atleast offer
> Paypal with a option to download the latest version?
>

Until very recently PayPal was unavailable in Germany. Also in the EuroZone
you cna sen a cheque between countries witout penalty.

> I know a lot more people would buy HDDRIVER that live in the other parts
of
> the world if it was easier to purchase.
>

If I could have got via PayPal I would have ordered by now. As it is I am
trying to organise a "Postal Order" which means I visit a post office which
of course is only open when I am at work...

> Tim
>
>

1323. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-05 22:45:49 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <jLOdnac8uIGAiM7fRVnyjA@eclipse.net.uk>
Source record: 13899

Hi,

> If I could have got via PayPal I would have ordered by now. As it is I am
> trying to organise a "Postal Order" which means I visit a post office
> which
> of course is only open when I am at work...

CBHD is pretty good and it's free, have you given that a whirl?

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1324. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 04:27:03 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <1156p8mnr30npe0@corp.supernews.com>
Source record: 13901

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:5at4e.4706$p71.1716@newsfe3-gui.ntli.net...
> Hello.
>
>> "P?l Monstad" <pal.monstad@pm-data.no> wrote in message
>> news:eDe4e.4758$ai7.105793@news2.e.nsc.no...
>>> I need to upgrade HD Driver. Where can I get it and pay with VISA card?
>> Need
>>> English manual.
>
> Unless things have changed you should be aware that altho' Uwe owns the
> software, Atari Workshop own the copyright to the English manual.....
>
> See inside the manual front cover.
>
> I have one unregistered copy of v8.1 for sale.
>
Take Paypal? ;)

Tim

1325. Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 07:30:23 UTC
From: Toby <google@asktoby.com>
Message-ID: <slrnd5740f.u3f.google@ID-171443.user.uni-berlin.de>
Source record: 13902

Back in the 90s I used to have a game on my Atari ST that I am now
trying to find again.

It was a breakout/arkanoid clone, but it was monochrome (high-res).

It was a public domain game.

I thought it was called Super Breakout, but that seems to have been a
colour game.

I've looked on "Little Green Desktop" but don't see it there.

Anybody remember this one?

--
Toby.
Add the word afiduluminag to the subject
field to circumvent my email filters.
Ignore any mail delivery error.

1326. Re: FRITZ 5.23 app!

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 09:41:00 UTC
From: BMaedicke@t-online.de
Message-ID: <1gulhi0.tharpe1vmjnm8N%BMaedicke@t-online.de>
Source record: 13903

Carey Christenson <falcon060@adelphia.net> wrote:

> Does anyone know where I can get an English version of the hypertext to
> Fritz 5.23!!!

There is only a german hypertext available.
If anyone interested to translate the hypertext from german to english I
can send you the source of the german hypertext.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1327. Re: Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 10:55:41 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <d30fif$9a9$1@reader10.wxs.nl>
Source record: 13904

"Toby" <google@asktoby.com> schreef in bericht
news:slrnd5740f.u3f.google@ID-171443.user.uni-berlin.de...
> Back in the 90s I used to have a game on my Atari ST that I am now
> trying to find again.
>
> It was a breakout/arkanoid clone, but it was monochrome (high-res).
>
> It was a public domain game.
>
> I thought it was called Super Breakout, but that seems to have been a
> colour game.
>
> I've looked on "Little Green Desktop" but don't see it there.
>
> Anybody remember this one?

Yes. it is "Arka"
And I am not sure if I can find it anymore, but i'm sure you are talking
about this game.

Thanks
Marius

1328. Re: Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 11:17:56 UTC
From: Toby <google@asktoby.com>
Message-ID: <slrnd57hb4.u3f.google@ID-171443.user.uni-berlin.de>
Source record: 13905

On 2005-04-06, Marius Diepenhorst <grover25@zonnet.nl> wrote:
>
> "Toby" <google@asktoby.com> schreef in bericht
> news:slrnd5740f.u3f.google@ID-171443.user.uni-berlin.de...
>> Back in the 90s I used to have a game on my Atari ST that I am now
>> trying to find again.
>>
>> It was a breakout/arkanoid clone, but it was monochrome (high-res).
>>
>> It was a public domain game.
>>
>> I thought it was called Super Breakout, but that seems to have been a
>> colour game.
>>
>> I've looked on "Little Green Desktop" but don't see it there.
>>
>> Anybody remember this one?
>
>
> Yes. it is "Arka"
> And I am not sure if I can find it anymore, but i'm sure you are talking
> about this game.

Let me give more details... The game was very imaginative, lots of
different block-types (invisible, moving, teleporting etc), it had a
level editor, and I think the screen was laid out a lot like this but
monochrome:
http://www.ntrautanen.fi/marko/sao/pelilistat/images/atari_st/super_breakout.gif
The background was white, not black.

Still sound the same? I don't recognise the name, to be honest!

I remember I bought it from a PD catalogue, a little A5 booklet that
looked like it was home-printed in a DTP package, we used to get sent
them periodically and they had 1000s of PD software in them that you
could buy.

--
Toby.
Add the word afiduluminag to the subject
field to circumvent my email filters.
Ignore any mail delivery error.

1329. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 11:29:10 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <eJWdnefgwaeQVc7fRVnytA@eclipse.net.uk>
Source record: 13906

"Egon Spengler" <Egon@The.Lab> wrote in message
news:jLOdnac8uIGAiM7fRVnyjA@eclipse.net.uk...
> Hi,
>
> > If I could have got via PayPal I would have ordered by now. As it is I
am
> > trying to organise a "Postal Order" which means I visit a post office
> > which
> > of course is only open when I am at work...
>
> CBHD is pretty good and it's free, have you given that a whirl?
>

I have not managed to get it to work reliably on my TT with a disk larger
than 1G Byte. Nor can I get it to work with the Anodyne drivers for the SCSI
Ethernet interface. (Even HD Driver 8.xx fails with these, only 7.9x works).
However my German is poor (I keep trying to improve) so I may be doing
something silly.....

> Egon
>
> --
> The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
> :)
>
>

1330. Re: Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 12:20:50 UTC
From: François Galea <fgalea@spam.prism.uvsq.fr>
Message-ID: <d30k72$2fpp$1@io.uvsq.fr>
Source record: 13907

Toby a ï¿½crit :
> Back in the 90s I used to have a game on my Atari ST that I am now
> trying to find again.
>
> It was a breakout/arkanoid clone, but it was monochrome (high-res).
>
> It was a public domain game.
>
> I thought it was called Super Breakout, but that seems to have been a
> colour game.
>
> I've looked on "Little Green Desktop" but don't see it there.
>
> Anybody remember this one?
>

I guess you're talking about "Bolo". Really cute one !

1331. Re: FRITZ 5.23 app!

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 12:38:08 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <425403ac3689a0@adelphia.net>
Source record: 13919

To anyone,
Anyone out there in atari land using FRITZ 5.23??? Anyone willing to try
and translate the HYPERTEXT??? I have the hypertext file that is in german
but there is alot to the file. I realize this would be a HUGE project for
little gain. But I would greatly appreciate it very much. Just want to learn
how to use this cool little application a little more.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1332. CT60 temp questions!!

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 12:43:32 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <425403ac3689a1@adelphia.net>
Source record: 13918

To any CT60 owner,
I notice if you go into the CONTROL PANEL then click on CT60 CONFIG I noticed if you double click on the THRES: area that a dialog comes up that says Offset TLV 2.8 degrees celsius/unit xxx unit. Where xxx can be a configurable number and entered by the user. So my question to every CT60 user is first off, what does this mean?? And what is the best value to enter into that field??

Thanks for any information on this matter,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1333. CompactFlash "hard drive" issues resolved yet?

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 14:52:02 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4253f78f$1@news.broadpark.no>
Source record: 13908

I've read and discussed with great interest the whole CompactFlash thing, where this type of memory card is used to replace a (noisy) mechanical standard hard drive connected to the ST/STe.

Having been set straight (thanks "Atarian1") regarding the actual costs (yes, I have been living in a cave apparently ;-) ..... it most definitely sounds like a solution for me, wanting a virtually silent computer (I'm in the midst of a project where I'm going to place an ST inside a 19" rack enclosure with all the bits and pieces inside, instead of hanging out with wires all over the place).

I've been reading some more about the subject, and it appears that some people are having problems with these memory cards and Ataris. In the thread "Booting from SCSI card reader" (http://groups-beta.google.com/group/comp.sys.atari.st/browse_frm/thread/7844bff96cd6088a/9b61d3bd12e0fa0d?q=compactflash&rnum=4#9b61d3bd12e0fa0d)

where "PuffPuffin" says that he can't boot from it.
The other issue he has is when he removes one card and replaces it with another he can't read either card.

The latter really won't be an issue for me, because the CompactFlash card will be a permanent drive, as a replacement for a "normal" SCSI hard drive. I will get a 512 MB or 1 GB card, which should be more than enough. Everything will reside inside the 19" rack enclosure, so no card-slots or anything.

So my question is: are there still unresolved issues like these around? I didn't find any replies with solutions to his questions.

For me, to have Compactflash as a replacement for a hard drive it has to actually work like a hard drive, meaning that for one it has to boot. Inserting a floppy with a hard driver in every time I turn on the computer isn't an option.

So has anyone got all of this working, and working well, as a complete and full replacement for a regular hard drive?

--
Hallvard

1334. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 15:03:44 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <xJCdnRO877jNZ87fRVnyuA@eclipse.net.uk>
Source record: 13909

Hi Dave,

>> CBHD is pretty good and it's free, have you given that a whirl?
>>
>
> I have not managed to get it to work reliably on my TT with a disk larger
> than 1G Byte. Nor can I get it to work with the Anodyne drivers for the
> SCSI
> Ethernet interface. (Even HD Driver 8.xx fails with these, only 7.9x
> works).
> However my German is poor (I keep trying to improve) so I may be doing
> something silly.....

Ah, i can't comment on that yet as my TT is still running AHDI and i haven't
got around to replacing the HD in it and reinstalling stuff :(

BTW are you "up north", g8mqw rings a bell for some reason....

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1335. Re: CompactFlash "hard drive" issues resolved yet?

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 15:51:37 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112802697.205336.306250@g14g2000cwa.googlegroups.com>
Source record: 13910

Hallvard,

That was probably not the best thread to bring back up ;-)

The latest thread on this subject was:
http://groups-beta.google.com/group/comp.sys.atari.st/browse_frm/thread/fa02e27aefedaa26/ccba59d24771933c?q=compact+flash&rnum=1#ccba59d24771933c

Anyway,

I decided that it would be good to try a SCSI to IDE bridge and an IDE CF adapter rather than a SCSI CF reader. So I ordered one off ebay, and tested it in my Stacy (http://www.janthomas.org.uk/ goto other projects / Stacy) with a 10gb IDE drive, which worked great. I also ordered a 512mb CF card (Viking branded but its a Toshiba card) which I have got, and an IDE to CF adapter which hasnt arrived yet.

Im hoping that the IDE to CF system will work, at which point I will order another bridge/CF adapter/CF card for the Stacy as I want this one to go in the TT.

Coda.

1336. Re: Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 15:57:34 UTC
From: Mikey K <"usenet at kerslake dot plus dot com">
Message-ID: <w8iqbp1clkqt.170hguna8tcy2$.dlg@40tude.net>
Source record: 13911

On Wed, 6 Apr 2005 08:30:23 +0100, Toby wrote:

> Back in the 90s I used to have a game on my Atari ST that I am now
> trying to find again.
>
> It was a breakout/arkanoid clone, but it was monochrome (high-res).
>
> It was a public domain game.
>
> I thought it was called Super Breakout, but that seems to have been a
> colour game.

I have a monochrome Hi-res version of Super Breakout, and used to play it a lot. It has all the features you described in your follow-up email including a level editor. I will try and find the disk it is on, although I have no way of playing it. But for sure, it is definitely hi-res!

:-)

--
Regards
Mikey K
LEBW

1337. Re: Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 16:00:56 UTC
From: Toby <google@asktoby.com>
Message-ID: <slrnd581to.u3f.google@ID-171443.user.uni-berlin.de>
Source record: 13912

On 2005-04-06, Franï¿½ois Galea <fgalea@spam.prism.uvsq.fr> wrote:
> Toby a ï¿½crit :
>> Back in the 90s I used to have a game on my Atari ST that I am now
>> trying to find again.
>>
>> It was a breakout/arkanoid clone, but it was monochrome (high-res).
>>
>> It was a public domain game.
>>
>> I thought it was called Super Breakout, but that seems to have been a
>> colour game.
>>
>> I've looked on "Little Green Desktop" but don't see it there.
>>
>> Anybody remember this one?
>>
>
> I guess you're talking about "Bolo". Really cute one !

There's a screenshot of bolo here...
http://www.atari.st/data/shots/208.gif
but it doesn't look how I recall my game! The quest continues... :)

--
Toby.
Add the word afiduluminag to the subject
field to circumvent my email filters.
Ignore any mail delivery error.

1338. Re: Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 16:06:58 UTC
From: Toby <google@asktoby.com>
Message-ID: <slrnd58292.u3f.google@ID-171443.user.uni-berlin.de>
Source record: 13913

On 2005-04-06, Mikey K <> wrote:
> On Wed, 6 Apr 2005 08:30:23 +0100, Toby wrote:
>
>> Back in the 90s I used to have a game on my Atari ST that I am now
>> trying to find again.
>>
>> It was a breakout/arkanoid clone, but it was monochrome (high-res).
>>
>> It was a public domain game.
>>
>> I thought it was called Super Breakout, but that seems to have been a
>> colour game.
>
> I have a monochrome Hi-res version of Super Breakout, and used to play it a
> lot. It has all the features you described in your follow-up email
> including a level editor. I will try and find the disk it is on, although I
> have no way of playing it. But for sure, it is definitely hi-res!
>
>:-)

This sounds like it! If you find it I will be very happy :)
ï¿½ve just finished playing "Breakquest" on the PC (similar, and highly
recommended) and it's given me a taste for block-breaking!

--
Toby.
Add the word afiduluminag to the subject
field to circumvent my email filters.
Ignore any mail delivery error.

1339. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 16:29:13 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <fP2dnScp3JjDk8nfRVnysA@eclipse.net.uk>
Source record: 13914

"Egon Spengler" <Egon@The.Lab> wrote in message
news:xJCdnRO877jNZ87fRVnyuA@eclipse.net.uk...
> Hi Dave,
>
> >> CBHD is pretty good and it's free, have you given that a whirl?
> >>
> >
> > I have not managed to get it to work reliably on my TT with a disk
larger
> > than 1G Byte. Nor can I get it to work with the Anodyne drivers for the
> > SCSI
> > Ethernet interface. (Even HD Driver 8.xx fails with these, only 7.9x
> > works).
> > However my German is poor (I keep trying to improve) so I may be doing
> > something silly.....
>
> Ah, i can't comment on that yet as my TT is still running AHDI and i
haven't
> got around to replacing the HD in it and reinstalling stuff :(
>

AHDI works fine for smaller drives. Larger drives only seem to work with
HDDRIVER.
I only have demo at present so formatting/partitioning presents some
problems

> BTW are you "up north", g8mqw rings a bell for some reason....
>

Depends on where you mean by "up north", I currently reside just south of
Manchester, but having been born in Co Durham I think of this more as "north
midlands" :-) current call is g4ugm if you want look me up

> Egon
>
>
> --
> The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
> :)
>
>

1340. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 16:44:45 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <S7Gdnde8v9hjjMnfRVnyrQ@eclipse.net.uk>
Source record: 13915

Hi Dave,

> AHDI works fine for smaller drives. Larger drives only seem to work with
> HDDRIVER.
> I only have demo at present so formatting/partitioning presents some
> problems

Perhaps that's TT specific behaviour?
I have a 2.1gb IBM on an STfm with CBHD, running fine.

>> BTW are you "up north", g8mqw rings a bell for some reason....
>>
> Depends on where you mean by "up north", I currently reside just south of
> Manchester, but having been born in Co Durham I think of this more as
> "north
> midlands" :-) current call is g4ugm if you want look me up

Yup, that's up north :)

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1341. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 18:23:52 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <YOV4e.57028$Uw2.4216894@phobos.telenet-ops.be>
Source record: 13916

Ekkehard Flessa wrote:
>
> Hi Martin!
>
>
>
> MB>The first problem occured already when I wanted to retrieve the
> MB>complete newsgroup list. I don't know howmany groups my ISP
> MB>supports (more then 13.000) but after some 2700 newsgroups the
> MB>retrievement stopped and Cat imported the outfile.txt.
>
> Not good :-(
> Are you sure you've got the buffer size big enough in GlueSTiK's default.cfg?

It's currently set to ALLOCMEM = 500000
Should be enought I think.
>
>
> MB>maus.tausch.cat is not supported by my ISP. Anyway the language used
> MB>in Maus is German and eventhough I can read reasonable well German, I
> MB>can't write German.
>
> That doesn't matter. You may write in english there also.

Ok, I'll see if that free Italian nntp-server supports maus.tausch.cat

Hmm, indeed that server supports that group but it seems the server is
unreachable for the moment.
>
>
> MB>I ask you this because Popwatch has a serious problem with my fast
> MB>connection. Downloading mails with attachement (>20 kB) is impossible
> MB>with Popwatch.
>
> This might be a buffer size issue also. But I can't tell mere, as I'm on
> "narrow band" :-/

Not quite sure, but I think Erik Hï¿½ll has implemented a special thing
in Mymail to prevent such things.
It has something to do with the CNbyte_count() call to sometimes
returns such large numbers that the program treats the number of bytes
as an error.
>
>
> MB>ps.: I haven't fill in the POP3 server as I don't want to

> MB>download/delete my mails. Is there a way to tell Cat to let the mails
> MB>on the server?
>
> Yes, there is. In Tausch/(Maus)Tausch-Kommandos, activate "Persï¿½nliche
> Mitteilungen ansehen" and deactivate "Persï¿½nliche Mitteilungen anfordern".

Ok thanks
>
>
> I'll forward the NNTP part of the logfile to the Cat development group.
> To try again, tick "sofort anfordern" in Tausch/Infodateien for the file YGA.

Thanks again.

--

**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1342. Re: CompactFlash "hard drive" issues resolved yet?

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 20:00:05 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42543fc1$1@news.broadpark.no>
Source record: 13917

Coda wrote:

> Hallvard,
>
> That was probably not the best thread to bring back up ;-)
>
> The latest thread on this subject was:
> http://groups-beta.google.com/group/comp.sys.atari.st/browse_frm/thread/fa02e27aefedaa26/ccba59d24771933c?q=compact+flash&rnum=1#ccba59d24771933c

I hadn't seen that one, but read it now.
So are you the original poster (Brian J. Roland)? The original poster mentions using a STacy as well.

> I decided that it would be good to try a SCSI to IDE bridge and an IDE
> CF adapter rather than a SCSI CF reader.

But this is because the SCSI interface within the STacy doesn't fully comply with normal SCSI standards, isn't it?
I have a Link 97 as well as an IDE Link 2. As far as I've been told the Link 97 is supposed to comply with modern SCSI standards, so I presume an SCSI card-reader would work fine in this case, right?

--
Hallvard

1343. Re: CT60 temp questions!!

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 21:03:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42544e33$0$296$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13920

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:425403ac3689a1@adelphia.net...
> To any CT60 owner,
> I notice if you go into the CONTROL PANEL then click on CT60 CONFIG I
> noticed if you double click on the THRES: area that a dialog comes up
> that says Offset TLV 2.8 degrees celsius/unit xxx unit. Where xxx can
> be a configurable number and entered by the user. So my question to
> every CT60 user is first off, what does this mean?? And what is the best
> value to enter into that field??

42 ?

Chris

1344. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 21:56:42 UTC
From: Simon <nospam@nospam.com>
Message-ID: <42545b26$0$12202$626a14ce@news.free.fr>
Source record: 13921

David Wade wrote:
> Until very recently PayPal was unavailable in Germany. Also in the EuroZone
> you cna sen a cheque between countries witout penalty.

Are you sure of that ? Banks I've asked last year in France still
charged something like 10 euros for a cheque (in euros !) from another
country.

I've sent cash to Uwe (though it's illegal in France), and had the
software that works great. But the German manual is a real pain though...

Simon

1345. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-06 22:22:57 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3bj5q1F6j0mv8U3@individual.net>
Source record: 13922

Simon wrote:
> David Wade wrote:
>
>> Until very recently PayPal was unavailable in Germany. Also in the
>> EuroZone
>> you cna sen a cheque between countries witout penalty.
>
>
> Are you sure of that ? Banks I've asked last year in France still
> charged something like 10 euros for a cheque (in euros !) from another
> country.

And they also charge ï¿½14 here to do a transfer, something I have been
told was 'free' by a German Apple specialist whom I offered to pay by
PayPal for some Transwarp upgrades, accepts PayPal from US customers,
and wanted a bank transfer.

Which of course resulted in me simply not ordering the parts, again,
which I actually really need for my IIgs.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

1346. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 02:21:00 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <gO05e.33230$vK6.2387@bignews3.bellsouth.net>
Source record: 13923

Tim wrote:

>
> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> news:5at4e.4706$p71.1716@newsfe3-gui.ntli.net...
> > Hello.
> >
> >> "Pel Monstad" <pal.monstad@pm-data.no> wrote in message
> >> news:eDe4e.4758$ai7.105793@news2.e.nsc.no...
> >>> I need to upgrade HD Driver. Where can I get it and pay with VISA
> card? >> Need
> >>> English manual.
> >
> > Unless things have changed you should be aware that altho' Uwe owns
> > the software, Atari Workshop own the copyright to the English
> > manual........
> >
> > See inside the manual front cover.
> >
> > I have one unregistered copy of v8.1 for sale.
> >
> Take Paypal? ;)
>
> Tim

Hello guys
I got my copy of HDDRIVER from 16/32 systems..and he accepted Pay-Pal.
have you tried there yet?

Thomas

1347. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 05:02:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200504070702.a50757@wun.maus.de>
Source record: 13935

Hallo Martin!

MB>It's currently set to ALLOCMEM = 500000 Should be enought I think.

Yes, this should be okay.

MB>> To try again, tick "sofort anfordern" in Tausch/Infodateien for the
MB>file YGA.
MB>
MB>Thanks again.

From the logfile, Dimitri recommended to get YGA first. It looks like YGN (=new groups) was requested and that resulted in some error.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1348. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 06:06:06 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1112853966.552885.80290@z14g2000cwz.googlegroups.com>
Source record: 13924

>Are you referring to gluestik? That will allow most sting clients
work on
>mint-net without installing sting and the messy cpx modules related to
it.

No...not gluestik.
This piece of code replaced the CPX modules that setup and control
STiNG.

With any of the later kernels that support VFAT along side N.AES 2.00,
Geneva, or XAAES all three...using every CPX loader I know of (X, Z,
Cops, Freedom, etc...) I see all sorts of errors as soon as that main
STing CPX is enabled.

Wether it's the CPX itself, the SCSI-Ethernet STX or something deeper
down inside STing, it's hard to say.

I'd read something somewhere about a little prg to bypass the CPXes and
enable STing, but have never actually found it.

Brian

1349. Re: FRITZ 5.23 app!

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 09:16:05 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005040710160516807%derryck@cixcoukinvalid>
Source record: 13925

On 2005-04-06 13:38:08 +0100, "Carey Christenson"
<falcon060@adelphia.net> said:

> To anyone,
> Anyone out there in atari land using FRITZ 5.23??? Anyone willing to try
> and translate the HYPERTEXT??? I have the hypertext file that is in german
> but there is alot to the file. I realize this would be a HUGE project for

Your best bet would probably be to turn the hyp to plain text using
hyp2text, wrap the result in html tags to make it html, whack it up to
your web space and then use Google, Babelfish, Systran etc etc etc to
translate to English.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1350. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 11:37:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504070434170.19032-100000@onyx.spiritone.com>
Source record: 13927
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Games/ Software, Hardware, Books and Accessories! Classic Atari 8 Bit and Atari ST Computer Lines Plus Atari Jaguar Consoles and Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!

http://BensCatalogs.Atari.org Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1351. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 11:40:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504070437540.19032-100000@onyx.spiritone.com>
Source record: 13928
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1352. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 11:45:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504070441220.19032-100000@onyx.spiritone.com>
Source record: 13930
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1353. Re: CT60 temp questions!!

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 11:50:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112874629.972418.111110@o13g2000cwo.googlegroups.com>
Source record: 13926

Lol.

IIRC I think mine is set to -1.

Coda.

1354. Re: CompactFlash "hard drive" issues resolved yet?

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 12:02:24 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112875344.296303.28710@f14g2000cwb.googlegroups.com>
Source record: 13929

Hallvard,

Im not Brian Roland, im Coda/Smeg/JT depending on what time period in history youre looking at. I didnt mean to start a fight with Uwe at the time, so I was a little embarrassed.

Ok, on with the subject at hand... I just felt that perhaps some of these scsi-pcmcia adapters were not working as planned for some guys, so I thought i'd try an alternative. We know that the Stacy and MegaSTe host adapter is weird, AFAIK it only supports the SCSI1 command set, however if the IDE bridge can respond to the SCSI commands that are sent to it in a proper manner then you have a cleaner path (maybe) from the ide device to the ACSI bus. CF is supposed to be compatible with IDE, it just needs a different connector, which is why these IDE=>CF adapters have no IC's on them. On the other hand PCMCIA to CF adapters are similar, they only convert the pins, theres no electronics involved, so the difference must be in the actual device that provides the bridge, whether its SCSI=>IDE, or SCSI=>PCMCIA.

Coda.

1355. Re: CT60 temp questions!!

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 14:39:16 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <425571104aae30@adelphia.net>
Source record: 13941

Didier,
THANK YOU very much for this explanation!!! I have been trying to
figure out what that value is and how do you get the number to enter into
that field. You have answered all of my questions in a nutshell.

Thank YOU,
--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1356. Re: FRITZ 5.23 app!

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 14:42:30 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <425571104aae31@adelphia.net>
Source record: 13940

Bernd,
Can you send me the HYPERTEXT source?? I have the HYP file is that the
same as the source or are these two different types of files?? I want to
run this file into that program that Lonny P or someone had mentioned
that should give a rough translation so I know what I am looking at on this
program.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1357. Imagine and NVDI

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 15:16:31 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1112886991.252328.257540@l41g2000cwc.googlegroups.com>
Source record: 13931

I've an "Imagine" ET4000 VME card in my TT. I also have NVDI 5. As far as I know, NVDI 5 has drivers for ET4000. Unfortunately both NVDI and Imagnine documentations are in German (the language I doesn't speak).

Can someone guide me how to install NVDI with my VME card? What is the auto sort order? Do I need all the files that are put in the auto folder by my VME card installer (menu.prg, emulator.prg, sta_vdi.prg)? Or some of them must be replaced by NVDI drivers?

Any help is very appreciated.

1358. Re: CT60 temp questions!!

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 15:37:13 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1guns90.4sana61q2781kN%NOSPAMS@wanadoo.fr>
Source record: 13932

Carey Christenson <falcon060@adelphia.net> wrote:

> To any CT60 owner,
> I notice if you go into the CONTROL PANEL then click on CT60 CONFIG I
> noticed if you double click on the THRES: area that a dialog comes up
> that says Offset TLV 2.8 degrees celsius/unit xxx unit. Where xxx can
> be a configurable number and entered by the user. So my question to
> every CT60 user is first off, what does this mean?? And what is the best
> value to enter into that field??
>
> Thanks for any information on this matter,

Well...

1> You read the temperature of the room before to put the power on the
falcon, it's important.
2> You put the power, and you read quickly the temperature od the 060.
3> You get the difference, for example if you have 30ï¿½C on the 060 and
20ï¿½C inside the room you get -10.
4> You divide the result by 2.8, so for my example you get -3.
5> You put this offset value inside the CPX and press OK.
6> Now you can read a good value for the temperature ;-)

The TLV converter has a +/- 2.8ï¿½C of precision and the 060 10ï¿½C, so you
can fix 15ï¿½C easily. Another problem is the noise of the measure, the
CPX get an average value of the latest 8 measures.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1359. Re: CT60 temp questions!!

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 15:44:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <425554d3$0$296$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13933

"Coda" <smeg_007@hotmail.com> wrote in message
news:1112874629.972418.111110@o13g2000cwo.googlegroups.com...
> Lol.
>
> IIRC I think mine is set to -1.
>
> Coda.
>

the gf made a funny about this the other day, I built her a new PC and it has a read out on the motherboard, she thought it looked pretty, so I asked her does she actually know what its for ? and she shocked me and said "yeah it tells the tempreature of the PC" well I was shocked cos its the first thing shes got right in 6 years, so I asked how the hell do you know that ? and she said "becasue the other day it said -1" (it was very very cold that week....._

Well I thought it was funny, I guess you would have had to have been there :P

Chris

1360. Re: Imagine and NVDI

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 16:47:30 UTC
From: tpi <aicorod@poczta.onet.pl>
Message-ID: <d33oh7$q4v$1@nemesis.news.tpi.pl>
Source record: 13934

hi,

If you have any documentations in german language try translate using GEM TRADE or RUFF IT :-)

piter

Falcon 060 / TT 030 / Jag CD

Uzytkownik <vas.jozsef@karatnet.hu> napisal w wiadomosci news:1112886991.252328.257540@l41g2000cwc.googlegroups.com...
> I've an "Imagine" ET4000 VME card in my TT. I also have NVDI 5. As far
> as I know, NVDI 5 has drivers for ET4000. Unfortunately both NVDI and
> Imagnine documentations are in German (the language I doesn't speak).
>
> Can someone guide me how to install NVDI with my VME card? What is the
> auto sort order? Do I need all the files that are put in the auto
> folder by my VME card installer (menu.prg, emulator.prg, sta_vdi.prg)?
> Or some of them must be replaced by NVDI drivers?
>
> Any help is very appreciated.
>

1361. Re: FRITZ 5.23 app!

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 17:13:58 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <425594aa13f280@adelphia.net>
Source record: 13942

Lonny,
Thanks for the information. I might go this route if Bernd does not see
that previous message of mine.

Thanks,
--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1362. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 18:48:32 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <4gf5e.58023$B92.4463663@phobos.telenet-ops.be>
Source record: 13936

Ekkehard Flessa wrote:

>
> From the logfile, Dimitri recommended to get YGA first. It looks like YGN (=new
> groups) was requested and that resulted in some error.

Is there a way to not request New Groups?

It seems impossible to change YGN in Swap/info files.

Anyway this is a new log

==========quote==========

3181540: NNTP
3181540: connect mit nntp
3181540: setMinBufSize: Line: 3947, len: 100000; lenMin:20000
3181550: connect mit:news.telenet.be =195.130.132.70 Port=119
3181553: connect mit nntp erfolgreich Handle:4
3181560: Server:"200 Telenet Internet (Twister v1.2.0)
"

3181578: Listen anfordern
3181581: ftellOutf:108
3181587: Client:"LIST"
3181702: Server:""
..

3181747: Server: Fehler bei recv:SMTP1220 ;Handle:4; size:100000
3181765: ftellOutf:100125
3181768: Client:"NEWGROUPS 050407 194624"

3181768: Server: Fehler bei recv:SMTP1220 ;Handle:4; size:100000

3181768: NNTP-Liste:0
3181768: Line:2516 AbbruchMode:1

3181773: News empfangen
3181800: Client:"QUIT"

3181800: Server: Fehler bei recv:NNTP3888 ;Handle:4; size:100000
3181801:
3181816: setMinBufSize: Line: 3027, len: 10000; lenMin:10000
3181838: setMinBufSize: Line: 1059, len: 0; lenMin:0

==========unquote==========

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--

**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1363. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 19:35:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.07.19.35.34.688098@charter.net>
Source record: 13937

On Wed, 06 Apr 2005 23:56:42 +0200, Simon wrote:

> Are you sure of that ? Banks I've asked last year in France still
> charged something like 10 euros for a cheque (in euros !) from another
> country.
>
> I've sent cash to Uwe (though it's illegal in France), and had the
> software that works great. But the German manual is a real pain though...
>
> Simon

Just last year I was trying (hard) to purchase software from Woller
Systems in Germany. They don't accept credit cards, no personal check
(because of a charge) and I finally ended up using Western Union to send
cash directly into somebodys' bank account that works there. Not pretty
but it did work although I'd have to say its still expensive and too much
work for someone in the US. :-(

I did finally manage to get N.AES on CD like this though.

1364. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 19:44:29 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aNCdnScdpsADEMjfRVnyjg@eclipse.net.uk>
Source record: 13938

"RichardK" <atari@NOSPAMbtconnect.com> wrote in message
news:3bj5q1F6j0mv8U3@individual.net...
> Simon wrote:
> > David Wade wrote:
> >
> >> Until very recently PayPal was unavailable in Germany. Also in the
> >> EuroZone
> >> you cna sen a cheque between countries witout penalty.
> >
> >
> > Are you sure of that ? Banks I've asked last year in France still
> > charged something like 10 euros for a cheque (in euros !) from another
> > country.

Tat is illegal. There should be no extra costs for cross border funds in te
Euro Zone.
(Unless they charge 10? for all cheques)

>
> And they also charge ?14 here to do a transfer, something I have been
> told was 'free' by a German Apple specialist whom I offered to pay by
> PayPal for some Transwarp upgrades, accepts PayPal from US customers,
> and wanted a bank transfer.
>

?14 is a lot more than ?10

> Which of course resulted in me simply not ordering the parts, again,
> which I actually really need for my IIgs.
>
> Richard
>
> --
> RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
> Retro computing - http://www.dmc12.demon.co.uk/retrotech/
> Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
> MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

1365. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-07 20:36:56 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <5vWdnXdwcNh1BMjfRVnysA@eclipse.net.uk>
Source record: 13939

"twbrown" <brown9344@bellsouth.net> wrote in message
news:gO05e.33230$vK6.2387@bignews3.bellsouth.net...
> Tim wrote:
>
> >
> > "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> > news:5at4e.4706$p71.1716@newsfe3-gui.ntli.net...
> > > Hello.
> > >
> > >> "Pel Monstad" <pal.monstad@pm-data.no> wrote in message
> > >> news:eDe4e.4758$ai7.105793@news2.e.nsc.no...
> > >>> I need to upgrade HD Driver. Where can I get it and pay with VISA
> > card? >> Need
> > >>> English manual.
> > >
> > > Unless things have changed you should be aware that altho' Uwe owns
> > > the software, Atari Workshop own the copyright to the English
> > > manual........
> > >
> > > See inside the manual front cover.
> > >
> > > I have one unregistered copy of v8.1 for sale.
> > >
> > Take Paypal? ;)
> >
> > Tim
>
> Hello guys
> I got my copy of HDDRIVER from 16/32 systems..and he accepted Pay-Pal.
> have you tried there yet?

Nothing showing on the sales side. Was it a used copy?

>
> Thomas

1366. Re: FRITZ 5.23 app!

Newsgroup: comp.sys.atari.st
Date: 2005-04-08 05:57:04 UTC
From: BMaedicke@t-online.de
Message-ID: <1guovzw.o8sxviodjjncN%BMaedicke@t-online.de>
Source record: 13943

Carey Christenson <falcon060@adelphia.net> wrote:

> I have the HYP file is that the
> same as the source or are these two different types of files??

These are different files.
Your HYP file is surely the HYP file from Fritz 5.23.

My STG file is from the newer Fritz 5.30ï¿½ version.
There are many difference between Fritz 5.23 and Fritz 5.30
Fritz 5.30 for example is easyer to configure.

> I want to
> run this file into that program that Lonny P or someone had mentioned
> that should give a rough translation so I know what I am looking at on this
> program.

Oh no. This is a poor method to translate a text.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1367. Re: CompactFlash "hard drive" issues resolved yet?

Newsgroup: comp.sys.atari.st
Date: 2005-04-08 06:24:32 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <425623a1@news.broadpark.no>
Source record: 13944

Coda wrote:

> We know that the Stacy and MegaSTe
> host adapter is weird, AFAIK it only supports the SCSI1 command set,
> however if the IDE bridge can respond to the SCSI commands that are
> sent to it in a proper manner then you have a cleaner path (maybe) from
> the ide device to the ACSI bus.

Yes, I have a Mega STe too, and the SCSI host adapter in it is a bit
limited.
But I also have a Link 97, which I hear *is not* limited in that way, so
I'm still interested to hear if a CompactFlash card will work flawlessly
with it in every way, so that in the end it'll act just like any normal
Atari hard drive.

--
Hallvard

1368. Re: Anodyne drivers and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 2005-04-08 07:18:16 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrnd5cb8t.59b.nospam@localhost.localdomain>
Source record: 13945

On 2005-04-05, Martin Tarenskeen <nospam@zonnet.nl> wrote:
> On Wed, 30 Mar 2005, Brian J. Roland wrote:
>
>> I've read there was at one time a little application that reads all
>> STing's setup information from a text file and sets it up so the CPX
>> modules are not required, but I've never been able to actually find
>> this piece of code.
>
> Do you mean devset.prg ?
> http://obooklage.free.fr/Atari/instal_1.htm
>

One note about this little app:
Before I started using MiNTnet, I used STiNG with this devset.prg. I liked
it because it simplified my setup. But be careful when editing the devset
configuration file. It is not read correctly if you use SPACES where real
TABS must be used. I remember it took me ages to find that out.

--

Martin Tarenskeen

1369. Re: Calipso and Bridge users here ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-08 16:48:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4256e1bec97b54@comcast.net>
Source record: 13875

>
>
>Jim DeClercq wrote:
>>
>> This may be one of those "so sad, too bad" sort of things. The last
>> version that ran on almost everything Atari was SL 2000. It is the last
>> one that will run in TT high. Ulf is not using Atari machines to develop
>> programs on, and using an emulator to let it run on a Pee Cee, he is doing
>> development in Windows, and if it runs on an Atari, that is mostly chance
>> or pure dumb luck. SL 2003 may load and run with a VME card giving a
>> screen size larger than TT-High, but that is not intentional, as far as I
>> know.
>
>Sadly but true. Each new version Calamus is less compatible with
>Atari. We can't blame Invers for that. They have all a family to feed
>so they have to do something to get some money.
>Ulf Dunkel told me once the next major Calamus release will not run on
>Atari hardware at all even with MagiC.

I cannot imagine that happening. I am not thrilled that the Atari version only runs in 256 colors and 32bit. That means if you do not have an Atari machine with a good graphics card, then you will have to settle with 256 colors. I will keep getting my updates as long as the support is there. Let's hope that is a long time.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1370. Re: MagiC!, NVDI, GemSys & Co.

Newsgroup: comp.sys.atari.st
Date: 2005-04-08 16:54:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4256e1bec97b55@comcast.net>
Source record: 13877

>Hello everyone,
>
>When installing MagiC!, all is put "as is" into C:\GemSys, along with
>NVDI fonts and other system files.
>As C:\ was near to run out of space, I decided to move some files to
>another place, and I didn't forget to change the paths in the many INF
>files, and all seemed OK. But, then, some features didn't work anymore.
>For instance, I installed NVDI so as all its drivers were put into
>E:\GEMSYS, then I installed MagiC! into that same folder, and it copied
>all its files, plus an AUTO folder, into E:\GEMSYS.
>Then, I noticed the keyboard wasn't correct anymore, in spite of the
>proper Keytabls.sys into E:\GEMSYS\XTENSION, and MagX-Net didn't work
>anymore too.
>Then, I created a folder named SYSTEME on C:\, and moved MAGIC, OLGA,
>GEMDESK and THING into it, and changed all references to the paths into
>the INF files to match the new location... but still no correct
>keyboard nor MagX-Net working.
>Then, I renamed C:\SYSTEME to C:\GEMSYS, moved all files (including
>NVDI ones) into it, changed all paths again, and then, all worked fine
>again.
>So, in order to get a fully working system, I must let everything into
>C:\GEMSYS... or is there a way to do what I wish ?
>
>Thanks,
>
>J.-Luc

I use a little program that goes into Magic's Start folder. It allows you to choose which country style you want the keyboard to use. I choose the US and I get an American flag in my upper right corner. Great program. Email me if you want it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1371. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-08 16:55:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4256e1bec97b56@comcast.net>
Source record: 13876

>I need to upgrade HD Driver. Where can I get it and pay with VISA card? Need
>English manual.

You can get it from Uwe Seimet who is the author. Other Atari dealers sell it
also.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1372. Looking for SCSITEST

Newsgroup: comp.sys.atari.st
Date: 2005-04-08 17:29:14 UTC
From: Mark Earwood <mark.earwood@STUFFbtinternet.com>
Message-ID: <d36f1a$2pf$1@sparta.btinternet.com>
Source record: 13946

Hi I'm looking for a program called SCSITEST. It's mentioned on the Czuba tech website and in the CT1 instructions. I have a couple of Falcons I want to check out, and I understand this program will test the SCSI bus and drive(s) and maybe the bus-fix situation.
I've been in touch with Rodolphe Czuba and he no longer has it.

Can anyone tell me where to find it?

Regards Mark.

1373. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-04-08 17:49:11 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <ruz5e.59185$hy2.4494406@phobos.telenet-ops.be>
Source record: 13947

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq0164.zip
(134.882 bytes) Nice GEM-Based ICQ client for STik/STing/Gluestik/MagicNet

ftp://chapelie.rma.ac.be/atari/internet/atarirc-201.zip
(213.124 bytes) GEM-based IRC client for STik/STing/Gluestik/MagicNet

Have fun,
Martin

--
***********Grï¿½ï¿½e vom Troll Newsreader***********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
```

1374. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-08 23:12:41 UTC
From: geek@atarians.com
Message-ID: <42570fe9_4@x-privat.org>
Source record: 13948

Martin "Nightowl" Byttebier wrote:
>
>
>
> Ekkehard Flessa wrote:
>
>>
>> From the logfile, Dimitri recommended to get YGA first. It looks like YGN (=new
>> groups) was requested and that resulted in some error.
>

A few minutes ago I tried Cat with a free nntp-server. Reading
messages is not a problem, but ... I can't send them out.

Damned.

==========quote==========

6787047: NNTP
6787047: connect mit nntp
6787047: setMinBufSize: Line: 3947, len: 100000; lenMin:20000
6787056: connect mit:news.x-privat.org =81.174.12.30 Port=119
6787104: connect mit nntp erfolgreich Handle:5
6787286: Server:"200 X-Privat FREE NTTP Server - http://www.x-privat.org, 5.7e2,, S4
"

6787287: Listen anfordern
6787290: ftellOutf:108
6787296: Client:"NEWGROUPS 050409 001304"
6787349: Server:"231 list of new newsgroups follows

"

6787353: BLKEnd2: \n.\n

6787353: NNTP-Liste:1
6787353: Line:2516 AbbruchMode:1

6787353: News senden
6787355: setMinBufSize: Line: 3253, len: 10006; lenMin:10006
6787358: Line:3278 AbbruchMode:2

6787358: Suche News in Infile
6787361: Client:"POST"
6787385: Server:"340 Ok, recommended ID <4257052f_4@x-privat.org>
"
6787490: Server:"480 Please, register! http://www.x-privat.org for more explanations

{comp.sys.atari.st}
"

6787490: Authentifizierung
6787493: Client:"AUTHINFO USER my username"
6787509: Server:"381 PASS required
"
6787509: Client:"__GEHEIM__"
6787685: Server:"281 Ok
"
6787685: Mesage nicht verschickt

6787685: Suche News in Infile
6787685: Line:3452 AbbruchMode:0

6787685: setMinBufSize: Line: 3454, len: 0; lenMin:0

6787685: weiter=1;getOm=0
6787686: Client:"QUIT"
6787726: Server:"205 closing connection - goodbye!
"
6787742: setMinBufSize: Line: 3027, len: 10000; lenMin:10000
6787761: setMinBufSize: Line: 1059, len: 0; lenMin:0

==========unquote==========

--
**********Gri¿½i¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1375. Re: CompactFlash "hard drive" issues resolved yet?

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 08:08:14 UTC
From: Simon <nospam@nospam.com>
Message-ID: <42578d7f$0$7539$636a15ce@news.free.fr>
Source record: 13849

Hallvard Tangeraas wrote:
> Coda wrote:
> But I also have a Link 97, which I hear *is not* limited in that way, so
> I'm still interested to hear if a CompactFlash card will work flawlessly
> with it in every way, so that in the end it'll act just like any normal
> Atari hard drive.

Very interesting thread. I also enjoy the silent Atari ST, and the noisy
SCSI drive bores me...
Do you have an idea where a SCSI compactflash card reader could be sold
today? I've made a (quick I amdit) search on Google and found nothing...

Cheers
Simon

1376. Re: CompactFlash "hard drive" issues re

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 09:04:20 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <115f6kk7jk4mo30@corp.supernews.com>
Source record: 13850

On 9 Apr 2005 10:08:14 +, Simon wrote:
>Hallvard Tangeraas wrote:
>> Coda wrote:
>> But I also have a Link 97, which I hear *is not* limited in that way, so
>> I'm still interested to hear if a CompactFlash card will work flawlessly
>> with it in every way, so that in the end it'll act just like any normal
>> Atari hard drive.
>
>Very interesting thread. I also enjoy the silent Atari ST, and the noisy
>SCSI drive bores me...
>Do you have an idea where a SCSI compactflash card reader could be sold
>today? I've made a (quick I amdit) search on Google and found nothing...
>
>Cheers
>Simon
>
>.
There were (are?) some made by Microtech that I know others are using
with success at least with a Hades. I have tried their triple card
reader with no success, and haven't been able to get it to work. I
understand that the PCD-25BH has been used with success (the dual
PCMCIA model). I'm still looking for one of those. I think I will
find that it may work with my Falcon (true SCSI) but I don't think
this is going to work on an ST without a Link '97. I have a Link II,
and I understand that it does not implement all of the needed SCSI
specifications. The triple card reader that I have shows up on my
Falcon, but it says the media is write protected when I try to
partition with HDDriver. The triple card reader seems readily
available most the time on eBay.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1377. Re: CompactFlash "hard drive" issues re

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 10:44:06 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4257b1f2$1@news.broadpark.no>
Source record: 13851

Joseph D. Place wrote:

> There were (are?) some made by Microtech that I know others are using
> with success at least with a Hades. I have tried their triple card
> reader with no success, and haven't been able to get it to work. I
> understand that the PCD-25BH has been used with success (the dual
> PCMCIA model). I'm still looking for one of those. I think I will
> find that it may work with my Falcon (true SCSI) but I don't think
> this is going to work on an ST without a Link '97.

But it may work *with* a Link 97 then?
The key word being *might* perhaps.....
I don't feel much like forking out the cash, time and effort trying to
get hold of the needed hardware only to find out that it won't work
after all.

> I have a Link II,
> and I understand that it does not implement all of the needed SCSI
> specifications.

I bought my Link 97 second-hand, so I'm missing the specs. But I bought
it because people at the time told me that it would be compatible with
"everything". That's a few years back now, so I would be interested in
finding the exact specs for this host-adapter.
Are there any other Link 97 owners out there who has a manual or whatever?
Hopefully it'll work with current SCSI devices as well.

> The triple card reader that I have shows up on my
> Falcon, but it says the media is write protected when I try to
> partition with HDDriver. The triple card reader seems readily
> available most the time on eBay.

Bummer. I don't have a Falcon myself, but since it's at least recognized
there must be some way of working it out.

I've been continuing my web-searches, and although I haven't found much
in regards to SCSI compactflash card-readers, there are some useful hits:

- Microtech PCD-47B (triple card internal SCSI reader)
Yup, like you said, available at ebay. I found one which is currently at
US$ 0.99 (5 days left):
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=56082&item=5183904744&rd=1&ssPageName=WDVW

- Kodak SCSI compactflash card reader
I found this at Amazon for US$ 49.95, but have no idea if it's suitable
or not:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=56082&item=5183904744&rd=1&ssPageName=WDVW

- Microtech PCD-40 (portable SCSI card-reader).
This one is expensive, going for between US$ 170 and 200. One place to find it is at Amazon:
http://www.amazon.com/exec/obidos/ASIN/B00006BAYJ/ref=nosim/elisecom/104-8273747-8828744?SubscriptionId=09FVDRT8TEJ64C2A7Y02

-Microtech DPAI (Digital Photo Album Internal -dual slot card reader)
which is, according to this website:
http://www.bright.net/~gfabasic/html/about_me.htm
just a different name for the PCD-25BH which you mentioned, which people have had success with.
Hey, hold on!!!!!! Upon reading a bit more in detail, this page belongs to Lonny Pursell -an Atari user, and he lists those devices connected to a Hades and a TT, but since he's also got regular hard drives in those machines I doubt he's using the compactflash cards as hard drives, but I may be wrong of course.

Some more links for the card-reader:

http://www.steves-digicams.com/microtech_dpai_scsi.html
(review/user-comments)

http://www.d-store.com/d-store/microtech/Microtech_Store.htm
(unfortunately no price available)

http://www.ordersite.com/canadaram/usbaccessories.html (scroll down to "memory card adaptors" and you'll find the PC version for Canadian $ 426!!!! Ouch!!! That's got to be overpriced.

http://www.shopping.com/xPP-Input_Adapters--pc_card_reader (they have the DPAI card-reader shown, but they also write that it's no longer available, and no price is shown, but you get a picture of it).

http://www.epinions.com/Microtech_PhotoAlbum_SCSI_PCMCIA_Reader_Writer__PC___Flash_RAM_Storage_DPAI_SCSI_PC/display_~full_specs
(Here are some specs and comments along with a photo, but still no price)

http://www.computersplusnyc.com/productfind/searchname.asp?&req=1&manf=MICROTECH_INTERNATIONAL
(Microtech card reader listings and prices, as follows:
PCD-25BHSF READER SCSI2 SLOT INTERNAL TYPE3 SMARTMEDIA SM US$207.39
(this sounds like the internal dual-slot one we're looking for)
PCD-25SF-PC EXT SCSI DUAL SLOT READER/WRITER FOR PC SMARTMEDIA US$248.87
PCD-25SF-MAC EXT SCSI DUAL SLOT READER/WRITER FOR MAC SMARTMEDIA SM US$248.87

So.... the conclusion so far is that the dual-slot reader from Microtech is hard to find and expensive when found.
But who knows, searching in used computer hardware forums, garage sales, swap meets or whatever might yield better results.

Another idea springs to mind.... seeing how cheap USB card-readers are (typically around US$ 20-30 if I recall correctly), what if there were USB to SCSI converters around (that aren't too expensive)?!
I've found a converter which goes the other way round, from Microtech again (http://www.qbik.ch/usb/devices/showdev.php?id=195), but that really doesn't help us.

OK, I've done my fair share of investigating -perhaps someone else has some new input on the subject.

--
Hallvard

1378. Re: CompactFlash "hard drive" issues re

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 10:49:01 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4257b31a$1@news.broadpark.no>
Source record: 13852

lp wrote:

> in article 115f6kk7jk4mo30@corp.supernews.com, Joseph D. Place wrote on
> 4/9/2005 5:04 AM:
>
>> There were (are?) some made by Microtech that I know others are using
>> with success at least with a Hades.

> Hopefully this link works:
>
> http://img.shopping.com/cctool/PrdImg/images/pr/177X150/00/01/34/63/16/20210
> 454.JPG
>
> Microtest Microtech Digital PhotoAlbum.p Card Reader
>
> I have one of these external units also, connected on the scsi chain to the
> TT and it works quite well also. Although booting from it, never tried
> that.

Hehe... it's funny that you've posted here, because I just wrote about
your site in a followup here ;-)
The above link didn't seem to work -just a blank page with a blank
photo-frame.

So my assumption was correct: you're not using the card-readers for a
replacement hard drive, resulting in a silent (apart from the fan) computer?
Do you have any blank compactflash cards which you could use to try it out?

May I ask how much you paid for the card-reader?

--
Hallvard

1379. Looking for a DMA cable - Canada

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 11:48:59 UTC
From: Michael Bricout <michaelbricout@hotmail.com>
Message-ID: <IaWdnVj81aKqXMrfRVn-vA@rogers.com>
Source record: 13853

I am looking for a DMA cable to hook up a Megafile 30 to my ST.

Either the cable, or a couple male db-19 connectors so that I
could make one myself (impossible to find those locally).

I'm in eastern Canada.

Michael

1380. CompactFlash "hard drive" issues

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 11:52:38 UTC
From: The Ox That Rocks <fedder@webhiker.dk>
Message-ID: <r1gf519m8b4jvdo19v355mtv3e05c0teqe@4ax.com>
Source record: 13854

Hi ST addicts.

I once had a Link97 connected to my 1st gen ST.
It worked with anything i could put a SCSI 50 pins cable inside. I
miss it. Is it sold anymore?

However, since the Lin97 was meant to work externally, are there any
alternatives to the internal Atari ACSI - SCSI converter from the Mega
STe/STacy (which only recognizes pre 1988 drives)? That is - it has to
be mounted inside the Atari.

I am going to try the CF experiment using a Spyrus PCMCIA cardbus >
SCSI converter. I will let you know about my progress.

Peter Hjorth Feddersen

On Sat, 09 Apr 2005 12:44:06 +0200, Hallvard Tangeraas <inv@lid.email>
wrote:

>Joseph D. Place wrote:
>
>> There were (are?) some made by Microtech that I know others are using
>> with success at least with a Hades. I have tried their triple card
>> reader with no success, and haven't been able to get it to work. I
>> understand that the PCD-25BH has been used with success (the dual
>> PCMCIA model). I'm still looking for one of those. I think I will
>> find that it may work with my Falcon (true SCSI) but I don't think
>> this is going to work on an ST without a Link '97.
>
>But it may work *with* a Link 97 then?
>The key word being *might* perhaps.....
>I don't feel much like forking out the cash, time and effort trying to
>get hold of the needed hardware only to find out that it won't work
>after all.
>
>
>> I have a Link II,
>> and I understand that it does not implement all of the needed SCSI
>> specifications.
>
>I bought my Link 97 second-hand, so I'm missing the specs. But I bought
>it because people at the time told me that it would be compatible with
>"everything". That's a few years back now, so I would be interested in
>finding the exact specs for this host-adapter.
>Are there any other Link 97 owners out there who has a manual or whatever?
>Hopefully it'll work with current SCSI devices as well.

>
>
>> The triple card reader that I have shows up on my
>> Falcon, but it says the media is write protected when I try to
>> partition with HDDriver. The triple card reader seems readily
>> available most the time on eBay.
>
>Bummer. I don't have a Falcon myself, but since it's at least recognized
>there must be some way of working it out.
>
>I've been continuing my web-searches, and although I haven't found much
>in regards to SCSI compactflash card-readers, there are some useful hits:
>
>- Microtech PCD-47B (triple card internal SCSI reader)
>Yup, like you said, available at ebay. I found one which is currently at
>US$ 0.99 (5 days left):
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=56082&item=5183904744&rd=1&ssPageN
ame=WDVW
>
>- Kodak SCSI compactflash card reader
>I found this at Amazon for US$ 49.95, but have no idea if it's suitable
>or not:
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=56082&item=5183904744&rd=1&ssPageN
ame=WDVW
>
>- Microtech PCD-40 (portable SCSI card-reader).
>This one is expensive, going for between US$ 170 and 200. One place to
>find it is at Amazon:
>http://www.amazon.com/exec/obidos/ASIN/B00006BAYJ/ref=nosim/elisecom/104-8273747-8828744?
SubscriptionId=09FVDRT8TEJ64C2A7Y02
>
>-Microtech DPAI (Digital Photo Album Internal -dual slot card reader)
>which is, according to this website:
>http://www.bright.net/~gfabasic/html/about_me.htm
>just a different name for the PCD-25BH which you mentioned, which people
>have had success with.
>Hey, hold on!!!!!! Upon reading a bit more in detail, this page belongs
>to Lonny Pursell -an Atari user, and he lists those devices connected to
>a Hades and a TT, but since he's also got regular hard drives in those
>machines I doubt he's using the compactflash cards as hard drives, but I
>may be wrong of course.
>
>Some more links for the card-reader:
>
>http://www.steves-digicams.com/microtech_dpai_scsi.html
>(review/user-comments)
>
>http://www.d-store.com/d-store/microtech/Microtech_Store.htm
>(unfortunately no price available)
>

>http://www.ordersite.com/canadaram/usbaccessories.html (scroll down to
>"memory card adaptors" and you'll find the PC version for Canadian $
>426!!!! Ouch!!! That's got to be overpriced.
>
>http://www.shopping.com/xPP-Input_Adapters--pc_card_reader (they have
>the DPAI card-reader shown, but they also write that it's no longer
>available, and no price is shown, but you get a picture of it).
>
>http://www.epinions.com/Microtech_PhotoAlbum_SCSI_PCMCIA_Reader_Writer__PC___Flash_RAM_St
orage_DPAI_SCSI_PC/display_~full_specs
>(Here are some specs and comments along with a photo, but still no price)
>
>http://www.computersplusnyc.com/productfind/searchname.asp?&req=1&manf=MICROTECH_INTERNAT
IONAL
>(Microtech card reader listings and prices, as follows:
>PCD-25BHSF READER SCSI2 SLOT INTERNAL TYPE3 SMARTMEDIA SM US$207.39
>(this sounds like the internal dual-slot one we're looking for)
>PCD-25SF-PC EXT SCSI DUAL SLOT READER/WRITER FOR PC SMARTMEDIA US$248.87
>PCD-25SF-MAC EXT SCSI DUAL SLOT READER/WRITER FOR MAC SMARTMEDIA SM
>US$248.87
>
>So.... the conclusion so far is that the dual-slot reader from Microtech
>is hard to find and expensive when found.
>But who knows, searching in used computer hardware forums, garage sales,
>swap meets or whatever might yield better results.
>
>Another idea springs to mind.... seeing how cheap USB card-readers are
>(typically around US$ 20-30 if I recall correctly), what if there were
>USB to SCSI converters around (that aren't too expensive)?!
>I've found a converter which goes the other way round, from Microtech
>again (http://www.qbik.ch/usb/devices/showdev.php?id=195), but that
>really doesn't help us.
>
>OK, I've done my fair share of investigating -perhaps someone else has
>some new input on the subject.

1381. Re: CompactFlash "hard drive" issues

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 12:05:05 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4257c4ee$1@news.broadpark.no>
Source record: 13855

The Ox That Rocks wrote:

> I once had a Link97 connected to my 1st gen ST.
> It worked with anything i could put a SCSI 50 pins cable inside. I
> miss it. Is it sold anymore?

Not that I know of. Perhaps someone else knows better.
I think your best bet is to look for a second hand one.
A suggestion would be NOT to look around in the obvious places (i.e.
this newsgroup) but rather where *non* Atari enthusiasts might dump
their gear. I'm sure there are lots of ex-Atari users out there who see
no value in their gear and "throw" it away for next to nothing (or in
some cases literally nothing! I got an unused Atari SM-144 monitor for
free some years ago!!!! I asked around in a general computing newsgroup
for buying an Atari monochrome monitor and someone who was dumping their
gear replied).

> However, since the Lin97 was meant to work externally, are there any
> alternatives to the internal Atari ACSI - SCSI converter from the Mega
> STe/STacy (which only recognizes pre 1988 drives)? That is - it has to
> be mounted inside the Atari.

Yes, I believe there was an internal version.
Just do a google-search for: intern "link 97" atari
Or if you're not bothered, just click on this link:
http://www.google.no/search?q=intern+%22link+97%22+atari

> I am going to try the CF experiment using a Spyrus PCMCIA cardbus >
> SCSI converter. I will let you know about my progress.

Excellent. Looking forward to hearing about your results.

--
Hallvard

1382. Re: CompactFlash "hard drive" issues

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 12:09:57 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4257c612@news.broadpark.no>
Source record: 13856

Hallvard Tangeraas wrote:

> The Ox That Rocks wrote:
>
>> I once had a Link97 connected to my 1st gen ST.
>> It worked with anything i could put a SCSI 50 pins cable inside. I
>> miss it. Is it sold anymore?
>
> Not that I know of. Perhaps someone else knows better.

Look what I found!!! : http://www.wbsystemtechnik.de/atari/at_zube.htm
I have no idea if it's just an outdated page, but it might be worth
contacting them to find out.

--
Hallvard

1383. Re: CompactFlash "hard drive" issues

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 12:11:22 UTC
From: Simon <nospam@nospam.com>
Message-ID: <4257c67d$0$7537$636a15ce@news.free.fr>
Source record: 13857

Wow, thanks all for the interesting replies.

The Ox That Rocks wrote:
> I once had a Link97 connected to my 1st gen ST.
> It worked with anything i could put a SCSI 50 pins cable inside. I
> miss it. Is it sold anymore?

I got mine there a few years ago: http://www.keychange.co.uk/
Some appear on Ebay also from time to time, but not really cheap...

Good luck
Simon

1384. Re: Looking for a DMA cable - Canada

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 21:00:28 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <xv6dna3pSqPp38XfRVnysQ@eclipse.net.uk>
Source record: 13858

"Michael Bricout" <michaelbricout@hotmail.com> wrote in message
news:IaWdnVj81aKqXMrfRVn-vA@rogers.com...
> I am looking for a DMA cable to hook up a Megafile 30 to my ST.
>
> Either the cable, or a couple male db-19 connectors so that I
> could make one myself (impossible to find those locally).
>

http://www.best-electronics-ca.com/cables.htm

> I'm in eastern Canada.
>
> Michael
>

1385. Re: Looking for a DMA cable - Canada

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 21:09:23 UTC
From: Michael Bricout <michaelbricout@hotmail.com>
Message-ID: <3qidnbVKCfcM2cXfRVn-sA@rogers.com>
Source record: 13859

Thanks, I might use those guys as a final solution, since they
are a bit pricy and shipment is going to double the price. In the
meantime, I am still looking for a used cable. Anyone?

Thanks,
Michael

David Wade wrote:

>
> "Michael Bricout" <michaelbricout@hotmail.com> wrote in message
> news:IaWdnVj81aKqXMrfRVn-vA@rogers.com...
>> I am looking for a DMA cable to hook up a Megafile 30 to my ST.
>>
>> Either the cable, or a couple male db-19 connectors so that I
>> could make one myself (impossible to find those locally).
>>
>
> http://www.best-electronics-ca.com/cables.htm
>
>> I'm in eastern Canada.
>>
>> Michael
>>

1386. Re: Looking for a DMA cable - Canada

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 21:28:29 UTC
From: charleschop <charles.copp@sympatico.ca>
Message-ID: <ZNX5e.27805$Fy3.1876768@news20.bellglobal.com>
Source record: 13860

MICHEAL---DON'T DISMISS THE OBVIOUS---

TRY "BENS ATARI DOMAIN."

WELL THE ACTAUL NAME IS BRAVO SIERRA
COMPUTERS....GREAT CUSTOMER SERVICE (TRUST ME!)
AND HE'S EVEN ON THE WEB.

BEN SELLS ATARI OR SOMETHING LIKE THAT.

CHARLES @SYMPATICO

1387. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 21:40:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200504092340.a3248@b.maus.de>
Source record: 13881

Hi Simon,

S>Banks I've asked last year in France still charged something like 10
S>euros for a cheque (in euros !) from another country.
I think that the ECB changed the tariff of cheques so inside the Euro zone so it doesn't matter if a cheque is drawn (?) inside Germany or from France to Germany. But 10 Euro (if true) would IMHO be too much.

S>But the German manual is a real pain though...
that may be right, but I regard HDDRUTIL as mostly self-explaining.

So don't be too desperate. You may put your questions here, and if I'm able to answer them, I'll do so.

And the german manual still is here with my Atari books my recent driver version being 8.12.

Und TTschï¿½
ps

1388. Re: Looking for a DMA cable - Canada

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 21:54:09 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <3PmdndMgEaWc0sXfRVnytg@eclipse.net.uk>
Source record: 13861

Hi,

> Thanks, I might use those guys as a final solution, since they
> are a bit pricy and shipment is going to double the price. In the
> meantime, I am still looking for a used cable. Anyone?

http://www.action-electronics.com/panpac.htm#Dsub

$0.85 for the connectors

HTH

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1389. Re: Looking for a DMA cable - Canada

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 22:41:41 UTC
From: Michael Bricout <michaelbricout@hotmail.com>
Message-ID: <HOednY4eU_yux8XfRVn-2w@rogers.com>
Source record: 13862

Thanks Egon, but once again shipment is a killer. It brings the cost to around $20 for not even two bucks worth of components. I guess you can't get Power Without the Price anymore...

Michael

Egon Spengler wrote:

> Hi,
>
>> Thanks, I might use those guys as a final solution, since they
>> are a bit pricy and shipment is going to double the price. In the
>> meantime, I am still looking for a used cable. Anyone?
>
>
> http://www.action-electronics.com/panpac.htm#Dsub
>
> $0.85 for the connectors
>
> HTH
>
> Egon
>

1390. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 23:12:00 UTC
From: Dimitri_Junker@b.maus.de
Message-ID: <200504100112.a3255@b.maus.de>
Source record: 13884

* Gruppe: comp.sys.atari.st
* Name: Martin "Nightowl" Byttebier

MB>The installation program points to wrong dir. etc. ... but as I
MB>believe this is a XaAES fault

The problem with the installation program is, that it is used so seldom. And mainly by new users. And since there are only few new users, there are only verry few bug reports for install. So I am usualy busy with cat, in2cat,...

MB>I don't know howmany groups my ISP supports (more then 13.000)

That should not be a problem, news.online.de has some 36000 or so. Try to use this one, if you have the same problems there we know that it is not because of the nntp-server

MB>I'm not sure (and maybe I'm speaking pure nonsens now) but can it be
MB>the problem I've right now (see log file) has something to do with the
MB>speed of my internet connection?

There are some timeouts, but that would be a problem with very slow connections, I don't see how a fast connection could be a problem, I'am using DSL 2000. But on a PC with MagicPC

MB>1978184: Server: Fehler bei recv:SMTP412 ;Handle:2; size:100000

This should be NNTP412, but in2Cat uses the same routines for SMTP and NNTP. But 412 is no Answer to NEWGROUPS according to the RFC, but I suppose, that it means, that there are no new groups, wich would be understandable, since you ask for new groups after 050404 185720 witch was only 1h before you wrote that mail.
So you need to order a complete list (YGA) as Ekkehard already told you

Some of the other error-codes Ekkehard forewardet to me were also not included in the rfc. So there is something strange with that nntp-server. So either you try an other one, or if yours is free, tell me the url and I can try it from here.

1391. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 23:14:00 UTC
From: Dimitri_Junker@b.maus.de
Message-ID: <200504100114.a3256@b.maus.de>
Source record: 13885

* Gruppe: comp.sys.atari.st
* Name: Martin "Nightowl" Byttebier

MB>Is there a way to not request New Groups?

At the moment no. But I see no reason for that, that might be an error, so I'am going to change that in the next version.

1392. Re: Looking for a DMA cable - Canada

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 23:24:21 UTC
From: Egon Spengler <Egon@The.Lab>
Message-ID: <pq-dnbZcVOG4-cXfRVnyjg@eclipse.net.uk>
Source record: 13863

Hi,

> Thanks Egon, but once again shipment is a killer. It brings the cost to
> around $20 for not even two bucks worth of components. I guess you can't
> get Power Without the Price anymore...

They ship USPS for small items, that can't be $20 to Canada can it??

Egon

--
The.Lab is really UMRK {period} ORG, bare that in mind if you want to mail
:)

1393. Re: HDDRIVER for ST

Newsgroup: comp.sys.atari.st
Date: 2005-04-09 23:56:19 UTC
From: malo.morgen@nowhere.com
Message-ID: <d39q30$6s$2@ss405.t-com.hr>
Source record: 13864

maybe the drive is disfunctional or badly set?

On 22 Mar 2005 18:10:38 , silverdr wrote:
>Hi group,
>
>I am trying to resurrcect a ST with ACSI based harddrive interface
>(German "ProFile 20") but have problems finding a driver that would
>work. Tried AHDI, tried SCSITOOL with Hushi and everything seem to
>recognise the drive properly but AHDI doesn't want to format the drive.
>SCSITOOL does everything apparently (more or less) correct but then
>crashes on boot. What driver/toolsed is currently considered to be the
>best and where can I get it from?
>
>Thanks in advance.
>.

1394. Re: Mystery Falcon Modification

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 00:00:25 UTC
From: malo.morgen@nowhere.com
Message-ID: <d39qak$6s$3@ss405.t-com.hr>
Source record: 13865

it's original atari clock patch

On 25 Mar 2005 03:35:18 , "Phantom" wrote:
>Greetings.....
>
>
>I have 2 Falcons here both with a similar modification.
>
>I believe it has something to do with a Clock modification but not
>sure.
>
>The modification is a chip piggybacked on top of the socketed U63 with
>several
>wires running to the removed resistors R221, R222, and a few more in the
>general area.
>
>I remember in alot of upgrades like the Nemesis, these same resistors
>have
>to be removed and wires connected to them.
>
>Does anyone know what this modification is called and what
>exactly it's suppose to do?
>
>And what performance gains if any are expected?
>
>This modification appears to be the only one on the boards.
>
>Any info is appreciated.
>
>phantomm@bellsouth.net
>
>
>
>.

1395. Re: Falcon Service Manuals

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 00:02:44 UTC
From: malo.morgen@nowhere.com
Message-ID: <d39qf1$6s$4@ss405.t-com.hr>
Source record: 13866

only one and I have one for sale/trade...

On 29 Mar 2005 00:31:59 , "Phantom" wrote:
>Was wondering if more than one type of Service Manual
>was made for the Falcon and if anyone has any for sale
>or trade?
>
>phantomm@bellsouth.net
>
>
>
>.

1396. Re: CT60 temp questions!!

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 00:05:55 UTC
From: malo.morgen@nowhere.com
Message-ID: <d39qku$6s$5@ss405.t-com.hr>
Source record: 13867

leave as it is or put 000 or 001

On 6 Apr 2005 16:43:32 +, "Carey Christenson" wrote:
>To any CT60 owner,
> I notice if you go into the CONTROL PANEL then click on CT60 CONFIG I
>noticed if you double click on the THRES: area that a dialog comes up
>that says Offset TLV 2.8 degrees celsius/unit xxx unit. Where xxx can
>be a configurable number and entered by the user. So my question to
>every CT60 user is first off, what does this mean?? And what is the best
>value to enter into that field??
>
>Thanks for any information on this matter,
>
>--
>Carey Christenson
>
> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!
>
>Falcon 030 @ 25 mhz. with 14 megs STRam
>CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
>Eclipse 4 MB ATI Rage IIc Graphics Card
>120 GB IDE Maxtor 8 meg cache
>40 GB IDE Maxtor 2 meg cache
>4.5 GB SCSI Seagate Barracuda
>10x4x32x Sony CD-Burner
>24x Cyberdrive CD-Rom drive
>EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
>Epson Stylus COLOR 880 Printer
>19 inch Samsung VGA Monitor
>Subwoofer Satelite speaker system
>
>Coming:
>CT60 Graphics Card with DDR SDRam
>Ethernat card 10/100 mbit & 2 USB ports
>.

1397. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 02:50:37 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <1w06e.59698$wo1.58922@bignews6.bellsouth.net>
Source record: 13868

David Wade wrote:

> "twbrown" <brown9344@bellsouth.net> wrote in message
> news:gO05e.33230$vK6.2387@bignews3.bellsouth.net...
> > Tim wrote:
> >
> > >
> > > "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> > > news:5at4e.4706$p71.1716@newsfe3-gui.ntli.net...
> > > > Hello.
> > > >
> > > >> "Pel Monstad" <pal.monstad@pm-data.no> wrote in message
> > > >> news:eDe4e.4758$ai7.105793@news2.e.nsc.no...
> > > >>> I need to upgrade HD Driver. Where can I get it and pay with
> > > VISA card? >> Need
> > > >>> English manual.
> > > >
> > > > Unless things have changed you should be aware that altho' Uwe
> > > > owns the software, Atari Workshop own the copyright to the
> > > > English manual........
> > > >
> > > > See inside the manual front cover.
> > > >
> > > > I have one unregistered copy of v8.1 for sale.
> > > >
> > > Take Paypal? ;)
> > >
> > > Tim
> >
> > Hello guys
> > I got my copy of HDDRIVER from 16/32 systems..and he accepted
> > Pay-Pal. have you tried there yet?
>
> Nothing showing on the sales side. Was it a used copy?
>
> >
> > Thomas

no it was a new version..finally got it regestered with UWE :)

1398. Re: CompactFlash "hard drive" issues re

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 10:27:43 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4258ff99@news.broadpark.no>
Source record: 13869

lp wrote:
> in article 4257b31a$1@news.broadpark.no, Hallvard Tangeraas wrote on
> 4/9/2005 6:49 AM:
>
>> Hehe... it's funny that you've posted here, because I just wrote about
>> your site in a followup here ;-)
>> The above link didn't seem to work -just a blank page with a blank
>> photo-frame.
>
> Sorry about that, was the only pic I could find. Bummer.

I got it to work now. The problem was that the long URL was split up in
two lines, but with a little cut and paste I worked it out.
Looks like an external single-slot model.
I thought you had the internal one.

Which one exactly is this? Which model number?

>> Do you have any blank compactflash cards which you could use to try it out?
>
> See my other post, already bought an adapter and compact flash card, works
> ok here. I have booted the microtech dual card reader in my hades some time
> ago as a test. Infact at the it was using smartmedia with an adapter.
> Which I reported here quite some time ago. It was eerily quiet indeed.

Sounds good! Literally ;-)

>> May I ask how much you paid for the card-reader?
>
> I have 4 dual units, all identical and the one external single slot reader.
> Paid anywhere from $26 to $100 USD. Ebay of course.

You're referring to the Microtech PCD-25BHSF DPAI (dual slot, internal,
SCSI card-reader)? I'm getting a little confused about all the model
numbers and versions.
I assume the "PCD-25SF-PC" and "PCD-25SF-MAC" models are just the
external versions of the same card-reader?

No such device is to be found at ebay (or anywhere else for that matter)
at the moment.

> I also tried one of those triple card reads, and like Joe had no luck with
> it at all. I also bought 2 of those IDE flash hard drives, that are direct
> replacements for IDE drives, plug right into the IDE interface. Got them
> from 2 different vendors, neither worked. Perhaps some advanced IDE spec?
> Not sure, but the hades for sure didn't see these drives on the IDE bus.

Bummer :-(
But as long as something works we can settle for that and forget about
the rest. Too bad the PCD-25 models are so hard to find.
I'm trying to look for one locally as well.

I've never used a Hades, but I assume that if these card-readers work
with it, they'll also work with a regular ST/STe/Mega STe etc. with a
Link 97 and HDdriver (that's the driver software you used, right?) If
so, which version of HDdriver?

--
Hallvard

1399. Re: CompactFlash "hard drive" issues re

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 10:35:03 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42590150$1@news.broadpark.no>
Source record: 13870

lp wrote:

> in article 4257b1f2$1@news.broadpark.no, Hallvard Tangeraas wrote on
> 4/9/2005 6:44 AM:
>
>> Hey, hold on!!!!!! Upon reading a bit more in detail, this page belongs
>> to Lonny Pursell -an Atari user, and he lists those devices connected to
>> a Hades and a TT, but since he's also got regular hard drives in those
>> machines I doubt he's using the compactflash cards as hard drives, but I
>> may be wrong of course.
>
> I have used compact flash cards in my card readers. It' simply a matter of
> an adapter, which I bought and tested. Works fine. I use several PCMCIA
> cards (no adapter needed) on a regular basis. Tested smartmedia and
> compact flash with adapters. Was going to test the sony memory sticks, but
> they wanted to much for that adapter, so I didn't bother with that one.

So they all worked fine as "hard drives" then?
You were able to boot from them without any problems and use them just
as any regular hard drive?

On my system I'm not going to have a normal hard drive at all if this
works, as I need a *silent* system, which is the reason I'm looking into
this in the first place.

I didn't realize that other types of cards could be used as well as
there's only been talk of CompactFlash cards. Price and
performance-wise, are CompactFlash cards the best alternative for
harddisk replacements (i.e. daily use, lots of reading/writing of data)?
I'm thinking that either a 512 Mbyte or 1 Gbyte card will do.

--
Hallvard

1400. Re: Looking for a DMA cable - Canada

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 10:47:09 UTC
From: Michael Bricout <michaelbricout@hotmail.com>
Message-ID: <ptmdneNPn5KhmcTfRVn-jA@rogers.com>
Source record: 13871

>> Thanks Egon, but once again shipment is a killer. It brings the cost to
>> around $20 for not even two bucks worth of components. I guess you can't
>> get Power Without the Price anymore...
>
> They ship USPS for small items, that can't be $20 to Canada can it??

I selected "UPS Canada Ground Standard", which is their only option
available for shiping to Canada (all others are US only), and it gives
me this on my order:
- Order Subtotal: $1.70
- UPS Gnd to Canada Shipping: $17.75
* Grand Total: $19.45

That's more than the price of the complete cable at Best Electronic, but
then again BE won't ship for any less than $20 worth of good, and there is
shipment cost on top of that.

Sleep time again for my Megafile :(

1401. Re: Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 11:19:47 UTC
From: Mikey K <"usenet at kerslake dot plus dot com">
Message-ID: <q2d9oidephu4$.bp9drljom0qc.dlg@40tude.net>
Source record: 13872

On Wed, 6 Apr 2005 17:06:58 +0100, Toby wrote:

> On 2005-04-06, Mikey K <> wrote:

>> I have a monochrome Hi-res version of Super Breakout, and used to play it a
>> lot. It has all the features you described in your follow-up email
>> including a level editor. I will try and find the disk it is on, although I
>> have no way of playing it. But for sure, it is definitely hi-res!
>>
>>:-)
>
> This sounds like it! If you find it I will be very happy :)
> ï¿½ve just finished playing "Breakquest" on the PC (similar, and highly
> recommended) and it's given me a taste for block-breaking!

I have found two disks with monochrome games on them, but my PC won't read
either disk - probably an exotic format. I'll drag an Atari out of the
attic this week and see what I can do.

--
Regards
Mikey K
LEBW

1402. Re: CompactFlash "hard drive" issues re

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 12:47:05 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <N76dnTsvkdzWvcTfRVnyvQ@eclipse.net.uk>
Source record: 13873

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:42590150$1@news.broadpark.no...
> lp wrote:
>
> > in article 4257b1f2$1@news.broadpark.no, Hallvard Tangeraas wrote on
> > 4/9/2005 6:44 AM:
> >
>
> I didn't realize that other types of cards could be used as well as
> there's only been talk of CompactFlash cards. Price and
> performance-wise, are CompactFlash cards the best alternative for
> harddisk replacements (i.e. daily use, lots of reading/writing of data)?
> I'm thinking that either a 512 Mbyte or 1 Gbyte card will do.
>
I think so. Tak a look at:-

http://www.digit-life.com/articles2/flashcard-test/flashcard-test-p2.html

(Sorry if you have to patch) very interesting..

>
> --
> Hallvard

1403. Re: Looking for a DMA cable - Canada

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 12:56:17 UTC
From: Beno&#65533;t Morrissette <benmorrissNOSPAM@NOSPAMvideotron.qc.ca>
Message-ID: <hd8i51966sccr0p02b0vn2loqe5beol2th@4ax.com>
Source record: 13874

On Sat, 09 Apr 2005 09:18:59 -0230, Michael Bricout <michaelbricout@hotmail.com>
wrote:

>I am looking for a DMA cable to hook up a Megafile 30 to my ST.
>
>Either the cable, or a couple male db-19 connectors so that I
>could make one myself (impossible to find those locally).
>
>I'm in eastern Canada.
>
>Michael
Hi Michael,

I live in Trois-Rivii¿½res, QC and a have a few of them lying around... I'll give
you one if you pay the shipping (or if you can come here !)

Benoit Morrissette

1404. Re: Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 13:57:47 UTC
From: Toby <google@asktoby.com>
Message-ID: <slrnd5ic6r.u3f.google@ID-171443.user.uni-berlin.de>
Source record: 13878

On 2005-04-10, Mikey K <> wrote:
> On Wed, 6 Apr 2005 17:06:58 +0100, Toby wrote:
>
>> On 2005-04-06, Mikey K <> wrote:
>
>>> I have a monochrome Hi-res version of Super Breakout, and used to play it a
>>> lot. It has all the features you described in your follow-up email
>>> including a level editor. I will try and find the disk it is on, although I
>>> have no way of playing it. But for sure, it is definitely hi-res!
>>>
>>>:-)
>>
>> This sounds like it! If you find it I will be very happy :)
>> ï¿½ve just finished playing "Breakquest" on the PC (similar, and highly
>> recommended) and it's given me a taste for block-breaking!
>
> I have found two disks with monochrome games on them, but my PC won't read
> either disk - probably an exotic format. I'll drag an Atari out of the
> attic this week and see what I can do.

What a guy!

However, PCs should be able to read atari disks - maybe they have become
demagnetised.

--
Toby.
Add the word afiduluminag to the subject
field to circumvent my email filters.
Ignore any mail delivery error.

1405. Re: Looking for a DMA cable - Canada

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 16:21:21 UTC
From: Michael Bricout <michaelbricout@hotmail.com>
Message-ID: <GOWdnSe3cvgMz8TfRVn-hg@rogers.com>
Source record: 13879

Benoï¿½t Morrissette wrote:
> Hi Michael,
>
> I live in Trois-Riviï¿½res, QC and a have a few of them lying around...
> I'll give you one if you pay the shipping (or if you can come here !)

Thanks Benoit, I sent you my contact info by email.
Cheers,
Michael

1406. Re: MagiC!, NVDI, GemSys & Co.

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 17:55:28 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42596890$0$817$8fcfb975@news.wanadoo.fr>
Source record: 13880

Edward S. Baiz Jr. a ï¿½crit :
>
Hello Edward,
>
> I use a little program that goes into Magic's Start folder. It allows you to
> choose which country style you want the keyboard to use. I choose the US and I
> get an American flag in my upper right corner. Great program. Email me if you
> want it.

No, thank-you, that's not what I wished. But I think I succeeded in
what I wished to do : I reinstalled both NVDI & MagiC! on both my TT
and one of my Falcons, and (at least on the TT), it seems much more
stable. On the Falcon's side, I think it's a problem with components
versions (it's CT60'ed, so I must bee very carefull not to mix parts
for 060 and ones made for 030).

Good evening,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1407. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 20:43:50 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42599006$0$11700$8fcfb975@news.wanadoo.fr>
Source record: 13882

Peter Schneider a ï¿½crit :
>
> Hi Simon,
>
> S>Banks I've asked last year in France still charged something like 10
> S>euros for a cheque (in euros !) from another country.
> I think that the ECB changed the tariff of cheques so inside the Euro
> zone so it doesn't matter if a cheque is drawn (?) inside Germany or
> from France to Germany. But 10 Euro (if true) would IMHO be too much.

ECB didn't change anything : if I (from France) send you a cheque to
you (Germany), your bank will charge mine a fee that mine will charge
me, after havind added their own fee.
So, it isn't worth using cheques for payments less than 200 euros (the
fee actually is 10 euros).
>
> So don't be too desperate. You may put your questions here, and if I'm
> able to answer them, I'll do so.

There are many people who can help with HD-Driver ;-)
>
> And the german manual still is here with my Atari books my recent
> driver version being 8.12.

People using a CT60 should upgrade to 8.13 - others too, anyway.
HD-Driver is really a software that's worth every cent you spend.

Good night,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1408. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-10 20:53:50 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1113166430.041221.292890@o13g2000cwo.googlegroups.com>
Source record: 13883

J.-Luc schreibe:

>People using a CT60 should upgrade to 8.13 - others too, anyway.
>HD-Driver is really a software that's worth every cent you spend.

Unless you're using Cubase Audio Falcon, in which case you need =< 7.9.

Coda.

1409. Re: Looking for SCSITEST

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 07:23:30 UTC
From: Matthieu Barreteau <mon_prenom@mon_nom.org>
Message-ID: <425a252e$0$3134$8fcfb975@news.wanadoo.fr>
Source record: 13886

Mark Earwood a ï¿½crit :
> Hi I'm looking for a program called SCSITEST. It's mentioned on the Czuba
> tech website and in the CT1 instructions. I have a couple of Falcons I want
> to check out, and I understand this program will test the SCSI bus and
> drive(s) and maybe the bus-fix situation.
> I've been in touch with Rodolphe Czuba and he no longer has it.
>
> Can anyone tell me where to find it?
>
> Regards Mark.
>
>
Hi,

here it is :

http://www.barreteau.org/atari/ct1rev3b/testscsi.zip

Matthieu.

1410. Re: Looking for SCSITEST

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 08:24:09 UTC
From: Mark Earwood <mark.earwood@STUFFbtinternet.com>
Message-ID: <d3dc79llp1@hercules.btinternet.com>
Source record: 13887

Hi Matthieu
Thank you very much for finding that. I was looking for
scsitest, I should have tried it the other way round:-))

Thanks again Mark.

1411. Re: Looking for SCSITEST

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 08:47:15 UTC
From: Matthieu Barreteau <mon_prenom@mon_nom.org>
Message-ID: <425a38ce$0$11717$8fcfb975@news.wanadoo.fr>
Source record: 13888

Mark Earwood a ï¿½crit :
> Hi Matthieu
> Thank you very much for finding that. I was looking for
> scsitest, I should have tried it the other way round:-))
>
> Thanks again Mark.
>
>
If you (or other) want the complete original CT1 package, you can grab
this file :
http://www.barreteau.org/atari/ct1rev3b.zip

Matthieu

1412. Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 09:38:48 UTC
From: Lance Lyon <landover@nospamme.tpg.com.au>
Message-ID: <425a45a3$1@dnews.tpgi.com.au>
Source record: 13889
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Times change & my BBS is no longer aimed at the classic 8 bit & 16 bit computers.

However, over the years I've collected somewhat over 60,000 files & it'd be a shame not to have these available to people who want 'em, so I've set up an FTP server for people to help themselves.

The collection includes files for all Commodore 8 bitters, Amiga, Atari ST, Amstrad CPC, CP/M (mainly C128 related), Sam Coupe & lots of docs & schematics.

Four anonymous logins supported - head to ftp://landover.no-ip.com

cheers,

Lance

--
// http://landover.no-ip.com
Sydney ferries & steam tram pages

telnet://landover.no-ip.com
Fidonet & gaming BBS //
//

1413. Re: CompactFlash "hard drive" issues re

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 14:37:12 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <425a8b97$2@news.broadpark.no>
Source record: 13890

lp wrote:

> in article 42590150$1@news.broadpark.no, Hallvard Tangeraas wrote on
> 4/10/2005 6:35 AM:
>
>> So they all worked fine as "hard drives" then?
>> You were able to boot from them without any problems and use them just
>> as any regular hard drive?
>
> Correct. Occasionally a media change would go unnoticed, but that is not a
> problem if you are going to always leave the disk in. With Thing Desktop, I
> just press shift-escape, which forces a media change.

Not an issue for me. In fact, the computer as well as the card-reader
and everything else will be inside a 19" rack enclosure in the end, so
if I would ever need to chance a CF card I'd have to open it up.

>> I didn't realize that other types of cards could be used as well as
>> there's only been talk of CompactFlash cards. Price and
>> performance-wise, are CompactFlash cards the best alternative for
>> harddisk replacements (i.e. daily use, lots of reading/writing of data)?
>> I'm thinking that either a 512 Mbyte or 1 Gbyte card will do.
>
> I don't know the pros/cons of the various cards. But I did read smart media
> is not so good for long term, also they don't go beyond 128mb far as I know.

Fortunately CF cards can go way beyond that. I believe I've heard of 4
GB cards, which is many, many times more than any of us Atari users will
ever dream of needing in my opinion.

> You can use many types of media so long as there is an adapter for it. Most
> of the cards have pcmcia adapters these days. I bought all pcmcia cards to
> avoid the adapters. I have one huge 880mb pcmcia card I use, which by the
> way follows the same rules as any other HD, I have to use MiNT to access it
> since it's partition to one big 880mb disk. ;-)

I've been discussing CF cards used in the place of hard drives in
another group, and I was told that when it comes to their lifetime,
there's just about no limitation to how many times they can be read
from, but writing to is limited to something like 10 000 times. Sounds
like a lot, but imagine how many times the drive is written to under
normal, daily use. Bummer!
I'm suddenly not sure if CF is the way to go after all.... :-(

--
Hallvard

1414. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 15:45:11 UTC
From: "Dr. Thomas Radtke" <thradtke@freenet.de>
Message-ID: <425A9B87.5070000@freenet.de>
Source record: 13892
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Lance Lyon schrieb:
>
> Four anonymous logins supported - head to ftp://landover.no-ip.com
>
Anonymous login failed:(.

Thomas

1415. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 16:10:57 UTC
From: Mark Newsom <mwnewsom@cox-internet.com>
Message-ID: <rkx6e.5$ao4.1@okepread06>
Source record: 13891
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I just use SmartFTP and I am in there

Board Rider

1416. Re: Where to by HD Driver?

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 16:36:34 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <425aa791$0$3143$8fcfb975@news.wanadoo.fr>
Source record: 13894

Coda a ï¿½crit :
>
> J.-Luc schreibe:
>
>>People using a CT60 should upgrade to 8.13 - others too, anyway.
>>HD-Driver is really a software that's worth every cent you spend.
>
> Unless you're using Cubase Audio Falcon, in which case you need =< 7.9.
>
What are the symptoms?
I gave it a try, and didn't notice anything wrong, but I didn't use the
audio capabilities (since I my FalCT60 has no SCSI drive)...

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1417. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 18:11:36 UTC
From: r_u_sure@mybluelight.com
Message-ID: <1113243096.856847.115880@o13g2000cwo.googlegroups.com>
Source record: 13893
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Lance Lyon wrote:
>
> Four anonymous logins supported - head to ftp://landover.no-ip.com

When I click on your site listing, A dialog
box entitiled : Log On As pops up

Here is the contents of the box:

Either the server does not allow anonymous
logins or the e-mail address was not accepted.

FTP server : landover.no-ip.com

User name : _____

Pasword : _____

After you log on, you can add this server
to your Favorites and return to it easily.

! FTP does not encrypt or encode passwords or data before
sending them to the server. To protect the security of
your passwords and data, use Web Folders (WebDAV) instead.

Learn more about using Web Folders

___ Log on anonymously ___ Save password

_____ _____
Log On Cancel
_____ _____

When I Log on anonymously, this same dialog box pops up again.

Is this what is supposed to happen?

1418. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 19:39:27 UTC
From: Mark Newsom <mwnewsom@cox-internet.com>
Message-ID: <PnA6e.8$ao4.3@okepread06>
Source record: 13895
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Just use SmartFTP and use the Landover's ftp address and there you go you are in

Mark

1419. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 19:53:37 UTC
From: deKay <andyk@lofi-gaming.org.uk>
Message-ID: <1dll511qjjog1qii3vp4hdvqf2pq91mlea@4ax.com>
Source record: 13896
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Soni tempori elseu romani yeof helsforo nisson ol sefini ill des 11 Apr 2005 11:11:36 -0700, sefini jorgo geanyet des mani yeof do comp.sys.sinclair, yawatina tan reek esk r_u_sure@mybluelight.com fornis do marikano es bono tan el:

>Here is the contents of the box:
>
>Either the server does not allow anonymous
>logins or the e-mail address was not accepted.

>When I Log on anonymously, this same dialog box pops up again.
>
>Is this what is supposed to happen?

Try using an FTP client instead of a web browser, and try again when it is less busy.

deKay
--
+ Lofi Gaming - www.lofi-gaming.org.uk [Gamertag: deKay 01]
|- Gaming Diary - www.lofi-gaming.org.uk/diary/
|- My computer runs at 3.5MHz and I'm proud of that
|- Hurry up and go touch it.

1420. Re: Cat question

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 19:58:20 UTC
From: Free <geek@atarians.com>
Message-ID: <425ad6dc_3@x-privat.org>
Source record: 13897

Dimitri Junker wrote:
>
> * Gruppe: comp.sys.atari.st
> * Name: Martin "Nightowl" Byttebier
>
> MB>The installation program points to wrong dir. etc. ... but as I
> MB>believe this is a XaAES fault
>
>
> The problem with the installation program is, that it is used so seldom. And
> mainly by new users. And since there are only few new users, there are only
> verry few bug reports for install. So I am usualy busy with cat, in2cat,...

I believe it's a fault of XaAES. I haven't talk to the developer yet.
>
> MB>I don't know howmany groups my ISP supports (more then 13.000)
>
>
> That should not be a problem, news.online.de has some 36000 or so. Try to use
> this one, if you have the same problems there we know that it is not because of
> the nntp-server

I've setup Cat with a free newsserver. No problems to retrieve the
complet list. I even could get the messages from the groups I
subscribed too. Alas today I don't get the new messages from the
subscribed groups.
Posting to newsgroup using Cat and the free server doesn't work at
all. That's why I'm using Troll. With Troll I can get new messages and
post messages with no problem whatsoever.

>
> MB>I'm not sure (and maybe I'm speaking pure nonsens now) but can it be
> MB>the problem I've right now (see log file) has something to do with the
> MB>speed of my internet connection?
>
>
> There are some timeouts, but that would be a problem with very slow
> connections, I don't see how a fast connection could be a problem, I'am using
> DSL 2000. But on a PC with MagicPC

I'm using cable and I'm pretty sure Popwatch has problems with the
speed of the connection. Retrieving mails above 20 kB doesn't work.
The other day I was uploading a big file to my public webspace.
Because of this action the download speed was slower and guess what?
Popwatch could retrieve several 1+ MB mails without problem but as

soon as the speed was normal ... it was impossible again.
>
> MB>1978184: Server: Fehler bei recv:SMTP412 ;Handle:2; size:100000
>

>
> Some of the other error-codes Ekkehard forewardet to me were also not included
> in the rfc. So there is something strange with that nntp-server. So either you
> try an other one, or if yours is free, tell me the url and I can try it from
> here.

I'm using a free newsserver right now. Getting the complete list is no
problem. I managed once to get the articles from the newsgroups I
subscribe too but as today I don't get the new articles.
Am I dong something wrong? I really don't know. YGB is ticked so to my
understanding I should get the new messages if I launch the terminal.

Posting using that free server doesn't work at all. With Troll or with
Linux newsreaders posting works just great.

BTW: The free server supports maus.tausch.cat so if you wish I can
write to that group (in English).

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1421. ST systems for cheap - Phoenix area

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 20:18:55 UTC
From: semi-anonymous <nomail@address.com>
Message-ID: <75B6e.38528$Xs.6392@fed1read03>
Source record: 13898

I just donated the following items to Goodwill in Mesa (near Fiesta Mall):

* 1040ST
* SC1224 monitor
* Atari mouse
* 520STfm
* SC1224 monitor
* trackball
* 20MB hard drive (homebrew)
* Microcube flight controller
* External floppy drive
* internal floppy drive
* Magic Sac+ cartridge
* 2 boxes full of games, applications, and documentation

The computers, monitors, and hard drive all work fine. Much of the software is in original packaging, including: Degas Elite, Paperboy, Seastalker, Microprose Flight Simulator. The hard drive is loaded with software, but I've not gone through to catalog it. Also, I haven't looked to see what's on the extra floppy disks. (2 disk bins full of floppies.)

Items donated to Goodwill on Monday, 4/11/2005.

1422. Re: eiffel

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 21:13:51 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <425ae972$1_3@x-privat.org>
Source record: 13799

I asked them. It is quite funny, and fits somehow in the '80s guys
programming computers, and such.
At least, that's how it seemed to me.

BTW, nothing evil-related, actually

1423. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-11 22:29:31 UTC
From: Ian Rawlings <news05@tarcus.org.uk>
Message-ID: <slrnd5luib.dtd.news05@gate-int.tarcus.org.uk>
Source record: 13800
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 2005-04-11, Lance Lyon <landover@nospamme.tpg.com.au> wrote:

> However, over the years I've collected somewhat over 60,000 files &
> it'd be a shame not to have these available to people who want 'em,
> so I've set up an FTP server for people to help themselves.

Hello Lance, while it's nice of you to make the collection available,
is there any alternative method that you have that can be used to
obtain the whole collection, with your stated 100 files per day
limitation it would take 600 days to download all the files.

Using something like bit torrent would be more suitable. I've not
managed to download anything yet from your server as it drops the
connection when I try to start a download, even if I've successfully
logged in.

Cheers!

--
For every expert, there is an equal but opposite expert

1424. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-12 00:57:00 UTC
From: r_u_sure@mybluelight.com
Message-ID: <1113267420.678359.99410@z14g2000cwz.googlegroups.com>
Source record: 13801
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I was able to get in about 10 minutes ago
I don't know what I did differently this time.

1425. Re: ST systems for cheap - Phoenix area

Newsgroup: comp.sys.atari.st
Date: 2005-04-12 02:23:51 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <115mc9rb893pa77@corp.supernews.com>
Source record: 13802

Shame, hopefully they will not trash it. Why not just offer it up here for free?

Tim

"semi-anonymous" <nomail@address.com> wrote in message news:75B6e.38528$Xs.6392@fed1read03...
>I just donated the following items to Goodwill in Mesa (near Fiesta Mall):
>
> * 1040ST
> * SC1224 monitor
> * Atari mouse
> * 520STfm
> * SC1224 monitor
> * trackball
> * 20MB hard drive (homebrew)
> * Microcube flight controller
> * External floppy drive
> * internal floppy drive
> * Magic Sac+ cartridge
> * 2 boxes full of games, applications, and documentation
>
> The computers, monitors, and hard drive all work fine. Much of the
> software
> is in original packaging, including: Degas Elite, Paperboy, Seastalker,
> Microprose Flight Simulator. The hard drive is loaded with software, but
> I've not gone through to catalog it. Also, I haven't looked to see what's
> on the extra floppy disks. (2 disk bins full of floppies.)
>
> Items donated to Goodwill on Monday, 4/11/2005.
>

1426. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-12 04:49:07 UTC
From: Lance Lyon <landover@nospamme.tpg.com.au>
Message-ID: <425b533b$1@dnews.tpgi.com.au>
Source record: 13803
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Ian Rawlings" <news05@tarcus.org.uk> wrote in message
news:slrnd5luib.dtd.news05@gate-int.tarcus.org.uk...
> On 2005-04-11, Lance Lyon <landover@nospamme.tpg.com.au> wrote:
>
>> However, over the years I've collected somewhat over 60,000 files &
>> it'd be a shame not to have these available to people who want 'em,
>> so I've set up an FTP server for people to help themselves.
>>
> Using something like bit torrent would be more suitable. I've not
> managed to download anything yet from your server as it drops the
> connection when I try to start a download, even if I've successfully
> logged in.

Actually - not a bad idea - might just implement that!

cheers,

Lance

--
// http://landover.no-ip.com
Sydney ferries & steam tram pages

telnet://landover.no-ip.com
Fidonet & gaming BBS //
//

1427. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-12 06:56:22 UTC
From: Ian Rawlings <news05@tarcus.org.uk>
Message-ID: <slrnd5ms8m.dtd.news05@gate-int.tarcus.org.uk>
Source record: 13804
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 2005-04-12, Lance Lyon <landover@nospamme.tpg.com.au> wrote:

> Actually - not a bad idea - might just implement that!

Great. if you do then let us know, I've been seeding the complete MAME romset for about a week now and will happily add your archive to the list. People are currently dragging about 12k/s out of my link downloading it from me. A line upgrade is happening in a few days.

The best way to do it appears to be to share out the directory heirarchy rather than archive it all into one large zip file as this allows people to check out the contents of the download as it comes down and also to copy a partial dump from one person to another then for those two people to hit the torrent and continue from where the download left off. Also if they delete one file they just hit the torrent again and just that one file is downloaded.

Sorry if you already know all this ;-)

--
For every expert, there is an equal but opposite expert

1428. Re: Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-12 18:28:28 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1113330508.559500.156100@f14g2000cwb.googlegroups.com>
Source record: 13805

Toby wrote:

> > I have found two disks with monochrome games on them, but my PC won't read
> > either disk - probably an exotic format. I'll drag an Atari out of the
> > attic this week and see what I can do.
>
> What a guy!
>
> However, PCs should be able to read atari disks - maybe they have become
> demagnetised.
>
Windows can only read a handful of "standard" formats. The Atari was capable of reading a variety of non-standard, non-Windows-compatible formats as well.

Galen

1429. Re: CompactFlash "hard drive" issues re

Newsgroup: comp.sys.atari.st
Date: 2005-04-12 19:05:29 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1113332729.516537.79260@g14g2000cwa.googlegroups.com>
Source record: 13806

I've been discussing CF cards used in the place of hard drives in another group, and I was told that when it comes to their lifetime, there's just about no limitation to how many times they can be read from, but writing to is limited to something like 10 000 times. Sounds like a lot, but imagine how many times the drive is written to under normal, daily use. Bummer!
I'm suddenly not sure if CF is the way to go after all.... :-(

- - - - -

I'd like to remind you that 10,000 rewrites is far better than you would find on floppy disks, which many of us remember once using as our ONLY means of data storage. Although most of us have become used to our extremely stable hard drives, one can adapt. Simply backup your drive regularly (I back up documents to floppy when I work with them and the entire drive to CD-R every three months) and replace the CF card every couple of years and you should be fine. If you use another media for documents and caches, your CF card should last a decade or more.

Galen (who uses a CF card to back up his PowerBook)

1430. Re: CompactFlash "hard drive" issues re

Newsgroup: comp.sys.atari.st
Date: 2005-04-12 19:43:18 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d3h8cm$o64$1@reader1.panix.com>
Source record: 13807

Better to use them carefully, but....been there, done that, and after
about 20 years, some memory of that general type is still working in
M1 family of US tanks, even though it was guaranteed for only 10,000
writes. It appears that the manufacturer is willing to guarantee only
10,000 writes because testing production for more than 10,000 write
cycles takes too long, and that such things will last for quite a bit
more than 10,000 write cycles. Of course, with determination, you can
wear one out pretty quickly, but in normal use, it will last close
enough to forever.

Jim

Galen <atarigalen@yahoo.com> writes:

: I've been discussing CF cards used in the place of hard drives in
: another group, and I was told that when it comes to their lifetime,
: there's just about no limitation to how many times they can be read
: from, but writing to is limited to something like 10 000 times. Sounds
: like a lot, but imagine how many times the drive is written to under
: normal, daily use. Bummer!
: I'm suddenly not sure if CF is the way to go after all.... :-(

: - - - - -

: I'd like to remind you that 10,000 rewrites is far better than you
: would find on floppy disks, which many of us remember once using as our
: ONLY means of data storage. Although most of us have become used to
: our extremely stable hard drives, one can adapt. Simply backup your
: drive regularly (I back up documents to floppy when I work with them
: and the entire drive to CD-R every three months) and replace the CF
: card every couple of years and you should be fine. If you use another
: media for documents and caches, your CF card should last a decade or
: more.

: Galen (who uses a CF card to back up his PowerBook)

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1431. Re: Looking for a monochrome PD breakout/arkanoid game

Newsgroup: comp.sys.atari.st
Date: 2005-04-12 20:30:35 UTC
From: Toby <google@asktoby.com>
Message-ID: <slrnd5obvb.u3f.google@ID-171443.user.uni-berlin.de>
Source record: 13808

```
On 2005-04-12, Galen <atarigalen@yahoo.com> wrote:
>
> Toby wrote:
>
>> > I have found two disks with monochrome games on them, but my PC
> won't read
>> > either disk - probably an exotic format. I'll drag an Atari out of
> the
>> > attic this week and see what I can do.
>>
>> What a guy!
>>
>> However, PCs should be able to read atari disks - maybe they have
> become
>> demagnetised.
>>
> Windows can only read a handful of "standard" formats. The Atari was
> capable of reading a variety of non-standard, non-Windows-compatible
> formats as well.
>
> Galen
>

Well, fingers crossed :)

--
Toby.
Add the word afiduluminag to the subject
field to circumvent my email filters.
Ignore any mail delivery error.
```

1432. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-13 00:23:53 UTC
From: Lance Lyon <landover@nospamme.tpg.com.au>
Message-ID: <425c685b@dnews.tpgi.com.au>
Source record: 13809
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Ian Rawlings" <news05@tarcus.org.uk> wrote in message
news:slrnd5ms8m.dtd.news05@gate-int.tarcus.org.uk...
> On 2005-04-12, Lance Lyon <landover@nospamme.tpg.com.au> wrote:
>
>> Actually - not a bad idea - might just implement that!
>
> Great. if you do then let us know, I've been seeding the complete MAME
> romset for about a week now and will happily add your archive to the
> list. People are currently dragging about 12k/s out of my link
> downloading it from me. A line upgrade is happening in a few days.

Started it - the torrent page (complete with forums) is at
http://landover.no-ip.com/pods/index.php

Only just starting to seed now on a per directory basis, so it's slow work,
but once all of 'em are here, I'll swap over to torrents only.

cheers,

Lance

// http://landover.no-ip.com
Sydney ferries & steam tram pages
telnet://landover.no-ip.com
Fidonet & gaming BBS //

1433. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-13 07:23:54 UTC
From: Ian Rawlings <news05@tarcus.org.uk>
Message-ID: <slrnd5pi8a.dtd.news05@gate-int.tarcus.org.uk>
Source record: 13810
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 2005-04-13, Lance Lyon <landover@nospamme.tpg.com.au> wrote:

> Started it - the torrent page (complete with forums) is at
> http://landover.no-ip.com/pods/index.php

Great, a lot of effort went into that from the look of it! I've just started trying to grab the Atari stuff.

I noticed you split the archive up into lots of little torrents, I'd have thought it would reduce your bandwidth load if you'd made a few large torrents as there's then a greater chance of people downloading the same thing at the same time (and therefore downloading off each other rather than you). It would also make it easier for you to admin! If I'm right on that (I'm not 100% sure), it might be worth considering making later torrents larger.

Cheers for the archive though, looks very valuable!

--
For every expert, there is an equal but opposite expert

1434. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-13 08:36:32 UTC
From: Lance Lyon <landover@nospamme.tpg.com.au>
Message-ID: <425cdb21@dnews.tpgi.com.au>
Source record: 13811
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Ian Rawlings" <news05@tarcus.org.uk> wrote in message
news:slrnd5pi8a.dtd.news05@gate-int.tarcus.org.uk...
> On 2005-04-13, Lance Lyon <landover@nospamme.tpg.com.au> wrote:

Hi Ian,

> I noticed you split the archive up into lots of little torrents, I'd
> have thought it would reduce your bandwidth load if you'd made a few
> large torrents as there's then a greater chance of people downloading
> the same thing at the same time (and therefore downloading off each
> other rather than you). It would also make it easier for you to
> admin! If I'm right on that (I'm not 100% sure), it might be worth
> considering making later torrents larger.
>
> Cheers for the archive though, looks very valuable!

I had originally thought to do each section as one very large archive, but
decided to do the individual directories - that way people who only want one
thing aren't forced to wade through thousands of files (just wait until I
put up the 20,000 or so C64 games & you'll see what I mean).

cheers,

Lance

// http://landover.no-ip.com
Sydney ferries & steam tram pages
telnet://landover.no-ip.com
Fidonet & gaming BBS //

1435. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-13 08:41:23 UTC
From: Jeremy Sieracki <jeremysieracki@charter.net>
Message-ID: <WW47e.433$Ow2.196@fe06.lga>
Source record: 13812
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> I noticed you split the archive up into lots of little torrents, I'd
> have thought it would reduce your bandwidth load if you'd made a few
> large torrents as there's then a greater chance of people downloading

Especially since, with Azureus as a Torrent Client, you can select what
to download and what not to download in a large torrent,

My 2 cents worth

Jeremy

1436. Re: Landover's FTP server

Newsgroup: comp.sys.atari.st
Date: 2005-04-13 09:46:46 UTC
From: Lance Lyon <landover@nospamme.tpg.com.au>
Message-ID: <425cea83$1@dnews.tpgi.com.au>
Source record: 13813
Cross-posted to: alt.c64,aus.computers.amiga,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Jeremy Sieracki" <jeremysieracki@charter.net> wrote in message
news:WW47e.433$Ow2.196@fe06.lga...
>> I noticed you split the archive up into lots of little torrents, I'd
>> have thought it would reduce your bandwidth load if you'd made a few
>> large torrents as there's then a greater chance of people downloading
>
>
> Especially since, with Azureus as a Torrent Client, you can select what
> to download and what not to download in a large torrent,
>
> My 2 cents worth

Well some of these torrents are still in excess of 20 megabytes, so they
ain't that little!

cheers,

Lance

--
// http://landover.no-ip.com
Sydney ferries & steam tram pages
telnet://landover.no-ip.com
Fidonet & gaming BBS //

1437. CFN to TTF converter

Newsgroup: comp.sys.atari.st
Date: 2005-04-13 22:37:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <od2dnZeKQ4CAAsDfRVnyiA@pipex.net>
Source record: 13814

I had a program that converted PD CFN/Calamus fonts to TTFs on an Atari. But I'm blowed if I can locate it :-(

Can anyone tell me the name of the file I need? (I think it was a TTP, but am not sure).

Regards, /Peter/

1438. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-04-14 07:44:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504140029540.5276-100000@onyx.spiritone.com>
Source record: 13815
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Games/ Software, Hardware, Books and Accessories! Classic Atari 8 Bit and Atari ST Computer Lines Plus Atari Jaguar Consoles and Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!

http://BensCatalogs.Atari.org Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1439. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-04-14 07:51:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504140044520.5276-100000@onyx.spiritone.com>
Source record: 13816
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1440. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-04-14 07:54:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504140051260.5276-100000@onyx.spiritone.com>
Source record: 13817
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1441. Re: CFN to TTF converter

Newsgroup: comp.sys.atari.st
Date: 2005-04-14 08:57:13 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1113469033.355451.201230@o13g2000cwo.googlegroups.com>
Source record: 13818

I wouldnt mind something that worked the other way round!

Coda.

1442. 060 prices

Newsgroup: comp.sys.atari.st
Date: 2005-04-14 14:00:37 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <425e7782$0$22121$626a14ce@news.free.fr>
Source record: 13819

You think the CT63 is expensive ??

http://www.freescale.com/webapp/sps/site/prod_summary.jsp?code=MC68060&nodeId=018rH3YTLC4622

And price are for 1000 pieces !

1443. Re: CFN to TTF converter

Newsgroup: comp.sys.atari.st
Date: 2005-04-14 16:31:22 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <425e9ada@x-privat.org>
Source record: 13820

Coda wrote:
>
> I wouldnt mind something that worked the other way round!

Calamus SL (with the font tool module) is able to do that for you.
Calamus can import ttf and postscript and convert then to cfn with
ease.

HTH,
Martin

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

1444. Re: CFN to TTF converter

Newsgroup: comp.sys.atari.st
Date: 2005-04-14 22:35:43 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <HYadneVvtfiibcPfRVnysg@pipex.net>
Source record: 13821

In message <1113469033.355451.201230@o13g2000cwo.googlegroups.com>, smeg_007@hotmail.com said:

>I wouldnt mind something that worked the other way round!

Don't know a TTF->CFN, though Fonty contains a PFB (Postscript font) to CFN (Calmus font) converter PFB2CFN.PRG. And of course Calamus itself can load TTF fonts and convert them to CFNs with the Font module.

Regards, /Peter/

1445. Re: CFN to TTF converter

Newsgroup: comp.sys.atari.st
Date: 2005-04-15 02:28:22 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d3n8s5$76d$1@reader1.panix.com>
Source record: 13822

Well, maybe obsolete information, although I suspect the author still has
the same name and phone number,

Don Turnock
MegaType
P.O. Box 645
South Bend, IN 46624
(219) 288-7468

Two of his programs I have. One converts TTF or PFB to ECF, and the other
converts ECF to CFN or PGS.

The third is FontEditor, which I do not have, which converts ECF to PFB.

I think I got the very last of his programs about the time that Toad
Computers went belly up.

Jim

xlator@cix.compulink.co.uk writes:

: In message <1113469033.355451.201230@o13g2000cwo.googlegroups.com>, smeg_007@hotmail.com
said:

: >I wouldnt mind something that worked the other way round!

: Don't know a TTF->CFN, though Fonty contains a PFB (Postscript font)
: to CFN (Calmus font) converter PFB2CFN.PRG. And of course Calamus
: itself can load TTF fonts and convert them to CFNs with the Font
: module.

: Regards, /Peter/

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1446. Mean 18 Famous Course disk 1!

Newsgroup: comp.sys.atari.st
Date: 2005-04-15 03:52:00 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <115ueivg40hdnd5@corp.supernews.com>
Source record: 13823

My original disk went bad, anyone have the 3 course files of AUGUSTA.M18, PEBBLE.M18 AND STANDREW.M18?

Thanks

1447. Re: Mean 18 Famous Course disk 2??

Newsgroup: comp.sys.atari.st
Date: 2005-04-15 08:31:46 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <115uuvg6kdh53c1@corp.supernews.com>
Source record: 13824

"Tim" <tjlazer@NOCRAP.mail.com> wrote in message
news:115ueivg40hdnd5@corp.supernews.com...
> My original disk went bad, anyone have the 3 course files of AUGUSTA.M18,
> PEBBLE.M18 AND STANDREW.M18?
>
> Thanks

I was able to salvage the files!!! Woot! So... anyone have the 2nd course
disk by chance?

Tim

1448. Re: CFN to TTF converter

Newsgroup: comp.sys.atari.st
Date: 2005-04-15 14:17:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.15.14.17.39.595818@charter.net>
Source record: 13825

On Fri, 15 Apr 2005 02:28:22 +0000, Jim DeClercq wrote:

> I think I got the very last of his programs about the time that Toad
> Computers went belly up.
>
> Jim

Toad Computers...man, the money I spent there! I know its off topic but
anyone know what they are doing these days? I've got one of Daves' old
Mega STe keyboards that he auctioned off not too long ago.

Sure do miss some of the "old" crowd.. :-)

1449. Re: CFN to TTF converter

Newsgroup: comp.sys.atari.st
Date: 2005-04-15 20:35:51 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1113597351.812022.295890@o13g2000cwo.googlegroups.com>
Source record: 13826

Ronald J. Hall wrote:

> Toad Computers...man, the money I spent there! I know its off topic
but
> anyone know what they are doing these days? I've got one of Daves'
old
> Mega STe keyboards that he auctioned off not too long ago.
>
> Sure do miss some of the "old" crowd.. :-)

Go to www.toad.net and look around. I actually emailed Dave about 18 months ago to get permission to scan his old catalogs. He seems to be doing fine, and last I heard was still married to Jennifer.

Galen

1450. Re: CFN to TTF converter

Newsgroup: comp.sys.atari.st
Date: 2005-04-16 12:17:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.16.12.17.26.102428@charter.net>
Source record: 13827

On Fri, 15 Apr 2005 13:35:51 -0700, Galen wrote:

> Go to www.toad.net and look around. I actually emailed Dave about 18
> months ago to get permission to scan his old catalogs. He seems to be
> doing fine, and last I heard was still married to Jennifer.
>
> Galen

Thanks Galen - didn't even know that toad.net was still around. :-)

1451. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-04-16 12:40:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4261382acccaa0@comcast.net>
Source record: 13831
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

>Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
>Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:
>
>http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!
>
>I cant read your mind, so fill out the survey so I can get to know you. It
>helps me figure out your Atari needs and Interests. Feel free to fill out
>the Atari Survey on my Contact Page! Goto my Link above. Thank You.
>
>Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
>Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
>http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
>Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
>Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

I filled out your survey. Not sure if it was sent or not.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1452. Re: CFN to TTF converter

Newsgroup: comp.sys.atari.st
Date: 2005-04-16 12:51:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4261382acccaa2@comcast.net>
Source record: 13832

>Well, maybe obsolete information, although I suspect the author still has
>the same name and phone number,
>
>Don Turnock
>MegaType
>P.O. Box 645
>South Bend, IN 46624
>(219) 288-7468
>
>Two of his programs I have. One converts TTF or PFB to ECF, and the other
>converts ECF to CFN or PGS.
>
>The third is FontEditor, which I do not have, which converts ECF to PFB.
>
>I think I got the very last of his programs about the time that Toad
>Computers went belly up.
>
>Jim

Don Turnock is still around. He lives about 2 miles from me. However he is not into Atari computers anymore. One of the guys from my Atari club gave him his Falcon and he has not seen it since. Too bad. The guy is a genius when it comes to computers. I still have a setup he did for me that has a hard drive and two disk drives in it that is all in a case along with a power supply for a ST. The number should be correct, because I do not think he has moved. He put together my wife's PC and she said he lived in some old houe in South Bend and that is what I remember when I went over to see him from time to time.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1453. Re: CompactFlash "hard drive" issues

Newsgroup: comp.sys.atari.st
Date: 2005-04-16 12:58:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4261382acccaa3@comcast.net>
Source record: 13830

>Hi ST addicts.
>
>I once had a Link97 connected to my 1st gen ST.
>It worked with anything i could put a SCSI 50 pins cable inside. I
>miss it. Is it sold anymore?
>
>However, since the Lin97 was meant to work externally, are there any
>alternatives to the internal Atari ACSI - SCSI converter from the Mega
>STe/STacy (which only recognizes pre 1988 drives)? That is - it has to
>be mounted inside the Atari.
>
>I am going to try the CF experiment using a Spyrus PCMCIA cardbus >
>SCSI converter. I will let you know about my progress.
>
>Peter Hjorth Feddersen

It may be, but I would try and get a hold of the Link II. I have one of these
and it works great on my STe along with HDDriver.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1454. Re: MagiC!, NVDI, GemSys & Co.

Newsgroup: comp.sys.atari.st
Date: 2005-04-16 13:05:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4261382acccaa4@comcast.net>
Source record: 13833

>Edward S. Baiz Jr. a 'ecrit :
>>
>Hello Edward,
>>
>> I use a little program that goes into Magic's Start folder. It allows you to
>> choose which country style you want the keyboard to use. I choose the US and I
>> get an American flag in my upper right corner. Great program. Email me if you
>> want it.
>
>No, thank-you, that's not what I wished. But I think I succeeded in
>what I wished to do : I reinstalled both NVDI & MagiC! on both my TT
>and one of my Falcons, and (at least on the TT), it seems much more
>stable. On the Falcon's side, I think it's a problem with components
>versions (it's CT60'ed, so I must bee very carefull not to mix parts
>for 060 and ones made for 030).
>
>Good evening,
>
>J.-Luc

Hello,

Just what was it that you want to do?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1455. Re: Where to find original EPSON floppy drive

Newsgroup: comp.sys.atari.st
Date: 2005-04-16 20:35:31 UTC
From: Norbert Becker <DE1YAE@T-ONLINE.DE>
Message-ID: <42617713.2080807@T-ONLINE.DE>
Source record: 13828

Hi !

Often seen at EBAY ...

MfG Major Happy from Germany ...

Ernest Bonnem schrieb:
> Hi,
> On my 520 STF, the EPSON 480L floppy drive (720K) doesn't work any
> longer (apparently, the problem is that the stepping head does not
> move enough)
> Any idea where I can find a working original EPSON 480L floppy drive ?
>
> I tried at cps-electronics.co.uk , they recently had a bunch, but
> sold them out.
>
> By the way, I live in Paris.

1456. Looking for a few ST titles

Newsgroup: comp.sys.atari.st
Date: 2005-04-16 21:10:03 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <z8f8e.91522$wo1.41441@bignews6.bellsouth.net>
Source record: 13829

A friend of mine is looking for an AtariST-Falcon program
that helps to teach Guitar playing.

I remember at least one that was sold by Systems For Tommorrow
or Chromagic. But I forgot the name of it.

Anyhow, Would like to get a complete original of it or a similar
program thats good for beginners to advance.

Also looking for Digital Home Studio and the Data CD.

E-mail me if have info,

phantomm@bellsouth.net

1457. Re: CompactFlash "hard drive" issues

Newsgroup: comp.sys.atari.st
Date: 2005-04-17 02:02:04 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <1163gsslh4crb6a@corp.supernews.com>
Source record: 13834

On 16 Apr 2005 16:58:02 , "Edward S. Baiz Jr." wrote:
>>Hi ST addicts.
>>
>>I once had a Link97 connected to my 1st gen ST.
>>It worked with anything i could put a SCSI 50 pins cable inside. I
>>miss it. Is it sold anymore?
>>
>>However, since the Lin97 was meant to work externally, are there any
>>alternatives to the internal Atari ACSI - SCSI converter from the Mega
>>STe/STacy (which only recognizes pre 1988 drives)? That is - it has to
>>be mounted inside the Atari.
>>
>>I am going to try the CF experiment using a Spyrus PCMCIA cardbus >
>>SCSI converter. I will let you know about my progress.
>>
>>Peter Hjorth Feddersen
>
>It may be, but I would try and get a hold of the Link II. I have one of these
>and it works great on my STe along with HDDriver.
>
>--
>Edward S. Baiz Jr.
> (Gamer)
>
>HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>.
Edward,
So you have used the Link II with a compact flash device?? If so,
which device?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1458. Replacement Falcon Disk Drive

Newsgroup: comp.sys.atari.st
Date: 2005-04-17 02:52:10 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <26k8e.64076$UW6.33655@bignews5.bellsouth.net>
Source record: 13835

I'm sure this subject has been covered before.

But I missed it......

I need to replace a couple of Atari Falcon internal Disk Drives.

Are there replacement models that I can ask for which will work
correctly
with all software, copying, formatting and etc without having to make a
modification.

If so, I'd appreciate the Brand(s) and Model numbers to ask for.

Also, For my own reasons, I rather not have to ask any Previous
Atari Dealers in CA for them unless I have no choice.

Thanks for any help.

phantomm@bellsouth.net

Here Comes The BS

.

1459. Highwire

Newsgroup: comp.sys.atari.st
Date: 2005-04-17 04:07:05 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <1163o796f0e1r17@corp.supernews.com>
Source record: 13836

I'm very impressed with the progress that has been made with Highwire. I'm curious: Is it likely that Highwire (or any browser for Atari ST/TT/Falcon will mature to the point where Javascript is implemented and security is such that one can use things like eBay, Paypal, etc? I have a CT60 Falcon, and if I could use it for these activities I would no longer need the Mac that I keep next to it for browsing certain websites. The main reason I ask this question is that I would like to plan ahead. There are some software items that I would purchase for my Falcon if I knew it could eventually meet all of my needs. Right now I hesitate to spend the money when I have another computer that can take care of these things. Hopefully this will open up some interesting discussion.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1460. Re: Replacement Falcon Disk Drive

Newsgroup: comp.sys.atari.st
Date: 2005-04-17 12:45:42 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42625a76$0$19331$8fcfb975@news.wanadoo.fr>
Source record: 13837

Phantom a ï¿½crit :
>
>
> I'm sure this subject has been covered before.

Hello,
>
> I need to replace a couple of Atari Falcon internal Disk Drives.
> Are there replacement models that I can ask for which will work
> correctly with all software, copying, formatting and etc without
> having to make a modification.
>
Any 2,5" will work, but it's size will depend on the system you intend
to use it with :
- plain TOS has partition size limit of 1 GB,
- MagiC! is supposed to allow partitions as big as 4GB, but I had
problems with them (access to the content or even to a file took more
than 30 seconds, even with one single file of 64kB) and then went
back to 2GB size,
- MiNT is said to have no limit.

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1461. Re: MagiC!, NVDI, GemSys & Co.

Newsgroup: comp.sys.atari.st
Date: 2005-04-17 13:04:17 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42625ed1$0$11719$8fcfb975@news.wanadoo.fr>
Source record: 13838

Edward S. Baiz Jr. a ï¿½crit :
>
> Hello,

Hello,
>
> Just what was it that you want to do?
>
When MagiC! is installed, it puts everything - drivers, programs,
fonts, aso. - into C:\GEMSYS, and as C: might be as small as possible
(in case one might have to return to plain TOS), I wanted to move as
many of this to another partition.
I first simply moved files and modified data into inf files to match,
and everything seemed ok, but then MagXnet refused to work. :-(
Then, I totally reinstalled both NVDI and MagiC! directly into the
location I wanted, moved some files from there to where I wanted to put
them, did some tuning, and here it works :-)
I was advised to use symbolic links, but I don't particularly like this
method, I think it's not very smart, and I'd rather use it only in case
of real need - it wouldn't have solved the proble of space, however.

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1462. XL RETRO

Newsgroup: comp.sys.atari.st
Date: 2005-04-17 16:00:37 UTC
From: mega-hz <mega-hz@t-online.de>
Message-ID: <d3u12s$794$03$1@news.t-online.com>
Source record: 13839

Hallo,

ich bin dabei, einen ATARI 800XL neu zu bauen und suche noch Anregungen oder Tips, um dieses Projekt auch fi¿½r andere Interessant zu machen!

Folgendes ist geplant:

1. 19" 2HE Standart-Industrie Gehi¿½use mit Backplane und Einschi¿½ben
2. 2 ATARI 1050 Folppy-Nachbauten mit integrierter Speedy1050
3. AD/DA-Wandler Karte
4. umschaltbarer CPU-Karte (ATARI-CPU, 65C02 + 65C816)
5. 64KB Arbeitsspeicher + 256KB RAMDisk als SRAM (RAMDISK Batteriegepuffert)
6. Bustreiber fi¿½r Adress-/Datenleitungen
7. Grafikkarte mit originalem ANTIC/GTIA
8. OS-Karte mit jede Menge EPROM-Pli¿½tzen
9. Cardridge-Karte mit jede Menge EPROM-Pli¿½tzen
10. PC-Keyboard Interface
11. Schaltnetzteil
12. RS232 mit MAX232/202
13. neue erweiterte MMU mit GALS
14. LCD Punktmatrix-Display 128x128
15. 16K BiboMon (Compy-Shop)
16. Centronics-Schnittstelle

Zuerst ne Umfrage wegen der Backplane:

Was wi¿½rdet Ihr nehmen? VME,ISA oder komplett eigene entwickeln?

Wi¿½rde mich i¿½ber Anregungen sehr freuen,

mfg,
Wolfram.

1463. IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 06:48:12 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4263582a$1@news.broadpark.no>
Source record: 13840

Does anyone know if there are any IDE interfaces available for the Mega STe at the moment?

I know of several do-it-yourself (DIY) IDE interfaces for the ST/STF/STFM computers, using the rectangular processor, but with the STe and Mega STe there's that square PLCC socket which makes it impossible/tricky to use the same interface...

--
Hallvard

1464. Re: MagiC!, NVDI, GemSys & Co.

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 08:02:00 UTC
From: Dimitri_Junker@b.maus.de
Message-ID: <200504181002.a3841@b.maus.de>
Source record: 13754

```
* Gruppe: comp.sys.atari.st
* Name: J.-Luc

JL>wanted to move as many of this to another partition.

Try a link
```

1465. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 12:34:25 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1113827665.574545.105490@f14g2000cwb.googlegroups.com>
Source record: 13841

Well if its a DIY job that you want, I think all the signals that are normally taken off the CPU can be found on the GLUE/MMU.

Coda.

1466. Mint without HDDriver ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 13:28:53 UTC
From: Cutrun <nickoteen@inet.hr>
Message-ID: <d40ckb$5hg$1@ss405.t-com.hr>
Source record: 13843

Hi. Is it possible to install Mint (Easymint to be exact) without having to use HDDriver ?

If I recall correctly, Mints need something called lnx partition without which they won't work. So, is there some other HDD utility that I could use which could allow me to install Easymint onto my Falcon ?

Thnx.

1467. Re: Highwire

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 13:29:55 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrnd67cua.4dp.nospam@localhost.localdomain>
Source record: 13842

On 2005-04-17, Joseph D. Place <jdplace@REMOVESPAMcableone.net> wrote:
> I'm very impressed with the progress that has been made with
> Highwire.
So am I :-) Highwire has the future.

I'm curious: Is it likely that Highwire (or any browser
> for Atari ST/TT/Falcon will mature to the point where Javascript is
> implemented and security is such that one can use things like eBay,
> Paypal, etc?

That would sure be nice. In the current stage of development I think it still has not surpassed CAB completely. For example: I can use CAB with MiNTnet and it's special CAB.OVL that supports SSL. I have done business with Paypal from my Atari Falcon years ago. I can view embedded Video fragments in combination with Aniplayer (Slow!). And I love to use CAB when editing HTML sources with QED. (OLGA protocol, smiley icon to detect syntax errors !)

--

Martin Tarenskeen

1468. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 13:58:57 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4263bd1f$1@news.broadpark.no>
Source record: 13844

Coda wrote:
> Well if its a DIY job that you want, I think all the signals that are
> normally taken off the CPU can be found on the GLUE/MMU.

Well, not DIY from absolute scratch.
However, if you know of a complete project like that where the PCB
layout and everything else is available and you know where to get the
PLCC socket I'm all for it!

--
Hallvard

1469. Re: CFN to TTF converter

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 14:41:18 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <d40guepio1@reader1.panix.com>
Source record: 13845

I have a Falcon service manual. I will not sell it, but I will loan it
out, for eventual return. That is a really complex computer on the inside,
or maybe it is the best documented computer ever, but either way it is a
thick manual. I could get it to anyone who needs it, at least in the USA,
for pocket change, lots of pocket change, and it could be returned to me,
hopefully the worse for wear, for the same amount.

Is this offer of interest?

Jim

Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:

: >Well, maybe obsolete information, although I suspect the author still has
: >the same name and phone number,
: >
: >Don Turnock
: >MegaType
: >P.O. Box 645
: >South Bend, IN 46624
: >(219) 288-7468
: >
: >Two of his programs I have. One converts TTF or PFB to ECF, and the other
: >converts ECF to CFN or PGS.
: >
: >The third is FontEditor, which I do not have, which converts ECF to PFB.
: >
: >I think I got the very last of his programs about the time that Toad
: >Computers went belly up.
: >
: >Jim

: Don Turnock is still around. He lives about 2 miles from me. However he
is not : into Atari computers anymore. One of the guys from my Atari club
gave him his : Falcon and he has not seen it since. Too bad. The guy is a
genius when it : comes to computers. I still have a setup he did for me
that has a hard drive : and two disk drives in it that is all in a case
along with a power supply for : a ST. The number should be correct,
because I do not think he has moved. He : put together my wife's PC and
she said he lived in some old houe in South Bend : and that is what I
remember when I went over to see him from time to time.

: --
: Edward S. Baiz Jr.
: (Gamer)

: HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
: Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
: Photo 700 printer, PCI Networking Card, ICQ#91257633
: PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
: Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
: Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1470. Re: Mint without HDDriver ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 14:42:45 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1113835365.872667.67970@o13g2000cwo.googlegroups.com>
Source record: 13846

Try CBHD. You can create a large partition with this, but I dont know whether you can mark it as a LNX partition afterwards. Maybe you could create a normal partition with and change the ID manually with a hard disk editor. When easymint runs, it formats the lnx partition anyway (using mkfs).

Coda.

1471. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 14:44:29 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1113835469.844233.196240@z14g2000cwz.googlegroups.com>
Source record: 13847

No I dont. I have a schematic of Pera Putnik's drawing on my wall while Im contemplating building it, its not complex but it does need a GAL programming.

Coda.

1472. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 14:54:14 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4263ca14$1@news.broadpark.no>
Source record: 13848

Coda wrote:

> No I dont. I have a schematic of Pera Putnik's drawing on my wall while
> Im contemplating building it, its not complex but it does need a GAL
> programming.

Yes, I've seen it, but I really need the PCB layout rather than just a
schematic -it's beyond what I can do (in reasonable time anyway).
If you do end up building it, would you care to upload this sort of
thing so others can built it as well, without having a Ph.D in
electronics engineering? ;-)

--
Hallvard

1473. Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 14:57:45 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1113836265.202215.72830@l41g2000cwc.googlegroups.com>
Source record: 13749

Well. I need to get rid of some of my hardware, and although I love my Stacy I don't actually use it for anything, so it has to go.

It has TOS 1.04, 4MB Ram, 1GB hard disk, and a High Density (1.44Mb) floppy disk drive and controller (fully automatic, no dip/toggle switches). The screen is nice and bright, useable in (not too bright) daylight. The machine is in superb condition, no damage, and all covers (battery, mouse etc) are present.
The machine comes with the original power supply, and a padded carry case that was specially designed for it, it has leather handles and also a shoulder strap.

I am located on the south west coast of England. Buyer can collect or postage at cost. Delivery could be arranged fairly locally. UK or Europe only (unless you collect).

Best reasonable offer gets it. Anybody want pictures, you can see the insides of it on my website, janthomas.org.uk, note that the machine is back together now :-) External pictures will be mailed on request.

email me at jan@janthomas.removeme.org.uk. remove 'removeme'.

thanks,
Coda.

PS. dont use my hotmail address, its just a spam trap and isnt often checked.

1474. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 15:08:54 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1113836934.418526.198140@l41g2000cwc.googlegroups.com>
Source record: 13750

That email address should read jan@ <my website>. If this google
removes the letters before the '@' again, just go to my website and
click 'contact' to get the email address.

thanks,
Coda.

1475. Toxic BBS files

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 16:05:31 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <d40lsb$5fl$1@reader1.panix.com>
Source record: 13751

In case there is anyone who has not heard, the files of the Toxic BBS,
R.I.P, have been placed by the owner at hackanbratt.scorpionshops.com.

That is probably (I have it bookmarked) http://hackanbratt.scorpionshops.
com.

There is a lot of good stuff there.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1476. The Bits Club Intro #13.

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 16:47:07 UTC
From: so_o2@mailcity.com
Message-ID: <cc04f4cf.0504180847.4481f9ad@posting.google.com>
Source record: 13752
Cross-posted to: comp.sys.atari.st,alt.demogroups

```
Sol of TBC proudly presents,

THE BITS CLUB
=============

proudly presents:

Intro #13
"UNDERWATER TENTACLES"

,------------------------------,
| |
| INTRO WAS RELEASED 20050417 |
| |
| . . . . . |
| . . . . . . . |
| o o o o o o o |
| o o o o o o o |
| o o o o o o o |
| O O O O O O O |
| O O O O O O O |
| O O O O O O O |
| () () () () () () |
|( ) ( ) ( ) ( ) ( ) ( ) |
'------------------------------'

http://so_o2.tripod.com/TBC13-STbin-20050417.zip

Greets,
solO2

Visit The Bits homepage:
http://so_o2.tripod.com/tbc.html
```

1477. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 18:47:35 UTC
From: Frederic Pecourt <frederic.pecourt@stopspam-free.fr>
Message-ID: <426400c7$0$19338$626a14ce@news.free.fr>
Source record: 13753

Hallvard Tangeraas a ï¿½crit :
> Does anyone know if there are any IDE interfaces available for the Mega
> STe at the moment?
>
> I know of several do-it-yourself (DIY) IDE interfaces for the
> ST/STF/STFM computers, using the rectangular processor, but with the STe
> and Mega STe there's that square PLCC socket which makes it
> impossible/tricky to use the same interface...
>
>

I am currently working on an internal IDE + RAM expansion card for the
Mega STE.

The good news is that it showed to work pretty well and I could drop my
loud SCSI drives and use fast IDE ones.

The bad news is that my card seats in place of the PLCC cpu thanks to a
quite expensive test socket. I am afraid that this might not be very
reliable on the long term. It is also not completely finished since I
only support the blitter at 8MHz or 16 Mhz without blitter nor cache.

Maybe some of you could share their experience they had with the PACK
acceleration board or the IDE adapter from Mario Becroft and tell me how
stable this was.

Fred.

1478. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-18 23:33:47 UTC
From: Abdul Fairclough <R@spanger.com>
Message-ID: <42646c98$1@news.greennet.net>
Source record: 13755

I'd like to start the bidding at £25

"Coda" <smeg_007@hotmail.com> wrote in message
news:1113836265.202215.72830@l41g2000cwc.googlegroups.com...
> Well. I need to get rid of some of my hardware, and although I love my
> Stacy I don't actually use it for anything, so it has to go.
>
> It has TOS 1.04, 4MB Ram, 1GB hard disk, and a High Density (1.44Mb)
> floppy disk drive and controller (fully automatic, no dip/toggle
> switches). The screen is nice and bright, useable in (not too bright)
> daylight. The machine is in superb condition, no damage, and all covers
> (battery, mouse etc) are present.
> The machine comes with the original power supply, and a padded carry
> case that was specially designed for it, it has leather handles and
> also a shoulder strap.
>
> I am located on the south west coast of England. Buyer can collect or
> postage at cost. Delivery could be arranged fairly locally. UK or
> Europe only (unless you collect).
>
> Best reasonable offer gets it. Anybody want pictures, you can see the
> insides of it on my website, janthomas.org.uk, note that the machine is
> back together now :-) External pictures will be mailed on request.
>
> email me at jan@janthomas.removeme.org.uk. remove 'removeme'.
>
> thanks,
> Coda.
>
> PS. dont use my hotmail address, its just a spam trap and isnt often
> checked.
>

1479. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 00:50:29 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <pBY8e.16060$5F3.7463@news-server.bigpond.net.au>
Source record: 13756

Hallvard Tangeraas wrote:
> Does anyone know if there are any IDE interfaces available for the Mega
> STe at the moment?
>
> I know of several do-it-yourself (DIY) IDE interfaces for the
> ST/STF/STFM computers, using the rectangular processor, but with the STe
> and Mega STe there's that square PLCC socket which makes it
> impossible/tricky to use the same interface...
>
>

I have been meaning to put some effort into building a VME ide
controller. Just haven't quite got round to it yet:-(Should not be too
hard from what I can see.

Mark

1480. BBS Express! ST (Pro?)

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 02:59:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.19.02.59.25.221189@charter.net>
Source record: 13757

I'm looking for anyone who is willing to sell BBS Express! ST (Pro version, I think - the last version I know of is 1.98a or there abouts), or has info on where I can get it.

I've googled for it, nothing came up, and I've searched places like Best Electronics and Bravo Sierra.

The later version I'm looking for was by C&R Systems, not the early releases by Keith Ledbetter.

Thanks everyone.

1481. Re: Mint without HDDriver ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 06:10:23 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d427lc$pj2$1@nemesis.news.tpi.pl>
Source record: 13758

Cutrun napisaďż˝(a):
> Hi. Is it possible to install Mint (Easymint to be exact) without having
> to use HDDriver ?
>
> If I recall correctly, Mints need something called lnx partition without
> which they won't work. So, is there some other HDD utility that I could use
> which could allow me to install Easymint onto my Falcon ?

MiNT will work happily with any XHDI compatibile harddisk driver.

For ext2 partitions you have to use LNX marker, or if your driver does
not allow it RAW marker.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1482. 3 Atari ST's - free to good home

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 09:37:20 UTC
From: "Google@chamonix.zzn.com" <Google@chamonix.zzn.com>
Message-ID: <1113903440.691994.111460@f14g2000cwb.googlegroups.com>
Source record: 13759

Hi,

I have three Atari ST's to give away. Two were given to me a few years ago and have never been switched on by me so I don't know if they work.

The other one was given to me in 96 and had some keyboard problems, it hasn't been switched on since.

The three might be useful for spares etc.

I am in London, England. They can be collected from my house. If you want them, they are yours. If I don't get any takers in a week I'll put them on Ebay, if they don't sell on ebay they'll end up in land fill. Which would be a horrbile end to a lovely computer.

Please respond to Google@chamonix.zzn.com if you are interested or if you know anyone in the UK/Ireland who may be. I searched for Atari User Groups in the UK but only got dead links, if you know different then please get in touch.

Like I said I don't want these lovely machines to end up in land fill. If you are outside the UK/ireland but can make arrangements to pick up the machines but it will take a while, I don't mind.

Cheers

Jez.

1483. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 10:19:04 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1113905944.353402.133290@f14g2000cwb.googlegroups.com>
Source record: 13760

The 'bidding' started ages ago, and you've just been thrown out of the
auction...

1484. Nu-jazz

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 10:20:26 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4264db66$1@news.broadpark.no>
Source record: 13761

Jeg har kommet over en genre som kalles "Nu-jazz" og skal visstnok vï¿½re
en blanding mellom jazz og electronica/electro. Hï¿½res ut som noe som kan
passe meg, men jeg er ikke inni dette og vet ikke hvilke artister jeg
skal se etter.

Nï¿½ hï¿½rer jeg en del pï¿½ nettradio, og der hï¿½rte jeg en lï¿½t av Jazzanova
som var midt i blinken. Men dette virker ï¿½ vï¿½re et unntak -de andre
kuttene jeg har hï¿½rt pï¿½ (gjennom Amazon.com og andre plasser der man kan
hï¿½re smï¿½ kutt fï¿½r man kjï¿½per hele CDen) er ganske ennerledes, sï¿½ da er
det kanskje denne gruppa som definerer "min" stil. Jeg tok opp denne
lï¿½ta fra nettradio ("takes you back" i en eller annen ukjent mix) og har
lagt den opp her: http://home.c2i.net/w-460389/Takes_you_back__Jazzanova.mp3

Er det noen som vet om andre lï¿½ter/grupper som lager lignende greier:
altsï¿½, litt funky, kul groovy bass, kule synther, up-tempo men ikke
monotont som moderne dansemusikk ofte blir.

Tok ogsï¿½ opp en annen lï¿½t som sikkert ikke kan defineres som Nu-jazz,
men har noe av den samme "grooven" som jeg liker i seg:
http://home.c2i.net/w-460389/1.mp3
(nei, jeg vet ikke hvilken lï¿½t det er)

--
Hallvard

1485. Re: 3 Atari ST's - free to good home

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 10:32:02 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005041911320216807%derryck@cixcoukinvalid>
Source record: 13762

On 2005-04-19 10:37:20 +0100, "Google@chamonix.zzn.com"
<Google@chamonix.zzn.com> said:

> Please respond to Google@chamonix.zzn.com if you are interested or if
> you know anyone in the UK/Ireland who may be. I searched for Atari User
> Groups in the UK but only got dead links, if you know different then

A search for "atari user group" on http://www.google.co.uk brings up a
link to the Cheshunt Computer Club on the third page!

Maybe one of our members might be interested, go for it lads, and
thanks for the offer Jez.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

1486. Re: 3 Atari ST's - free to good home

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 10:53:14 UTC
From: "Google@chamonix.zzn.com" <Google@chamonix.zzn.com>
Message-ID: <1113907994.606020.164300@g14g2000cwa.googlegroups.com>
Source record: 13763

Three pages in!! That's a long way in for me. If you are interested
then you guys are first in line.

Jez.

1487. Schematic for the Megafile 30 board plz?

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 11:46:27 UTC
From: Beno&#65533;t Morrissette <benmorrissNOSPAM@NOSPAMvideotron.qc.ca>
Message-ID: <4rr961p807bkmiorn6fnnu8ib172tc381h@4ax.com>
Source record: 13764

The title says it all...

Benoit Morrissette

1488. Re: 3 Atari ST's - free to good home

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 13:51:39 UTC
From: "Google@chamonix.zzn.com" <Google@chamonix.zzn.com>
Message-ID: <1113918699.859166.279540@g14g2000cwa.googlegroups.com>
Source record: 13765

My email address is Google at chamonix dot zzn dot com by the way. You may have problems seeing the address. I don't mind the spam I'll get as this a temp email address.

Cheers,

Jez.

1489. Re: Schematic for the Megafile 30 board plz?

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 16:36:17 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gv9ygq.17z9ymw18bza8kN%rs.death_of_spam.mac@t-online.de>
Source record: 13766

Benoï¿½t Morrissette <benmorrissNOSPAM@NOSPAMvideotron.qc.ca> wrote:

i cannot remeber me to have seen a connection diagram of a
megafile 30 controller. If someone had one, please also a copy to me ;)

Regards, Robert
--
-= DOIT-Hardware FAQs =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1490. UDS10 help?

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 17:21:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.19.17.21.31.64691@charter.net>
Source record: 13767

Okay, using:

"telnet 24.177.21.201"
"telnet 24.177.21.201 23"

results in telnet: Unable to connect to remote host: Connection refused

while this:

"telnet 24.177.21.201 9999"

works, allowing me into the config setup for the UDS10.

Can someone please list the possible reasons/settings that would allow me
to access port 9999 from my ip address but nothing else?

Thanks.

1491. Re: Mint without HDDriver ?

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 20:27:52 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <d43m3o$4hu$1@gateix.bernstein.loc>
Source record: 13772

Hi,

In article <d40ckb$5hg$1@ss405.t-com.hr>, "Cutrun" <nickoteen@inet.hr> wrote:
> Hi. Is it possible to install Mint (Easymint to be exact) without having
> to use HDDriver ?

I think, it should be no problem to install Mint without HDDriver, but i did
not test it.

> If I recall correctly, Mints need something called lnx partition without
> which they won't work. So, is there some other HDD utility that I could use
> which could allow me to install Easymint onto my Falcon ?

Mint itself dont need a lnx partition. It can be installed on a GEMDOS FAT
partition. It seems, Easymint wants to create a partition with ext2 filesystem.
This will be used for the UNIX like directory structure with UNIX command line
tools. My system has a minix partition instead.

Regards
Michael

1492. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 21:03:33 UTC
From: Abdul Fairclough <R@spanger.com>
Message-ID: <42659adf$1@news.greennet.net>
Source record: 13768

Dam! I would love one of them, looks like I'll have to spend my £250 on another toy, ah well maybe I'll catch the next one on offer

"Coda" <smeg_007@hotmail.com> wrote in message news:1113905944.353402.133290@f14g2000cwb.googlegroups.com...
> The 'bidding' started ages ago, and you've just been thrown out of the
> auction...
>

1493. Re: UDS10 help?

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 21:25:27 UTC
From: toothy_grin@theglaholts.net
Message-ID: <bHe9e.3146$Gq6.168@fe02.lga>
Source record: 13769

```
Verily, it was written by Ronald J. Hall <dark_lord@charter.net>:
> Okay, using:
> "telnet 24.177.21.201 9999"
>
> works, allowing me into the config setup for the UDS10.
>
> Can someone please list the possible reasons/settings that would allow me
> to access port 9999 from my ip address but nothing else?

I would assume that your UDS10 is 'listening' to port 9999.

... research (Google is your friend). From the UDS10's user manual
(available at http://www.lantronix.com/pdf/UDS10-UDS100_UG.pdf)

The configuration port is 9999. Thus, it is configured to 'listen'
for connection requests through port 9999.
```

1494. STinG / STiK variables

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 21:44:38 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42657bc6$0$1241$8fcfb975@news.wanadoo.fr>
Source record: 13770

Hello,

Could anyone tell me what some of the variables in STinG cfg are for,
and which are irrelevant with STiK ?

```
ACTIVATE = TRUE
THREADING = 50
FRAG_TTL = 60
DEF_TTL = 128
ICMP_FLAG = 0
UDP_ICMP = 1
DEF_RTT = 1500
TCP_ICMP = 1
```

Also, what is the difference between FRAG_TTL and DEF_TTL ?
STinG's hyp documentation didn't tell me much, and I don't know where I
could find infos on those variables :-(

Thanks in advance,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1495. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-19 22:23:27 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1113949407.506719.301670@o13g2000cwo.googlegroups.com>
Source record: 13771

Don't act like youre doing me a favour.... I want this machine to go to
a GOOD home.

1496. Re: BBS software questions

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 03:13:54 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <b8ednZkkm4DgVvjfRVn-rA@inreach.com>
Source record: 13773

The BBS Express ST was sold to another small company who had it going for some time, (Mine was the Black Hole BBS in Hawaii). But he stopped updating it and there is a verson of it (which I have saved) that didn't need the key for it. If I can figure out my modem again, I might put it back up just for fun.

"You" <you@cogeco.ca> wrote in message news:BE756CBF.77E%you@cogeco.ca...
> Looking to put an Atari BBS online? I'm doing the same thing. You can
> checkout my system at the following url: 24.57.167.178 port 23.
>
> Not much there yet, but you get to follow its birth and early development.
>
>
>

1497. Re: STinG / STiK variables

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 05:23:22 UTC
From: BMaedicke@t-online.de
Message-ID: <1gvb2ys.1gxl08e1ykzf14N%BMaedicke@t-online.de>
Source record: 13774

J.-Luc <Myname.Mysurname@myisp> wrote:

> Also, what is the difference between FRAG_TTL and DEF_TTL ?
> STinG's hyp documentation didn't tell me much, and I don't know where I
> could find infos on those variables :-(

Ronald Andersson wrote a long time ago:

--- cut ---

FRAG_TTL is a timeout limit for the validity of a fragmented IP
datagram. If the fragments needed for the complete datagram have not
arrived within that timeout, then the datagram is discarded. The name
is an abbreviation for "Fragemt Time-To-Live". You should leave this at
the standard value.
(If this variable is not defined, an internal default of 60 is used.)

DEF_TTL = is the "DEFault Time-To-Live" for all IP datagrams
transmitted. This variable does not currently affect basic IP, as any
major deviation from the standard value would violate protocol specs.
Instead the internal DEF_TTL is forced to the standard value of 64.
However, some higher level protocol modules do use this variable, for
experimental purposes. It is strongly recommended to keep this variable
at the standard value of 64.

--- copy ---

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1498. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 09:55:15 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1113990915.327250.234180@z14g2000cwz.googlegroups.com>
Source record: 13775

I have considered putting it on ebay, but I wanted to first give some
people here a chance to buy it, that won't or don't use ebay.

Coda.

1499. Re: BBS software questions

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 14:39:55 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.20.14.39.55.333282@charter.net>
Source record: 13776

On Tue, 19 Apr 2005 20:13:54 -0700, Starlord wrote:

> The BBS Express ST was sold to another small company who had it going for
> some time, (Mine was the Black Hole BBS in Hawaii). But he stopped
> updating it and there is a verson of it (which I have saved) that didn't
> need the key for it. If I can figure out my modem again, I might put it back
> up just for fun.

Yes, C&R Systems... Rich something or the other? Not sure about his name,
I forgot it.

I've got v1.98a, don't know if that was the last one or not. I started
mine up the other day, seemed the last call was 1998 or so. :-)

It was "The DarkForce! BBS".

BTW, do you have the manuals? I'd be willing to pay for your expense to
copy and mail them to me. I've got the full (key) registered version (I
think I paid $99 or something like that for it back in the 90's) but some
how or the other I've lost my manuals. I believe it was in a nice 3-ring
binder...

Thanks!

1500. Re: BBS software questions

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 15:39:14 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <sqOdneoP2pOz5vvfRVn-uw@inreach.com>
Source record: 13778

Rich put out what amounts to a keyless one, I've not unziped the file but I understand it's PD now. I have most of the manual stored away in one of my many box's, just not sure of which one. I live in a rented trailer and have stuff packed in boxs that I don't have room for. I think that all the pages are there, but not 100% sure. I'll have to look for them but it might take a week or so.

The BBS name seems to ring a bell someplace down in the deep, dank, dark hallways of memories. For some time mine was part of the ISIS network for Atari BBS's until the network was taken over by a far right church supporter and he demanded we all agree to his ultra far right rules and I pulled out of it then. I closed it down in 97 after my mother passed away and I moved back to the mainland.
My opening screen read: Welcome to the Black Hole BBS, Where Users Logon and are never seen again! I ran it on my TT030 which I still have too.

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.04.20.14.39.55.333282@charter.net...
> On Tue, 19 Apr 2005 20:13:54 -0700, Starlord wrote:
>
>> The BBS Express ST was sold to another small company who had it going for
>> some time, (Mine was the Black Hole BBS in Hawaii). But he stopped
>> updating it and there is a verson of it (which I have saved) that
>> didn't
>> need the key for it. If I can figure out my modem again, I might put it
>> back
>> up just for fun.
>
> Yes, C&R Systems... Rich something or the other? Not sure about his name,
> I forgot it.
>
> I've got v1.98a, don't know if that was the last one or not. I started
> mine up the other day, seemed the last call was 1998 or so. :-)
>
> It was "The DarkForce! BBS".
>
> BTW, do you have the manuals? I'd be willing to pay for your expense to
> copy and mail them to me. I've got the full (key) registered version (I
> think I paid $99 or something like that for it back in the 90's) but some
> how or the other I've lost my manuals. I believe it was in a nice 3-ring
> binder...
>
> Thanks!
>

1501. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 15:40:59 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <sqOdneUP2pOy5vvfRVn-uw@inreach.com>
Source record: 13779

I didn't see your first post, what are you asking for it?

"Coda" <smeg_007@hotmail.com> wrote in message
news:1113990915.327250.234180@z14g2000cwz.googlegroups.com...
>I have considered putting it on ebay, but I wanted to first give some
> people here a chance to buy it, that won't or don't use ebay.
>
> Coda.
>

1502. Re: STinG / STiK variables

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 15:49:07 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <426679f2$0$19336$8fcfb975@news.wanadoo.fr>
Source record: 13777

```
Bernd Maedicke a ï¿½crit :
>
> J.-Luc <Myname.Mysurname@myisp> wrote:
>
> Ronald Andersson wrote a long time ago:
>
> --- cut ---
>
> FRAG_TTL is a timeout limit for the validity of a fragmented IP
> datagram. If the fragments needed for the complete datagram have not
> arrived within that timeout, then the datagram is discarded. The name
> is an abbreviation for "Fragemt Time-To-Live". You should leave this at
> the standard value.
> (If this variable is not defined, an internal default of 60 is used.)
>
> DEF_TTL = is the "DEFault Time-To-Live" for all IP datagrams
> transmitted. This variable does not currently affect basic IP, as any
> major deviation from the standard value would violate protocol specs.
> Instead the internal DEF_TTL is forced to the standard value of 64.
> However, some higher level protocol modules do use this variable, for
> experimental purposes. It is strongly recommended to keep this variable
> at the standard value of 64.
>
> --- copy ---
>
Thank-you very much, Bernd :-)

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
```

1503. Re: BBS software questions

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 16:28:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.20.16.28.53.696800@charter.net>
Source record: 13781

On Wed, 20 Apr 2005 08:39:14 -0700, Starlord wrote:

> Rich put out what amounts to a keyless one, I've not unziped the file but I
> understand it's PD now. I have most of the manual stored away in one of my
> many box's, just not sure of which one. I live in a rented trailer and have
> stuff packed in boxs that I don't have room for. I think that all the pages
> are there, but not 100% sure. I'll have to look for them but it might take a
> week or so.

Hey, that would be great! Thanks a lot. :-)

> The BBS name seems to ring a bell someplace down in the deep, dank, dark
> hallways of memories. For some time mine was part of the ISIS network for
> Atari BBS's until the network was taken over by a far right church supporter
> and he demanded we all agree to his ultra far right rules and I pulled out
> of it then. I closed it down in 97 after my mother passed away and I moved
> back to the mainland.
> My opening screen read: Welcome to the Black Hole BBS, Where Users Logon
> and are never seen again! I ran it on my TT030 which I still have too.

<grin> Hard to get rid of those old TOS machines isn'it it?

I never made it onto any of the networks - Fido, Isis, etc,... Always
wanted to, but never got around to it. I remember your BBS as well. I'm
pretty sure I had it in a list of Atari BBSs that I kept posted on mine.
I ran mine on a Mega ST, with the Adspeed upgrade. I had 10 CDROMs online
at one point.

BTW, just out of curiosity, did you manage to make Express work with the
enhanced serial ports on the TT? It has 4 alltogether, right? I was just
thinking of 115,200 speeds. :-) I never got mine past 19.2...

See ya!

1504. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 16:29:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.20.16.29.39.288327@charter.net>
Source record: 13780

On Wed, 20 Apr 2005 08:40:59 -0700, Starlord wrote:

> I didn't see your first post, what are you asking for it?

He won't go out of the UK Starlord... :-(

1505. CD RECORDER 3

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 17:38:59 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BE8C6053.3385%vlg@o2.pl>
Source record: 13782

Is there available CD RECORDER 3 from SOUNDPOOL?

1506. Re: BBS software questions

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 17:49:55 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <U7idnfgiXdvHCvvfRVn-jg@inreach.com>
Source record: 13784

I aways just used the normal port (modem 1), I've head of people getting faster speeds on those other ports but BBS Express ST only went up to the 19kb level. After my Falcon fried itself, I've been left with my TT and a 1040ST which got celeing dumped on this winter and the keyboard is now shot, hope to replace it this summer time if all goes well.
I think I used to see notes about your board when I was on CI$ before the aol takeover.

"Ronald J. Hall" <dark_lord@charter.net> wrote in message news:pan.2005.04.20.16.28.53.696800@charter.net...
> On Wed, 20 Apr 2005 08:39:14 -0700, Starlord wrote:
>
>> Rich put out what amounts to a keyless one, I've not unziped the file but
>> I
>> understand it's PD now. I have most of the manual stored away in one of
>> my
>> many box's, just not sure of which one. I live in a rented trailer and
>> have
>> stuff packed in boxs that I don't have room for. I think that all the
>> pages
>> are there, but not 100% sure. I'll have to look for them but it might
>> take a
>> week or so.
>
> Hey, that would be great! Thanks a lot. :-)
>
>> The BBS name seems to ring a bell someplace down in the deep, dank, dark
>> hallways of memories. For some time mine was part of the ISIS network for
>> Atari BBS's until the network was taken over by a far right church
>> supporter
>> and he demanded we all agree to his ultra far right rules and I pulled
>> out
>> of it then. I closed it down in 97 after my mother passed away and I
>> moved
>> back to the mainland.
>> My opening screen read: Welcome to the Black Hole BBS, Where Users Logon
>> and are never seen again! I ran it on my TT030 which I still have too.
>
> <grin> Hard to get rid of those old TOS machines isn'it it?
>
> I never made it onto any of the networks - Fido, Isis, etc,... Always
> wanted to, but never got around to it. I remember your BBS as well. I'm
> pretty sure I had it in a list of Atari BBSs that I kept posted on mine.
> I ran mine on a Mega ST, with the Adspeed upgrade. I had 10 CDROMs online

> at one point.
>
> BTW, just out of curiosity, did you manage to make Express work with the
> enhanced serial ports on the TT? It has 4 alltogether, right? I was just
> thinking of 115,200 speeds. :-) I never got mine past 19.2...
>
> See ya!
>

1507. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 17:51:24 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <U7idnfsiXdvGCvvfRVn-jg@inreach.com>
Source record: 13783

Hay maybe I could get the ISS to drop down a line and hook and he could let
them grab it, after all, they're only going about 3 miles a second.
;}

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.04.20.16.29.39.288327@charter.net...
> On Wed, 20 Apr 2005 08:40:59 -0700, Starlord wrote:
>
>> I didn't see your first post, what are you asking for it?
>
> He won't go out of the UK Starlord... :-(
>

1508. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 18:39:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.20.18.39.43.585294@charter.net>
Source record: 13785

On Wed, 20 Apr 2005 10:51:24 -0700, Starlord wrote:

> Hay maybe I could get the ISS to drop down a line and hook and he could let
> them grab it, after all, they're only going about 3 miles a second.
> ;}

Sure...as long as the line is made of carbon nanotubes! :-)

1509. Re: BBS software questions

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 18:41:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.20.18.41.17.232205@charter.net>
Source record: 13786

On Wed, 20 Apr 2005 10:49:55 -0700, Starlord wrote:

> I aways just used the normal port (modem 1), I've head of people getting
> faster speeds on those other ports but BBS Express ST only went up to the
> 19kb level. After my Falcon fried itself, I've been left with my TT and a
> 1040ST which got celeing dumped on this winter and the keyboard is now shot,
> hope to replace it this summer time if all goes well.
> I think I used to see notes about your board when I was on CI$ before the
> aol takeover.

Same problem here - I tried that RSVE upgrade, got kinda faster speeds
using Flash to connect to PC boards here in this county that were running
faster speeds, but never could get Express to answer an incoming call
correctly. Oh well. At the time, 19.2 seemed pretty good. :-)

1510. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 19:26:25 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114025185.504557.180840@f14g2000cwb.googlegroups.com>
Source record: 13787

Not necessarily. I just think that with the exchange rate, most US
buyers would not be interested thats all. Besides, shipping will cost a
fortune.

1511. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 19:42:50 UTC
From: Abdul Fairclough <R@spanger.com>
Message-ID: <4266d973@news.greennet.net>
Source record: 13789

It's cos I's black innit?

"Coda" <smeg_007@hotmail.com> wrote in message
news:1113949407.506719.301670@o13g2000cwo.googlegroups.com...
> Don't act like youre doing me a favour.... I want this machine to go to
> a GOOD home.
>

1512. Doom.wad for PM-DOOM

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 20:53:37 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4266c151$0$25042$8fcfb975@news.wanadoo.fr>
Source record: 13790

Hello,

I'm looking for a wad file to use with pm-doom. I went to Patrice's
site, but unfortunately couldn't find any link using CAB (will give
HighWire a try if possible).
Google wasn't my friend either, as the only things I found were many
little wads, but not the (supposed to be) nearly 2 MB wad.
Could someone lead me to a working link ?

Thanks,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1513. Re: GIM

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 21:28:29 UTC
From: p.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <4266ad5d.0@entanet>
Source record: 13788

Hi,

I am not able to start GIM on my Milan. Can't see anything obviously wrong.
Reinstalled but made no difference.

Using FreeMint 1.16.2, Naes 1.2, Mintnet.

It just crashes at boot-up and wrecks Naes meaning I have to re-boot.

Sorry to report problems.

Peter

1514. Re: Doom.wad for PM-DOOM

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 21:59:44 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114034384.769586.281220@z14g2000cwz.googlegroups.com>
Source record: 13791

Youve got mail.

Coda.

1515. Re: Doom.wad for PM-DOOM

Newsgroup: comp.sys.atari.st
Date: 2005-04-20 22:29:09 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <AYOdnVABxNUySvvfRVn-1Q@adelphia.com>
Source record: 13792

J.-Luc wrote:
> Hello,
>
> I'm looking for a wad file to use with pm-doom. I went to Patrice's
> site, but unfortunately couldn't find any link using CAB (will give
> HighWire a try if possible).
> Google wasn't my friend either, as the only things I found were many
> little wads, but not the (supposed to be) nearly 2 MB wad.
> Could someone lead me to a working link ?
>
> Thanks,
>
> J.-Luc
Yes, I would be interested in that as well. J.-Luc, you have been able
to get PM Doom to run on your CT60'd Falcon?

Thanks,
Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060
14mb STRam, 256mb TTRam
4Gig Hdd, IDE Cd Drive
Magic 6.0

1516. Re: GIM

Newsgroup: comp.sys.atari.st
Date: 2005-04-21 01:35:07 UTC
From: mail@freeman-studio.com
Message-ID: <1114047307.204296.288860@l41g2000cwc.googlegroups.com>
Source record: 13793

Mark,

Don't stop working on GIM, please! I'm still waiting for the Magic
version! That's been the only thing preventing me from downloading and
using it!

Mike Freeman
mike@freeman-studio.com

1517. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-21 08:44:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114073074.699799.62810@z14g2000cwz.googlegroups.com>
Source record: 13794

Yep.

I don't know if the Americans amongst us will understand that joke...
Did Ali G ever make it in the States?

Coda.

1518. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-04-21 09:54:59 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <426777db$0$292$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13795

"Coda" <smeg_007@hotmail.com> wrote in message
news:1114073074.699799.62810@z14g2000cwz.googlegroups.com...
> Yep.
>
> I don't know if the Americans amongst us will understand that joke...
> Did Ali G ever make it in the States?
>
> Coda.
>

I have a friend in Ohio, they still have no Idea who rolf harris is yet...

A lot of people have asked me to post a ST or monitor outside of the UK, I think one guy paid like 50quid to have a monitor shipped to netherlands... Even had people from OZ asking... Unless someone has a LARGE wad of cash and in extreme dire need of the "item" there is little point in offering it to anyone outside of the UK.. Dont forget that UK can miss out just as easy on US stuff!!

Chris

1519. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-04-21 11:28:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504210425110.426-100000@onyx.spiritone.com>
Source record: 13796
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Games/ Software, Hardware, Books and Accessories! Classic Atari 8 Bit and Atari ST Computer Lines Plus Atari Jaguar Consoles and Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!

http://BensCatalogs.Atari.org Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1520. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-04-21 11:31:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504210428111.426-100000@onyx.spiritone.com>
Source record: 13797
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1521. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-04-21 11:34:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504210431280.426-100000@onyx.spiritone.com>
Source record: 13798
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1522. Re: Doom.wad for PM-DOOM

Newsgroup: comp.sys.atari.st
Date: 2005-04-21 12:55:55 UTC
From: Matt Smith <mattsmith@zetnet.co.uk>
Message-ID: <vpN9e.12286$gz2.10547@fe3.news.blueyonder.co.uk>
Source record: 13699

i have the shareware wads for doom,hexen and heretic on my very in need of
an update website..
check out http://www.users.zetnet.co.uk/atari_shack/
look in the download section (falcon) bit.
neo-rg

"samf" <sf0218@adelphia.net> wrote in message
news:AYOdnVABxNUySvvfRVn-1Q@adelphia.com...
> J.-Luc wrote:
>> Hello,
>>
>> I'm looking for a wad file to use with pm-doom. I went to Patrice's
>> site, but unfortunately couldn't find any link using CAB (will give
>> HighWire a try if possible).
>> Google wasn't my friend either, as the only things I found were many
>> little wads, but not the (supposed to be) nearly 2 MB wad.
>> Could someone lead me to a working link ?
>>
>> Thanks,
>>
>> J.-Luc
> Yes, I would be interested in that as well. J.-Luc, you have been able to
> get PM Doom to run on your CT60'd Falcon?
>
> Thanks,
> Samf
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060
> 14mb STRam, 256mb TTRam
> 4Gig Hdd, IDE Cd Drive
> Magic 6.0

1523. MP3 Encoder for Falcon CT60

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 00:54:03 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <d49i0s$pb3$2@arachne.labyrinth.net.au>
Source record: 13700

Is there an MP3 encoder available for the CT60 (or any Atari) ?

Thanks

1524. Re: MP3 Encoder for Falcon CT60

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 05:53:15 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d4a3md$56e$1@nemesis.news.tpi.pl>
Source record: 13701

Jason Davey napisaďż˝(a):
> Is there an MP3 encoder available for the CT60 (or any Atari) ?

There is Lame avialible from sector one:
http://deunstg.free.fr/sct1/s_lame.htm

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1525. Burning CD for Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 05:59:57 UTC
From: Atari_Only <atarionly@spam.adelphia.net>
Message-ID: <Xns963FE9F6188F4atarionlyadelphianet@216.196.97.142>
Source record: 13702

I seem to be having a bit of a problem with burning a readable CD for my ST. I can read other discs like suzy bee and others but ,Ive tried to burn files using my windows XP and the ST does not like the discs. Can someone point me in the right direction or tell me what Im missing.

Don

1526. Re: Burning CD for Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 06:51:41 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d4a76o$r5m$1@nemesis.news.tpi.pl>
Source record: 13703

Atari_Only napisaďż˝(a):
> I seem to be having a bit of a problem with burning a readable CD for my
> ST. I can read other discs like suzy bee and others but ,Ive tried to burn
> files using my windows XP and the ST does not like the discs. Can someone
> point me in the right direction or tell me what Im missing.

Use other software and burn plain iso9660f disks.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1527. Re: MP3 Encoder for Falcon CT60

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 11:14:52 UTC
From: wmartz@firstpresdalton.org
Message-ID: <1114168492.473265.162220@l41g2000cwc.googlegroups.com>
Source record: 13704

Adam Klobukowski wrote:
> Jason Davey napisal(a):
> > Is there an MP3 encoder available for the CT60 (or any Atari) ?
>
> There is Lame avialible from sector one:
> http://deunstg.free.fr/sct1/s_lame.htm
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

Earlier versions of aniplayer would. That was removed when "they"
started charging for the MP3 stuff.

Wayne

1528. Re: Burning CD for Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 12:36:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42691cdcc03670@comcast.net>
Source record: 13717

>Atari_Only napisa/o(a):
>> I seem to be having a bit of a problem with burning a readable CD for my
>> ST. I can read other discs like suzy bee and others but ,Ive tried to burn
>> files using my windows XP and the ST does not like the discs. Can someone
>> point me in the right direction or tell me what Im missing.
>
>Use other software and burn plain iso9660f disks.
>

The above is correct. You must have software that burns ISO type CD's. I have a STe and when I use my Atari clone, the Hades060, to burn any CD in the ISO format, the STe can read it perfectly.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1529. Re: Highwire

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 12:41:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42691cdcc03671@comcast.net>
Source record: 13718

>I'm very impressed with the progress that has been made with
>Highwire. I'm curious: Is it likely that Highwire (or any browser
>for Atari ST/TT/Falcon will mature to the point where Javascript is
>implemented and security is such that one can use things like eBay,
>Paypal, etc? I have a CT60 Falcon, and if I could use it for these
>activities I would no longer need the Mac that I keep next to it for
>browsing certain websites. The main reason I ask this question is
>that I would like to plan ahead. There are some software items that
>I would purchase for my Falcon if I knew it could eventually meet all
>of my needs. Right now I hesitate to spend the money when I have
>another computer that can take care of these things. Hopefully this
>will open up some interesting discussion.
>

I am on the Highwire developement team, but I only do the documenation. But I
did ask abouk Javascript, security, etc. The programmers know about it and are
planning to add all this in the future.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1530. Re: MagiC!, NVDI, GemSys & Co.

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 12:44:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42691cdcc03672@comcast.net>
Source record: 13719

>Edward S. Baiz Jr. a 'ecrit :
>>
>> Hello,
>
>Hello,
>>
>> Just what was it that you want to do?
>>
>When MagiC! is installed, it puts everything - drivers, programs,
>fonts, aso. - into C:\GEMSYS, and as C: might be as small as possible
>(in case one might have to return to plain TOS), I wanted to move as
>many of this to another partition.
>I first simply moved files and modified data into inf files to match,
>and everything seemed ok, but then MagXnet refused to work. :-(
>Then, I totally reinstalled both NVDI and MagiC! directly into the
>location I wanted, moved some files from there to where I wanted to put
>them, did some tuning, and here it works :-)
>I was advised to use symbolic links, but I don't particularly like this
>method, I think it's not very smart, and I'd rather use it only in case
>of real need - it wouldn't have solved the proble of space, however.
>
>J.-Luc

I have Magic boot up using my D partition. As for MagicNet, I still use the C partition. I just created the necessary files/folders on the C drive. This all means I have two GEMSYS folders, one on the C drive and one on the D drive.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1531. a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 13:17:04 UTC
From: fried.man@sympatico.ca
Message-ID: <1114175824.918524.93880@g14g2000cwa.googlegroups.com>
Source record: 13705

I have seen some posts about using Compact Flash drives instead of an IDE drive. Also one can get an IDE to SCSI adapter. So, I guess the quietest Falcon, would be one with both these adapters in place. Has anyone used Cubase Audio with an IDE drive + IdE to SCSI adapter?

1532. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 13:32:22 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4268fce0$1@news.broadpark.no>
Source record: 13706

Frederic Pecourt wrote:
> Hallvard Tangeraas a ï¿½crit :
>> Does anyone know if there are any IDE interfaces available for the Mega
>> STe at the moment?

> I am currently working on an internal IDE + RAM expansion card for the
> Mega STE.
>
> The good news is that it showed to work pretty well and I could drop my
> loud SCSI drives and use fast IDE ones.

That's great news!

> The bad news is that my card seats in place of the PLCC cpu thanks to a
> quite expensive test socket. I am afraid that this might not be very
> reliable on the long term.

And too expensive for the rest of us -I've seen the prices of those
sockets by searching the web. Around US$ 200 !!
You need a "through" socket, don't you?
Is it 68 pins? I could ask around if you have trouble finding them.

> It is also not completely finished since I
> only support the blitter at 8MHz or 16 Mhz without blitter nor cache.

Ideally, the memory upgrade shouldn't affect anything else.
Is this possible?
The blitter is useful, and there's a noticable speed boost at 16
MHz/cache, but I need to be able to switch it off as well since Notator
SL doesn't work with it, but automatically switches it off when I run
the program.

> Maybe some of you could share their experience they had with the PACK
> acceleration board or the IDE adapter from Mario Becroft and tell me how
> stable this was.

Why not ask Mario directly?
He may have a source for the PLCC sockets as well.
Here's his Atari hardware page with contact info:
http://gem.win.co.nz/mb/atarihw/

--
Hallvard

1533. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 13:40:41 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d4av5k$pq5$1@nemesis.news.tpi.pl>
Source record: 13707

fried.man@sympatico.ca napisał(a):
> I have seen some posts about using Compact Flash drives instead of an
> IDE drive. Also one can get an IDE to SCSI adapter. So, I guess the
> quietest Falcon, would be one with both these adapters in place. Has
> anyone used Cubase Audio with an IDE drive + IdE to SCSI adapter?

I'd say that falcon fan makes more noise then modern hdd.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1534. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 13:53:23 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <426901cd$1@news.broadpark.no>
Source record: 13708

Frederic Pecourt wrote:

> The bad news is that my card seats in place of the PLCC cpu thanks to a
> quite expensive test socket.

Is this what you need to replace that expensive test-socket?
http://www.action-electronics.com/augat.htm#Plccth

--
Hallvard

1535. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 14:53:01 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114181581.758137.48500@o13g2000cwo.googlegroups.com>
Source record: 13709

Most Falcons I have seen have the fan removed (including mine). I dont think it did much anyway.

On the subject of using IDE with Cubase, this is something I have been thinking about, and im actually in a position to test this, as I have an SCSI=>IDE converter. I just took the noisy 1gb SCSI drive out of the TT and replaced it with a silent 10gb IDE drive. I have an 8gb+ MiNT partition now... I still use a SCSI jaz drive (1gb) on the Falcon for recording with cubase, so I need to test an IDE drive with the converter, and see if CAF complains.

I have also bought a CF IDE adapter, unfortunately I had a load of problems but I think its the CF card I have (Viking 512mb from ebuyer £25 (its a rebranded toshiba)). Win XP refuses boot if its plugged into the PC, but linux on the other partition boots, and I can do whatever to the virtual disk.

With the tests on the Atari platforms, non of the harddisk driver software could handle the card properly (ahdi/cbhd/hddriver) but as before, because of the afforementioned problems with XP, I think its the actual card, and not the IDE=>CF converter.

Coda.

1536. atari-forum.com

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 15:05:05 UTC
From: green12eggs@gmail.com
Message-ID: <13cb4ee3.0504220705.4f025c12@posting.google.com>
Source record: 13710

Hi All,

Does anyone know what has happened to atari-forum.com? The site has
been down all week. Also, atari-source.org seems to be having
problems today as well.

Thanks,

Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060,
256mb Fastram,4mb STram,
4gig Hdd, IDE DVD Drive,
Magic6.x

1537. Re: atari-forum.com

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 16:49:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42692a8b$0$288$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13711

seems the domain has expired ?!

Chris

"samf" <green12eggs@gmail.com> wrote in message
news:13cb4ee3.0504220705.4f025c12@posting.google.com...
> Hi All,
>
> Does anyone know what has happened to atari-forum.com? The site has
> been down all week. Also, atari-source.org seems to be having
> problems today as well.
>
> Thanks,
>
> Samf
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060,
> 256mb Fastram,4mb STram,
> 4gig Hdd, IDE DVD Drive,
> Magic6.x

1538. Re: Replacement Falcon Disk Drive

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 17:30:31 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <6vaae.116698$vL3.7012@bignews4.bellsouth.net>
Source record: 13712

Maybe I didn't make myself clear on this subject as I have
gotten replies about hard drives not disk drives.

What I was asking about is the Internal Atari Disk Drive or
floppy drive as some may call it. The one that uses 3 1/2
disks. The thing that you put game/Application software
into.
Not CDs, Tapes, or Cartridges.

Just a replacement High Density Disk Drive.

I need a good Brand/Model replacement High Density Disk Drive to put
into
a Atari Falcon. One that does not need any modifications and will just
PLUG n PLAY so to speak.

If anyone has recently done such a replacement, could you post or e-mail
me the Brand and Model number.

Maybe I am wrong, but I am under the impression that not all High
Density
Disk Drives will work in the Falcon without modification of a jumper or
something. Correct me if I am wrong on this.

I have a Brand new Sony Model MPF920-1 Disk Drive that I think is
High Density, but before I go and plug it in, I'd like a little more
info on what to look for when replacing a High Density Disk Drive
in a Falcon.

phantomm@bellsouth.net

Time to put the Hip Boots on its getting Deep

.

"J.-Luc" <Myname.Mysurname@myisp> wrote in message
news:42625a76$0$19331$8fcfb975@news.wanadoo.fr...
> Phantom a crit :
>>
>>
>> I'm sure this subject has been covered before.
>
> Hello,
>>
>> I need to replace a couple of Atari Falcon internal Disk Drives.
>> Are there replacement models that I can ask for which will work

>> correctly with all software, copying, formatting and etc without
>> having to make a modification.
>>
> Any 2,5" will work, but it's size will depend on the system you intend
> to use it with :
> - plain TOS has partition size limit of 1 GB,
> - MagiC! is supposed to allow partitions as big as 4GB, but I had
> problems with them (access to the content or even to a file took more
> than 30 seconds, even with one single file of 64kB) and then went
> back to 2GB size,
> - MiNT is said to have no limit.
>
> J.-Luc
> --
> "From" is invalid. In order to answer directly, replace :
> Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
>
>

1539. Re: Replacement Falcon Disk Drive

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 17:37:22 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114191442.434477.115130@g14g2000cwa.googlegroups.com>
Source record: 13713

If you have the MPF920, then that will work fine, except you WILL have
to change the DS1 jumper to DS0 with a soldering iron.

Coda.

1540. Re: Falcon Service Manuals

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 17:57:01 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <XTaae.116701$vL3.66394@bignews4.bellsouth.net>
Source record: 13714

Hi,

If you still have it for sale/trade then e-mail me
and we'll try and work something out.

Thanks,

phantomm@bellsouth.net

"violet shpexy" <malo.morgen@nowhere.com> wrote in message
news:d39qf1$6s$4@ss405.t-com.hr...
> only one and I have one for sale/trade...
>
> On 29 Mar 2005 00:31:59 , "Phantom" wrote:
>>Was wondering if more than one type of Service Manual
>>was made for the Falcon and if anyone has any for sale
>>or trade?
>>
>>phantomm@bellsouth.net
>>
>>
>>
>>.

1541. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 18:51:06 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <42694722$0$20635$626a14ce@news.free.fr>
Source record: 13715

. Has
> anyone used Cubase Audio with an IDE drive + IdE to SCSI adapter?

Yes ! It works fine !
I own a 60 GB IDE HDD plugged on a Yamaha SCSI-IDE adapter.
Cubase Adio records with no trouble.

DOCs

1542. Re: GIM

Newsgroup: comp.sys.atari.st
Date: 2005-04-22 20:46:08 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42694670.0@entanet>
Source record: 13716

On 20 Apr 2005 18:35:07 , mail@freeman-studio.com wrote:
>Mark,
>
> Don't stop working on GIM, please! I'm still waiting for the Magic
>version! That's been the only thing preventing me from downloading and
>using it!
>
>Mike Freeman
>mike@freeman-studio.com

I agree, please don't stop working on great ideas like this. I mentioned my problems because I would like to get it working and will help with testing if I can.

Peter

1543. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 08:35:33 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <3cufmlF6orbigU1@individual.net>
Source record: 13720

In article <426901cd$1@news.broadpark.no>,
Hallvard Tangeraas <inv@lid.email> wrote:
>
>Is this what you need to replace that expensive test-socket?
>http://www.action-electronics.com/augat.htm#Plccth

No. You need something that plugs *into* the PLCC socket on the ST board,
and that is soldered to the bottom side of your expansion PCB.

On the MagnumST, we used something like this:

http://www.cabgmbh.com/deutsch/index.cfm?fuseaction=elektronik&rubrik=spezialfassungen&produkte=69

http://www.cabgmbh.com/deutsch/downloads/elektronik/pdf/D_42_01_03.pdf

These give good contact and make a stable connection, provided the board on
top is not too big - some additional attachment may be needed nevertheless.

I would not recommend any of the home-grown solutions that insert rows of
single pins into the PLCC socket - either with the CPU still in or without.
These damage the socket and dot not make good contact for a long time. I
remember these froma lot of ST memory expansions that claimed "solder-free
installation" - it worked for some time, but then it became flaky.

cu
Michael

1544. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 12:35:40 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <426a411d$1@news.broadpark.no>
Source record: 13721

Coda wrote:
> Most Falcons I have seen have the fan removed (including mine). I dont
> think it did much anyway.

Is this a smart move?
There's got to be reason why they installed a fan there in the first place.

My Mega STe fan makes an awful lot of noise as well, and I would like
nothing more than to remove it and replace the hard drive with a modern
"low noise" laptop type. All this noise is indeed killing any
inspiration and concentration that is needed when I use it to make music.

--
Hallvard

1545. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 12:47:50 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <426a43f8@news.broadpark.no>
Source record: 13722

Michael Schwingen wrote:

> In article <426901cd$1@news.broadpark.no>,
> Hallvard Tangeraas <inv@lid.email> wrote:
>>
>>Is this what you need to replace that expensive test-socket?
>>http://www.action-electronics.com/augat.htm#Plccth
>
> No. You need something that plugs *into* the PLCC socket on the ST board,
> and that is soldered to the bottom side of your expansion PCB.

So not a wire-wrap "through" socket like the ones used for HD/DD disk
drive circuits then? I found several links to manufacturers of those
kind of sockets here: http://www.interfacebus.com/ic_sockets.html

As I understand from what you say you need the socket that solders to
the bottom of the memory expansion PCB, then on the other side of that
PCB another socket is soldered, and the 68000 processor is put here. In
the end the whole memory expansion or IDE PCB is plugged into the Atari
68000 socket. Correct?

> On the MagnumST, we used something like this:
>
> http://www.cabgmbh.com/deutsch/index.cfm?fuseaction=elektronik&rubrik=spezialfassungen&p
rodukte=69
>
> http://www.cabgmbh.com/deutsch/downloads/elektronik/pdf/D_42_01_03.pdf

I didn't find any prices there. Are they just the manufacturers?
Where can these sockets be bought?

> These give good contact and make a stable connection, provided the board on
> top is not too big - some additional attachment may be needed nevertheless.

Having opened up and looked inside the Mega STe and STe, I noticed that
some of the socketed PLCC type ICs had metal "straps" placed over them
so they won't loosen and pop out of their sockets accidently. I guess
this can be done with the new top socket on the memory board (where the
68000 is inserted) as long as those sockets have fastening points for
this, but is there something similar for the socket that attaches to the
Atari mainboard PCB socket? If there's no such solution I guess some
hot-melting glue along the sides (be sure it won't flow in, along with
the actual connector pins) will help keep it in place, and shouldn't be
too hard to remove if the memory/IDE board needs servicing.

By the way: how many pins does the PLCC 68000 for the STe/Mega STe have?
I seem to recall 68 pins, but could it be 52?

--
Hallvard

1546. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 13:53:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.23.13.53.07.383404@charter.net>
Source record: 13723

On Sat, 23 Apr 2005 14:35:40 +0200, Hallvard Tangeraas wrote:

> My Mega STe fan makes an awful lot of noise as well, and I would like
> nothing more than to remove it and replace the hard drive with a modern
> "low noise" laptop type. All this noise is indeed killing any
> inspiration and concentration that is needed when I use it to make music.

This must be a "musician" thing. I mean, compared to my Mandriva-Linux box, my Falcon, with a CT60, PC power supply, original MB fan, 80 gig IDE HD, floppy, and Plextor CDRW is next to silent...

Of course, that could be because there is a 6000 RPM Volcano CPU fan in my Linux box... <big grin>

1547. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 14:15:20 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114265720.098247.248440@z14g2000cwz.googlegroups.com>
Source record: 13724

All the Falcon mobo fan does is pull a little air (and DUST, the chip killer!) into the case. Maybe they decided to do this at a time when Hard drives ate so much power that they heated up the whole box, or maybe they intended to run the CPU at 32mhz?

The MegaSTE fan is built into the PSU, and is really for cooling that down, but does actually create a little airflow around the system, but as above, I would ask WHY? what is there that gets even warm?

I have an ATX psu inside my case (without cooling fan!), plus a 10gb IDE drive taken out of an XBOX (because theyre big enough, and designed to be quiet).

Coda.

1548. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 14:17:58 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114265878.094611.47810@f14g2000cwb.googlegroups.com>
Source record: 13725

Yes its mostly us musos that complain about the mouse thats tap-dancing
on his cheese two houses away ;-)

When u discover silent CPU fans and silent PSU's you will have to
remember to look at the light on your PC to check if its actually on...

Coda.

1549. Re: Burning CD for Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 15:01:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ScednRvya6eh_vffRVnytA@pipex.net>
Source record: 13726

In message <d4a76o$r5m$1@nemesis.news.tpi.pl>, atari@gabo.pl said:

>Atari_Only napisa(a):
>> I seem to be having a bit of a problem with burning a readable CD for my
>> ST. I can read other discs like suzy bee and others but ,Ive tried to burn
>> files using my windows XP and the ST does not like the discs. Can someone
>> point me in the right direction or tell me what Im missing.
>
>Use other software and burn plain iso9660f disks.

But the problem could also be the actual blanks he used. I have had problems with two TOSHIBA CD-ROMs on my Falcon reading some Maxell disks with coloured (dark-looking) surfaces. Copying them on a PC to a 'silver' type blank made them readable.

Regards, /Peter/

1550. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 16:47:14 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <3cvcgiF6omff4U2@individual.net>
Source record: 13727

In article <426a43f8@news.broadpark.no>,
Hallvard Tangeraas <inv@lid.email> wrote:
>>
>> No. You need something that plugs *into* the PLCC socket on the ST board,
>> and that is soldered to the bottom side of your expansion PCB.
>
>So not a wire-wrap "through" socket like the ones used for HD/DD disk
>drive circuits then? I found several links to manufacturers of those

I know of no kind of "through" socket for PLCC, especially not wire-wrap
ones.

>As I understand from what you say you need the socket that solders to
>the bottom of the memory expansion PCB, then on the other side of that
>PCB another socket is soldered, and the 68000 processor is put here. In
>the end the whole memory expansion or IDE PCB is plugged into the Atari
>68000 socket. Correct?

Correct - that is the only reliable way to get connection to all the MC68000
signals in the STE.

>> On the MagnumST, we used something like this:

(this should be "Magnum STE" - the Magnum ST was for the ST, and had
DIL-style sockets where you could either pu the 68000 on the MegnumST, or
you could simply solder an extra socket on top of the 68000 and plug the
MegnumST into that, since it was simply in parallel).

Only the STE with the PLCC CPU socket is more tricky.

>> http://www.cabgmbh.com/deutsch/index.cfm?fuseaction=elektronik&rubrik=spezialfassungen&
produkte=69
>>
>> http://www.cabgmbh.com/deutsch/downloads/elektronik/pdf/D_42_01_03.pdf
>
>I didn't find any prices there. Are they just the manufacturers?
>Where can these sockets be bought?

I think we bought them from CAB in Germany. Not sure if they are
manufacturer or only distributor.

>Having opened up and looked inside the Mega STe and STe, I noticed that
>some of the socketed PLCC type ICs had metal "straps" placed over them
>so they won't loosen and pop out of their sockets accidently. I guess
>this can be done with the new top socket on the memory board (where the
>68000 is inserted) as long as those sockets have fastening points for

Yes. However, when using high quality PLCC sockets (which Atari did not do),
then this should not be mecessary.

>this, but is there something similar for the socket that attaches to the
>Atari mainboard PCB socket? If there's no such solution I guess some
>hot-melting glue along the sides (be sure it won't flow in, along with
>the actual connector pins) will help keep it in place, and shouldn't be
>too hard to remove if the memory/IDE board needs servicing.

Yes, something like this will be needed depending on the size / weight of
the expansion board that sits on top of the CPU socket.

>By the way: how many pins does the PLCC 68000 for the STe/Mega STe have?
>I seem to recall 68 pins, but could it be 52?

68

cu
Michael

1551. Re: MagiC!, NVDI, GemSys & Co. - The End

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 18:07:37 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <426a8ee8$0$1232$8fcfb975@news.wanadoo.fr>
Source record: 13729

Edward S. Baiz Jr. a ï¿½crit :
>
Hello,
>
> I have Magic boot up using my D partition. As for MagicNet, I still use the C
> partition. I just created the necessary files/folders on the C drive. This all
> means I have two GEMSYS folders, one on the C drive and one on the D drive.
>
That's what I ended to.

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1552. Re: Doom.wad for PM-DOOM

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 18:07:38 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <426a8eea$0$25036$8fcfb975@news.wanadoo.fr>
Source record: 13728

samf a ï¿½crit :
>
> J.-Luc wrote:
>> Hello,
>>
> Yes, I would be interested in that as well. J.-Luc, you have been able
> to get PM Doom to run on your CT60'd Falcon?
>
I downloaded 1 over the 2 files Coda pointed me to, and I intend to
give it a try when I fix my WiFi problems.

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1553. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-23 18:30:19 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <426a943c$1@news.broadpark.no>
Source record: 13730

Michael Schwingen wrote:
> In article <426a43f8@news.broadpark.no>,
> Hallvard Tangeraas <inv@lid.email> wrote:

>>So not a wire-wrap "through" socket like the ones used for HD/DD disk
>>drive circuits then? I found several links to manufacturers of those
>
> I know of no kind of "through" socket for PLCC, especially not wire-wrap
> ones.

This looks like one of those, for 68 pins:

http://plcc-adapter.com/Part/PLCC-sockets,68PL-W.htm

It looks like this site has all sorts of PLCC related items, so there
should be something suitable for these projects there.

>>> On the MagnumST, we used something like this:
>
> (this should be "Magnum STE"

Sorry, I meant the Magnum STe of course.
A bit quick in replying there ;-)

I know the 68000 procesor of the ST/STF/STFM is of a standard DIL type
(and probably more suited for various hardware projects), but I still
prefer the STe/Mega STe computers to them.

Apart from the obvious differences to the sockets of the Magnum memory
boards, were there any other differences between the ST and STe versions?

>>I didn't find any prices there. Are they just the manufacturers?
>>Where can these sockets be bought?
>
> I think we bought them from CAB in Germany. Not sure if they are
> manufacturer or only distributor.

I'll look around some more and see if I can contact them.

>>Having opened up and looked inside the Mega STe and STe, I noticed that
>>some of the socketed PLCC type ICs had metal "straps" placed over them
>>so they won't loosen and pop out of their sockets accidently. I guess
>>this can be done with the new top socket on the memory board (where the
>>68000 is inserted) as long as those sockets have fastening points for
>
> Yes. However, when using high quality PLCC sockets (which Atari did not do),
> then this should not be mecessary.

Typical Atari to save a few cents here and there.
So now we know why they had the slogan "Power without the price" ;-)

So you're saying that there are some mechanical differences between the
high and low quality sockets, where with the low quality ones the ICs
can easily pop out?

>>this, but is there something similar for the socket that attaches to the
>>Atari mainboard PCB socket? If there's no such solution I guess some
>>hot-melting glue along the sides (be sure it won't flow in, along with
>>the actual connector pins) will help keep it in place, and shouldn't be
>>too hard to remove if the memory/IDE board needs servicing.
>
> Yes, something like this will be needed depending on the size / weight of
> the expansion board that sits on top of the CPU socket.

Any available solutions to "strap" the new socket to the Atari PLCC
motherboard socket?

>>By the way: how many pins does the PLCC 68000 for the STe/Mega STe have?
>>I seem to recall 68 pins, but could it be 52?
>
> 68

Thanks. It's been a while.

--
Hallvard

1554. Re: MagiC!, NVDI, GemSys & Co. - The End

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 02:43:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426b34066acda3@comcast.net>
Source record: 13734

>Edward S. Baiz Jr. a 'ecrit :
>>
>Hello,
>>
>> I have Magic boot up using my D partition. As for MagicNet, I still use the C
>> partition. I just created the necessary files/folders on the C drive. This all
>> means I have two GEMSYS folders, one on the C drive and one on the D drive.
>>
>That's what I ended to.
>
>J.-Luc

J-luc, if I can do it, so can you.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1555. VNC client for the Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 02:51:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426b34066acda4@comcast.net>
Source record: 13735

I must say this is an amazing piece of software that Lonny put together. I must admit I did not know this kind thing existed. The Atari version works great on my Hades under MagicNet (will try it under MintNet as soon as I fix my Mint partition. Right now it is toast). I downloaded a VNC server for my wife's PC and got it working. Then I booted up the aVNC program in the 32-bit color mode and the PC's desktop came up in a box. I was thrilled to death when this happened. I noticed that when I moved the mouse on the PC, the pointer on the Hades screen also moved. But if I tried to run a program, the Hades crashed. I could do this in the 256 color mode, but of course, the graphics where not as good. In the 16-bit mode, the Hades crashed as soon as I ran the aVNC program. Maybe the aVNC program needs an upgrade or I need to fiddle with the settings on the program and/or my Hades. Still, great job Lonny...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1556. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 08:39:54 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <3d14apF6k34vmU1@individual.net>
Source record: 13731

In article <426a943c$1@news.broadpark.no>,
Hallvard Tangeraas <inv@lid.email> wrote:
>>
>> I know of no kind of "through" socket for PLCC, especially not wire-wrap
>> ones.
>
>This looks like one of those, for 68 pins:
>
>http://plcc-adapter.com/Part/PLCC-sockets,68PL-W.htm

No. This is just a plain PLCC socket with wire-wrap pins - I have no idea how you want to plug that one into the existing PLCC socket on the STE board.

>> (this should be "Magnum STE"
>
>Sorry, I meant the Magnum STe of course.
>A bit quick in replying there ;-)

No, the error was in my original post.

>Apart from the obvious differences to the sockets of the Magnum memory
>boards, were there any other differences between the ST and STe versions?

The STE version runs the memory at 16MHz, giving "real fast" RAM.

>So you're saying that there are some mechanical differences between the
>high and low quality sockets, where with the low quality ones the ICs
>can easily pop out?

The problem does not seem to be ICs popping out - that can happen with high-quality sockets, too, but requires quite some force (german post seems to be able to achieve this on some occasions).

The big problem with the Atari sockets was bad contact although the ICs were still inserted.

>Any available solutions to "strap" the new socket to the Atari PLCC
>motherboard socket?

Not really - PLCC sockets are not designed to provide a mechanical connections for more than a PLCC IC. It would probably better to strap to the STE mainboard somehow.

cu
Michael

1557. Re: VNC client for the Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 09:18:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426b8f2010419d0@comcast.net>
Source record: 13739

>I've been seeing some strange behavior with gluestik. The data is coming in
>very fast and it may be a buffer overrun somewhere. I keep uploading new
>versions to my site as I find and fix things. I also accidentally compiled
>it with the wrong library, so make sure to download at least v0.906.
>The darn thing runs here quite well on mint, even for some hours or so and
>in either of the 3 modes. I am not quite sure where the problems are. Might
>have to seriously look into actual mint socket calls eventually.
>

Well version .906 is a little better for me. Still crashes the Hades in the 32/64K modes. May need to try different combo's of the graphic encoding methods. The 256 color mode still runs find, but sometimes the mouse clicks do not register. The 32-bit mode is better and I can move the mouse around, but the computer still crashes when I try to run a program. Also in the 256 and 32-bit color modes I keep getting a message when I move the mouse around. It begins with ()fre and talks about a number being too low and then replacing it with a higher number.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1558. Re: VNC client for the Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 09:19:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426b8f2010419d1@comcast.net>
Source record: 13738

>Forgive the stupid question, but does a VNC server exist for Atari ?
>
>Cheers
>Simon
>

I would not thing one exits, but then I did not even know about VNC until now.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1559. Hello & TT online

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 10:27:13 UTC
From: Maurice Veale <maurice@abod.co.uk>
Message-ID: <opspqfbnscgcg140@81-174-220-154.pth-as13.dial.plus.net>
Source record: 13732

```
--
yours sincerely

Maurice Veale

Gestalt Bodymind (tel. 0207 263 4079 )

website: www.GestaltBodymind.co.uk
```

1560. Re: Hello

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 10:31:55 UTC
From: Maurice Veale <maurice@abod.co.uk>
Message-ID: <opspqfjhncgcg140@81-174-220-154.pth-as13.dial.plus.net>
Source record: 13733

On Sun, 24 Apr 2005 11:05:17 +0100, Maurice Veale
<Maurice@spamlessabod.co.spamlessuk> wrote:
Oops sorry. I forgot to include the message. Obviously I'm new to
newsgroups and coming to terms with my PC software.
> Hello
> Just trying to send a message for the first time. I've seen some
> very useful stuff here.
> Using a PC for internet access but did once connect with an STE and CAB
> before my ISP closed down. Now have a TT with masses of memory by ST
> standards
and have been dabbling with the connectors and programs trying to get it
online.
>
> regards
> Maurice
>

--

1561. Changing color depths and resolutions!

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 12:13:26 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <426bb8202eb9e40@adelphia.net>
Source record: 13742

Anyone,
Just wondering if anyone can suggest a program that would change resolutions
and color depths. With the program release by LP of aVNC I have to take
an interest in raising my color depths especially to true color to be able
to see if this program will work. I do have it connecting to my MAC but the
screen is all messed up. Any help or suggestions would be greatly appreciated

Thanks,

--
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1562. Energy saving!

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 12:15:38 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <426bb8202eb9e41@adelphia.net>
Source record: 13743

To anyone,
Does anyone know of a control panel program or just an application that can put the monitor into sleep mode?? As well as put the computer into a sleep mode?? The computer does not have to be put into a sleep mode but the monitor would definetly be a necessity for this type of app for me.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1563. Re: Burning CD for Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 15:51:32 UTC
From: Atari_Only <atarionly@spam.adelphia.net>
Message-ID: <Xns96425A20181CDatarionlyadelphianet@216.196.97.142>
Source record: 13736

Thank you to everyone for the help. Problem sold discs work great..
AO

1564. Re: VNC client for the Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 17:16:15 UTC
From: Simon <nospam@nospam.com>
Message-ID: <426bd489$0$14397$626a14ce@news.free.fr>
Source record: 13737

Forgive the stupid question, but does a VNC server exist for Atari ?

Cheers
Simon

1565. Re: VNC client for the Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 19:05:18 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <426bedee$1_2@x-privat.org>
Source record: 13740

Edward S. Baiz Jr. wrote:
>
>
>>I've been seeing some strange behavior with gluestik. The data is coming in
>>very fast and it may be a buffer overrun somewhere. I keep uploading new
>>versions to my site as I find and fix things. I also accidentally compiled
>>it with the wrong library, so make sure to download at least v0.906.
>>The darn thing runs here quite well on mint, even for some hours or so and
>>in either of the 3 modes. I am not quite sure where the problems are. Might
>>have to seriously look into actual mint socket calls eventually.
>>
>
> Well version .906 is a little better for me. Still crashes the Hades in the
> 32/64K modes. May need to try different combo's of the graphic encoding
> methods. The 256 color mode still runs find, but sometimes the mouse clicks do
> not register. The 32-bit mode is better and I can move the mouse around, but
> the computer still crashes when I try to run a program. Also in the 256 and 32-
> bit color modes I keep getting a message when I move the mouse around. It
> begins with ()fre and talks about a number being too low and then replacing it
> with a higher number.
>

No crashes here on my Hades running in 16-bit mode (freeMiNT
1.16.2/XaAES). I could surf the net using Opera 8 or Mozilla. I even could
read a pdf-file using Acrobat reader 5.

The reaction is rather slow but it works. Now I'm trying to get it running
with my Linux box but for some reason no luck so far.

Can someone tell me hows to set up Xvnc or tightvnc on Linux (Suse 9.2)?

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

1566. Re: VNC client for the Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 20:13:11 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be.invalid>
Message-ID: <pan.2005.04.24.20.13.11.717285@pandora.be.invalid>
Source record: 13741

Op Sun, 24 Apr 2005 15:59:29 -0400, schreef lp:

> in article 426bedee$1_2@x-privat.org, Martin Byttebier wrote on 4/24/2005
> 3:05 PM:
>
>> No crashes here on my Hades running in 16-bit mode (freeMiNT
>> 1.16.2/XaAES). I could surf the net using Opera 8 or Mozilla. I even could
>> read a pdf-file using Acrobat reader 5.
>
> Cool.
> Which server was this? I'd like to make a list of servers that it works
> with. I have tested it with OSXvnc for mac and just now with RealVNC for
> windows on virtual PC of all things. lol

tightvnc 1.2.9

>> The reaction is rather slow but it works. Now I'm trying to get it running
>> with my Linux box but for some reason no luck so far.
>
> Do you think it's a server side problem or the client side?
> There is a way to dump a socket log that might give some clues.
> Which I failed to document, woopsy. I'll do this in the next release.

It was my fault. By default the firewall is up and running. I've setup the
firewall so I can use vnc.

But alas, I can make a connection but the colors are totally messed up, no
mouse action, etc ...
On Linux I use also tightvnc

24/04/2005 21:27:54 Got connection from client 192.168.2.4
24/04/2005 21:27:54 Protocol version 3.3
24/04/2005 21:27:54 Full-control authentication passed by 192.168.2.4
24/04/2005 21:27:54 Pixel format for client 192.168.2.4:
24/04/2005 21:27:54 16 bpp, depth 15, little endian
24/04/2005 21:27:54 true colour: max r 31 g 31 b 31, shift r 10 g 5 b 0
24/04/2005 21:27:54 Using copyrect encoding for client 192.168.2.4
24/04/2005 21:27:54 Using raw encoding for client 192.168.2.4
24/04/2005 21:28:09 Client 192.168.2.4 gone
24/04/2005 21:28:09 Statistics:
24/04/2005 21:28:09 key events received 0, pointer events 42
24/04/2005 21:28:09 framebuffer updates 36, rectangles 132, bytes 3917872
24/04/2005 21:28:09 raw rectangles 132, bytes 3917872
24/04/2005 21:28:09 raw bytes equivalent 3917872, compression ratio
1.000000

I've tried every possibility but always the same result

--
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1567. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 20:53:49 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1114376028.974748.101970@g14g2000cwa.googlegroups.com>
Source record: 13744

Coda wrote:
> All the Falcon mobo fan does is pull a little air (and DUST, the chip
> killer!) into the case. Maybe they decided to do this at a time when
> Hard drives ate so much power that they heated up the whole box, or
> maybe they intended to run the CPU at 32mhz?
>
I've often wondered about this, as the Falcon fan is in a very curious
position. Is your Falcon in the stock unmodified case? If so, how
warm does the room get before you have problems?

Galen (who eventually needs to replace or remove his Falcon's fan)

1568. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 22:40:44 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114382444.431901.209540@o13g2000cwo.googlegroups.com>
Source record: 13745

Its in a rack case now, but back when the fan was removed it was in the stock case. I also had a powerup2 fitted, so it was running at 32mhz. I never had thermal related problems.

Coda.

1569. Re: VNC client for the Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-24 23:30:30 UTC
From: geek@atarians.com
Message-ID: <1114371088.779337@toad>
Source record: 13746

Simon wrote:
>
> Forgive the stupid question, but does a VNC server exist for Atari ?
>
> Cheers
> Simon
>

I did get one working that goes through the X server for Atari. The trouble is we don't really have a standard x server implementation and while I could watch what the Atari was doing, I couldn't control it. I posted a screenshot here that should have been enlightening though. To be honest I haven't continued that work because lp's path of creating an atari specific app is the most proper way. As he's demonstrated, he's the best person to make the server too ;-) lp, can you link to gcc libs?

Thanks,
Mark

1570. MintNet

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 00:08:25 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <116od7pd7vjfpa3@corp.supernews.com>
Source record: 13747

Can someone walk me through setting up mintnet for cable
modem/ethenet router/ethernec, or point me to the best documentation?
I'm a Mint newbie, and I've had to set things up manually, as
Easyment would not work for me. Mint/Xaaes/Thing is installed and
working.

Thanks,
Joe
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1571. Re: MintNet

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 01:52:24 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.04.25.01.52.24.142011@nosspamatari-source.com>
Source record: 13748

On Mon, 25 Apr 2005 00:08:25 +0000, Joseph D. Place wrote:

> Can someone walk me through setting up mintnet for cable
> modem/ethenet router/ethernec, or point me to the best documentation?
> I'm a Mint newbie, and I've had to set things up manually, as
> Easyment would not work for me. Mint/Xaaes/Thing is installed and
> working.
>
> Thanks,
> Joe

Joe,

Assuming you use easymint,

Install ne2kenec.xif (from http://www.assemsoft.org) in your C:\mint\ver\
folder (where ver is the version you are running). If you don't have an
030 or above though you should use enec.xif from the original
distribution. If you're not using that system, you can just install it in
C:\mint\. Then just modify u:\etc\sysconfig\config.if. Change the ne0
line. the file has instructions. Also modify
u:\etc\sysconfig\defaultroute. The interface btw is "ne0" as it shows in
the example.

Once this is setup, you should reboot. Verify ne0 is up by
doing ifconfig from a command prompt. Once you see it's up right, try
pinging your gateway (the router). If you get pings back you should have
internet access through any mintnet proggie. Then install gluestik and
whala, all atari stik apps will work too.

Thanks,
Mark
http://www.atari-source.org

1572. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 03:25:30 UTC
From: fried.man@sympatico.ca
Message-ID: <1114399530.408075.107680@g14g2000cwa.googlegroups.com>
Source record: 13649

Hey thats very cool, is your ide to scsi adapter 50 pin? where did you
get the adapter?
Mark

1573. Re: Energy saving!

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 07:57:09 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <426ca2d4$0$6612$626a14ce@news.free.fr>
Source record: 13650

CENTSCREEN !!!

Carey Christenson wrote:
> To anyone,
> Does anyone know of a control panel program or just an application
> that can put the monitor into sleep mode?? As well as put the
> computer into a sleep mode?? The computer does not have to be put
> into a sleep mode but the monitor would definetly be a necessity for
> this type of app for me.
>
> Thanks,

1574. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 08:05:43 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114416343.026018.153720@f14g2000cwb.googlegroups.com>
Source record: 13651

Ebay. Look for the yamaha ones that were designed to use the "new"
atapi cdrives on scsi systems. I paid ~10 euros (~$10 US).

Coda.

1575. Re: MP3 Encoder for Falcon CT60

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 10:17:10 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrnd6pght.5oq.nospam@localhost.localdomain>
Source record: 13652

On 2005-04-22, wmartz@firstpresdalton.org <wmartz@firstpresdalton.org> wrote:
>
>> > Is there an MP3 encoder available for the CT60 (or any Atari) ?

>> There is Lame avialible from sector one:
>> http://deunstg.free.fr/sct1/s_lame.htm

> Earlier versions of aniplayer would. That was removed when "they"
> started charging for the MP3 stuff.

The new aniplayer still can also, but the mp3 encoder LAME_ENC.OVL isn't
distributed with it anymore. You'll have to get a copy of LAME_ENC.OVL
from an older Aniplayer distribution.

--

Martin Tarenskeen

1576. Re: MP3 Encoder for Falcon CT60

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 11:15:53 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gvkson.1aubbt17qg6m2N%NOSPAMS@wanadoo.fr>
Source record: 13653

Martin Tarenskeen <nospam@telebyte.nl> wrote:

> On 2005-04-22, wmartz@firstpresdalton.org <wmartz@firstpresdalton.org> wrote:
> >
> >> > Is there an MP3 encoder available for the CT60 (or any Atari) ?
>
> >> There is Lame avialible from sector one:
> >> http://deunstg.free.fr/sct1/s_lame.htm
>
> > Earlier versions of aniplayer would. That was removed when "they"
> > started charging for the MP3 stuff.
>
> The new aniplayer still can also, but the mp3 encoder LAME_ENC.OVL isn't
> distributed with it anymore. You'll have to get a copy of LAME_ENC.OVL
> from an older Aniplayer distribution.

Are you sure ?

Didier.

PS. It's a shared library (.SLB) not an overlay module (.OVL)

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1577. Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 11:56:59 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114430219.113165.78350@o13g2000cwo.googlegroups.com>
Source record: 13654

Yesterday (the 24th) Henrik of Nature (nature.atari.org) did the first enumeration of a USB device on the 16/32bit Atari platform. This has been achieved on the Ethernat by the test program that I wrote for that card and the CTLink.

Coda.

1578. Re: MagiC!, NVDI, GemSys & Co. - The End

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 12:01:00 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <426cdbfb$0$848$8fcfb975@news.wanadoo.fr>
Source record: 13655

```
Edward S. Baiz Jr. a ï¿½crit :
>
>>Edward S. Baiz Jr. a 'ecrit :
>>>
>>Hello,
>>>
>>> I have Magic boot up using my D partition. As for MagicNet, I still use the C
>>> partition. I just created the necessary files/folders on the C drive. This all
>>> means I have two GEMSYS folders, one on the C drive and one on the D drive.
>>>
>>That's what I ended to.
>>
>>J.-Luc
>
> J-luc, if I can do it, so can you.

I meant : "That's what I ended up doing" - or : "How to say the opposite
to what you mean, lesson 1" :-/

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
```

1579. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 12:08:05 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d4ims2$3av$1@nemesis.news.tpi.pl>
Source record: 13656

Coda napisał(a):
> Yesterday (the 24th) Henrik of Nature (nature.atari.org) did the first
> enumeration of a USB device on the 16/32bit Atari platform. This has
> been achieved on the Ethernat by the test program that I wrote for that
> card and the CTLink.
>
> Coda.

So you are Jan Thomas :)

Good work. Btw. whats the status of drivers? I see MiNT, any other?

(good bless Influenza ;))

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1580. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 13:01:06 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114434066.304952.142110@f14g2000cwb.googlegroups.com>
Source record: 13657

The plan at the moment (USB) = One hardware driver for all setups
(TOS/MiNT/Magic).
TOS and Magic (If I get round to it) will have device drivers that
plugs straight to the hardware driver, MiNT will have its own USB stack
that each driver connects to. This still leaves the question of
applications needing to be re-written to accomodate the new stuff where
the OS cant be patched, but this wont be a huge deal.

Test programs only at the moment, work on the proper drivers wont
commence until I have some hardware (except ideas on paper and research
etc).

Coda.

1581. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 15:45:51 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <BPKdnXGC8u1cjPDfRVn-og@inreach.com>
Source record: 13658

Would it work on a TT? and who would sell the hardware needed?

"Coda" <smeg_007@hotmail.com> wrote in message
news:1114434066.304952.142110@f14g2000cwb.googlegroups.com...
> The plan at the moment (USB) = One hardware driver for all setups
> (TOS/MiNT/Magic).
> TOS and Magic (If I get round to it) will have device drivers that
> plugs straight to the hardware driver, MiNT will have its own USB stack
> that each driver connects to. This still leaves the question of
> applications needing to be re-written to accomodate the new stuff where
> the OS cant be patched, but this wont be a huge deal.
>
> Test programs only at the moment, work on the proper drivers wont
> commence until I have some hardware (except ideas on paper and research
> etc).
>
> Coda.
>

1582. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-04-25 17:01:55 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114445698.664873.94390@f14g2000cwb.googlegroups.com>
Source record: 13659

www.czuba-tech.com

1583. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-04-26 08:54:17 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <426e01b6$0$6632$626a14ce@news.free.fr>
Source record: 13660

Congratulations !!

With USB, we will be able to seriously think about futur of the atari
hardware platforms
;-)

Coda wrote:
> Yesterday (the 24th) Henrik of Nature (nature.atari.org) did the first
> enumeration of a USB device on the 16/32bit Atari platform. This has
> been achieved on the Ethernat by the test program that I wrote for
> that card and the CTLink.
>
> Coda.

1584. Re: Energy saving!

Newsgroup: comp.sys.atari.st
Date: 2005-04-26 11:20:13 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050426122013168O7%derryck@cixcoukinvalid>
Source record: 13661

On 2005-04-24 13:15:38 +0100, "Carey Christenson"
<falcon060@adelphia.net> said:

> To anyone,
> Does anyone know of a control panel program or just an application that
> can put the monitor into sleep mode?? As well as put the computer into a
> sleep mode?? The computer does not have to be put into a sleep mode but

You can eject the hard drive which will (should) spin it down.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1585. [ANN] DGEM 0.18 release

Newsgroup: comp.sys.atari.st
Date: 2005-04-26 16:11:03 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <426e6816$0$21148$7a628cd7@news.club-internet.fr>
Source record: 13662

Bonjour :)

DGEM is a project that intends to be a Dungeon Master clone.
A new update is available on my website or directly in the folder:
http://rajah.atari.org/files/ -> dgem018.zip (650KB)
Carefull: it takes 2.6Mo on HD.

New features for this 0.18 (April 2005, Jaguar Connexion 2K5 release)
+ on characters: eating, drinking, sleeping, homeostatis, death,
ressurection, weight carried, experience gain, damages, resistance,
selecting the leader, fatigue, poisonned state, etc.
+ with objects: most are usable now, some can modify characters
parameters, some can be used in hand, some are with charges...
For example, the lockpicks may work on some weak keyholes, the rope
permits to climb down into a pit, some doors can be broken by sword,
torch burning...
+ magic: all that is not thrown (ie fireball or dispell)
2 new incantations for zo potion and alcohol.
try the 'see through wall' or 'magic footprints' ;)
+ action: with objects or nothing (with associated sounds), all
is possible except throwing (magic or object) and shooting.
try the fluxcage of the powered firestaff.

Coming next : MONSTERS (enfin !) ;)
Throwing objects and casting the remaining spells should come after.

Hope you'll enjoy.

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

1586. Re: Energy saving!

Newsgroup: comp.sys.atari.st
Date: 2005-04-26 20:42:18 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114548138.830398.88810@f14g2000cwb.googlegroups.com>
Source record: 13663

You feeling all right Derryck?

1587. Re: Energy saving!

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 13:23:01 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2005.04.27.13.23.01.32912@notspamatari-source.com>
Source record: 13668

On Wed, 27 Apr 2005 17:53:59 +0200, Janez Valant wrote:

>
>> In jinnee at least, you can click on the drive icon and then use the
>> menu item "Eject", CTRL-Y, drive spins down (and thus "saves energy").
>> I don't know of any other way of energy saving, unless there's
>> something in the CT060 apps.
>
>
> There are ACCs, which allows spining down disks after certain period of
> time as well... One of them is Autoparker which came with HDDriver. Dont
> need any special hardware or software.
>
> janez

Ermm I think he asked if you were feeling okay because the question was
about monitor, not disk :) You're all not feeling ok ;)

Mark

1588. Atari Disk Labelilng Software

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 13:43:51 UTC
From: green12eggs@gmail.com
Message-ID: <13cb4ee3.0504270543.664e5681@posting.google.com>
Source record: 13664

Hi Everybody!!!!

Where can I find and what is a good program for creating and printing
floppy disk labels? I have got to start doing that, I've got floppies
lying around everywhere!! Also, is there one for creating cd labels?

Thanks and have a great day!!!!!

Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060,
256mb Fastram,4mb STram,
4gig Hdd, IDE DVD Drive,
Magic6.x

1589. Re: Atari Disk Labelilng Software

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 13:53:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426fc8e21b450a1@comcast.net>
Source record: 13673

>samf a 'ecrit :
>>
>> Hi Everybody!!!!
>
>Hello Sam,
>>
>> Where can I find and what is a good program for creating and printing
>> floppy disk labels? I have got to start doing that, I've got floppies
>> lying around everywhere!! Also, is there one for creating cd labels?
>
>The best IMO is to use a good DTP software, and create your layouts - I
>use Calamus SL.
>
>J.-Luc

I can agree with that. I did email Sam a small program that I have used with good successful. Runs great on my STe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1590. Re: Changing color depths and resolutions!

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 13:56:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426fc8e21b450a2@comcast.net>
Source record: 13675

>Anyone,
> Just wondering if anyone can suggest a program that would change resolutions
>and color depths. With the program release by LP of aVNC I have to take
>an interest in raising my color depths especially to true color to be able
>to see if this program will work. I do have it connecting to my MAC but the
>screen is all messed up. Any help or suggestions would be greatly appreciated
>
>Thanks,
>

Carey the aVNC will give you a messed up screen if you do not have it in the correct color mode. I got a messed up screen when I used it in the 24-bit color mode. Works great for a while in the 32bit mode and works like a charm in the 256 color mode. It was kind of neat controlling and using my wife's PC from my Hades desktop.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1591. Re: Energy saving!

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 13:57:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426fc8e21b450a3@comcast.net>
Source record: 13674

>To anyone,
> Does anyone know of a control panel program or just an application that
>can put the monitor into sleep mode?? As well as put the computer into a
>sleep mode?? The computer does not have to be put into a sleep mode but
>the monitor would definetly be a necessity for this type of app for me.
>
>Thanks,
>

I would say a screensaver may do. I have one that came with the Hades that
just turns the screen black.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1592. Re: My Mail v1.74

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 14:05:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426fc8e21b450a4@comcast.net>
Source record: 13677

>I know Erik Hall has suspended development of this very useful STiK 2
>software, but I was wondering if he was still beavering away behind the
>scenes? Does any one know?
>
>Unfortunately I now find the program unusable because a fault in sending
>emails has made it impossible to continue using MyMail.
>
>When sending emails the program would display the following alert:
>
>Failed to connect.
>HELO/EHLO message fail.
>Resp code (-4)
>OK
>
>After clicking OK, another alert would appear:
>
>Failed to start dialer
>counts down from 10 to 1
>OK

Are you connected at all when you run MyMail? That is the way that I use it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1593. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 14:10:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426fc8e21b450a5@comcast.net>
Source record: 13676

>Yesterday (the 24th) Henrik of Nature (nature.atari.org) did the first
>enumeration of a USB device on the 16/32bit Atari platform. This has
>been achieved on the Ethernat by the test program that I wrote for that
>card and the CTLink.
>
>Coda.
>

This is great. I would love to be able to use USB items. Now if the B brothers could upgrade NVDI to take advantage of this, that would be the icing on the cake.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1594. Re: VNC client for the Atari

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 14:14:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426fc8e21b450a6@comcast.net>
Source record: 13678

>
>
>Edward S. Baiz Jr. wrote:
>>
>>
>>>I've been seeing some strange behavior with gluestik. The data is coming in
>>>very fast and it may be a buffer overrun somewhere. I keep uploading new
>>>versions to my site as I find and fix things. I also accidentally compiled
>>>it with the wrong library, so make sure to download at least v0.906.
>>>The darn thing runs here quite well on mint, even for some hours or so and
>>>in either of the 3 modes. I am not quite sure where the problems are. Might
>>>have to seriously look into actual mint socket calls eventually.
>>>
>>
>> Well version .906 is a little better for me. Still crashes the Hades in the
>> 32/64K modes. May need to try different combo's of the graphic encoding
>> methods. The 256 color mode still runs find, but sometimes the mouse clicks do
>> not register. The 32-bit mode is better and I can move the mouse around, but
>> the computer still crashes when I try to run a program. Also in the 256 and 32-
>> bit color modes I keep getting a message when I move the mouse around. It
>> begins with ()fre and talks about a number being too low and then replacing it
>> with a higher number.
>>
>
>No crashes here on my Hades running in 16-bit mode (freeMiNT
>1.16.2/XaAES). I could surf the net using Opera 8 or Mozilla. I even could
>read a pdf-file using Acrobat reader 5.
>TTFN
>Martin

I cannot try it out in Mint since I am having trouble in booting my Mint
Partition. I may have to re-install EasyMint or use my backup and put all the
information back on the partition. I am using it under MagicNet at the moment.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1595. Re: Energy saving!

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 14:23:58 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050427152358168O7%derryck@cixcoukinvalid>
Source record: 13665

On 2005-04-26 21:42:18 +0100, "Coda" <smeg_007@hotmail.com> said:

> You feeling all right Derryck?

Not too bad, was I being too terse?

In jinnee at least, you can click on the drive icon and then use the
menu item "Eject", CTRL-Y, drive spins down (and thus "saves energy").
I don't know of any other way of energy saving, unless there's
something in the CT060 apps.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1596. Re: Energy saving!

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 15:53:59 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <nINbe.11778$F6.2361907@news.siol.net>
Source record: 13666

> In jinnee at least, you can click on the drive icon and then use the
> menu item "Eject", CTRL-Y, drive spins down (and thus "saves energy").
> I don't know of any other way of energy saving, unless there's
> something in the CT060 apps.

There are ACCs, which allows spining down disks after certain period of time as well... One of them is Autoparker which came with HDDriver. Dont need any special hardware or software.

janez

1597. Re: Atari Disk Labelilng Software

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 16:51:40 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114620700.699173.179520@g14g2000cwa.googlegroups.com>
Source record: 13667

For which platform?

1598. Re: Atari Disk Labelilng Software

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 19:18:53 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <426fe59d$0$25045$8fcfb975@news.wanadoo.fr>
Source record: 13669

samf a ï¿½crit :
>
> Hi Everybody!!!!

Hello Sam,
>
> Where can I find and what is a good program for creating and printing
> floppy disk labels? I have got to start doing that, I've got floppies
> lying around everywhere!! Also, is there one for creating cd labels?

The best IMO is to use a good DTP software, and create your layouts - I
use Calamus SL.

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1599. My Mail v1.74

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 20:25:09 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <d4osf5bio1@news6.svr.pol.co.uk>
Source record: 13670

I know Erik Hall has suspended development of this very useful STiK 2 software, but I was wondering if he was still beavering away behind the scenes? Does any one know?

Unfortunately I now find the program unusable because a fault in sending emails has made it impossible to continue using MyMail.

When sending emails the program would display the following alert:

Failed to connect.
HELO/EHLO message fail.
Resp code (-4)
OK

After clicking OK, another alert would appear:

Failed to start dialer
counts down from 10 to 1
OK

The program started doing this when I upgraded to this last version, but only very occasionally! Reseting the Mail Queue was sometimes enough to get things sent, but the problem has increased now so that it happens everytime I try and send any emails. No problem with receiving.

I've returned to using Emailer, but find its Distribution list functions very restrictive! Editing the Address.txt means setting the line length to 255 chars otherwise I can't fit more than 5 email addresses onto a Group entry. Or is there another way of doing it?

Thanks

Neil Chester

1600. Re: Energy saving!

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 20:56:29 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114635389.354909.3590@l41g2000cwc.googlegroups.com>
Source record: 13671

Bingo.

1601. Falcon 'Corrupt' Disk Problem

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 21:54:12 UTC
From: Mark Palmer <drmark.palmer@btinternet.com>
Message-ID: <d4p1m4$t0u$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13672

Hi all,

I recently aquired a Falcon but I'm having problems with it. If I load any floppy into it (including ones that I know aren't corrupt via use on my st) all I get is an error message stating that the data on my disk might be corrupt. I recently replaced the floppy disk drive with a new atari drive but I still get the same message. Does anybody have any ideas what the problem might be?

all the best,

Mark

1602. Re: My Mail v1.74

Newsgroup: comp.sys.atari.st
Date: 2005-04-27 23:22:56 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1114636486.334873.198360@f14g2000cwb.googlegroups.com>
Source record: 13679

Neil Chester wrote:
> I know Erik Hall has suspended development of this very useful STiK 2

> software, but I was wondering if he was still beavering away behind
the
> scenes? Does any one know?
>
> Unfortunately I now find the program unusable because a fault in
sending
> emails has made it impossible to continue using MyMail.
>
Would v1.73 solve your problem? If it is a recent bug, it may not be
in the previous versions.

Galen (who believes that he is still using 1.56)

1603. Re: Changing color depths and resolutions!

Newsgroup: comp.sys.atari.st
Date: 2005-04-28 07:05:10 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <C2%be.11784$F6.2367321@news.siol.net>
Source record: 13680

Edward S. Baiz Jr. wrote:

> Carey the aVNC will give you a messed up screen if you do not have it in
> the correct color mode. I got a messed up screen when I used it in the
> 24-bit color mode. Works great for a while in the 32bit mode and works
> like a charm in the 256 color mode. It was kind of neat controlling and
> using my wife's PC from my Hades desktop.

No problems here either on Falcon in 16bit mode. AVNC also offers
flexible video translating settings, so it can be customised to any chunky
mode depth.

janez

1604. Re: Falcon 'Corrupt' Disk Problem

Newsgroup: comp.sys.atari.st
Date: 2005-04-28 07:53:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42709606$0$305$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13681

"Mark Palmer" <drmark.palmer@btinternet.com> wrote in message
news:d4p1m4$t0u$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> Hi all,
>
> I recently aquired a Falcon but I'm having problems with it. If I load any
> floppy into it (including ones that I know aren't corrupt via use on my
> st) all I get is an error message stating that the data on my disk might
> be corrupt. I recently replaced the floppy disk drive with a new atari
> drive but I still get the same message. Does anybody have any ideas what
> the problem might be?
>
> all the best,
>
> Mark
>

I had the same problems when having EtherNEC plugged into my cartridge port,
still don't know why, but each time it was unplugged my floppy drive worked
fine.

HTH
Chris

1605. Re: Hello

Newsgroup: comp.sys.atari.st
Date: 2005-04-28 08:46:43 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114678003.643475.299360@f14g2000cwb.googlegroups.com>
Source record: 13682

Hi BJ,

Surprised no one said hello.

What are you doing on the TT regarding getting it online? I assume
youve either got a network card, or your connecting via serial to your
PC?

Coda.

Maurice Veale wrote:
> On Sun, 24 Apr 2005 11:05:17 +0100, Maurice Veale
> <Maurice@spamlessabod.co.spamlessuk> wrote:
> Oops sorry. I forgot to include the message. Obviously I'm new to
> newsgroups and coming to terms with my PC software.
> > Hello
> > Just trying to send a message for the first time. I've seen
some
> > very useful stuff here.
> > Using a PC for internet access but did once connect with an STE and
CAB
> > before my ISP closed down. Now have a TT with masses of memory by
ST
> > standards
> and have been dabbling with the connectors and programs trying to
get it
> online.
> >
> > regards
> > Maurice
> >
>
>
>
> --

1606. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-04-28 09:03:19 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114678999.073738.164780@f14g2000cwb.googlegroups.com>
Source record: 13683

I assume you mean for printer drivers. It may not be an issue. All the USB driver has to do is shove the output of the NVDI printer driver down a USB bulk pipe to the printer.
A work around would be to "print to file" with NVDI and then I could provide a utility to dump this file to the printer via USB. On the other hand, it should be possible to create a resident print spooler that spools to a USB endpoint instead.
Even without new NVDI printer drivers, at the very least Atari users will still have the option to buy printers that dont have Parallel ports, even if the choice will be (slightly) limited. I have an Epson R300, which im sure will print fine using one of the epson stylus drivers that comes with NVDI 5.

Coda.

1607. Re: My Mail v1.74

Newsgroup: comp.sys.atari.st
Date: 2005-04-28 10:51:06 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050428111510616807%derryck@cixcoukinvalid>
Source record: 13684

On 2005-04-27 21:25:09 +0100, neil@adel6.freeserve.co.uk (Neil Chester) said:

[Emailer]

> I can't fit more than 5 email addresses onto a Group entry. Or is
> there another way of doing it?

You could split your addresses into smaller "Distribution lists" and
then make another list using the names of your smaller lists as
addressees.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1608. Re: Energy saving!

Newsgroup: comp.sys.atari.st
Date: 2005-04-28 10:53:57 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005042811535775249%derryck@cixcoukinvalid>
Source record: 13685

On 2005-04-27 14:23:01 +0100, Mark D <mducksub@notspamatari-source.com> said:

> Ermm I think he asked if you were feeling okay because the question was
> about monitor, not disk :) You're all not feeling ok ;)

Except that the OP included a sub-question about putting the computer
to sleep, which is what I was answering!

I rest my case m'lud! :-)

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1609. CENTSCREEN

Newsgroup: comp.sys.atari.st
Date: 2005-04-28 13:16:22 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42710c5af46c60@adelphia.net>
Source record: 13689

To anyone,
I have all ready downloaded CENTSCREEN (had it on my computer from a past attempt at installing it and getting it to run. I am needing some assistance at installing CENTSCREEN. I know that this has been advised for ENERGY STAR related topic. But I am also hoping that this will help me to be able to run aVNC as well. I need to increase my color depth to TC and hopefully a 800x600 screen resolution. Any reason why this would not be possible with CENTSCREEN?? If it is how, I need to know how to install CENTSCREEN from beginning to end. Everytime I run CENTSCRN3.prg it says invalid VIDEO.DAT file if this helps.

Thanks,

--
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1610. Re: My Mail v1.74

Newsgroup: comp.sys.atari.st
Date: 2005-04-28 20:15:40 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <d4rg9c$11k$1@newsg4.svr.pol.co.uk>
Source record: 13686

On 27 Apr 2005 18:05:02 , "Edward S. Baiz Jr." wrote:

>>I know Erik Hall has suspended development of this very useful STiK 2
>>software, but I was wondering if he was still beavering away behind the
>>scenes? Does any one know?
>>
>>Unfortunately I now find the program unusable because a fault in sending
>>emails has made it impossible to continue using MyMail.
>>
>>When sending emails the program would display the following alert:
>>
>>Failed to connect.
>>HELO/EHLO message fail.
>>Resp code (-4)
>>OK
>>
>>After clicking OK, another alert would appear:
>>
>>Failed to start dialer
>>counts down from 10 to 1
>>OK
>
>Are you connected at all when you run MyMail? That is the way that I use it.
>
>--
>Edward S. Baiz Jr.
> (Gamer)
>

Hi Edward

Yes I am usually connected via Stik2, I can retrieve the emails in my
inbox but when it comes to sending out replies etc the program bring up
the first alert box and then gives you the option to place the outgoing
email into the mail-queue. But recently this has proved to be the
sticking point, desperate measures means editing the QTEXT.TXT file and
sending the emails via Newsie.

Do you get the Alert boxes? I wonder if one of my settings is incorrect.

Thanks

Neil :-)

1611. Re: My Mail v1.74

Newsgroup: comp.sys.atari.st
Date: 2005-04-28 20:15:42 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <d4rg9e$11k$2@newsg4.svr.pol.co.uk>
Source record: 13687

On 27 Apr 2005 16:22:56 , "Galen" wrote:
>
>Neil Chester wrote:
>> I know Erik Hall has suspended development of this very useful STiK 2
>
>> software, but I was wondering if he was still beavering away behind
>the
>> scenes? Does any one know?
>>
>> Unfortunately I now find the program unusable because a fault in
>sending
>> emails has made it impossible to continue using MyMail.
>>
>Would v1.73 solve your problem? If it is a recent bug, it may not be
>in the previous versions.
>
>Galen (who believes that he is still using 1.56)
>
>.
Hi Galen

I remember that v1.73 had similar problems after a while, it seems to occur after a few months of using it. I am wondering whether I have too many emails stored or there is a file that needs clearing out somewhere, eg too big.

Failing to connect to mailbox is rubbish as in the same session I can interrogate it with Newsie.

Maybe re-installing the program files might do it, but I don't want to lose my emails and addresses.

Neil :-|

1612. Re: My Mail v1.74

Newsgroup: comp.sys.atari.st
Date: 2005-04-28 20:15:43 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <d4rg9f$11k$3@newsg4.svr.pol.co.uk>
Source record: 13688

On 28 Apr 2005 11:51:06 , Derryck Croker wrote:
>On 2005-04-27 21:25:09 +0100, neil@adel6.freeserve.co.uk (Neil Chester) said:
>
>[Emailer]
>
>> I can't fit more than 5 email addresses onto a Group entry. Or is
>> there another way of doing it?
>
>You could split your addresses into smaller "Distribution lists" and
>then make another list using the names of your smaller lists as
>addressees.
>
>--
>Derryck
>
> / DDP Translations /
>/ http://ddp.atari.org /
>
>
>.
Hi Derryck

I did wonder about that, so the following could be used:

Dist List1 email1,email2,email3
Dist List2 email4,email5,email6
Master List Dist List1,Dist List2

Have you tried this?

That then solves the lack of MyMail, although it is still a challenge to get it working again. Although I am short of time to do it, I still haven't got a stable CT60 after months of not doing anything with it. A cooling problem is the bane of the project....

Cheers

Neil :-)

1613. Re: Hello & TT online

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 00:26:20 UTC
From: Maurice Veale <maurice@abod.co.uk>
Message-ID: <opspywt6eqgcg140@81-174-216-245.pth-as9.dial.plus.net>
Source record: 13690

Hi
Years ago I managed to get online with an STE and Cab until my ISP closed down
after a short time - so I never really got into it. Bought a PC for web stuff & family
and continued to dabble with Ataris. I still use "Home Accounts 2" to do my accounts and when all else fails on the PC I return to 1st Word Plus on Gemulator. I've been slowly upgrading a TT I bought over a year ago. Started out as 2MB ST memory without hard drive its now at 10MB ST memory, 32 MB TT memory 230 MB Syquest removeable Hard drive, Iomega Jaz Hard drive, Nova Graphics card (not yet working) . I managed to pick up a new SCSI memory card reader to transfer files between PC and TT. Now I'm ready to start using it partly for fun partly as a hopefully virus free work space.
I'd like to connect the TT directly to the internet through a modem. I cannot remember how I did it with the STE, it was a long time ago. I do remember that I spent many hours trying out different files and configurations. This is my first TT. So I'd appreciate any help or tips to get the TT online as easily as possible.
The TT has 4 possible connectors for the modem, which is the best for direct internet access? For practical purposes is the only difference between the various serial & modem ports speed of data transfer? Or do I have to configure software differently for each port?
What's the best software for this? .I have Harlekin 3 that I used a bit for BBS connections and also ST Fax2. I have Sting 1.26 and Cab 1.7 to use on Tos. I could use Cab and PPP Connect 1.5 with Magic 5.11 but would that combination work on a TT it didn't work when I tried it on a Falcon? Suggestions about the best combination that works would be very helpful. Do I need to update my internet connection software? Of course i have tried to configure PPP Connect for my ISP so far without success but I want to make sure I've got the right software before I really get stuck into it. I have managed to find my Zetnet info to help with configuring Sting from my last Atari internet connection and have trawled the Internet for Info. Does anyone know of an Atari friendly ISP in the UK?

regards
Maurice (BJ)

1614. Re: Hello

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 00:34:05 UTC
From: Maurice Veale <maurice@abod.co.uk>
Message-ID: <opspyw63q8gcg140@81-174-216-245.pth-as9.dial.plus.net>
Source record: 13691

Hi Coda
Yup its BJ. Obviously having a little difficulty masking my email
from potential spammers (see header)when using Opera. Back to TT things.
I guess if I ask specific questions I may get more response. So I'll do
that
in the "Hello TT online" string. basically hoping to connect TT directly to
the internet through a modem.

regards
Maurice (BJ)

> Hi BJ,
>
> Surprised no one said hello.
>
> What are you doing on the TT regarding getting it online? I assume
> youve either got a network card, or your connecting via serial to your
> PC?
>
> Coda.
>

1615. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 12:06:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504290503411.21303-100000@onyx.spiritone.com>
Source record: 13692
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Games/ Software, Hardware, Books and Accessories! Classic Atari 8 Bit and Atari ST Computer Lines Plus Atari Jaguar Consoles and Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!

http://BensCatalogs.Atari.org Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1616. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 12:09:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504290506170.21303-100000@onyx.spiritone.com>
Source record: 13694
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1617. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 12:12:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504290509360.21303-100000@onyx.spiritone.com>
Source record: 13693
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1618. AD: 20% OFF ATARI + NEW FREE ATARI CATALOGS! SPRING CLEANING!

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 12:15:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504290512361.21303-100000@onyx.spiritone.com>
Source record: 13695
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

HELP! I've just moved into my NEW location and everything is a Mess! So for the Month of May I'm having a Spring Cleaning! So all May long I'm giving away FREE Atari Catalogs updated for you. Get em while their HOT!

This May, Take 20% off the Top of your Atari order on most Games/Software, Hardware and Books for Classic Atari 8 Bit and Atari ST Computer Lines! Plus most Jaguar & Jaguar Games! Call 24HRS! (503)256-9974! And for NEW FREE Atari Catalogs goto! http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/newstuff.htm BRAND NEW ATARI STUFF!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1619. The DarkForce BBS (beta testing)

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 14:07:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.29.14.07.13.701207@charter.net>
Source record: 13696

Okay, I've got Darkforce up and running right now. Tons of things remain
to be done, but I wanted to let you guys access it and report anything
amiss to me.

Obvious things:

Express is reporting the connect rate at 300 baud
Date is showing up as ":5" instead of "05"
CDROM section is not working - you'll probably just get a script error or
a timeout. (don't even have CDs hooked up right now)
Bulletins and announcements are hopelessly out of date
The free prize giveaway has been suspended. :-)

The original user logs are still in place, so if you had visited us before
and remember your username/password, you can log right in.

The initial sequence is:

telnet 24.177.21.241

escape character is "^]"

then an ASCII <return>

After that, the BBS software should kick in (God willing and the creek
don't rise). :-)

I'm working this weekend (36 hours) so I'll just leave it up over the
weekend then pull it back offline on my days off to start updating the
bulletins and announcements.

The board supports ASCII text, VT52, and ANSI. ANSI is actually
automatically detected if you're using it.

All comments and criticisms are welcome, especially suggestions as to
solving any problems found. You can leave e-mail/feedback on the board
itself, post here in the newsgroup, or email me personally.

Thanks everyone! :-)

1620. Re: CENTSCREEN

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 15:21:32 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <7qrce.11825$F6.2381051@news.siol.net>
Source record: 13697

Carey Christenson wrote:

> I need to increase my color depth to TC and hopefully a 800x600
> screen resolution. Any reason why this would not be possible with
> CENTSCREEN?? If it is how, I need to know how to install CENTSCREEN from
> beginning to end. Everytime I run CENTSCRN3.prg it says invalid VIDEO.DAT
> file if this helps.

800*608 will not be possible in TC, reasonable maximum is 736*544. Even
that is possible only with bus accelerated CT60 or CT2. Same for 640*480
TC, u need 25mhz bus. Using centscreen is fairly easy, u put centscreen.prg
in auto folder, centscreen.rsc and video.dat in root of auto folder and
reboot. Thats all. U then use centvidel to create resolutions regarding of
your needs, and monitor capability, and use videomod to pick default res
for desired colordepth. Thats usefull mainly for MiNT and Magic, since on
those OSes centscreen don't display its own res selector..

25mhz bus allows resolutions up to 944*704 in 16/256 colour mode and
736*544 in TC. Bigger resolutions causes refresh rates to drop, even
mentioned resolutions are on edge, 62hz.

Janez

1621. Re: The DarkForce BBS (beta testing)

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 15:34:41 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114788881.086190.191490@z14g2000cwz.googlegroups.com>
Source record: 13698

Looking good so far. You might want to update your personal details
though, as they claim that youre 37 <snigger> :-)

Coda.

1622. Re: The DarkForce BBS (beta testing)

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 16:22:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.29.16.22.15.967793@charter.net>
Source record: 13599

On Fri, 29 Apr 2005 08:34:41 -0700, Coda wrote:

> Looking good so far. You might want to update your personal details
> though, as they claim that youre 37 <snigger> :-)
>
> Coda.

Yeah...I'm a tad bit older than that now (43).

Lots of bulletins/announcement updates to be done. It'll take time but
I'll get it. :-)

Thanks for calling!

1623. Re: My Mail v1.74

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 16:28:55 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005042917285516807%derryck@cixcoukinvalid>
Source record: 13600

On 2005-04-28 21:15:43 +0100, neil@adel6.freeserve.co.uk (Neil Chester) said:

> Dist List1 email1,email2,email3
> Dist List2 email4,email5,email6
> Master List Dist List1,Dist List2

Exactly correct.

> Have you tried this?

I may have, but it's been some time - I'm 100% sure it works.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1624. Re: CENTSCREEN

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 18:12:41 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <CWtce.11827$F6.2382307@news.siol.net>
Source record: 13601

Carey Christenson wrote:

> related topic. But I am also hoping that this will help me to be able to
> run aVNC as well. I need to increase my color depth to TC and hopefully a

Just as curiosity a snapshoof of aVNC on Falcon, in virtual 1280*960TC
resolution, real window was 736*560:

http://yescrew.atari.org/desktops/avnc-f030.jpg

Janez

1625. Music Studio 88

Newsgroup: comp.sys.atari.st
Date: 2005-04-29 18:14:53 UTC
From: erolfi@gmail.com
Message-ID: <6c7ee73e.0504291014.491bf37d@posting.google.com>
Source record: 13602

Hi,

I'm going to setup a website dedicated to the great Music Studio by Activision. I'm trying to collect every version of this great program, and I also own the original MS version for Atari. But, I wasn't able to find the Atari ST version, so I thought I might look here. If you have a copy to share for free, please send me an email.

Thanks in advance for your help, and support for my site.
Enrico Rolfi

1626. Re: Hello & TT online

Newsgroup: comp.sys.atari.st
Date: 2005-04-30 01:49:29 UTC
From: leaver@alpha.com.au
Message-ID: <4272e429@news.alphalink.com.au>
Source record: 13603

On 29 Apr 2005 01:26:20 , "Maurice Veale" wrote:
>k.net!gnilink.net!hwmnpeer01.lga!hwmedia!hwmnpeer01.ams!hq-usenetpeers.eweka.nl!212.159.2
.67.MISMAT>CH!nntp-peering.plus.net!ptn-nntp-feeder03.plus.net!ptn-nntp-spool01.plus.net!p
tn-nntp-reader04.plu>s.net!not-for-mail
>Xref: news.alphalink.com.au comp.sys.atari.st:9697
>
>Hi
> Years ago I managed to get online with an STE and Cab until my ISP
>closed down after a short time - so I never really got into it. Bought
>a PC for web stuff & family and continued to dabble with Ataris. I
>still use "Home Accounts 2" to do my accounts and when all else fails
>on the PC I return to 1st Word Plus on Gemulator. I've been slowly
>upgrading a TT I bought over a year ago.

(snip)
>The TT has 4 possible connectors for the modem,

Normally you would use the SCC-based ports for speed and Serial2 has
the most control lines. You need HS Modem to take advantage of the
speed.

> What's the best software for this?

Unfortunately this depends this depends on your ISP. Until a few
months ago, I used STiK 2 under Magic 6.20 on this TT, but then my ISP
made some change and both STiK and STiNG stopped working, and I had to
switch to MagicNet, which works well, but for some reason that I have
yet to determine, not as quickly as STiK.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

1627. Re: CENTSCREEN

Newsgroup: comp.sys.atari.st
Date: 2005-04-30 03:19:49 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <PJCce.139856$UW6.12295@bignews5.bellsouth.net>
Source record: 13604

Just a note here...

I have a CT2B Falcon using CentScreen and I use it in 800x608 TC mode
all the time.

This is on a SVGA 17inch Monitor. I think it might be a interlaced mode.
And I had to experiment with the settings abit to get it there.
But Its very stable, and no problems with graphics software.

However that is about as far as I can go in TC mode.

And with the CT2B, I can run Apex Media in 640x480 TCmode
on a SVGA which is nice.

I have Screen Blaster II and it will do 1280x960 in 256 colours
on a Stock Falcon IIRC. And even higher resolutions in 16 colours.

I also have a Blow Up Hard Internal in a Falcon and the
BlowUP Hard II which is similar to the ScreenBlaster II
It connects to the Falcons Monitor port just like SBII and
the resolutions you can get are about the same.
The software for the BlowUpII seems abit more
easier to use. But I think the SBII software has
a few more options to experment with and
has a preset Genlock Mode.

Both Devices are hard to beat for what they do with no
soldering. They plug into the monitor port and have a small
cable that plugs into one of the advanced joystick ports.

They will work on a RGB monitor as well as VGA/SVGA and
have preset video modes to choose from and you can also make up
your own.

They work well especially with Gem type Graphics Apps and
WordProcessing,
DTP software. I've also used them with some Gem D2D recording software.

You'll have tons of room for displaying Pics with programs like
ImageCopy.
And lots of room to work with Graphics Apps like TrueImage, Positive
Image
and the like as well as DTP/WordPro. stuff.

I've not fully tested the BlowUp II yet. But I know from my experience
that
you get Rock Steady Clear Displays that will really suprise you and
are nice for various work in High Resolutions with SBII.

You can also setup Virtual Screens that scroll which can be really
large.

You can do a little better with TC Modes over the standard stock Res.
But for anything like 640x480TC or 800x600TC you will need a good
upgrade like a CT2B. Or maybe a VideoCard like the Nova, I think
there were a few others made, but haven't got my hands on em yet.

IIRC, the Nemesis suppose to allow 640x480 TC but I'm not 100% sure on
that as mine was buggie and I removed it.

If you have a stock Falcon and want to get into higher resolutions in 16
and
256colours and can make it without the higher TC modes.
Go for a ScreenBlaster II if you can find one. It would be the Biggest
Bang
for the Buck. Or the BlowUp II as it should be just as good.

Barry
phantomm@bellsouth.net

"Janez Valant" <swe@atari.org> wrote in message
news:7qrce.11825$F6.2381051@news.siol.net...
> Carey Christenson wrote:
>
>> I need to increase my color depth to TC and hopefully a 800x600
>> screen resolution. Any reason why this would not be possible with
>> CENTSCREEN?? If it is how, I need to know how to install CENTSCREEN
>> from
>> beginning to end. Everytime I run CENTSCRN3.prg it says invalid
>> VIDEO.DAT
>> file if this helps.
>
> 800*608 will not be possible in TC, reasonable maximum is 736*544.
> Even
> that is possible only with bus accelerated CT60 or CT2. Same for
> 640*480
> TC, u need 25mhz bus. Using centscreen is fairly easy, u put
> centscreen.prg
> in auto folder, centscreen.rsc and video.dat in root of auto folder
> and
> reboot. Thats all. U then use centvidel to create resolutions
> regarding of
> your needs, and monitor capability, and use videomod to pick default
> res
> for desired colordepth. Thats usefull mainly for MiNT and Magic, since
> on
> those OSes centscreen don't display its own res selector..
>
> 25mhz bus allows resolutions up to 944*704 in 16/256 colour mode and
> 736*544 in TC. Bigger resolutions causes refresh rates to drop, even
> mentioned resolutions are on edge, 62hz.

>
> Janez

1628. Re: CENTSCREEN

Newsgroup: comp.sys.atari.st
Date: 2005-04-30 05:26:00 UTC
From: geek@atarians.com
Message-ID: <IFEce.11832$F6.2385234@news.siol.net>
Source record: 13605

Phantom wrote:

> I have a CT2B Falcon using CentScreen and I use it in 800x608 TC mode
> all the time.
>
> This is on a SVGA 17inch Monitor. I think it might be a interlaced mode.
> And I had to experiment with the settings abit to get it there.
> But Its very stable, and no problems with graphics software.

As u said, its interlaced... U can get very high resolutions, but
they are bad for the eyes. Another thing is that they consume massive
ammount of bus and sdma time. That is why 640*480TC etc are only
reasonable with Ct2 or bus accelerated CT60. Both card also have fast
STram acces so expanded resolution on them are nice. For example:
928*704 in 256c on CT2 is faster as as normal 640*480 in 16 on stock
falcon. Thats because of faster bus and because CT2 acces STram realy
fast. If u enhance resolution on stock falcon, u also get slowdown...

Bus/sdma loads are main reasons for very fast mono modes and slow
TCs, its just much more data to move arround..

>
> I have Screen Blaster II and it will do 1280x960 in 256 colours
> on a Stock Falcon IIRC. And even higher resolutions in 16 colours.

That is possible with SB2, videl at 60hz and REALLY lousy display,
some 40hz refresh in inrterlace, giving u 20hz refresh.. And u need
good mutisync monitor as well...

It is not that easy to find perfect overall resolutions, that would
be nice to the eyes, wouldn't load sdma too much and be extreme big :)
I recomend noninterlace modes, with lowest refresh of 60hz, but even
that is on edge, esp with fast monitors. If u have Ct60, think about
enabling bus acceleration and make it 25mhz. It does help a LOT. Not by
resolutions only, but speedup entire system, resolutions are bigger,
faster, hdd is faster etc...

> If you have a stock Falcon and want to get into higher resolutions in 16
> and 256colours and can make it without the higher TC modes.
> Go for a ScreenBlaster II if you can find one. It would be the Biggest
> Bang for the Buck. Or the BlowUp II as it should be just as good.

Its quite hard to choose :) SB2 has better hardware, and can achieve
better resolutions, but setup application is weird, at least :) BlowUP
has realy nice software, esp with Blowup hardware, where u can switch
betwen virtual res and real res in moment. But betwen all res enhacing
apps, my fav is Centscreen..

1629. Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-04-30 10:09:13 UTC
From: derbaron@gmail.com
Message-ID: <49d8e072.0504300209.4660ffb4@posting.google.com>
Source record: 13606

I am just wondering what the two Guys are doing now...

Very little to find in the net.. so anyone knows?

:)

1630. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-04-30 10:38:01 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114857481.277611.281110@o13g2000cwo.googlegroups.com>
Source record: 13607

Jack Tramiel is probably working as an "oil consultant" for Bush in
Iran. I tip him as the next Iranian "elected" president... :-)

1631. Stacy 2 Power Failure

Newsgroup: comp.sys.atari.st
Date: 2005-04-30 16:53:08 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <0kc7715705v7p3hbv258d1vhdpvob7g3tb@4ax.com>
Source record: 13608
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi NG

Just finished fiddling with the SCSI on my trusty old STacy 2. It has the ADspeed chip installed, which means that the Power board barely fits over the slightly higher CPU-socket. Is this a problem?

After fitting the STacy back together again, I noticed a loose component, which I suspect have fallen out from some place near the power inlet. The component looks looks like a small darkbrown resistor, but without legs. It has a completely cylindrical shape and is a couple of millimeters long. It also could be some sort of condensator.

I figure that this missing component is connected to the power failure. The STacy does not react at all when trying to power it up.

I cannot find any empty sockets or abandonned soldering islands on the up-side of the motherboard.

Can anybody give me a hint?

Thanks, Peter Feddersen, Denmark

1632. Re: Falcon 'Corrupt' Disk Problem

Newsgroup: comp.sys.atari.st
Date: 2005-04-30 17:28:56 UTC
From: Mark Palmer <drmark.palmer@btinternet.com>
Message-ID: <d50f8oppt1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13609

Hi Chris

If only I had an etherNEC plugged in - unfortunately it is my Falcon and my Falcon alone that generates this problem :(

all the best,

Mark

"exxos" <exxos@home.co.uk> wrote in message news:42709606$0$305$cc9e4d1f@news-text.dial.pipex.com...
>
> "Mark Palmer" <drmark.palmer@btinternet.com> wrote in message
> news:d4p1m4$t0u$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
>> Hi all,
>>
>> I recently aquired a Falcon but I'm having problems with it. If I load
>> any floppy into it (including ones that I know aren't corrupt via use on
>> my st) all I get is an error message stating that the data on my disk
>> might be corrupt. I recently replaced the floppy disk drive with a new
>> atari drive but I still get the same message. Does anybody have any ideas
>> what the problem might be?
>>
>> all the best,
>>
>> Mark
>>
>
> I had the same problems when having EtherNEC plugged into my cartridge
> port, still don't know why, but each time it was unplugged my floppy drive
> worked fine.
>
> HTH
> Chris
>
>
>
>

1633. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-04-30 17:51:32 UTC
From: gaiyan@luukku.com
Message-ID: <1114883492.430113.279270@o13g2000cwo.googlegroups.com>
Source record: 13610

Coda wrote:
> Jack Tramiel is probably working as an "oil consultant" for Bush in
> Iran. I tip him as the next Iranian "elected" president... :-)

Lol. A Jew in Iran.

Joshua.

1634. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-01 00:29:40 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <UpVce.31278$c24.23052@attbi_s72>
Source record: 13611

Marco K?hnel wrote:
> I am just wondering what the two Guys are doing now...
>
> Very little to find in the net.. so anyone knows?
>
> :)
With what his sons did to atari, i bet many of us around
wish he would remain gone and hold a grudge.

1635. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-01 01:27:20 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <42742283$0$27788$91cee783@newsreader02.highway.telekom.at>
Source record: 13612

I don't know anything.

But it would be very interesting if they develop something.

Maybe Jack, something new for the music sector :-)
And Shiraz is developing on 64bit machines.

A new HC?

I am sad that Jay Miner is no longer developing, so the trio would be
complete!!!
Not forget to mention the brothers of Tramiel.

Best Regards to all Trarari Users on the Globe,

Daniel

1636. Running Centscreen with MINT

Newsgroup: comp.sys.atari.st
Date: 2005-05-01 01:28:09 UTC
From: ausl8 <acs@webaxs.net>
Message-ID: <d51bce$18c6$1@arachne.labyrinth.net.au>
Source record: 13613

I am attempting to run Centsreen with MINT on a CT60. I have put an exec line in MINT.CNF but Centscreen complains it cant find the RSC or DAT files which I have put in various locations on my C drive. Not being able to read French doesn't help ;).

Any help would be appreciated!

Thanks.

1637. The Spacewalker's Intro 5.

Newsgroup: comp.sys.atari.st
Date: 2005-05-01 02:29:51 UTC
From: so_o2@mailcity.com
Message-ID: <cc04f4cf.0504301829.2e6988b3@posting.google.com>
Source record: 13614

```
solO2 of

THE BITS CLUB
=============
proudly present:

The Spacewalker's Intro #5

`Preserve Your Seas'

,============================,
| _ |
| _-~ ~o_ /~\ |
| ( . \___ | | |
| ~~\ / \_/ |
| \/ \ |
|~ ~ ~ ~ ( ( \ ~ ~ ~|
| ~ ~ ~ ~ ~ \ | ~ ~ |
| ~ ~ \ | ~ |
|~ THE ~ ~\ | ~ |
| BEASTS \ / |
| ~ CREW ~ / \ ~ |
| ~ ~ ~^~ ~ |
'============================'

http://so_o2.tripod.com/TS5-STbin-20050430.zip

Visit The Beasts homepage:
http://so_o2.tripod.com/tbc.html
```

1638. Re: Running Centscreen with MINT

Newsgroup: comp.sys.atari.st
Date: 2005-05-01 11:35:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1114947331.713014.196810@o13g2000cwo.googlegroups.com>
Source record: 13615

You dont run Centscreen from the Mint.cnf. It goes in the auto folder, and runs AFTER NVDI but BEFORE mintxxx.prg.

cntscreen.cnf goes in c:\ and I think the the .dat file stays in the Centvidl folder so centvid.app can find it. Make sure you have the correct centvid patch installed for the clock speed of your falcon bus (the 40 or 50mhz xtal on the CT60).

Coda.

1639. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-05-01 13:09:03 UTC
From: Hallvard Tangeraas <hallvard@despammed.com>
Message-ID: <1114952943.200345.217850@o13g2000cwo.googlegroups.com>
Source record: 13616

Any progress or news on the IDE/memory interface projects?
I'd love to add this sort of functionality to my machine(s).

Hallvard

1640. Re: Falcon 'Corrupt' Disk Problem

Newsgroup: comp.sys.atari.st
Date: 2005-05-01 21:20:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42754794$0$289$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13617

```
"Mark Palmer" <drmark.palmer@btinternet.com> wrote in message
news:d50f8o$ppt$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> Hi Chris
>
> If only I had an etherNEC plugged in - unfortunately it is my Falcon and
> my Falcon alone that generates this problem :(
>

What happens if you try to format a floppy ? does it fail on the same place,
or random places ? Have you tried any memory testing software ? Bad cables ?

Chris

> all the best,
>
> Mark
>
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:42709606$0$305$cc9e4d1f@news-text.dial.pipex.com...
>>
>> "Mark Palmer" <drmark.palmer@btinternet.com> wrote in message
>> news:d4p1m4$t0u$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
>>> Hi all,
>>>
>>> I recently aquired a Falcon but I'm having problems with it. If I load
>>> any floppy into it (including ones that I know aren't corrupt via use on
>>> my st) all I get is an error message stating that the data on my disk
>>> might be corrupt. I recently replaced the floppy disk drive with a new
>>> atari drive but I still get the same message. Does anybody have any
>>> ideas what the problem might be?
>>>
>>> all the best,
>>>
>>> Mark
>>>
>>
>> I had the same problems when having EtherNEC plugged into my cartridge
>> port, still don't know why, but each time it was unplugged my floppy
>> drive worked fine.
>>
>> HTH
>> Chris
>>
>>
```

>>
>>
>
>

1641. Timeworks ST Publisher 2

Newsgroup: comp.sys.atari.st
Date: 2005-05-01 21:21:03 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <6JadnRK4YPao1ejfRVn-2w@adelphia.com>
Source record: 13618

Hi Everybody,

I have a Falcon/CT60. Could someone be kind enough to tell, step by step, how to install that program on my machine....it's been a bear, and my Falcon refuses to autoboot from the boot disk.

Help!!!

Thanks,
Samf
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060,
256mb Fastram,4mb STram,
4gig Hdd, IDE DVD Drive,
Magic6.x

1642. Re: Running Centscreen with MINT

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 08:12:54 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Zpkde.11855$F6.2394883@news.siol.net>
Source record: 13619

ausl8 wrote:

> I am attempting to run Centsreen with MINT on a CT60. I have put an exec
> line in MINT.CNF but Centscreen complains it cant find the RSC or DAT
> files which I have put in various locations on my C drive. Not being able
> to read French doesn't help ;).
>
> Any help would be appreciated!

BEST way we can offer is RTFM (Reat The Fucking Manual) where it say
this:

Put the CNTSCRN3.PRG in your AUTO folder of your boot partition. Put the
CNTSCRN3.RSC and VIDEO.DAT in ROOT of your boot partition, eg C:\ if you
are booting from C:

And that is all.

In same doc (CNTSCRN3.TXT) there are alos hints where i AUTO folder
CNTSCREN3.PRG should be, virtual screen setups, energy star setup etc etc
etc...

1643. Re: Running Centscreen with MINT

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 09:48:02 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <aPlde.11858$F6.2395218@news.siol.net>
Source record: 13620

>> I am attempting to run Centsreen with MINT on a CT60. I have put an exec
>> line in MINT.CNF but Centscreen complains it cant find the RSC or DAT
>> files which I have put in various locations on my C drive. Not being able
>> to read French doesn't help ;).

> BEST way we can offer is RTFM (Reat The Fucking Manual) where it say
> this:

OK, i just noticed that you may actually did RTFM, but it was all
French :) Sorry. Here is small Centscreen tutorial:

Centscreen package consist of 3 applications:

1. CNTSCRN3 is actuall resolution switcher and ehancer
2. CENTVIDL is tool to create your own resolutions, different to those in
supplied *.DAT files
3. VIDEOMOD is some kind of default videomode selector, and its needed for
XaAES, N.AES or Magic, since they don't use same protocol to swtich
resolutions, so u need to select default mode for each bit depth.

Centscreen:

Copy CNTSCRN3.PRG to your AUTO folder. Place it after NVDI and BEFORE
MiNT (blowup and screenblaster prefers to be AFTER MiNT). Copy CNTSCRN3.RSC
and prefered VIDEO.DAT to root partition of your boot drive, that's usually
C:\. Reboot. When u will now want to change resolution in TOS, Centscreen
will popup dialog with all your saved resolutions to pick. You can also
setup virtual resolution, method of scrolling, screen blanker, energy star
etc...

Centvidel:

After u have Centscreen active, u can run CENTVIDL and u will be able to
setup your own resolutions. Basicaly u need to do compromises betwen slow
refresh rates and size of screen. Having good multisync monitor helps a lot
since u may use higher horizontal refresh, and thus higher resolutions at
reasonable vertical refresh rates. Use of "REAL TIME" switch is
appreciated, since u follow changes on the fly... However, if u don't trust
your old monitor, switch RT off, especially when switching to higher Clock
(videl frequency - 25 or 32 on stock Falcon, 50 on CT2/CT60 with bus
accelerator) and find settings which your monitor can display, before
switching RT on, for fine tuning. U will see horizontal and vertical
frequency change, so just set resolution so that they will fit your monitor
range. If u manage to get your monitor to collapse, don't panic, just hit
the UNDO key. Save resolution or resolutions to video.dat file. Hint: name
them with names u will later recognise easily :)

You can get 736*560 in 16/256 colors on plain Falcon, or even 800*608, but with a bit low refresh rate using 32mhz pixel clock. On CT2 (or CT60 with 25mhz bus) sensible resolutions are 928*704 in 16/256 colors, 736*544 in TC etc.. U may of course set even higher resolutions, but horizontal refresh will drop...

NOTE: CT60 users need to use patched Centvidel, since normal version can not detect Videl frequency.

Videmod:

With VIDEOMOD you select default resolution and its settings. This is very handy for MiNT/Magic users, since no TOS dialog is shown are resolution change, but Centscreen just switch to default resolution. So pickup prefered resolution for each bitplane depth, set paramaters (screen blank time, screen switch off time, size of virtual screen, VS scrolling method and save settings. Now each time u will switch res in MiNT (N.AES or XaAES paramater) or Magic, selected resolution will be used. U can also use Videomod to set temporary resolution (click APPLY without saving) if u are in need for other resolution.

Janez

1644. Re: Hello & TT online

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 11:19:12 UTC
From: Maurice Veale <maurice@abod.co.uk>
Message-ID: <opsp5a2ac2gcg140@81-174-207-59.pth-as15.dial.plus.net>
Source record: 13621

Hi David
Thanks for your reply. Its just the kind of thing I need -
practical pointers to set me off in the right direction. I've found
some more info and a useful article in "Atari World" October 95.

> Normally you would use the SCC-based ports for speed and Serial2 has
> the most control lines. You need HS Modem to take advantage of the
> speed.

Yes I have it.

>> What's the best software for this?
>
> Unfortunately this depends this depends on your ISP. Until a few
> months ago, I used STiK 2 under Magic 6.20 on this TT, but then my ISP
> made some change and both STiK and STiNG stopped working, and I had to
> switch to MagicNet, which works well, but for some reason that I have
> yet to determine, not as quickly as STiK.

Looks like Magicnet needs long file name support for it to work. I'm
looking
for the easiest set up to start with so I'll try Sting.

Having said that there may not be any easy way. I have found my old Sting
setup files and its coming back to me now. Getting a working "DIAL.SCR"
script for the ISP was / is the hardest part. I never could get it working
again. I hope to have better look this time.

Maurice

1645. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 13:23:30 UTC
From: Frédéric Pecourt <frederic.pecourt-sansspam@free.fr>
Message-ID: <427629e7$0$24427$626a14ce@news.free.fr>
Source record: 13622

Michael Schwingen wrote:
> In article <426a943c$1@news.broadpark.no>,
> Hallvard Tangeraas <inv@lid.email> wrote:
>
>>>I know of no kind of "through" socket for PLCC, especially not wire-wrap
>>>ones.
>>
>>This looks like one of those, for 68 pins:
>>
>>http://plcc-adapter.com/Part/PLCC-sockets,68PL-W.htm
>
>
> No. This is just a plain PLCC socket with wire-wrap pins - I have no idea
> how you want to plug that one into the existing PLCC socket on the STE
> board.
>

Well, I already have considered this one socket and I think it would be
the best and definitive solution if the pcb/epoxy part of it could be
made larger and provide with HE-10 pin-headers for a daugther/expansion
board like mine. I could make a drawing if not clear.

Of course one would need to remove the old PLCC-68 socket and solder
this new one in place (delicate phase) . If you put back the 68000 into
this socket, you get back to the original MEGA STE.

Michael, do you recall how many extra connections other than to the
68000 itself, the Magnum or other cards required if any ?

As far as my design is, I needed to pick-up three ones on the motherboard:
- DMA_INTRQ for IDE ackowledges
- XAS and XDTACK in a MEGA STE because they are hidden by the
cache+16Mhz controller. I need them in order to anwser to the blitter
when it tries to access the FAST-ROM/TOS or the FAST-RAM of my card.

Zufaellig, do you know if someone has the sources of these Atari's GALs
to control the cache and 16MHz ? These "black boxes" give me headache
and if I am now successful with running 16MHz + Cache + Blitter, it is
not 100% reliable. I know these GALs where not protected on the really
first series of MEGA STE presented to the press, so....

Thx
Fred

1646. Re: Timeworks ST Publisher 2

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 19:01:43 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <117cu8rdk7mh37b@corp.supernews.com>
Source record: 13623

I think the problem is the disks are not the original ones, there is no special way to install it. We need to find a different set of disks I believe...

Tim

"samf" <sf0218@adelphia.net> wrote in message news:6JadnRK4YPao1ejfRVn-2w@adelphia.com...
> Hi Everybody,
>
> I have a Falcon/CT60. Could someone be kind enough to tell, step by
> step, how to install that program on my machine....it's been a bear, and
> my Falcon refuses to autoboot from the boot disk.
>
> Help!!!
>
> Thanks,
> Samf
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060,
> 256mb Fastram,4mb STram,
> 4gig Hdd, IDE DVD Drive,
> Magic6.x

1647. Re: Stacy 2 Power Failure

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 19:10:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ZZmdna4Uqdap5uvfRVnyjw@pipex.net>
Source record: 13624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <0kc7715705v7p3hbv258d1vhdpvob7g3tb@4ax.com>, diamikton@hotmail.com said:

>Just finished fiddling with the SCSI on my trusty old STacy 2. It has
>the ADspeed chip installed, which means that the Power board barely
>fits over the slightly higher CPU-socket. Is this a problem?
>
>After fitting the STacy back together again, I noticed a loose
>component, which I suspect have fallen out from some place near the
>power inlet. The component looks looks like a small darkbrown
>resistor, but without legs. It has a completely cylindrical shape and
>is a couple of millimeters long. It also could be some sort of
>condensator.
>
>I figure that this missing component is connected to the power
>failure. The STacy does not react at all when trying to power it up.
>
>I cannot find any empty sockets or abandonned soldering islands on the
>up-side of the motherboard.
>
>Can anybody give me a hint?

I don't know the Stacy insides, but could it be a fuse? If this
has been dislodged, you won't get any power! If it is one, it sho
uld be in a clip or possibly spot-soldered to a pair of pads, t
hough you say you can't find any empty soldering islands (could
it be connected on the other side ?).

Regards, /Peter/

1648. Re: Stacy 2 Power Failure

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 19:59:51 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <7j1d71dc6k2qgus5bdg919d8tmsts7iq98@4ax.com>
Source record: 13625
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just found out that the "fallen component" is in fact situated on the
print side of the maxtor HD.

>In message <0kc7715705v7p3hbv258d1vhdpvob7g3tb@4ax.com>, diamikton@hotmail.com said:
>
>>Just finished fiddling with the SCSI on my trusty old STacy 2. It has
>>the ADspeed chip installed, which means that the Power board barely
>>fits over the slightly higher CPU-socket. Is this a problem?
>>
>>After fitting the STacy back together again, I noticed a loose
>>component, which I suspect have fallen out from some place near the
>>power inlet. The component looks looks like a small darkbrown
>>resistor, but without legs. It has a completely cylindrical shape and
>>is a couple of millimeters long. It also could be some sort of
>>condensator.
>>
>>I figure that this missing component is connected to the power
>>failure. The STacy does not react at all when trying to power it up.
>>
>>I cannot find any empty sockets or abandonned soldering islands on the
>>up-side of the motherboard.
>>
>>Can anybody give me a hint?
>
>I don't know the Stacy insides, but could it be a fuse? If this
>has been dislodged, you won't get any power! If it is one, it sho
>uld be in a clip or possibly spot-soldered to a pair of pads, t
>hough you say you can't find any empty soldering islands (could
>it be connected on the other side ?).
>
>Regards, /Peter/

1649. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 21:01:02 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1115067662.820046.104100@g14g2000cwa.googlegroups.com>
Source record: 13626

FYI, the Stacy is now sold.

Thanks.
Coda.

1650. Re: Hello & TT online

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 21:53:05 UTC
From: leaver@alpha.com.au
Message-ID: <4276a141@news.alphalink.com.au>
Source record: 13627

On 2 May 2005 12:19:12 +, "Maurice Veale" wrote:
>
>looking for the easiest set up to start with so I'll try Sting.
>
>Having said that there may not be any easy way. I have found my old
>Sting >setup files and its coming back to me now. Getting a working
>"DIAL.SCR" >script for the ISP was / is the hardest part. I never
>could get it working>again. I hope to have better look this time.
>
> Maurice

The standard advice, which always worked for me, was to dial your ISP and watch the dialogue that ensued on a terminal emulator. I usually used the VT52 accessory that came with early STs. You construct your script to look for the ends of the question/prompts and then supply the answers. However more recently a script has usually not been necessary - just your PAP id and password set correctly.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

1651. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 22:26:58 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1115072818.031175.244100@z14g2000cwz.googlegroups.com>
Source record: 13628

Well, Jack would be in his 70s now, so I suspect he's retired.

Galen

1652. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 22:39:49 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4276ac35$0$819$8fcfb975@news.wanadoo.fr>
Source record: 13629

Hi,

Marco K?hnel wrote:
> I am just wondering what the two Guys are doing now...
>
> Very little to find in the net.. so anyone knows?

The latest news that we had from the Tramiels are
here :

http://atariarea.krap.pl/parties.php?akcja=pokaz_relke&id=40

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

1653. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-05-02 23:47:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.02.23.47.52.879918@charter.net>
Source record: 13630

On Mon, 02 May 2005 14:01:02 -0700, Coda wrote:

> FYI, the Stacy is now sold.
>
> Thanks.
> Coda.

Don't want to pry, but the curiosity... :-)

If you don't mind telling, how much did it go for? I'd love to get one to play with one of these days!

1654. FS: AdSpeeed 1040 STF, SC1224, Games

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 05:51:27 UTC
From: Michael White <michael12@mindspring.com>
Message-ID: <zjEde.3508$BE3.2855@newsread2.news.pas.earthlink.net>
Source record: 13631

All,

I have a 1040 STF (I think 1 MB, but won't swear to it) with an AdSpeedST,
SC1224 color monitor and the following games for sale:

Defender II
Greg Norman's Ultimate Golf
Dungeon Master
Chaos Strikes Back
Super Sprint
Microprose Golf
Stellar Crusade
Nine Princes in Amber
Ogre
Red Lightning
Steel Empire
Dominium
MegaTraveller 1
Just Another War In Spaqce
Risk
Sky Chase
Arkanoid
Sundog - Frozen Legacy
Omega
Star Quake
Hoyle's Official Book Of Games Vol 2: Solitaire
Space Rogue

And a box for the floppy disks. Nearly all of the games have their original
boxes and were adult used. This system has been sitting for a while, but I
was able to bring up Steel Empire at 16 MHz last week without a problem.
There's no box for the SC1224, and the 1040 STF is in a 1040 STE box with
no manuals for any hardware.

$50 or best offer for the package. I'm in the Dallas/Ft. Worth, Texas area.
Email or 817-427-2129.
--
Michael White "To protect people from the effects of folly is to
fill the world with fools." -Herbert Spencer

1655. Trying to copy game with Blitz Cable!

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 06:19:33 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <117e5vli60s2re1@corp.supernews.com>
Source record: 13632

I am trying to backup my original copy of Ghosts'N Goblins with Blitz.
Doesn't work! Anyone able to copy it or any tips?

Tim

1656. CT63

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 12:12:34 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42776ab0$0$8228$636a15ce@news.free.fr>
Source record: 13633

4 CT63/66Mhz are yet available : 230 EUR

Regards

1657. Re: Trying to copy game with Blitz Cable!

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 12:36:02 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1115123762.886910.297290@z14g2000cwz.googlegroups.com>
Source record: 13634

Blitz turbo didnt work for a lot of copy protected stuff.

Coda.

1658. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 14:00:09 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <3dpef9F6tbbgiU1@individual.net>
Source record: 13635

In article <427629e7$0$24427$626a14ce@news.free.fr>,
Fr&#65533;d&#65533;ric Pecourt <frederic.pecourt-sansspam@free.fr> wrote:
>
>Well, I already have considered this one socket and I think it would be
>the best and definitive solution if the pcb/epoxy part of it could be
>made larger and provide with HE-10 pin-headers for a daugther/expansion
>board like mine. I could make a drawing if not clear.
>
>Of course one would need to remove the old PLCC-68 socket and solder
>this new one in place (delicate phase) . If you put back the 68000 into
>this socket, you get back to the original MEGA STE.

I have no STE here to check, but the ST boards used uncommon PLCC sockets with staggered rows - most PLCC sockets you can buy today have the two pin rows lined up. If the STE has the same style of sockets as the ST, then your proposed socket won't fit the holes on the STE PCB.

However, if you are willing to remove the original PLCC socket, I would recommend to solder SIL socket strips (a single line of machined contacts like on DIL sockets) onto the STE board, so it looks like a PGA socket with staggered pins.

You can then put SIL header strips on the bottom of your expansion PCB, like these:

http://www.harwin.com/include/downloads/drawings/D01-992.PDF

Your PCB would then have a normal PLCC socket on top - either a SMD socket, or a throughhole socket offset to the side from the position where the header pins and from the bottom side. This is really a pain during installation, but gives a mechanically stable connection, and you can always plug the original Atari PLCC socket into the SIL strips that are now on the STE board.

>Michael, do you recall how many extra connections other than to the
>68000 itself, the Magnum or other cards required if any ?

The MagnumST required only one connection for the ROM CS signal, and only if you wanted to use the TOS 2.06 sockets on the MagnumST - the memory expansion worked without. The MegnumSTE required no extra connections, but I am not sure if there were signals that were not wired through between the CPU socket and the STE board.

(The 36MHz Magnum pictured at
http://heisenberg.ccac.rwth-aachen.de/~michaels/images/MagnumST-36MHz.jpg
which only existed as a prototype definitely needed to cut some signals

between CPU and ST board, to route them through additional logic, as can bee seen on the photo).

cu
Michael

1659. Re: Trying to copy game with Blitz Cable!

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 15:14:51 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <117f5bb1mbh49bd@corp.supernews.com>
Source record: 13636

"Coda" <smeg_007@hotmail.com> wrote in message
news:1115123762.886910.297290@z14g2000cwz.googlegroups.com...
> Blitz turbo didnt work for a lot of copy protected stuff.
>
> Coda.
>

I was able to make a backup with most other originals (Like Populous,
Xenon2, Gauntlet II, Bubble Bobble), but this one and Batman are being
stubborn!

Tim

1660. Re: Atari Disk Labelilng Software

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 15:20:51 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <117f5mjc19nada4@corp.supernews.com>
Source record: 13637

```
On 27 Apr 2005 06:43:51 , samf wrote:
>Hi Everybody!!!!
>
>Where can I find and what is a good program for creating and printing
>floppy disk labels? I have got to start doing that, I've got floppies
>lying around everywhere!! Also, is there one for creating cd labels?
>
>Thanks and have a great day!!!!!
>
>Samf
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon/CT060,
>256mb Fastram,4mb STram,
>4gig Hdd, IDE DVD Drive,
>Magic6.x
>.
I use Pagestream.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
```

1661. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 20:43:08 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1115152988.842585.95490@o13g2000cwo.googlegroups.com>
Source record: 13638

Sorry Ron,

As the buyer is a member of this "social circle" it would be unfair to
them for me to disclose, however if they want to identify themselves
and reveal the price, I don't have a problem with it.

Coda.

1662. Re: Stacy for sale

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 20:57:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.03.20.57.41.34366@charter.net>
Source record: 13639

On Tue, 03 May 2005 13:43:08 -0700, Coda wrote:

> Sorry Ron,
>
> As the buyer is a member of this "social circle" it would be unfair to
> them for me to disclose, however if they want to identify themselves
> and reveal the price, I don't have a problem with it.
>
> Coda.

I understand Coda - thanks anyways! :-)

1663. Re: Music Studio 88

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 22:53:21 UTC
From: toothy_grin@theglaholts.net
Message-ID: <BhTde.31659$Jg7.306@fe03.lga>
Source record: 13640

Verily, it was written by Hendroz <erolfi@gmail.com>:
> Hi,
>
> I'm going to setup a website dedicated to the great Music Studio by
> Activision. I'm trying to collect every version of this great program,
> and I also own the original MS version for Atari. But, I wasn't able
> to find the Atari ST version, so I thought I might look here. If you
> have a copy to share for free, please send me an email.
>
>
> Thanks in advance for your help, and support for my site.
> Enrico Rolfi

Great idea! I'll be a happy member, Enrico -- cept you forgot to post the
url. I haev a few MT32-based MS files that I did back in about '88-'89.

1664. Re: Trying to copy game with Blitz Cable!

Newsgroup: comp.sys.atari.st
Date: 2005-05-03 23:15:46 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <PyTde.277$Vn.247@bignews3.bellsouth.net>
Source record: 13641

There are a few software only Backup Systems for the ST.

A Copier, and Pro Copy come to mind.

Both are fairly old, but will backup some disks.

Not sure if there is a Atari Web site devoted to Software
Backups.

phantomm@bellsouth.net

"Tim" <tjlazer@NOCRAP.mail.com> wrote in message
news:117f5bb1mbh49bd@corp.supernews.com...
>
> "Coda" <smeg_007@hotmail.com> wrote in message
> news:1115123762.886910.297290@z14g2000cwz.googlegroups.com...
>> Blitz turbo didnt work for a lot of copy protected stuff.
>>
>> Coda.
>>
>
> I was able to make a backup with most other originals (Like Populous,
> Xenon2, Gauntlet II, Bubble Bobble), but this one and Batman are being
> stubborn!
>
> Tim
>

1665. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-05-04 00:41:41 UTC
From: malo.morgen@nowhere.com
Message-ID: <d595o4$d2$1@ss405.t-com.hr>
Source record: 13642

Hip Hurray! :)

On 25 Apr 2005 04:56:59 , "Coda" wrote:
>Yesterday (the 24th) Henrik of Nature (nature.atari.org) did the first
>enumeration of a USB device on the 16/32bit Atari platform. This has
>been achieved on the Ethernat by the test program that I wrote for that
>card and the CTLink.
>
>Coda.
>
>.

1666. Re: a quieter Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-05-04 00:42:32 UTC
From: malo.morgen@nowhere.com
Message-ID: <d595po$d2$2@ss405.t-com.hr>
Source record: 13643

CAF doesn't run on ide disks, scsi only

On 22 Apr 2005 06:17:04 , fried.man@sympatico.ca wrote:
>I have seen some posts about using Compact Flash drives instead of an
>IDE drive. Also one can get an IDE to SCSI adapter. So, I guess the
>quietest Falcon, would be one with both these adapters in place. Has
>anyone used Cubase Audio with an IDE drive + IdE to SCSI adapter?
>
>.

1667. Re: CENTSCREEN

Newsgroup: comp.sys.atari.st
Date: 2005-05-04 01:12:02 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <QfVde.785$Vn.349@bignews3.bellsouth.net>
Source record: 13644

<geek@atarians.com> wrote in message
news:IFEce.11832$F6.2385234@news.siol.net...
>
> As u said, its interlaced... U can get very high resolutions, but
> they are bad for the eyes. Another thing is that they consume massive
> ammount of bus and sdma time. That is why 640*480TC etc are only
> reasonable with Ct2 or bus accelerated CT60. Both card also have fast
> STram acces so expanded resolution on them are nice. For example:
> 928*704 in 256c on CT2 is faster as as normal 640*480 in 16 on stock
> falcon. Thats because of faster bus and because CT2 acces STram realy
> fast. If u enhance resolution on stock falcon, u also get slowdown...
>
> Bus/sdma loads are main reasons for very fast mono modes and slow
> TCs, its just much more data to move arround..
>

Sorry to burst your Bubble, but I checked CentVidel. I'm running
800x608TC in
a non-interlaced mode. The reason I said Might be interlaced is, I
remember
experimenting with several modes interlaced and non-interlaced.
I wanted to go back and check to be positive that it wasn't a interlaced
mode
as I knew someone would have something to say about it.

> That is possible with SB2, videl at 60hz and REALLY lousy display,
> some 40hz refresh in inrterlace, giving u 20hz refresh.. And u need
> good mutisync monitor as well...
>

I'm not exactly sure what you are saying here about the SBII.
I think you mis-understand.

The 1280x960 in 256Colours is not a interlaced mode or virtual
mode and isn't slow at all. Remember that you can setup
different resolutions with the software. And when it comes
to higher resolutions, not all stock Falcons are the same.
The type of Monitor you use makes a difference also.
Even the type of system memory you use can come into
play in some situations.

IMO, even 1280x960 in 16 colours on a stock Falcon is much
better if you are touching up a picture or doing some Word-
processing or DTP work over 640 x 480 as you can put so
much more on the screen to work with. But everone has their
own taste.

> It is not that easy to find perfect overall resolutions, that would
> be nice to the eyes, wouldn't load sdma too much and be extreme big :)
> I recomend noninterlace modes, with lowest refresh of 60hz, but even
> that is on edge, esp with fast monitors. If u have Ct60, think about
> enabling bus acceleration and make it 25mhz. It does help a LOT. Not
> by
> resolutions only, but speedup entire system, resolutions are bigger,
> faster, hdd is faster etc...

I don't like interlaced modes at all and avoid them. You can get
very good NON-Interlaced modes out of SBII or BlowUp II on a
stock Falcon. Which are better or more useful than the stock
resolutions. And are not hard on the eyes. I've used SBII on
a RGB and a 17inch SVGA the VGA modes are rock stable
and clear up to 1280x960 and beyond. That's the neat thing
about em. You can try out all standard resolutions and if
they don't suit you, then you can make your own that fits your
eyes.

Upgrades like the Nemesis, CT2, CT060 and etc are nice.
But I recommend having a 2nd stock Falcon to use for those
programs that don't work well on the Upgrades.

>
>
> Its quite hard to choose :) SB2 has better hardware, and can achieve
> better resolutions, but setup application is weird, at least :) BlowUP
> has realy nice software, esp with Blowup hardware, where u can switch
> betwen virtual res and real res in moment. But betwen all res enhacing
> apps, my fav is Centscreen..
>
I like the GenLock mode on the SBII, not sure if BlowupII has that
as I've not fully tested it. But the GenLock mode isn't useful unless
you have a Genlock.

On the CT2B Falcon, I use Centscreen/CentVidel.
And on my stock Falcons I use SBII and or BlowUp II
software and hardware as they are faster than software
enhancer alone.

There was a good commercial RES software only enhancer
that went Freeware. I think it was called Videlity and it
has ScreenBlaster support. It would be a good one to
checkout if someone needs one. It looks very nice BTW.

phantomm@bellsouth.net

1668. Re: Falcon 'Corrupt' Disk Problem

Newsgroup: comp.sys.atari.st
Date: 2005-05-04 01:18:18 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <GlVde.786$Vn.36@bignews3.bellsouth.net>
Source record: 13645

Is it a stock Falcon or does it have any upgrades?

"Mark Palmer" <drmark.palmer@btinternet.com> wrote in message
news:d50f8oppt1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> Hi Chris
>
> If only I had an etherNEC plugged in - unfortunately it is my Falcon
> and my Falcon alone that generates this problem :(
>
> all the best,
>
> Mark
>
>

1669. SCR DISK File

Newsgroup: comp.sys.atari.st
Date: 2005-05-04 01:42:59 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <OIVde.793$Vn.31@bignews3.bellsouth.net>
Source record: 13646

I have a Atari ST Game that is in a .SCR backup file.

Can someone tell me what program makes complete Disk(s) out
of .SCR files?

And were I might find the program in case I don't have it.

thanks,
phantomm@bellsouth.net

1670. Re: FS: AdSpeeed 1040 STF, SC1224, Games

Newsgroup: comp.sys.atari.st
Date: 2005-05-04 04:59:57 UTC
From: Michael White <michael12@mindspring.com>
Message-ID: <hFYde.5345$HL2.516@newsread3.news.pas.earthlink.net>
Source record: 13647

Michael White (michael12@mindspring.com) wrote on Tuesday 03 May 2005 12:51
am:

> All,
>
> I have a 1040 STF (I think 1 MB, but won't swear to it) with an AdSpeedST,
> SC1224 color monitor and the following games for sale:
>
> Defender II
> Greg Norman's Ultimate Golf
> Dungeon Master
> Chaos Strikes Back
> Super Sprint
> Microprose Golf
> Stellar Crusade
> Nine Princes in Amber
> Ogre
> Red Lightning
> Steel Empire
> Dominium
> MegaTraveller 1
> Just Another War In Spaqce
> Risk
> Sky Chase
> Arkanoid
> Sundog - Frozen Legacy
> Omega
> Star Quake
> Hoyle's Official Book Of Games Vol 2: Solitaire
> Space Rogue
>
> And a box for the floppy disks. Nearly all of the games have their
> original
> boxes and were adult used. This system has been sitting for a while, but
> I was able to bring up Steel Empire at 16 MHz last week without a problem.
> There's no box for the SC1224, and the 1040 STF is in a 1040 STE box with
> no manuals for any hardware.
>
> $50 or best offer for the package. I'm in the Dallas/Ft. Worth, Texas
> area. Email or 817-427-2129.

Forgot to mention - it also comes with three joysticks, a mouse master, a
good mouse, a mouse in a very questionable state, and power cables.
--
Michael White "To protect people from the effects of folly is to

fill the world with fools." -Herbert Spencer

1671. Re: Stacy 2 Power Failure

Newsgroup: comp.sys.atari.st
Date: 2005-05-04 08:58:32 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050504095832352l1%derryck@cixcoukinvalid>
Source record: 13648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 2005-05-02 20:59:51 +0100, The Ox That Rocks <diamikton@hotmail.com> said:

> Just found out that the "fallen component" is in fact situated on the
> print side of the maxtor HD.

So unplugging the drive completely should allow signs of life?

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1672. Re: Stacy 2 Power Failure

Newsgroup: comp.sys.atari.st
Date: 2005-05-04 13:55:52 UTC
From: John Doe <someone@overtherainbow.com>
Message-ID: <4278d475$0$45349$dbd49001@news.wanadoo.nl>
Source record: 13549
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:20050504095832352l1%derryck@cixcoukinvalid...
> On 2005-05-02 20:59:51 +0100, The Ox That Rocks <diamikton@hotmail.com>
> said:
>
>> Just found out that the "fallen component" is in fact situated on the
>> print side of the maxtor HD.
>
> So unplugging the drive completely should allow signs of life?
>
> --
> Derryck

First I'd give the power board a second look. If it's not fitted firmly in
it's socket, you could end up with the symptoms your STacy is having.

Regards,
Martijn

1673. Re: Falcon 'Corrupt' Disk Problem

Newsgroup: comp.sys.atari.st
Date: 2005-05-04 23:48:24 UTC
From: Mark Palmer <drmark.palmer@btinternet.com>
Message-ID: <d5bn08iop1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13550

Hi Chris

Many thanks for the reply

> What happens if you try to format a floppy ? does it fail on the same
> place, or random places ? Have you tried any memory testing software ? Bad
> cables ?

I'll try out your suggestions when I have a moment at the weekend. As for memory testing software I'm a little stuck. As for memory testing the unit has a hard disk but will not boot from it... so I'm looking at the floppy as the source for software at the moment.

all the best,

Mark

1674. Re: Falcon 'Corrupt' Disk Problem

Newsgroup: comp.sys.atari.st
Date: 2005-05-04 23:50:54 UTC
From: Mark Palmer <drmark.palmer@btinternet.com>
Message-ID: <d5bn4uaor1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13551

Hi Phantom

> Is it a stock Falcon or does it have any upgrades?

I suspect its more or less stock. I think it has had some work done on it
but when I installed the new floppy the atari 'seal' over one of the screws
on its base was still intact.

all the best,

Mark

1675. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 00:28:08 UTC
From: Frederic Pecourt <frederic.pecourt@stopspam-free.fr>
Message-ID: <427968a3$0$8194$636a15ce@news.free.fr>
Source record: 13552

Hallvard Tangeraas a ï¿½crit :
> Any progress or news on the IDE/memory interface projects?
> I'd love to add this sort of functionality to my machine(s).

IDE is working fine, I am using a 512MB compact flash from Sandisk as
hard disk and achieved these transfer rates in PIO mode 0:

CPU @ 8MHz : Read= 1.3 MB/s Write= 1.2 MB/s
CPU @ 16MHz: Read= 2.0 MB/s Write= 1.7 MB/s (153%)

I still have important stability problems with
cache/16MHz/Blitter/Fastram combinations but was able to run Kronos for
benchmarking :

CPU @ 8MHz, no blitter, no cache:

ST-RAM --> CPU: 2.3 MB/s
TT-RAM --> CPU: 2.4 MB/s (strangely not that faster, is the bench
itself running in fastram or not?)

CPU-->ST-RAM : 1.4 MB/s
CPU-->TT-RAM : 1.5 MB/s

CPU @ 16MHz, no blitter, with cache:

ST-RAM --> CPU: 2.4 MB/s
TT-RAM --> CPU: 3.1 MB/s (129%)

CPU-->ST-RAM : 1.5 MB/s
CPU-->TT-RAM : 1.9 MB/s (127%)

These are preliminary results, some further optimisations to come.
I also want to find an other benchmarking software for comparison
because I suspect Kronos to be slowed down by the ST-RAM in all phases.

Fred

1676. Re: Atari Disk Labelilng Software

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 04:47:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4279d63e1f24651@comcast.net>
Source record: 13558

>On 27 Apr 2005 06:43:51 , samf wrote:
>>Hi Everybody!!!!
>>
>>Where can I find and what is a good program for creating and printing
>>floppy disk labels? I have got to start doing that, I've got floppies
>>lying around everywhere!! Also, is there one for creating cd labels?
>>
>>Thanks and have a great day!!!!!
>>
>>Samf
>>Virginia U.S.A.
>>Atari Computer Nut
>>C-Lab Falcon/CT060,
>>256mb Fastram,4mb STram,
>>4gig Hdd, IDE DVD Drive,
>>Magic6.x
>>.
>I use Pagestream.
>--
>Joseph D. Place
>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

Yes if I wanted to label disks, I would use Calamus, but I emailed Sam a small
program that is specific for labeling floppies.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1677. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 04:50:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4279d63e1f24652@comcast.net>
Source record: 13559

>I assume you mean for printer drivers. It may not be an issue. All the
>USB driver has to do is shove the output of the NVDI printer driver
>down a USB bulk pipe to the printer.
>A work around would be to "print to file" with NVDI and then I could
>provide a utility to dump this file to the printer via USB. On the
>other hand, it should be possible to create a resident print spooler
>that spools to a USB endpoint instead.
>Even without new NVDI printer drivers, at the very least Atari users
>will still have the option to buy printers that dont have Parallel
>ports, even if the choice will be (slightly) limited. I have an Epson
>R300, which im sure will print fine using one of the epson stylus
>drivers that comes with NVDI 5.
>
>Coda.

Yes Coda I was talking about printer drivers. If you can do what you say, then go for it. I would love to be able to use an updated USB printer. I am using an Epson Photo 700 and it does do an nice job, but it takes soooooo long to print.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1678. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 04:53:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4279d63e1f24653@comcast.net>
Source record: 13563

I should also have said that I will be buy this card for my Hades when it comes out.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1679. Re: CENTSCREEN

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 04:54:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4279d63e1f24654@comcast.net>
Source record: 13561

>To anyone,
> I have all ready downloaded CENTSCREEN (had it on my computer from a past
>attempt at installing it and getting it to run. I am needing some assistance
>at installing CENTSCREEN. I know that this has been advised for ENERGY STAR
>related topic. But I am also hoping that this will help me to be able to run
>aVNC as well. I need to increase my color depth to TC and hopefully a 800x600
>screen resolution. Any reason why this would not be possible with CENTSCREEN??
>If it is how, I need to know how to install CENTSCREEN from beginning to end.
>Everytime I run CENTSCRN3.prg it says invalid VIDEO.DAT file if this helps.
>
>Thanks,
>

Carey have you tried running aVNC in 256 colors? That is the color mode that
works best for me.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1680. Re: Music Studio 88

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 05:09:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4279d63e1f24655@comcast.net>
Source record: 13560

>Hi,
>
>I'm going to setup a website dedicated to the great Music Studio by
>Activision. I'm trying to collect every version of this great program,
>and I also own the original MS version for Atari. But, I wasn't able
>to find the Atari ST version, so I thought I might look here. If you
>have a copy to share for free, please send me an email.
>
>
>Thanks in advance for your help, and support for my site.
>Enrico Rolfi

I have the ST version of Music Studio and the 88 version for the ST. They are
packed away in my closet. Great program.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1681. Re: My Mail v1.74

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 05:10:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4279d63e1f24656@comcast.net>
Source record: 13562

>Hi Edward
>
>Yes I am usually connected via Stik2, I can retrieve the emails in my
>inbox but when it comes to sending out replies etc the program bring up
>the first alert box and then gives you the option to place the outgoing
>email into the mail-queue. But recently this has proved to be the
>sticking point, desperate measures means editing the QTEXT.TXT file and
>sending the emails via Newsie.
>
>Do you get the Alert boxes? I wonder if one of my settings is incorrect.
>
>Thanks
>
>Neil :-)

I do not get the alert boxes, but I do place the emails I want to send in the
que before I send them.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1682. Re: Stacy 2 Power Failure and Emagic Logic

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 06:04:26 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <cadj71l2mtnoi3fampcpgkf200h9804j4m@4ax.com>
Source record: 13553
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

Iï¿½ve got power!
The problem with the Power Board is that it does not fit completely,
since the ICD enhanced chip is slightly higher than the 68000, which,
in turn, means that the Power Board slides of one of the sockets.

I have to refit the component on the harddisk, since my only working
version of Emagicï¿½s Logic 2.5 is located on this! (The original disks
are malfunctioning).

If i do not succeed in getting the HD up and running i would
appreciate if some kind fellow user would
zip up the original Logic v2.5 files and send them to
fedder@webhiker.dk

Thanks
Peter Feddersen

On Wed, 4 May 2005 15:55:52 +0200, "John Doe"
<someone@overtherainbow.com> wrote:

>"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
>news:200505040958323521l%derryck@cixcoukinvalid...
>> On 2005-05-02 20:59:51 +0100, The Ox That Rocks <diamikton@hotmail.com>
>> said:
>>
>>> Just found out that the "fallen component" is in fact situated on the
>>> print side of the maxtor HD.
>>
>> So unplugging the drive completely should allow signs of life?
>>
>> --
>> Derryck
>
>First I'd give the power board a second look. If it's not fitted firmly in
>it's socket, you could end up with the symptoms your STacy is having.
>
>Regards,
>Martijn
>

1683. Re: Stacy 2 Power Failure and Emagic Logic

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 08:55:34 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050505095534168O7%derryck@cixcoukinvalid>
Source record: 13554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 2005-05-05 07:04:26 +0100, The Ox That Rocks <diamikton@hotmail.com> said:

> I have to refit the component on the harddisk

Consider a second, identical drive and using its electronics with the
old drive mechanism if all else fails.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1684. Re: Music Studio 88

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 11:38:54 UTC
From: Hendroz <erolfi@gmail.com>
Message-ID: <1115293133.998715.80860@o13g2000cwo.googlegroups.com>
Source record: 13555

Bill, I'd be glad to receive any kind of contributions, being it new music files or versions of the program. BTW, I'm still looking for Music Studio 88, don't you happen to have it? (I have the Atari, ST, Apple2gs, Amiga, Commodore versions so far).

The url for the site is:

http://www.themusicstudio.tk

it's still under development, though.

Bill Glaholt rmv underscore wrote:
> Great idea! I'll be a happy member, Enrico -- cept you forgot to post the
> url. I haev a few MT32-based MS files that I did back in about '88-'89.

1685. Re: Music Studio 88

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 12:20:25 UTC
From: Simon <nospam@nospam.com>
Message-ID: <427a0fbf$0$310$626a14ce@news.free.fr>
Source record: 13556

Hendroz wrote:
> I'm going to setup a website dedicated to the great Music Studio by
> Activision. I'm trying to collect every version of this great program,
> and I also own the original MS version for Atari. But, I wasn't able
> to find the Atari ST version, so I thought I might look here. If you
> have a copy to share for free, please send me an email.

Great idea. I wasn't aware there was a '88 version (so I don't have it...)
Please keep us informed with the webiste!

Cheers
Simon.

1686. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 12:58:18 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <427a1868$1@news.broadpark.no>
Source record: 13557

Frederic Pecourt wrote:

> Hallvard Tangeraas a ï¿½crit :
>> Any progress or news on the IDE/memory interface projects?
>> I'd love to add this sort of functionality to my machine(s).
>
> IDE is working fine, I am using a 512MB compact flash from Sandisk as
> hard disk and achieved these transfer rates in PIO mode 0:

Great news!
I hope you succeed with the 16/8Mhz/Cache issue as well.
Which solution did you go for regarding the PLCC socket?

--
Hallvard

1687. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 14:20:39 UTC
From: Frédéric Pecourt <frederic.pecourt-sansspam@free.fr>
Message-ID: <427a2bb8$0$298$626a14ce@news.free.fr>
Source record: 13564

Hallvard Tangeraas wrote:
> Great news!
> I hope you succeed with the 16/8Mhz/Cache issue as well.
> Which solution did you go for regarding the PLCC socket?

I am currently using the same kind of adapter as shown on a previous
link given by Michael Schwingen:
http://www.cabgmbh.com/deutsch/downloads/elektronik/pdf/D_42_01_03.pdf

Mine looks like the right pictured one in the pdf file.

I shall check my mainboard but I can already believe him when he says
the PLCC sockets in the Ataris have staggered pins so I have to find an
other solution and probably follow his advice with single-in-line pin
headers at a reduced pitch of 1/20" I guess.

Fred

>

1688. Re: CENTSCREEN

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 15:42:14 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <hhqee.11938$F6.2414260@news.siol.net>
Source record: 13565

> Carey have you tried running aVNC in 256 colors? That is the color mode
> that works best for me.

Atari's don't have chunky mode in 256 or 16 color modes... VNC can only be used on hades or ataris with gfx card in those modes, for falcon, 16bit mode is chunky, others use bitplanes.

Janez

1689. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 15:46:56 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <427a3fee$1@news.broadpark.no>
Source record: 13566

Fri¿½di¿½ric Pecourt wrote:

> Hallvard Tangeraas wrote:
>> Which solution did you go for regarding the PLCC socket?
>
> I am currently using the same kind of adapter as shown on a previous
> link given by Michael Schwingen:
> http://www.cabgmbh.com/deutsch/downloads/elektronik/pdf/D_42_01_03.pdf
>
> Mine looks like the right pictured one in the pdf file.

So this socket plugs into the (empty) PLCC socket on the STe, and
is soldered on the underside of the IDE board?

> I shall check my mainboard but I can already believe him when he says
> the PLCC sockets in the Ataris have staggered pins so I have to find an
> other solution and probably follow his advice with single-in-line pin
> headers at a reduced pitch of 1/20" I guess.

I'm not sure I understand (probably because I haven't had the
chance to take a closer look at the moment), but why doesn't your
current solution work? I certainly want to avoid removing the
existing PLCC socket on the STe/Mega STe motherboard if I can get
away by simply plugging an IDE board directly into it, and from
what Michael has told us, that socket solution should work fine.
The Magnum STe board didn't need the Atari STe/Mega STe PLCC
socket to be removed, did it?

--
Hallvard

1690. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 20:06:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505051303250.31322-100000@onyx.spiritone.com>
Source record: 13568
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1691. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 20:09:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505051306300.31322-100000@onyx.spiritone.com>
Source record: 13569
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1692. AD: 20% OFF ATARI + NEW FREE ATARI CATALOGS! SPRING CLEANING!

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 20:14:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505051309540.31322-100000@onyx.spiritone.com>
Source record: 13570
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

HELP! I've just moved into my NEW location and everything is a Mess! So
for the Month of May I'm having a Spring Cleaning! So all May long I'm
giving away FREE Atari Catalogs updated for you. Get em while their HOT!

This May, Take 20% off the Top of your Atari order on most Games/Software,
Hardware and Books for Classic Atari 8 Bit and Atari ST Computer Lines!
Plus most Jaguar & Jaguar Games! Call 24HRS! (503)256-9974! And for NEW
FREE Atari Catalogs goto! http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/newstuff.htm BRAND NEW ATARI STUFF!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1693. ATARI ST(E) 4MB RAMDISK

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 20:15:52 UTC
From: qwery <cvh@o2.pl>
Message-ID: <d5dv1g$p8e$1@nemesis.news.tpi.pl>
Source record: 13567

what's the best RamDisk program for Atari ST(E) = 4MB ?

1694. Re: ATARI ST(E) 4MB RAMDISK

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 20:38:48 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <427a83c6$0$4561$626a14ce@news.free.fr>
Source record: 13571

I used to work with TrueDisk on my STE 2MB. It was very powerful and stable.

DOCs

"qwery" <cvh@o2.pl> a écrit dans le message de news:
d5dv1g$p8e$1@nemesis.news.tpi.pl...
> what's the best RamDisk program for Atari ST(E) = 4MB ?
>
>

1695. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-05-05 22:09:18 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1115330958.818463.258760@g14g2000cwa.googlegroups.com>
Source record: 13572

Edward S. Baiz Jr. wrote:
> I should also have said that I will be buy this card for my Hades
when it
> comes out.

Is it the Hades or Milan that has a VME slot?

Coda.

1696. Re: IDE for the Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2005-05-06 08:38:48 UTC
From: Michael Schwingen <news-1103536393@discworld.dascon.de>
Message-ID: <3e0oooFjih8U1@individual.net>
Source record: 13573

In article <427a3fee$1@news.broadpark.no>,
Hallvard Tangeraas <inv@lid.email> wrote:
>
>I'm not sure I understand (probably because I haven't had the
>chance to take a closer look at the moment), but why doesn't your
>current solution work? I certainly want to avoid removing the

It does - exactly like the MagnumSTE did it. Hiwever, there is the problem
of mechanically stabilizing the add-in board - the connector alone does not
provide good stability for large add-in boards.

cu
Michael

1697. Re: ATARI ST(E) 4MB RAMDISK

Newsgroup: comp.sys.atari.st
Date: 2005-05-06 08:45:16 UTC
From: qwery <cvh@o2.pl>
Message-ID: <d5faug$d0f$1@nemesis.news.tpi.pl>
Source record: 13574

U&#65533;ytkownik "DOCs" <docs(croustibat)ifrance.com> napisa&#65533; w wiadomo&#65533;ci news:427a83c6$0$4561$626a14ce@news.free.fr...
> I used to work with TrueDisk on my STE 2MB. It was very powerful and stable.
>
I just download this app, install on floppy, reboot ST, reconfigure ramdisk, and I don't see ramdisk drive icon on TOS desktop :(program works property becouse mod player see ramdisk, but what should I do to see drive on desktop ?

1698. Re: ATARI ST(E) 4MB RAMDISK

Newsgroup: comp.sys.atari.st
Date: 2005-05-06 08:49:14 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <d5fb29$1cfl$1@ariadne.rz.tu-clausthal.de>
Source record: 13575

qwery wrote:
> Uï¿œytkownik "DOCs" <docs(croustibat)ifrance.com> napisaï¿œ w wiadomoï¿œci
> news:427a83c6$0$4561$626a14ce@news.free.fr...
>
>>I used to work with TrueDisk on my STE 2MB. It was very powerful and
>
> stable.
>
> I just download this app, install on floppy, reboot ST, reconfigure ramdisk,
> and I don't see ramdisk drive icon on TOS desktop :(program works property
> becouse mod player see ramdisk, but what should I do to see drive on desktop
> ?

Click on drive A, select the "install disk drive option" in the outer
right menu, enter the drive letter of your ramdisk and select "install".
Now an icon for the ramdisk should appear. Doubleclick it to verify that
it is your ramdisk.
Save your desktop to make the icon permanent.

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

1699. Re: ATARI ST(E) 4MB RAMDISK

Newsgroup: comp.sys.atari.st
Date: 2005-05-06 10:18:21 UTC
From: qwery <cvh@o2.pl>
Message-ID: <d5fgd4$ol2$1@nemesis.news.tpi.pl>
Source record: 13576

Uzytkownik "Matthias Arndt" <matthias.arndt@tu-clausthal.de> napisal w
wiadomosci news:d5fb29$1cfl$1@ariadne.rz.tu-clausthal.de...
> qwery wrote:
> > U�ytkownik "DOCs" <docs(croustibat)ifrance.com> napisa� w wiadomo�ci
> > news:427a83c6$0$4561$626a14ce@news.free.fr...
> >
> >>I used to work with TrueDisk on my STE 2MB. It was very powerful and
> >
> > stable.
> >
> > I just download this app, install on floppy, reboot ST, reconfigure
ramdisk,
> > and I don't see ramdisk drive icon on TOS desktop :(program works
property
> > becouse mod player see ramdisk, but what should I do to see drive on
desktop
> > ?
>
> Click on drive A, select the "install disk drive option" in the outer
> right menu, enter the drive letter of your ramdisk and select "install".
> Now an icon for the ramdisk should appear. Doubleclick it to verify that
> it is your ramdisk.
> Save your desktop to make the icon permanent.
>
> HTH,
>
HEY! It's work fine!! thank you!!!

1700. Re: Music Studio 88

Newsgroup: comp.sys.atari.st
Date: 2005-05-06 11:46:20 UTC
From: Hendroz <erolfi@gmail.com>
Message-ID: <1115379980.526250.140510@z14g2000cwz.googlegroups.com>
Source record: 13577

Ok, I'll update the webpage in the weekend with the first contents. :)

1701. Atari icons and pictures

Newsgroup: comp.sys.atari.st
Date: 2005-05-06 12:29:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.06.12.29.33.546355@charter.net>
Source record: 13578

I'm currently using my meager skills to try and setup a personal web page. I was just wondering, is there a free and open source for Atari related pictures, icons, etc? I googled but the results were poor at best.

Its easy as all get out to just save some of the cool looking graphics from current Atari web pages but I wouldn't want to take/use something (that somebody else had worked their guts out on) without their explicit permission.

Thanks everyone.

1702. Re: Music Studio 88

Newsgroup: comp.sys.atari.st
Date: 2005-05-06 22:16:39 UTC
From: toothy_grin@theglaholts.net
Message-ID: <b1See.14613$cZ6.3502@fe02.lga>
Source record: 13579

Verily, it was written by Simon <nospam@nospam.com>:
> Hendroz wrote:
> Great idea. I wasn't aware there was a '88 version (so I don't have it...)
> Please keep us informed with the webiste!
>

'88 was a nice upgrade. It had the ability for an author to change
tempo, volume, and/or sounds (midi programs) in the middle of a song.

I won't be able to send you my songs for a while, unfortunately -- I am
in the midst of a TOS upgrade (read: unsolder old 1.62 chips and soldering
in sockets so as to be able to install TOS 2.06) and have been having
troubles with the unsoldering part. (*grumbles*) I need a better
desoldering toolset -- just got through researching some and found a
really nice one that I can't afford just yet by Hakko (a pistol-grip
desoldering iron with built-in pump *drool*)

Since I have just the one ST and it's the only one that can read the
song disk.. well.. *shrug*

1703. Re: ATARI ST(E) 4MB RAMDISK

Newsgroup: comp.sys.atari.st
Date: 2005-05-07 01:42:37 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <wYUee.11438$RG2.845@bignews5.bellsouth.net>
Source record: 13580

One that I use on my 4meg STe is SI RamDisk.
It has preset ramdisk sizes to choose from and also a built in
printer spooler. I think it also has a few other goodies.
It's one of the best IMO, very stable.

I use it to copy .lzh, .arc and disk Image files like .MSA to. Then
extract the files to the RamDisk. It's much faster than doing it to disk
and if ya mess up, it's in memory and easy to erase.

phantomm@bellsouth.net

"qwery" <cvh@o2.pl> wrote in message
news:d5dv1g$p8e$1@nemesis.news.tpi.pl...
> what's the best RamDisk program for Atari ST(E) = 4MB ?
>
>

1704. Re: Trying to copy game with Blitz Cable!

Newsgroup: comp.sys.atari.st
Date: 2005-05-07 01:49:18 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <N2Vee.11442$RG2.7514@bignews5.bellsouth.net>
Source record: 13581

Tim,

I was looking thur a box of backed up ST Disks in MSA format and ran
across Ghosts'NGoblins.

Some of the older games only run on the older STs.
Do you or anyone else know if this game will work on a 4meg STE?
Reason I ask is, I created a Disk of the Game and cannot get it
to completely load for some reason.

phantomm@bellsouth.net

"Tim" <tjlazer@NOCRAP.mail.com> wrote in message
news:117e5vli60s2re1@corp.supernews.com...
>I am trying to backup my original copy of Ghosts'N Goblins with Blitz.
>Doesn't work! Anyone able to copy it or any tips?
>
> Tim
>

1705. Re: Music Studio 88

Newsgroup: comp.sys.atari.st
Date: 2005-05-07 10:16:10 UTC
From: Hendroz <erolfi@gmail.com>
Message-ID: <1115460970.892198.102130@f14g2000cwb.googlegroups.com>
Source record: 13582

Bill, have you tried removing the old chipset pins with a flush cutter? (to avoid overheating the mainboard and the old chip with a solder). BTW, thank you for providing info on MS88. The more I can get, the best the site will be. (of course I hope to get the hands on the program the sooner or later)

I agree with Edward in that Music Studio is great. I'm a dilettante musician, and I've been using many music notation programs. I like what modern programs have to offer (lots of functions, symbols, effects), but MS was incredible for its ease of use. It would have been nice if Activision would have updated the program instead of abandoning its developement.

Regarding the site, I'm considering implementing a "songs upload" section in my site for contributions, though I'm not yet sure if there will be enough use for it. :)

1706. ATARI 1997 STF with WLAN

Newsgroup: comp.sys.atari.st
Date: 2005-05-07 10:34:02 UTC
From: Mille Babic <mille.babic@REMOVE.glocalnet.net>
Message-ID: <1115462184-17089AEicMi@REMOVE.glocalnet.net>
Source record: 13583

Hi all!

Well, never thought about it, but then one day I did.
I just connected a Higarte Pocket LAN adapter to a little
and cheap D-LINK DWL-900AP+ Wireless LAN Access point
unit.

I re-configure the D-LINK to become a Wireless client
insted of work as a access point in the inbuild software.

The D-LINK with a IP of 192.168.0.7 and the STF with
192.168.0.8 then worked as two clients.

Of course I need and have a router with WLAN D-LINK DI-
614+, this router then talk wireless with the D-LINK unit
I connected with the STF, but...

...I can now move my 1997 ATARI around in my flat and
always have Internet on it. :-)

This perticular STF have TOS2, 4MB RAM and an internal
IDE disk with 240 MB, so I can use several Internet apps
and with its SM124 monitor it's not a big deal to move
around from my kitchen to livingroom or elsewhere at
home.

Nice, eh?
A Classic ATARI with WLAN.

Mille Babic

1707. Re: ATARI 1997 STF with WLAN

Newsgroup: comp.sys.atari.st
Date: 2005-05-07 21:14:56 UTC
From: Mille Babic <mille.babic@REMOVE.glocalnet.net>
Message-ID: <1115500636-172838AEicMi@REMOVE.glocalnet.net>
Source record: 13584

>> Nice, eh?
>> A Classic ATARI with WLAN.
>
>You got me beat on the age of the system.
>My TT030 has been wireless for a year or so with a d-
>link dwl-810.
>it's also good storm protection should the lightening
>ever hit the incoming
>cable. ;-))

But the lightening comes from above? and hits antennas
first? <*joke*>

oops, my STF is ten more years older then I wrote (what
did I thinking about). It should of course be ATARI 1987
STF.

well, I also own two Falcon machines and do use a
LocalTalk-cable between them, one of them have a LAN
adapter to connect LAN and Internet. I thought one day I
will install FreeMiNT on one of them but I only see much
work with it, ahead. Maybe it's easy, but, but...

Mille Babic

>
>--
>FreeMiNT http://sparemint.atariforge.net/sparemint/
>[Free your mind...]
>Team Atari
>http://setiathome.ssl.berkeley.edu/stats/team/team_21046.h
>tml
>L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC,
>GFA-Basic, Hades060]

1708. Re: ATARI 1997 STF with WLAN

Newsgroup: comp.sys.atari.st
Date: 2005-05-08 08:54:28 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <VAjfe.11990$F6.2433995@news.siol.net>
Source record: 13585

Mille Babic wrote:

> well, I also own two Falcon machines and do use a
> LocalTalk-cable between them, one of them have a LAN
> adapter to connect LAN and Internet. I thought one day I
> will install FreeMiNT on one of them but I only see much
> work with it, ahead. Maybe it's easy, but, but...

Installing FreeMiNT is easy, as FreeMiNT is kernel only :) But installing EasyMiNT distribution is also not hard, just take time. Its basically just sit and wait procedure...

I used cable modem with TT from 1998. Interesting part is, that TT is equiped with Riebl ethernet card, MiNT and it was running as internet (ftp and www) server and as gateway machine (mintnet and ip masquarading) for my Falcon (PLIPed to TT) and MST (midi net). Except Falcon, all is dated 1991 or less, so LAN with ethernet on genuine Atari hardware :) PLIP is not that bad, after i installed CT2 on Falcon, speed went up to 120kb/s in good days, but it was arround 80-90kb/s constantly (kilobytes, not kilobits).

So Atari did have ethernet in time :)

1709. GAL chip for MegaSTe HD floppy

Newsgroup: comp.sys.atari.st
Date: 2005-05-08 16:13:33 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <427e3aaa$1@news.broadpark.no>
Source record: 13586

As I have a Mega STe I know that it has support for HD floppy drives. Unfortunately mine is an early Mega STe, so it doesn't have support for out of the box, and thus needs to be upgraded.

I followed the thread a few weeks ago about this very same issue, but as usual it escalated into a discussion about the WD-1772/AJAX disk controller issue. However, I did understand that what I need is a differently pre-programmed GAL chip (location U-407).

Is it possible to copy GAL chips? If so, is anyone with a MegaSTe and this GAL chip willing to program a blank GAL chip for me with that data on it?

It's been several years since I looked into this issue, but I do seem to recall that there was more to it than just changing the GAL. Some soldering perhaps? Other chip replacements?

--
Hallvard

1710. [ANN] Lynx C devkit for AtariST (0.1.0)

Newsgroup: comp.sys.atari.st
Date: 2005-05-08 18:06:00 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <427e5508$0$26072$7a628cd7@news.club-internet.fr>
Source record: 13587

Bonsoir :)

Download from my homepage (at bottom). This is not a GEM program, but
a suite of TTP for Atari Lynx development, with C language.

-> Lynx C devkit on ST, version: 0.1.0
This files correspond to the lastest 42Bastian's newcc65 suite.

Use:
- with MCMD.TOS (command line interpretor of MagiC), or bash under MiNT
or any CLI
- please study the text (.c .h .bat .mak) files.
- change the CC65LIB and CC65INCLUDE paths in compile.bat
- launch make_gfx.bat before compile.bat

See the examples. The .LNX final file is a cartridge image for the Lynx
emulator called Handy.

Planned:
- the TTP to send the datas to Lynx memory via BLL (.o file) or the
Karri's flashcard.
- rewrite of some TTP, in GFA or for PureC, for small and quicker TTP,
that uses less the hard disks and memory.
- a frontend in GEM (text editor, shell, sprite editor).

Voilï¿½ :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

1711. Re: GAL chip for MegaSTe HD floppy

Newsgroup: comp.sys.atari.st
Date: 2005-05-08 19:42:27 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <117sqt3te037j32@corp.supernews.com>
Source record: 13588

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:427e3aaa$1@news.broadpark.no...
> As I have a Mega STe I know that it has support for HD floppy drives.
> Unfortunately mine is an early Mega STe, so it doesn't have support for
> out of the box, and thus needs to be upgraded.
>
> I followed the thread a few weeks ago about this very same issue, but as
> usual it escalated into a discussion about the WD-1772/AJAX disk
> controller issue. However, I did understand that what I need is a
> differently pre-programmed GAL chip (location U-407).
>
> Is it possible to copy GAL chips? If so, is anyone with a MegaSTe and this
> GAL chip willing to program a blank GAL chip for me with that data on it?
>
> It's been several years since I looked into this issue, but I do seem to
> recall that there was more to it than just changing the GAL. Some
> soldering perhaps? Other chip replacements?
>

I also have a early Mega STE1. It came with TOS 2.05 and a 720k floppy. It also has the DMA sound bug. I did check and I have the WD-1772 in it but I should also check to see what GAL I have. Where is it at and near? I upgraded it to 4MB and TOS 2.06, and wish to install a Epson SMD 300 drive I have sitting here (Which is a exact drop in replacement) I have not tried it, what happens when the GAL needs to be replaced? Does it not work at all or does it work but has problems?

Thanks
Tim

1712. WTB: 1040STf motherboard

Newsgroup: comp.sys.atari.st
Date: 2005-05-08 20:09:53 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <117ssggecuhv0d9@corp.supernews.com>
Source record: 13589

Still looking for a working Atari 1040STf motherboard, PS too if avail. I have a dead 1040STf so all I need is a replacement MB.

Tim

1713. Re: ATARI 1997 STF with WLAN

Newsgroup: comp.sys.atari.st
Date: 2005-05-08 22:07:00 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <bb3t71dmg5n0vkr07i62sf3jdn3shqob06@4ax.com>
Source record: 13590

Super Cool!

I must try this!

Peter Feddersen, Denmark

On Sat, 07 May 2005 10:34:02 GMT, Mille Babic
<mille.babic@REMOVE.glocalnet.net> wrote:

>Hi all!
>
>Well, never thought about it, but then one day I did.
>I just connected a Higarte Pocket LAN adapter to a little
>and cheap D-LINK DWL-900AP+ Wireless LAN Access point
>unit.
>
>I re-configure the D-LINK to become a Wireless client
>insted of work as a access point in the inbuild software.
>
>The D-LINK with a IP of 192.168.0.7 and the STF with
>192.168.0.8 then worked as two clients.
>
>Of course I need and have a router with WLAN D-LINK DI-
>614+, this router then talk wireless with the D-LINK unit
>I connected with the STF, but...
>
>...I can now move my 1997 ATARI around in my flat and
>always have Internet on it. :-)
>
>This perticular STF have TOS2, 4MB RAM and an internal
>IDE disk with 240 MB, so I can use several Internet apps
>and with its SM124 monitor it's not a big deal to move
>around from my kitchen to livingroom or elsewhere at
>home.
>
>Nice, eh?
>A Classic ATARI with WLAN.
>
>Mille Babic
>

1714. Re: GAL chip for MegaSTe HD floppy

Newsgroup: comp.sys.atari.st
Date: 2005-05-08 22:15:39 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <427e8f8c@news.broadpark.no>
Source record: 13591

Tim wrote:
> "Hallvard Tangeraas" <inv@lid.email> wrote in message
> news:427e3aaa$1@news.broadpark.no...
>> It's been several years since I looked into this issue, but I do seem to
>> recall that there was more to it than just changing the GAL. Some
>> soldering perhaps? Other chip replacements?
>
> I also have a early Mega STE1. It came with TOS 2.05 and a 720k floppy. It
> also has the DMA sound bug.

DMA *sound* bug? Never heard of it.
I know that some early STe (not Mega STe) machines were equipped
with a faulty DMA chip which caused hard-drive problems, but
didn't know that this also affected Mega STe machines.
Or are you referring to something else?

--
Hallvard

1715. Re: WTB: 1040STf motherboard

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 00:14:05 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <hXxfe.67566$WI3.56171@attbi_s71>
Source record: 13592

Tim wrote:
> Still looking for a working Atari 1040STf motherboard, PS too if avail. I
> have a dead 1040STf so all I need is a replacement MB.
>
> Tim
>
>

Thats 'all'? Thats most of the machine..

1716. Re: GAL chip for MegaSTe HD floppy

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 01:04:06 UTC
From: leaver@alpha.com.au
Message-ID: <427eb706@news.alphalink.com.au>
Source record: 13593

On 9 May 2005 00:15:39 +, Hallvard Tangeraas wrote:
>Tim wrote:
>> "Hallvard Tangeraas" <inv@lid.email> wrote in message
>> news:427e3aaa$1@news.broadpark.no...
>>> It's been several years since I looked into this issue, but I do seem to
>>> recall that there was more to it than just changing the GAL. Some
>>> soldering perhaps? Other chip replacements?

Are not two issues getting confused here? Upgrading the disk drive is
mormally a matter of a new drive, and AJAX chip and setting the
configuration switch which enables HD.

The GAL is required for addressing a 68881/2 if you fit one.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

1717. Re: Falcon 'Corrupt' Disk Problem

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 02:04:28 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <jszfe.14670$yq3.9107@bignews1.bellsouth.net>
Source record: 13594

Unless I am mistaken, the AJAX chip controls the Floppy Disk Drive
in the Falcon and maybe something else.

Alas, I don't have a Falcon Field Reference Manual which I really need.

Some one correct me if I am wrong about the AJAX chip controlling the
Disk Drive. And if it has anything to do with the SCSI system or
something
else, I need to know that.

I have a extra Falcon AJAX Chip here New in original Package.

If we could determine if that is the problem, I could get ya a used one
off a Falcon parts board here or maybe work something out for the new
one.

Reason I ask if it was stock, I think some Buffer upgrades and etc
modify this
chip with a wire. I was going to suggest to check it to make sure any
modification
to it hasn't came loose.

Also, for anyone in the know, is the AJAX chip in the Falcon, different
than the
one in the Mega STE that has the high denisity drive?

And will it work in a Mega STE?

BTW, the AJAX chip is a 28 Pin chip, located toward the back of the
motherboard on the right side. Not sure if its under the disk drive
but it's close to it.

Should have C302096-001A or similar right under the Atari name.

phantomm@bellsouth.net

phantomm@bellsouth.net

"Mark Palmer" <drmark.palmer@btinternet.com> wrote in message
news:d5bn4uaor1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> Hi Phantom
>
>> Is it a stock Falcon or does it have any upgrades?
>
> I suspect its more or less stock. I think it has had some work done on
> it but when I installed the new floppy the atari 'seal' over one of
> the screws on its base was still intact.
>

> all the best,
>
> Mark
>

1718. Re: GAL chip for MegaSTe HD floppy

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 02:06:13 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <427ec595$1@news.broadpark.no>
Source record: 13595

David Leaver wrote:
> On 9 May 2005 00:15:39 +, Hallvard Tangeraas wrote:
>>Tim wrote:
>>> "Hallvard Tangeraas" <inv@lid.email> wrote in message
>>> news:427e3aaa$1@news.broadpark.no...
>>>> It's been several years since I looked into this issue, but I do seem to
>>>> recall that there was more to it than just changing the GAL. Some
>>>> soldering perhaps? Other chip replacements?
>
> Are not two issues getting confused here? Upgrading the disk drive is
> mormally a matter of a new drive, and AJAX chip and setting the
> configuration switch which enables HD.

Are you referring to the jumper pad (or is it a DIL switch?)?
If so, the only thing it does is enable an additional "High
density" format option if using the TOS 2.06 desktop formatter.

On the ST/STe it's more than just getting a new drive. Most
drives have to be slightly modified (I've done it myself, and
documented it), and additional electronic circuitry needs to be
added to make it switch between HD and DD modes.

On the Mega STe however I'm not entirely sure, which is why I've
posted here. I believe I've heard that you can simply replace the
existing 720 Kb disk drive with a HD disk drive (it's unclear if
this means a *standard* PC type disk drive, or a special "Atari"
adapted drive, which was available from Atari dealers at the
time) and you're done (as long as the right GAL is available, and
of course an AJAX (or just the plain old WD-1772-02-02 if this
isn't going to turn into one of those 1772 vs. AJAX discussions
again;-)).
From others I've heard that you might have to solder a wire or
two somewhere inside the Mega STe, but I might be confusing
things for all I know.

> The GAL is required for addressing a 68881/2 if you fit one.

Yes, that upgrade needs a GAL as well.
But the Mega STe does indeed use a pre-programmed GAL for
high-density disk drive support.
It came with newer Mega STe machines, but not mine.

--
Hallvard

1719. Re: GAL chip for MegaSTe HD floppy

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 02:25:41 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <FSzfe.7213$31.1898@news-server.bigpond.net.au>
Source record: 13596

Hallvard Tangeraas wrote:
> David Leaver wrote:
>
>> On 9 May 2005 00:15:39 +, Hallvard Tangeraas wrote:
>>
>>> Tim wrote:
>>>
>>>> "Hallvard Tangeraas" <inv@lid.email> wrote in message
>>>> news:427e3aaa$1@news.broadpark.no...
>>>>
>>>>> It's been several years since I looked into this issue, but I do
>>>>> seem to
>>>>> recall that there was more to it than just changing the GAL. Some
>>>>> soldering perhaps? Other chip replacements?
>>
>>
>> Are not two issues getting confused here? Upgrading the disk drive is
>> mormally a matter of a new drive, and AJAX chip and setting the
>> configuration switch which enables HD.
>
>
> Are you referring to the jumper pad (or is it a DIL switch?)?
> If so, the only thing it does is enable an additional "High density"
> format option if using the TOS 2.06 desktop formatter.

Switch 7 from memory. And you are correct. With a 1.44 fitted, most
formatting utilities will format at hd, regardless of the dip switch.
There is also a auto prog called hdcookie.prg (I think), and it installs
a hd cookie to enable hd formatting from the desktop. Does the same
thing as the dip switch.
>
> On the ST/STe it's more than just getting a new drive. Most drives have
> to be slightly modified (I've done it myself, and documented it), and
> additional electronic circuitry needs to be added to make it switch
> between HD and DD modes.

to switch between 16mhz and 8mhz.
>
> On the Mega STe however I'm not entirely sure, which is why I've posted
> here. I believe I've heard that you can simply replace the existing 720
> Kb disk drive with a HD disk drive (it's unclear if this means a
> *standard* PC type disk drive, or a special "Atari" adapted drive, which
> was available from Atari dealers at the time) and you're done (as long
> as the right GAL is available, and of course an AJAX (or just the plain
> old WD-1772-02-02 if this isn't going to turn into one of those 1772 vs.

> AJAX discussions again;-)).

You wanna;-)

As far as drives go, the only requirement is that it is set to drive 0,
not drive 1. FWIW, I would just plonk one in and try.

I have a MegaSTE, that was quite early, fitted with 2.05. It worked fine
after a floppy and TOS upgrade. One way to tell its age, is if a blitter
chip is present. The later machines had an integrated blitter, fwir.

> From others I've heard that you might have to solder a wire or two
> somewhere inside the Mega STe, but I might be confusing things for all I
> know.
>
>
>> The GAL is required for addressing a 68881/2 if you fit one.
>
>
> Yes, that upgrade needs a GAL as well.
> But the Mega STe does indeed use a pre-programmed GAL for high-density
> disk drive support.
> It came with newer Mega STe machines, but not mine.

Do you have a part number, I have 2 mega's and can check?

Mark

1720. Re: SCR DISK File

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 02:52:48 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ZbAfe.14714$yq3.837@bignews1.bellsouth.net>
Source record: 13597

Well I'm replying to my own post.... 8-)

According to the program (What Is It?)

That .SCR disk file is SCRUNCHED. (sounds like a Atari 8-bit
compression)
But its on a ST Disk.

Anyone know what program UN-SCRUNCHES disk Images into complete Disks?

Normally I'd forget it, But it's Alternate Reality!!!

Most of the disk Images I have are .MSA which I have the
program for.

And now I've ran into a disk file with a .MOB extender also.

Guess its back to What is it, unless someone here knows.

Phantom

"Phantom" <phantomm@bellsouth.net> wrote in message
news:OIVde.793$Vn.31@bignews3.bellsouth.net...
>
> I have a Atari ST Game that is in a .SCR backup file.
>
> Can someone tell me what program makes complete Disk(s) out
> of .SCR files?
>
> And were I might find the program in case I don't have it.
>
> thanks,
> phantomm@bellsouth.net
>
>
>
>
>
>

1721. MIDI kits

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 03:02:41 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <QiAfe.14721$yq3.10500@bignews1.bellsouth.net>
Source record: 13598

I recently got 2 midi devices.

Each box had 2 midi cables and each box has 2 Phone Line type Jacks.

I have no software or manuals.

Anyone have these that could supply software and maybe a manual
or a place to get em.

I use STing which I think supports them. But would like the original
software
if possible.

IINM, they can be used to connect 2 Atari STs-Falcons together.
But not sure if both boxes are needed or if it can be done with one.

Also need to know if normal phone lines work with these.

phantomm@bellsouth.net

1722. Re: WTB: 1040STf motherboard

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 06:37:35 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <117u19daht6pg90@corp.supernews.com>
Source record: 13499

"Ziggy" <Ziggy@TheCentre.com> wrote in message
news:hXxfe.67566$WI3.56171@attbi_s71...
> Tim wrote:
>> Still looking for a working Atari 1040STf motherboard, PS too if avail.
>> I have a dead 1040STf so all I need is a replacement MB.
>>
>> Tim
>
> Thats 'all'? Thats most of the machine..

Not really. I have a complete 1040STf that does not work. So all I really
need is the mobo. I have no need for a keyboard, floppy, or sheilding...

Tim

1723. Re: GAL chip for MegaSTe HD floppy

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 06:41:53 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <117u1hfhuom5176@corp.supernews.com>
Source record: 13500

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:427e8f8c@news.broadpark.no...
> Tim wrote:
>> "Hallvard Tangeraas" <inv@lid.email> wrote in message
>> news:427e3aaa$1@news.broadpark.no...
>>> It's been several years since I looked into this issue, but I do seem to
>>> recall that there was more to it than just changing the GAL. Some
>>> soldering perhaps? Other chip replacements?
>>
>> I also have a early Mega STE1. It came with TOS 2.05 and a 720k floppy.
>> It also has the DMA sound bug.
>
> DMA *sound* bug? Never heard of it.
> I know that some early STe (not Mega STe) machines were equipped with a
> faulty DMA chip which caused hard-drive problems, but didn't know that
> this also affected Mega STe machines.
> Or are you referring to something else?
>
Check it out for yourself:

http://groups-beta.google.com/groups?q=c301712

Tim

1724. Re: GAL chip for MegaSTe HD floppy

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 06:47:30 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <117u1s04bos1o9e@corp.supernews.com>
Source record: 13501

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:427e8f8c@news.broadpark.no...
> Tim wrote:
>> "Hallvard Tangeraas" <inv@lid.email> wrote in message
>> news:427e3aaa$1@news.broadpark.no...
>>> It's been several years since I looked into this issue, but I do seem to
>>> recall that there was more to it than just changing the GAL. Some
>>> soldering perhaps? Other chip replacements?
>>
>> I also have a early Mega STE1. It came with TOS 2.05 and a 720k floppy.
>> It also has the DMA sound bug.
>
> DMA *sound* bug? Never heard of it.
> I know that some early STe (not Mega STe) machines were equipped with a
> faulty DMA chip which caused hard-drive problems, but didn't know that
> this also affected Mega STe machines.
> Or are you referring to something else?
>

The chip is called the GST Shifter, if you have the one with part
#C301712-001 you have the buggy revision!

Here is another link:

http://groups-beta.google.com/group/comp.sys.atari.st/browse_frm/thread/9a74d135a3c5eb2/a57c8aec370b934c?q=c301712&rnum=4#a57c8aec370b934c

Tim

1725. Re: GAL chip for MegaSTe HD floppy

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 11:06:32 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1115636792.054143.326150@z14g2000cwz.googlegroups.com>
Source record: 13502

I did have an AJAX lying around, so before I upgraded my drive to HD, I first swapped the controller chip out. Everything worked fine, and as a test I put the WD1772-02-02 back in, and it worked fine also. SO... Ajax not required. I still have the AJAX in the drawer as a spare, and the MegaSTe is still fine whether using DD or HD disks. I do have TOS 2.06 though, and I can't remember what GAL version I have.
Its not possible to copy GAL's as far as I am aware, but I am sure the code for this GAL is available on the net somewhere.

Coda.

1726. Re: SCR DISK File

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 13:55:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.09.13.55.38.354638@charter.net>
Source record: 13503

On Sun, 08 May 2005 22:52:48 -0400, Phantom wrote:

> Well I'm replying to my own post.... 8-)
> According to the program (What Is It?)
> That .SCR disk file is SCRUNCHED. (sounds like a Atari 8-bit
> compression)
> But its on a ST Disk.
> Anyone know what program UN-SCRUNCHES disk Images into complete Disks?
> Normally I'd forget it, But it's Alternate Reality!!!
> Most of the disk Images I have are .MSA which I have the
> program for.

Well, I googled on "SCR" and got some wildly varied results.

According to what I found (and take all these with a grain of salt!),
it could be any of these:

script file
Sun raster file
Windows screen saver file

See what I mean? Really hard to tell Barry.

> And now I've ran into a disk file with a .MOB extender also.
> Guess its back to What is it, unless someone here knows.
> Phantom

I think that a MOB file is a "map object", but I'm not sure.

Good luck. :-)

1727. Rich Sanchez?

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 17:01:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.09.17.01.44.796205@charter.net>
Source record: 13504

Does anyone have any idea how to get in touch with Rich Sanchez, the last and final maintainer of BBS Express! St?

I'd love to talk with him again.

Thanks everyone.

1728. Re: Atari icons and pictures

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 17:31:30 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1115659889.982386.226030@o13g2000cwo.googlegroups.com>
Source record: 13505

Ronald J. Hall wrote:
> I'm currently using my meager skills to try and setup a personal web
page.
> I was just wondering, is there a free and open source for Atari
related
> pictures, icons, etc? I googled but the results were poor at best.
>
> Its easy as all get out to just save some of the cool looking
graphics
> from current Atari web pages but I wouldn't want to take/use
something
> (that somebody else had worked their guts out on) without their
explicit
> permission.
>
Post what you are interested in, and I'll take a look around the hard
drive.

Galen

1729. Re: Atari icons and pictures

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 18:04:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.09.18.04.46.804049@charter.net>
Source record: 13506

On Mon, 09 May 2005 10:31:30 -0700, Galen wrote:

> Post what you are interested in, and I'll take a look around the hard
> drive.
>
> Galen

Just icons, logos, anything to do with Atari, the Fuji, stuff like that. :-)

Thanks.

1730. Atari stuff for sale in Dallas, TX, USA..

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 19:51:06 UTC
From: John Jones <mbrunt@atyahoo.com>
Message-ID: <-eKdnWeQDNqEIuLfRVn-pg@comcast.com>
Source record: 13507

Hello everyone,
I live in Dallas, TX, USA, and I have some Atari stuff for sale. A few years back I decided to get an old Atari to play with, and somehow I ended up with more than I had intended. I'm sure you all know the feeling! Anyhow, shortly after acquiring all this, my life took a few different turns, and I haven't had the time I'd wished to play with the Atari(s).
Now i've finally taken them out of their storage boxes and am hoping to find good homes for them. I would like to find someone who can pick them up in Dallas, so as to avoid having to package all this bulky and heavy equipment.. but I know there's a fat chance of that, especially as the Dallas AUNT users group is no more! :(

Sorry, I'm long-winded. Here's the list -

- 520 ST
Rainbow TOS 1.04
AERCO easieST RAM upgrade, 2.5MB RAM total RAM
(Broken HELP key - it works, but will fall off. Missing "(" left paren key on numberpad)

- MEGA ST4
TOS 1.02
4MB RAM
Includes working keyboard

- SM124 Mono Monitor
- SC1224 Color Monitor

- Hard disk enclosure with ICD adSCSI-Plus SCSI host adapter, 44MB Syquest removable drive (incl. 2 disks) and 80MB hard drive
(I also have a non-working ICD Advantage-Plus SCSI host adapter - which AFAIK is an older version of the above but functionally the same. It was working when I first pulled all this out of the boxes, but I seem to have broken it. :(After initial successful testing, it started causing the Atari to bomb during bootup.)

- Spectre GCR Mac emulator (with Mac ROMs installed, and with some Mac software)

- Two functional Atari ST mice

If I can't find anyone who can pick them up in Dallas, I will consider shipping to interested parties.

To e-mail any offers, replies, or inquiries please use "mbrunt at yahoo.com". Replying on the newsgroup is fine, too, of course. :)

Thank you
Micah Brunt

1731. Re: WTB: 1040STf motherboard

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 22:41:34 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <UYmdnQ9xCuS9euLfRVnyjw@eclipse.net.uk>
Source record: 13508

"Tim" <tjlazer@NOCRAP.mail.com> wrote in message
news:117u19daht6pg90@corp.supernews.com...
>
> "Ziggy" <Ziggy@TheCentre.com> wrote in message
> news:hXxfe.67566$WI3.56171@attbi_s71...
> > Tim wrote:
> >> Still looking for a working Atari 1040STf motherboard, PS too if avail.
> >> I have a dead 1040STf so all I need is a replacement MB.
> >>
> >> Tim
> >
> > Thats 'all'? Thats most of the machine..
>
> Not really. I have a complete 1040STf that does not work. So all I
really
> need is the mobo. I have no need for a keyboard, floppy, or sheilding...
>

They work withhout shielding! Floppy is basically standard part, so its
really just the keyboard you don't need, and with an Eifel you wouldn't need
that. I don't expect any one on here to have spare MBO Look on E-Bay for a
machine with a tatty case.

> Tim
>
>

Sorry,
Dave

1732. Graffiti Genlock Software + Schematics

Newsgroup: comp.sys.atari.st
Date: 2005-05-09 22:51:59 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BEA5B62F.3C0F%vlg@o2.pl>
Source record: 13509

Hello

I own Genlock Graffiti from TITAN DESIGN, im looking for software for it - ImCon if I good remember, also schematic for connectng to Falcon, I got only ST/E cables and instruction (scanned if somebody wants).

greetz

vlg@o2.pl

1733. Re: CompactFlash "hard drive" issues resolved yet?

Newsgroup: comp.sys.atari.st
Date: 2005-05-10 00:04:05 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d5otpl$5a$1@reader1.panix.com>
Source record: 13510

Microtech made some. I have one, not for quiet, but hoping that it can be made to read cards from an Atari Portfolio. Right now, it has a SanDisk Compact Flash to PC Card Adapter in the largest of its three slots.

I found one, and got it by bidding, on EBay, about three times what it is worth. I do not know yet if one of the other slots takes a CF card. I do know there is a CF card adapter for a Portfolio.

Jim

Simon <nospam@nospam.com> writes:

: Hallvard Tangeraas wrote:
: > Coda wrote:
: > But I also have a Link 97, which I hear *is not* limited in that way, so
: > I'm still interested to hear if a CompactFlash card will work flawlessly
: > with it in every way, so that in the end it'll act just like any normal
: > Atari hard drive.

: Very interesting thread. I also enjoy the silent Atari ST, and the noisy
: SCSI drive bores me...
: Do you have an idea where a SCSI compactflash card reader could be sold
: today? I've made a (quick I amdit) search on Google and found nothing...

: Cheers
: Simon

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1734. Re: Atari icons and pictures

Newsgroup: comp.sys.atari.st
Date: 2005-05-10 00:07:09 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <d5otvd$5a$2@reader1.panix.com>
Source record: 13511

If you will drop me a note, at the address below, I know I have a lot of
stuff like that, either on hard drive, or on one of two or three hundred
floppies. If I do, I can probably do this next Friday.

Jim

Ronald J. Hall <dark_lord@charter.net> writes:

: On Mon, 09 May 2005 10:31:30 -0700, Galen wrote:

: > Post what you are interested in, and I'll take a look around the hard
: > drive.
: >
: > Galen

: Just icons, logos, anything to do with Atari, the Fuji, stuff like that. :-)

: Thanks.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1735. Re: Graffiti Genlock Software + Schematics

Newsgroup: comp.sys.atari.st
Date: 2005-05-10 02:01:45 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <kAUfe.8327$eJ4.6301@bignews4.bellsouth.net>
Source record: 13512

Hi,

I have the Graffiti Genlock too. 8-)

But no docs.

I was never sure if this was a Falcon only Genlock or also for the STE?

I do think I have a disk for it, I'll check.
I have the cables as well.

Can you send the Docs?

phantomm@bellsouth.net

"Pawel Kaznowski" <vlg@o2.pl> wrote in message
news:BEA5B62F.3C0F%vlg@o2.pl...
> Hello
>
> I own Genlock Graffiti from TITAN DESIGN, im looking for software for
> it -
> ImCon if I good remember, also schematic for connectng to Falcon, I
> got only
> ST/E cables and instruction (scanned if somebody wants).
>
> greetz
>
>
> vlg@o2.pl
>

1736. Re: 1040STf motherboard

Newsgroup: comp.sys.atari.st
Date: 2005-05-10 09:22:13 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42807d28$0$288$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13513

"Tim" <tjlazer@NOCRAP.mail.com> wrote in message
news:117ssggecuhv0d9@corp.supernews.com...
> Still looking for a working Atari 1040STf motherboard, PS too if avail. I
> have a dead 1040STf so all I need is a replacement MB.
>
> Tim
>

I have piles of parts if you are in the UK.

Chris

1737. Re: CompactFlash "hard drive" issues resolved yet?

Newsgroup: comp.sys.atari.st
Date: 2005-05-10 14:23:33 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <d5qg55$8on$1@reader1.panix.com>
Source record: 13514

I am replying to myself. E-Bay today has four card reader-writer
scsi drives at auction. I typed "scsi card reader" into the search window,
and there they were. E-Bay US that is.

Jim

Jim DeClercq <jimd@panix1.panix.com> writes:

: Microtech made some. I have one, not for quiet, but hoping that it can be
: made to read cards from an Atari Portfolio. Right now, it has a SanDisk
: Compact Flash to PC Card Adapter in the largest of its three slots.

: I found one, and got it by bidding, on EBay, about three times what it is
: worth. I do not know yet if one of the other slots takes a CF card. I do
: know there is a CF card adapter for a Portfolio.

: Jim

: Simon <nospam@nospam.com> writes:

: : Hallvard Tangeraas wrote:
: : > Coda wrote:
: : > But I also have a Link 97, which I hear *is not* limited in that way, so
: : > I'm still interested to hear if a CompactFlash card will work flawlessly
: : > with it in every way, so that in the end it'll act just like any normal
: : > Atari hard drive.

: : Very interesting thread. I also enjoy the silent Atari ST, and the noisy
: : SCSI drive bores me...
: : Do you have an idea where a SCSI compactflash card reader could be sold
: : today? I've made a (quick I amdit) search on Google and found nothing...

: : Cheers
: : Simon

: --
: --
: /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
: \ / ASCII ribbon campaign | I'm a .signature virus! |
: X against HTML mail | Copy me into your ~/.signature|
: / \ and postings | to help me spread! |
: .

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|

/ \ and postings | to help me spread! |
.

1738. Re: [ANN] Lynx C devkit for AtariST (0.1.0)

Newsgroup: comp.sys.atari.st
Date: 2005-05-10 17:05:30 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <iZ4ge.12040$F6.2448887@news.siol.net>
Source record: 13515

Pierre TON-THAT wrote:

> Bonsoir :)
>
> Download from my homepage (at bottom). This is not a GEM program, but
> a suite of TTP for Atari Lynx development, with C language.

> Voilï¿½ :)

Great!

1739. Re: Graffiti Genlock Software + Schematics

Newsgroup: comp.sys.atari.st
Date: 2005-05-10 17:16:50 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BEA6B922.3C7A%vlg@o2.pl>
Source record: 13516

> I have the Graffiti Genlock too. 8-)
>
> But no docs.
>
> I was never sure if this was a Falcon only Genlock or also for the STE?

Titan released two genlocks, the cheaper was Graffiti and expensive was the Falcon only EXPOSE.

So you can use Graffiti with STE models without problems, only need cable for it, the ST's needs special interface to generate GENLOCK for SHIFTER signal, so in the docs there is how to install it.

> I do think I have a disk for it, I'll check.
> I have the cables as well.

Well I never run this genlock but im sure it comes with software, otheerwise how to use it???

I will send you docs quick when I made PDF.

I need also Falcon cable schematic pinouts. Could you do this ?

vlg@o2.pl

1740. Re: Atari icons and pictures

Newsgroup: comp.sys.atari.st
Date: 2005-05-10 19:25:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.10.19.25.08.673865@charter.net>
Source record: 13517

On Tue, 10 May 2005 00:07:09 +0000, Jim DeClercq wrote:

> If you will drop me a note, at the address below, I know I have a lot of
> stuff like that, either on hard drive, or on one of two or three hundred
> floppies. If I do, I can probably do this next Friday.
>
> Jim

Will do Jim, and thanks! :-)

1741. Falcon and Ide drives

Newsgroup: comp.sys.atari.st
Date: 2005-05-10 21:03:14 UTC
From: fried.man@sympatico.ca
Message-ID: <1115758994.867886.273360@f14g2000cwb.googlegroups.com>
Source record: 13518

Hi there, I am trying to set up a compact flash drive on my Falcon, but I am confused about some basic things I think. If you disconnect the IDE drive on your Faclon, shouldn't the computer first look for an IDE drive, and failing that, boot from the first drive it can find ie the scsi drive. Also how are the drive or partition letters affected? And how do fix the partition order? I am using HD driver 7.61.

1742. [WEB] new snapshots and sources releases

Newsgroup: comp.sys.atari.st
Date: 2005-05-10 21:20:31 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <4281259e$0$26072$7a628cd7@news.club-internet.fr>
Source record: 13519

Bonsoir :)

On my website:

- new PNG snapshots, compliant with Internet Explorer.
- GFA sources of Joe, of Iphigenie, of MyJester

You can do what you want with these GFA sources, such as modify for
yourself and spread it via your homepage. Tough you'll need, for Joe,
RGFaika's curtesy for Joe's gxalloc routines.

Regards

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

1743. Re: Graffiti Genlock Software + Schematics

Newsgroup: comp.sys.atari.st
Date: 2005-05-11 16:58:20 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <WKqge.21722$RG2.10934@bignews5.bellsouth.net>
Source record: 13520

Hi again,

"Pawel Kaznowski" <vlg@o2.pl> wrote in message
news:BEA6B922.3C7A%vlg@o2.pl...

> Titan released two genlocks, the cheaper was Graffiti and expensive
> was the
> Falcon only EXPOSE.

I have the EXPOSE as well, It is a Falcon Colour Video Digitiser and
works with
Apex Media. It's not a Genlock as far as I know.

I have a small ST booklet that has various reviews of Atari ST-Falcon
equipment
It does mention the Graffiti and Genlock software but I can't remember
the
name of the other Genlock by Titan. (I'm looking for the book and will
Post
the Info when I find it).

BTW, I have another Genlock called the HAMA TRI-LOCK. It doesn't require
software. ANd works on any Computer! Atari, PC, Mac. It is a very nice
one
with a bunch of ports on the back. Was Expensive in the Day.
It can be seen in back issues of Atari ST USER and some of the other
Mags.

And I just purchased a Genlock for my factory Mega ST4, The JRI Genlock!
What a treasure!
Not received it yet but it's suppose to be on its way.

>
> So you can use Graffiti with STE models without problems, only need
> cable
> for it, the ST's needs special interface to generate GENLOCK for
> SHIFTER
> signal, so in the docs there is how to install it.
> Well I never run this genlock but im sure it comes with software,
> otheerwise
> how to use it???

Ok, I checked the software disk that I got with the Graffiti.
There is only one program on it called CLOCK.PRG.
It is only around 182 bytes in size.
It goes in the AUTO folder or you may be able to run
it from the Desktop.

I'm not sure the disk I got with the Graffiti Genlock was original.
It didn't have a normal production type label.
But did have in writting.....
Graffitti Genlock STE
Clock.prg software
The disk had a AUTO folder with the clock.prg inside.
And also the same clock.prg in the default disk directroy.

I can ZIP it and send it to you if you like.

I haven't really tried the Grafitti Genlock out yet.
I do have cables but would have to pull out the box to
look at em.

If you have cables with yours, describe the type of cables
you have. And I'll do the same when I pull out the box.

>
> I will send you docs quick when I made PDF.

Great, I really could use these.
>
> I need also Falcon cable schematic pinouts. Could you do this ?

Maybe, not sure what you really need.
Do you have a Falcon?

Not sure on this until I look at the Genlock again, But I think the
genlock has
a standard Atari Monitor cable connection. If so, It should connect to
the Falcon
using a Falcon RGB adapter. But again, not sure if it will work on the
Falcon.

I'll look at the Genlock and cables and post a update to make sure I
haven't
made a mistake on the Genlock port.
phantomm@bellsouth.net

>
> vlg@o2.pl
>

1744. Re: Falcon and Ide drives

Newsgroup: comp.sys.atari.st
Date: 2005-05-11 17:20:36 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <N3rge.22188$RG2.17585@bignews5.bellsouth.net>
Source record: 13521

Can't answer all your questions.

But unless I am wrong, the Falcon looks at the 3 1/2 disk drive first,
then
goes to the IDE and SCSI.

Some Falcons came from the Factory without IDE drives.
I have a 1MEG Falcon here that doesn't have a IDE and I'm fairly
sure it came that way from the Factory.
On the bottom of the Case it has 1MEG and the Hard Drive size is Blank.
But it does have TOS 4.04 and looks the same as any other Falcon
mother board except for the missing IDE and bracket.
I happen to have a new IDE hard drive kit to put in it plus other
goodies. 8-)

Most Falcons are stamped 4megs and 80meg hard disk or similar.

I don't think the drive letters will be affected at all.

If you only have a SCSI drive, then the first partition letter
would be C: But it may be possible to change this if you
want or need to.

You could setup a boot floppy disk if need be.
Or simply put a blank formatted one in the drive
and let the Falcon boot from the SCSI.
I think it's possible to do this.

Remember the Falcon Mark I and II? IINM, they removed the
IDE and had internal SCSI drive.

If you remove the IDE, the Falcon should look at the SCSI
drive to boot from. But it will look at the Disk Drive first
If I'm not mistaken.

phantomm@bellsouth.net

<fried.man@sympatico.ca> wrote in message
news:1115758994.867886.273360@f14g2000cwb.googlegroups.com...
> Hi there, I am trying to set up a compact flash drive on my Falcon,
> but
> I am confused about some basic things I think. If you disconnect the
> IDE drive on your Faclon, shouldn't the computer first look for an IDE
> drive, and failing that, boot from the first drive it can find ie the
> scsi drive. Also how are the drive or partition letters affected? And
> how do fix the partition order? I am using HD driver 7.61.
>

1745. SUPERSAM v.1.08

Newsgroup: comp.sys.atari.st
Date: 2005-05-11 17:23:36 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <A6rge.22251$RG2.11437@bignews5.bellsouth.net>
Source record: 13522

I have the demo of SuperSAM for the Falcon.

I'd really like to have the full version.

Anyone have it and could send me a copy?

I've tried to contact the programmer without luck to register.

phantomm@bellsouth.net

1746. Re: Falcon and Ide drives

Newsgroup: comp.sys.atari.st
Date: 2005-05-11 18:38:37 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1115836716.976150.170500@g44g2000cwa.googlegroups.com>
Source record: 13523

TOS will look for IDE drives before SCSI drives unless otherwise told by the hard disk drivers. HD Driver allows you to set any drive to be the boot drive and also allows you to choose "on the fly" by pressing the proper partition letter at startup.

I have not done this for quite a while, but if you run the HDDriver tools you will surely find the proper tool for your needs.

Galen

1747. Re: Falcon and Ide drives

Newsgroup: comp.sys.atari.st
Date: 2005-05-11 19:47:07 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1115840827.493129.118200@g44g2000cwa.googlegroups.com>
Source record: 13524

Tos will always boot from IDE first regardless of what the hard disk
driver says. Hddriver may re-direct booting to another drive/partition
but it has to *boot* first in order to do so. See what I mean?

Coda.

1748. Atari St Antic Cyber Studio

Newsgroup: comp.sys.atari.st
Date: 2005-05-11 21:44:18 UTC
From: Steve Waterworth <chillinwater@sbcglobal.net>
Message-ID: <S0vge.1499$Y81.1229@newssvr21.news.prodigy.com>
Source record: 13527

Looking to find the whole suite of products such as:

ST Control
CyberSculpt
Cyber vcr with cable
Cyber texture
Cyber Paint II*
Cad 3d 2.0*
Cyber control*
Aegis Animator*
Aegis Art Pak

Design Disks:
architectural
human
cartoon
space or robot
video text titling?
all of it

* found these for download but would still like to get them and the rest.

Any help out there?
Steve

1749. -. - ;

Newsgroup: comp.sys.atari.st
Date: 2005-05-12 01:27:45 UTC
From: ?? <day09@natian.net>
Message-ID: <d5ub75bvr1@news1.kornet.net>
Source record: 13525

??? -. -

1750. -. - ;

Newsgroup: comp.sys.atari.st
Date: 2005-05-12 01:28:53 UTC
From: ﾟ迭ﾟﾟ <day09@natian.net>
Message-ID: <d5ub99$c10$1@news1.kornet.net>
Source record: 13526

ﾟ□ﾟ -. - ;

1751. Re: Atari St Antic Cyber Studio

Newsgroup: comp.sys.atari.st
Date: 2005-05-12 12:49:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505120547040.25004-100000@onyx.spiritone.com>
Source record: 13528

Hi Steve, try:

http://www.aracnet.com/~atari/st_soft.htm

or

BenSells.Atari.org

On Wed, 11 May 2005, Steve Waterworth wrote:

> Looking to find the whole suite of products such as:
>
> ST Control
> CyberSculpt
> Cyber vcr with cable
> Cyber texture
> Cyber Paint II*
> Cad 3d 2.0*
> Cyber control*
> Aegis Animator*
> Aegis Art Pak
>
> Design Disks:
> architectural
> human
> cartoon
> space or robot
> video text titling?
> all of it
>
> * found these for download but would still like to get them and the rest.
>
> Any help out there?
> Steve
>
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1752. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-05-12 13:00:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505120552590.25004-100000@onyx.spiritone.com>
Source record: 13529
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1753. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-05-12 13:03:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505120600510.25004-100000@onyx.spiritone.com>
Source record: 13530
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1754. AD: Buy 3 Atari Get 1 FREE! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2005-05-12 13:07:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505120604070.25004-100000@onyx.spiritone.com>
Source record: 13531
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This May, Buy 3 Games & Get 1 FREE! Or Buy 3 Books & Get 1 FREE! Or Buy 3 Pieces of Software for your Atari & Get 1 FREE!Or Mix & Match Games/Books/ and/or Software for Classic 8 Bit & Atari ST Computers Plus Atari Jaguar Games! For NEWEST FREE Atari Catalogs goto! http://BensCatalogs.Atari.org For Help Call Ben's Benevolent 24HR Help Hot Line at (503)256-9974!

http://www.aracnet.com/~atari/newstuff.htm BRAND NEW ATARI STUFF!
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm May's Specials & Details!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1755. mint/n.aes/screenblaster

Newsgroup: comp.sys.atari.st
Date: 2005-05-12 16:11:59 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <118702ftlpd6sdb@corp.supernews.com>
Source record: 13532

Will screenblaster work with mint/n.aes? If so, can someone explain the setup? I've tried the auto folder and launching it from n.aes.cnf.

TIA
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

1756. winframes

Newsgroup: comp.sys.atari.st
Date: 2005-05-12 16:15:21 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <118708ptc1lra0d@corp.supernews.com>
Source record: 13533

Can anyone point me to some cool n.aes winframes (winrsc)? My searching has not led to much results.

Thanks!
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

1757. Re: winframes

Newsgroup: comp.sys.atari.st
Date: 2005-05-12 20:00:40 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4283b5e8$1_2@x-privat.org>
Source record: 13534

Joseph D. Place wrote:
>
> Can anyone point me to some cool n.aes winframes (winrsc)? My
> searching has not led to much results.

Hmm, there are lots of winrsc included in the N_AES 2 package.
Personaly I like kellis.rsc

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

1758. PAPYRUS GOLD updates

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 00:23:01 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <SkSge.24232$yq3.15727@bignews1.bellsouth.net>
Source record: 13535

I have Papyrus Gold up to version 4 update.

Can one still purchase the remaining updates?

Or does some one have these for sale or trade?

Contact me by e-mail if so.

phantomm@bellsouth.net

1759. Re: Graffiti Genlock Software + Schematics

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 02:33:01 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <MeUge.24344$yq3.6263@bignews1.bellsouth.net>
Source record: 13536

A little more info on the Graffiti Genlock.....

Pawel,

My Graffiti came with only one cable as far as I know.

I have 2 other cables for my Hama Tri-Lock that might work on
the Graffiti.

Anyhow, the Graffiti cable is black, like the Genlock box.
It has a 13 pin Round Atari ST type monitor cable on one end.
The other end is a 9 pin RS232 type cable end. Just like the
end on a Atari Joystick.

On back of the Genlock there are a few ports of course.
One is the 9 Pin Computer In port.
One is the 13 pin Monitor port.
There is a Female RCA port right above the monitor port,
and is labeled VCR.
And In the center of the ports is another Female RCA port,
labeled Video IN.

There's also the 12v DC power port.

With these standard ports, It can be connected up to the
Falcon. Not sure if it will work though.
I'll test, when I get some extra time.
I want to try it on the STE first as I've never used it yet.

There are 3 POTS on the front and a black push stick button.

I've looked in the case, It's similar to the EXPOSE Splitter,
Looks like all the major chips and parts are used in both.

The Label on the back states that it was produced in the UK
by Titan Designs LTd. in 1993.

Is this the same Genlock that you have?

I sent the clock.prg. Hope it gets to you correctly.

Send me the manual when you get it finished.

I'm still looking for that booklet that listed Titans Genlocks and
software released for them. Seems I remember one software called IMCON
or
something similar. But, I'm almost positive that 2 Genlocks were
mentioned.
And if IRC, the review read like the software and Genlocks had been

produced.

Anyone have info on any other Genlocks produced by Titan Designs?

phantomm@bellsouth.net

.

"Phantom" <phantomm@bellsouth.net> wrote in message
news:WKqge.21722$RG2.10934@bignews5.bellsouth.net...
> Hi again,
>
>
> "Pawel Kaznowski" <vlg@o2.pl> wrote in message
> news:BEA6B922.3C7A%vlg@o2.pl...
>
>
>> Titan released two genlocks, the cheaper was Graffiti and expensive
>> was the
>> Falcon only EXPOSE.
>
> I have the EXPOSE as well, It is a Falcon Colour Video Digitiser and
> works with
> Apex Media. It's not a Genlock as far as I know.
>
> I have a small ST booklet that has various reviews of Atari ST-Falcon
> equipment
> It does mention the Graffiti and Genlock software but I can't remember
> the
> name of the other Genlock by Titan. (I'm looking for the book and
> will Post
> the Info when I find it).
>
> BTW, I have another Genlock called the HAMA TRI-LOCK. It doesn't
> require
> software. ANd works on any Computer! Atari, PC, Mac. It is a very
> nice one
> with a bunch of ports on the back. Was Expensive in the Day.
> It can be seen in back issues of Atari ST USER and some of the other
> Mags.
>
> And I just purchased a Genlock for my factory Mega ST4, The JRI
> Genlock! What a treasure!
> Not received it yet but it's suppose to be on its way.
>
>
>>
>> So you can use Graffiti with STE models without problems, only need
>> cable
>> for it, the ST's needs special interface to generate GENLOCK for
>> SHIFTER

>> signal, so in the docs there is how to install it.
>> Well I never run this genlock but im sure it comes with software,
>> otheerwise
>> how to use it???
>
> Ok, I checked the software disk that I got with the Graffiti.
> There is only one program on it called CLOCK.PRG.
> It is only around 182 bytes in size.
> It goes in the AUTO folder or you may be able to run
> it from the Desktop.
>
> I'm not sure the disk I got with the Graffiti Genlock was original.
> It didn't have a normal production type label.
> But did have in writting.....
> Graffitti Genlock STE
> Clock.prg software
> The disk had a AUTO folder with the clock.prg inside.
> And also the same clock.prg in the default disk directroy.
>
> I can ZIP it and send it to you if you like.
>
> I haven't really tried the Grafitti Genlock out yet.
> I do have cables but would have to pull out the box to
> look at em.
>
> If you have cables with yours, describe the type of cables
> you have. And I'll do the same when I pull out the box.
>
>
>>
>> I will send you docs quick when I made PDF.
>
> Great, I really could use these.
>>
>> I need also Falcon cable schematic pinouts. Could you do this ?
>
> Maybe, not sure what you really need.
> Do you have a Falcon?
>
> Not sure on this until I look at the Genlock again, But I think the
> genlock has
> a standard Atari Monitor cable connection. If so, It should connect to
> the Falcon
> using a Falcon RGB adapter. But again, not sure if it will work on the
> Falcon.
>
> I'll look at the Genlock and cables and post a update to make sure I
> haven't
> made a mistake on the Genlock port.
> phantomm@bellsouth.net

>
>
>
>>
>> vlg@o2.pl
>>
>
>

1760. Re: WTB: 1040STf motherboard

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 02:39:56 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <0sUge.25250$hh6.22987@trnddc01>
Source record: 13537

Tim,

I have one you can have for free. Just cover shipping. It currently has
TOS 1.0 and 1.4 burned onto EPROM's with a switch.

Let me know.

Glenn
glenn.brunerNOSpAm@verizon.net

"Tim" <tjlazer@NOCRAP.mail.com> wrote in message
news:117u19daht6pg90@corp.supernews.com...
>
> "Ziggy" <Ziggy@TheCentre.com> wrote in message
> news:hXxfe.67566$WI3.56171@attbi_s71...
> > Tim wrote:
> >> Still looking for a working Atari 1040STf motherboard, PS too if avail.
> >> I have a dead 1040STf so all I need is a replacement MB.
> >>
> >> Tim
> >
> > Thats 'all'? Thats most of the machine..
>
> Not really. I have a complete 1040STf that does not work. So all I
really
> need is the mobo. I have no need for a keyboard, floppy, or sheilding...
>
> Tim
>
>

1761. Re: Graffiti Genlock Software + Schematics

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 03:47:59 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.13.03.47.58.530923@charter.net>
Source record: 13538

On Thu, 12 May 2005 22:33:01 -0400, Phantom wrote:

> Anyone have info on any other Genlocks produced by Titan Designs?
>
> phantomm@bellsouth.net

Barry, I did another search on Google and found this link:

http://www.atariarchives.org/cfn/09/09/02/0389.php

Its "Atari Explorer Online: 6-Feb-94 #0302", as stored by
atariarchives.org (thank goodness for them!).

Here is the relevant section:

Titan Designs Ltd. for 1994 has not slacked off of product design for
the Atari at all. Information reaches me from all sorts of people,
this time an old friend from California called me one night to talk
about the catalog he received from the UK. I asked him to send me a
copy and he promptly sent one out to me. In it I found reference to
items I had not heard about before, specifically, some items referred
to as the Graffiti and Fresco video genlocks, and the Expose
Digitizer. These products, as much as possible reflect their
commitment to "the entire Atari range of products, especially as we
ensure compatibility of all our products with the existing Atari ST
computers wherever possible."

This is good news, especially for existing ST owners, who like me,
have held on to their older machines because they did not have any
income to spend on new ones, or they were waiting to see what would
follow on to the Falcon030. For those of us who can't wait for a
"possible" new Atari computer in the volatile '94 computer market,
there are some decent Falcon030 enhancements that really put it past
the TT030, namely the Eagle Sonic, and Mighty Eagle Sonic cards.

These cards are available in the UK, (also through Titan) and may soon
be available in the USA from dealers like STeve's Software and the
other great guys out there. Some people have claimed that there is
only about a 143% increase in speed with these cards, but this may be
due to the benchmarks being run in STRAM, and with fast RAM, like on a
TT030, even larger speedups should be forthcoming. I won't quote this
as being gospel as I cannot verify any figures. Fast RAM and a 32MHz
clock rate should really do wonders with a stock Falcon030.

I am awaiting more info on the digitizers and and genlocks, but for
now I do have the price of the Graffiti genlock device which runs

about 153.15 UKP. (1 UKP = 1.50 US make it cost about $225.25.) Not bad. This one is designed to work with the ST/STe line, and as SOON as I get the info I will write up a press release for you all.

Titan also carries the Reflex graphics cards, which are now at lower prices, ~$250. These cards allow an ST/STe to use full page monitors, and overscan on existing Atari monitors. These cards have been for sale for quite some time, and I won't bore you with the specs, but they are definitely worth the price. OK, here is the Titan address so you can get more info, or if you are a dealer you can call them on product availability.

TITAN Designs Ltd.
6 Witherford Way, Selly Oak
Birmingham 829 4AX
UK

Tel:021-414-1630 Contact them!

Hope this helps some! :-)

1762. Re: mint/n.aes/screenblaster

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 05:38:20 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d61el5hml1@nemesis.news.tpi.pl>
Source record: 13539

Joseph D. Place napisaďż˝(a):
> Will screenblaster work with mint/n.aes? If so, can someone explain
> the setup? I've tried the auto folder and launching it from
> n.aes.cnf.

I do not know about screenblaster but I had no probles with Blowup an
Videl Inside II. Just run it after Nvdi and Before MiNT.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1763. Re: mint/n.aes/screenblaster

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 06:45:14 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <1188j7qs7tqdp46@corp.supernews.com>
Source record: 13541

On 13 May 2005 09:42:16 , Janez Valant wrote:
>
>>> Will screenblaster work with mint/n.aes? If so, can someone explain
>>> the setup? I've tried the auto folder and launching it from
>>> n.aes.cnf.
>>
>> I do not know about screenblaster but I had no probles with Blowup an
>> Videl Inside II. Just run it after Nvdi and Before MiNT.
>
> I used SB and Blowup with MiNT, but i used them AFTER MiNT in auto folder.
>Also, after u have SB in auto folder u must set resolution u want to use
>instead normal resolutions...
>
>.
Yes, I've tried screenblaster before and after mint. No go here so
far.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

1764. Re: mint/n.aes/screenblaster

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 07:42:16 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <k%Xge.12098$F6.2478078@news.siol.net>
Source record: 13540

```
>> Will screenblaster work with mint/n.aes? If so, can someone explain
>> the setup? I've tried the auto folder and launching it from
>> n.aes.cnf.
>
> I do not know about screenblaster but I had no probles with Blowup an
> Videl Inside II. Just run it after Nvdi and Before MiNT.

I used SB and Blowup with MiNT, but i used them AFTER MiNT in auto folder.
Also, after u have SB in auto folder u must set resolution u want to use
instead normal resolutions...
```

1765. Re: ATARI ST(E) 4MB RAMDISK

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 12:50:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4284ce1adf4f21@comcast.net>
Source record: 13544

>what's the best RamDisk program for Atari ST(E) = 4MB ?

I use Flexdisk. It also works on my Hades...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1766. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 12:51:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4284ce1adf4f22@comcast.net>
Source record: 13546

>
>Edward S. Baiz Jr. wrote:
>> I should also have said that I will be buy this card for my Hades
>when it
>> comes out.
>
>Is it the Hades or Milan that has a VME slot?
>
>Coda.

Not sure about the Milans, but my Hades has one. Why noy make the card fit in
a PCI slot?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1767. Re: External HDD for STf?

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 12:53:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4284ce1adf4f23@comcast.net>
Source record: 13543

>Hi
>
>Can you run a 2.5" 344Mb HDD externally on an STf??
>
>Cheers
>
>MG
>

Yep. I am doing that on my STe...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1768. Re: PAPYRUS GOLD updates

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 12:55:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4284ce1adf4f24@comcast.net>
Source record: 13545

>I have Papyrus Gold up to version 4 update.
>
>Can one still purchase the remaining updates?
>
>Or does some one have these for sale or trade?
>
>Contact me by e-mail if so.
>
>phantomm@bellsouth.net
>

I upgraded mine to version 10 at the R.O.M. website...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1769. External HDD for STf?

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 18:24:46 UTC
From: 100550.3170@compuserve.com
Message-ID: <4285efb5.1759005315@news.freeuk.net>
Source record: 13542

Hi

Can you run a 2.5" 344Mb HDD externally on an STf??

Cheers

MG

REMOVE 'myhat' from my return email address before sending -thanks!!

1770. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 22:02:09 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1116021729.433489.4380@g49g2000cwa.googlegroups.com>
Source record: 13547

Because. Thats why.

Coda.

1771. IS any hardware o connect atari ST to an PC HDD?

Newsgroup: comp.sys.atari.st
Date: 2005-05-13 22:42:06 UTC
From: Glius <marekjanczak@wp.pl>
Message-ID: <538b62d9b74f68970e22ef57d55fe0db$1@www.cconline.com.pl>
Source record: 13548

IS an hardware ,maybe electronic scheme- to do self made,to connect an old
PC hard disk to Atari ST ?(I have DIsc about 180 Megs)If possibe give mi
link about this
please help me
:)

1772. Re: IS any hardware o connect atari ST to an PC HDD?

Newsgroup: comp.sys.atari.st
Date: 2005-05-14 08:14:06 UTC
From: Mike Mee <usenet@NOSPAMPLEASE.mikemee.plus.com>
Message-ID: <MPG.1cefc3a812a4e833989684@usenet.plus.net>
Source record: 13449

In article <538b62d9b74f68970e22ef57d55fe0db$1@www.cconline.com.pl>,
marekjanczak@wp.pl says...
> IS an hardware ,maybe electronic scheme- to do self made,to connect an old
> PC hard disk to Atari ST ?(I have DIsc about 180 Megs)If possibe give mi
> link about this
> please help me
> :)
>
>
Yes a fellow countryman of yours sells a cartridge which will allow you
to connect an IDE drive to your ST.

Very cheap too ..

Visit here: http://www.rsi.pl/paskud/

Description (in Polish from his site):

"Interfejs twardego dysku IDE
Pozwalajacy na podlaczenie dowolnego twardego dysku IDE do ATARI
Interfejs moze obslugiwac dwa urzadzenia IDE (twardy dysk, CDROM)
Interfejs podlacza sie w port kartridge'a z boku komputera
(nie wymaga ingerencji do wnetrza komputera)"

Or browse through www.atari-forum.com and look for "paskud"

1773. Re: IS any hardware o connect atari ST to an PC HDD?

Newsgroup: comp.sys.atari.st
Date: 2005-05-14 08:21:36 UTC
From: Mike Mee <usenet@NOSPAMPLEASE.mikemee.plus.com>
Message-ID: <MPG.1cefc56dda28e8a5989685@usenet.plus.net>
Source record: 13450

In article <MPG.1cefc3a812a4e833989684@usenet.plus.net>,
usenet@NOSPAMPLEASE.mikemee.plus.com says...
> In article <538b62d9b74f68970e22ef57d55fe0db$1@www.cconline.com.pl>,
> marekjanczak@wp.pl says...
> > IS an hardware ,maybe electronic scheme- to do self made,to connect an old
> > PC hard disk to Atari ST ?(I have DIsc about 180 Megs)If possibe give mi
> > link about this
> > please help me
> > :)
> >
> >
> Yes a fellow countryman of yours sells a cartridge which will allow you
> to connect an IDE drive to your ST.
>
> Very cheap too ..
>
> Visit here: http://www.rsi.pl/paskud/
>
> Description (in Polish from his site):
>
> "Interfejs twardego dysku IDE
> Pozwalajacy na podlaczenie dowolnego twardego dysku IDE do ATARI
> Interfejs moze obslugiwac dwa urzadzenia IDE (twardy dysk, CDROM)
> Interfejs podlacza sie w port kartridge'a z boku komputera
> (nie wymaga ingerencji do wnetrza komputera)"
>
> Or browse through www.atari-forum.com and look for "paskud"
>
I forgot to add the English installation instructions on my previous post

http://www.rsi.pl/paskud/ide/

1774. For Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2005-05-14 11:33:55 UTC
From: Cyril lefebvre <cs.lefebvreNOSPAM@wanadoo.fr>
Message-ID: <d64nn3$b8c$1@news.x-echo.com>
Source record: 13451

Hi all,

I try to contact Lyndon Amsdon for buy an EtherNEC card but mailbox of h
im is full :-(

Lyndon , can you contact me at cs.lefebvreNOSPAM@wanadoo.fr ?

Delete NOSPAM for answer me via Email.

Thanks a lot,

Cyril.

=-
Article poste via Voila News - http://www.news.voila.fr
Le : Sat May 14 13:33:55 2005 depuis l'IP : 195.115.41.103 [VIP 8945752]

1775. Re: For Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2005-05-14 13:00:05 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1116075605.504343.298170@f14g2000cwb.googlegroups.com>
Source record: 13452

AFIAK Lyndon is not doing EtherNECs anymore. The project has been taken
over by another guy.
Search this group on google groups for recent EtherNEC traffic and
you'll find out everything you need to know.

Coda.

1776. Cable to connect MegaST with SC1435

Newsgroup: comp.sys.atari.st
Date: 2005-05-14 15:14:48 UTC
From: Łukasz Maśko <ed@yen.ipipan.waw.pl>
Message-ID: <428612e0$0$27733$f69f905@mamut2.aster.pl>
Source record: 13453

Hello.
Can anyone send me a schema of a cable to connect MegaST with a SC1435
monitor? Or maybe a link to a page with it? I couldn't find it myself :-(

Best regards.
--
Lukasz
Registered Linux User #61028

1777. Re: For Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2005-05-14 17:57:12 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <dOudnTG4iZRkphvfRVnyvw@eclipse.net.uk>
Source record: 13454

Last time I asked I was told :-

Rory McMahon has bought that stuff from Lyndon. And he started making
Ethernec's ask him at: account: rorymcmahon server: yahoo.com
he has been sellin on EBay as Fuji_Man

"Coda" <smeg_007@hotmail.com> wrote in message
news:1116075605.504343.298170@f14g2000cwb.googlegroups.com...
> AFIAK Lyndon is not doing EtherNECs anymore. The project has been taken
> over by another guy.
> Search this group on google groups for recent EtherNEC traffic and
> you'll find out everything you need to know.
>
> Coda.
>

1778. Re: External HDD for STf?

Newsgroup: comp.sys.atari.st
Date: 2005-05-14 18:01:05 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c6qdnfae3_h8oRvfRVnyjw@eclipse.net.uk>
Source record: 13455

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4284ce1adf4f23@comcast.net...
> >Hi
> >
> >Can you run a 2.5" 344Mb HDD externally on an STf??
> >
> >Cheers
> >
> >MG
> >

Assuming you mean a an IDE disk, I think you would have problems finding a ready made IDE Interface. Mario Beecroft has stopped making them, so you would have to roll your own, and from what I see there are no "clear" instructions.

Dave.

1779. Re: Graffiti Genlock Software + Schematics

Newsgroup: comp.sys.atari.st
Date: 2005-05-14 20:42:08 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Lhthe.27740$yq3.3176@bignews1.bellsouth.net>
Source record: 13456

Thanks for the info..
Great source of information.

I did a search just for Genlock in those archives and
found some interesting info on other Genlocks I didn"t
know about.

The Fresco, was the other Genlock that I couldn't remember the name of.

Some software was also suppose to be developed for these.

Not sure what it was suppose to do as most Genlocks
don't need software to work.

However the Graffiti, does have a small Auto folder Clock.Prg.

(I'm still searching in my tons of Docs for the Genlock(s) review).

If anyone does have the software for Fresco and Graffiti by
Titan Designs, Do contact me and or post some info about
it here.

phantomm@bellsouth.net

.

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.05.13.03.47.58.530923@charter.net...
> On Thu, 12 May 2005 22:33:01 -0400, Phantom wrote:
>
>> Anyone have info on any other Genlocks produced by Titan Designs?
>>
>> phantomm@bellsouth.net
>
> Barry, I did another search on Google and found this link:
>
> http://www.atariarchives.org/cfn/09/09/02/0389.php
>
> Its "Atari Explorer Online: 6-Feb-94 #0302", as stored by
> atariarchives.org (thank goodness for them!).
>
> Here is the relevant section:
>
> --
> Titan Designs Ltd. for 1994 has not slacked off of product design for
> the Atari at all. Information reaches me from all sorts of people,
> this time an old friend from California called me one night to talk

> about the catalog he received from the UK. I asked him to send me a
> copy and he promptly sent one out to me. In it I found reference to
> items I had not heard about before, specifically, some items referred
> to as the Graffiti and Fresco video genlocks, and the Expose
> Digitizer. These products, as much as possible reflect their
> commitment to "the entire Atari range of products, especially as we
> ensure compatibility of all our products with the existing Atari ST
> computers wherever possible."
>
> This is good news, especially for existing ST owners, who like me,
> have held on to their older machines because they did not have any
> income to spend on new ones, or they were waiting to see what would
> follow on to the Falcon030. For those of us who can't wait for a
> "possible" new Atari computer in the volatile '94 computer market,
> there are some decent Falcon030 enhancements that really put it past
> the TT030, namely the Eagle Sonic, and Mighty Eagle Sonic cards.
>
> These cards are available in the UK, (also through Titan) and may soon
> be available in the USA from dealers like STeve's Software and the
> other great guys out there. Some people have claimed that there is
> only about a 143% increase in speed with these cards, but this may be
> due to the benchmarks being run in STRAM, and with fast RAM, like on a
> TT030, even larger speedups should be forthcoming. I won't quote this
> as being gospel as I cannot verify any figures. Fast RAM and a 32MHz
> clock rate should really do wonders with a stock Falcon030.
>
> I am awaiting more info on the digitizers and and genlocks, but for
> now I do have the price of the Graffiti genlock device which runs
> about 153.15 UKP. (1 UKP = 1.50 US make it cost about $225.25.) Not
> bad. This one is designed to work with the ST/STe line, and as SOON as
> I get the info I will write up a press release for you all.
>
> Titan also carries the Reflex graphics cards, which are now at lower
> prices, ~$250. These cards allow an ST/STe to use full page monitors,
> and overscan on existing Atari monitors. These cards have been for
> sale for quite some time, and I won't bore you with the specs, but
> they are definitely worth the price. OK, here is the Titan address so
> you can get more info, or if you are a dealer you can call them on
> product availability.
>
> TITAN Designs Ltd.
> 6 Witherford Way, Selly Oak
> Birmingham 829 4AX
> UK
>
> Tel:021-414-1630 Contact them!
> ---
>
> Hope this helps some! :-)
>

1780. Re: External HDD for STf?

Newsgroup: comp.sys.atari.st
Date: 2005-05-14 21:02:25 UTC
From: Glius <marekjanczak@wp.pl>
Message-ID: <89276a05dccf9c678204d0e19e93fb08$1@www.cconline.com.pl>
Source record: 13457

MG napisaďż˝:

> Hi

> Can you run a 2.5" 344Mb HDD externally on an STf??

> Cheers

> MG

> **REMOVE** 'myhat' from my return email address before sending -thanks!!
Visit here: http://www.rsi.pl/paskud/

Description (in Polish from his site)

1781. IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-14 22:19:56 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <pJuhe.28365$yq3.16374@bignews1.bellsouth.net>
Source record: 13458

I've been experimenting with a IB Drive on my 1040STe 4meg.
It's a 5 1/4 Floppy Drive that connects to the ST/STE just like
a normal 3 1/2 external drive.

It works quite well and will read DOS 360K floppys.
Not tried anyother densities but I know it won't read the
1.2meg Floppys. (I've tried)

I was wondering if there is anyway to format a disk either
on a Atari 8-bit 1050 drive or the IB drive on the STE that
would allow me to transfer Atari 8-bit files to the STE with
the IB Drive.

Is there a compatible floppy format for this?

Or program that will allow this to work?

I'd like to be able to also transfer ST files to the
Atari 8-bit by writting the files to the IB drive then
reading them in a Atari 1050.

I have other devices to transfer the files, but would like to
do it with the IB drive if possible.

phantomm@bellsouth.net

1782. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-15 03:04:53 UTC
From: Jorge <user@nospam.com>
Message-ID: <d66e8lgin1@blue.rahul.net>
Source record: 13459

"Phantom" <phantomm@bellsouth.net> writes:

>I've been experimenting with a IB Drive on my 1040STe 4meg.
>It's a 5 1/4 Floppy Drive that connects to the ST/STE just like
>a normal 3 1/2 external drive.

>I was wondering if there is anyway to format a disk either
>on a Atari 8-bit 1050 drive or the IB drive on the STE that
>would allow me to transfer Atari 8-bit files to the STE with
>the IB Drive.

This is almost the same issue as transferring disks between an Atari 8-bit and a PC, and even worse. You will have better lack installing a 5.25 drive on a PC.

If you have a Happy 1050, then it can read/write standard DOS/ST 180k disks. So you don't need anything special at the ST side, except to format the disk at the ST as single sided. Other 8-bit drive enhancements have similar features but I'm not very familiar with them.

If you have a Discovery Cartridge for the ST, you can access 8-bit disks disk in any density.

Otherwise youll need special software for accessing 8-bit disks at the ST. AFAIK, it doesn't exist.

Note that in every case there are some limitations/problems. An ST cant access single density 8-bit disks. Because of the difference in drive rotation speed, you might get read errors. Most PC (ST) drives cant access the flippy side of the disk. The Discovery Cartridge solution overcomes all these limitations except the last one (because the flippy issue is a drive issue, not a controller one).

On the PC the situation is slightly better. Some PCs can access single density (FM) disks (no stock ST can). But what is more important, there is already software for accessing 8-bit disks.

1783. New XaAES development snapshot

Newsgroup: comp.sys.atari.st
Date: 2005-05-15 11:21:43 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1116156103.615891.253680@z14g2000cwz.googlegroups.com>
Source record: 13460

Hi all,

Following the alpha release of May 4th, we have now uploaded a new development snapshot that cures some of the problems that were present there. In addition to that, some other things were taken care of as well. This should be the most stable XaAES build this far!

Most significant changes:

Support for resource files that does not follow documentation, previously causing XaAES to not detect all CICONs at times. (zBench & rscview are two of them)
Update lock (aka screen lock) should not stop mouse-events (move/button) from being delivered. As a result of this XaAES is now a lot more responsive under such circumstances (most noticeably with AES-lupe)
Fixed a problem where wind_get(WF_TOP) would return the handle of the popup window during menu/popup navigation. This cures problems with Everest and ResourceMaster.
ARROW-up when at first entry will wrap to last entry, and ARROW-down when at last entry will wrap to first entry in the fileselector.
When typing in the inputfield and a partial/full match of a directory is indicated, entering this directory by pressing enter will now clear input filed. Allows for easier keyboard navigation. Need feedback on this issue!
Aniplayer 2.22 didn't respond to keypresses, should be okay now
Much better/stable menubar swapping
Much better/stable swapping of desktops
Check for, and attempt to remap, conflicting shortcuts in AES objects loaded via rsrc_load()
Bugfixed shel_write(), so that correct defaultpath is set for starting programs. (Fixes "TOS selfextracting archive extracted to wrong place" bugs)
Keep button-waiter until all mouse-buttons are released. This fixes problems with SoundBlaster Milan.

Download the new package at the un-official XaAES page:

http://xaaes.atariforge.net

(Don't hesitate to direct any kind of feedback to the form found on the URL above!)

Regards,

Joakim

http://www.ataricq.org
http://xaaes.atariforge.net
http://topp.atari-users.net

1784. PC utility to read Atari ST (520STFM) distettes

Newsgroup: comp.sys.atari.st
Date: 2005-05-15 15:49:06 UTC
From: jp <ft00mch@hotmail.com>
Message-ID: <SbKhe.32385$G8.3209@text.news.blueyonder.co.uk>
Source record: 13461
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,

Anyone know of a utility that will allow me to read some old Atari ST diskettes?

I have loads of Single Sided and Double Sided disks, I vaguely remember that the ST format was different to that of a PC.

Will any 1.44MB FDD be able to read the disks?

Ta muchly for any assistance you can give.

JP

1785. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-15 18:03:41 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <a3Mhe.34524$yq3.27205@bignews1.bellsouth.net>
Source record: 13462

Thanks for the info.

I have 2 Happy 1050's and 1 ICD US Doubler 1050.

Also have a Happy Discovery Cart for the ST/STE. The big one.

So if I use the IB Drive with the Happy cart it will read just
about any Atari 8-bit disks?

phantomm@bellsouth.net

"Jorge" <user@nospam.com> wrote in message
news:d66e8lgin1@blue.rahul.net...
> "Phantom" <phantomm@bellsouth.net> writes:
>
>
>>I've been experimenting with a IB Drive on my 1040STe 4meg.
>>It's a 5 1/4 Floppy Drive that connects to the ST/STE just like
>>a normal 3 1/2 external drive.
>
>>I was wondering if there is anyway to format a disk either
>>on a Atari 8-bit 1050 drive or the IB drive on the STE that
>>would allow me to transfer Atari 8-bit files to the STE with
>>the IB Drive.
>
> This is almost the same issue as transferring disks between an Atari
> 8-bit
> and a PC, and even worse. You will have better lack installing a 5.25
> drive on a PC.
>
> If you have a Happy 1050, then it can read/write standard DOS/ST 180k
> disks. So you don't need anything special at the ST side, except to
> format
> the disk at the ST as single sided. Other 8-bit drive enhancements
> have
> similar features but I'm not very familiar with them.
>
> If you have a Discovery Cartridge for the ST, you can access 8-bit
> disks
> disk in any density.
>
> Otherwise youll need special software for accessing 8-bit disks at the
> ST.
> AFAIK, it doesn't exist.
>
> Note that in every case there are some limitations/problems. An ST

> cant
> access single density 8-bit disks. Because of the difference in drive
> rotation speed, you might get read errors. Most PC (ST) drives cant
> access
> the flippy side of the disk. The Discovery Cartridge solution
> overcomes
> all these limitations except the last one (because the flippy issue is
> a
> drive issue, not a controller one).
>
> On the PC the situation is slightly better. Some PCs can access single
> density (FM) disks (no stock ST can). But what is more important,
> there is
> already software for accessing 8-bit disks.
>
>
>
>
>
>
>

1786. Re: PC utility to read Atari ST (520STFM) distettes

Newsgroup: comp.sys.atari.st
Date: 2005-05-15 19:00:53 UTC
From: Mike Mee <usenet@NOSPAMPLEASE.mikemee.plus.com>
Message-ID: <MPG.1cf1acbced45d981989686@usenet.plus.net>
Source record: 13463
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <SbKhe.32385$G8.3209@text.news.blueyonder.co.uk>,
ft00mch@hotmail.com says...
> Hi All,
>
> Anyone know of a utility that will allow me to read some old Atari ST
> diskettes?
>
> I have loads of Single Sided and Double Sided disks, I vaguely remember that
> the ST format was different to that of a PC.
>
> Will any 1.44MB FDD be able to read the disks?
>
> Ta muchly for any assistance you can give.
>
> JP
>
>
>
There are many utils out there - the majority being DOS-based but there
is a Windows one called wfdcopy.

DOS ones: Makedisk and Disk2FDI (ST reading works in the shareware
version)

However, if you're running WIndows XP then you will face a few problems
as it doesn't allow the same kind of low level access needed by these
tools.

That's why I ended up getting a Windows 98 machine - for reading in disks
and for Ghostlinking files to/from my MegaSTE that I couldn't re-create
under DOS/Windows.

1787. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 01:24:07 UTC
From: Jorge <user@nospam.com>
Message-ID: <d68snn$a42$1@blue.rahul.net>
Source record: 13464

"Phantom" <phantomm@bellsouth.net> writes:

>Also have a Happy Discovery Cart for the ST/STE. The big one.

>So if I use the IB Drive with the Happy cart it will read just
>about any Atari 8-bit disks?

Yes, but not with the built-in software. You need software I wrote specifically for this purpose a few centuries ago. It was distributed in the Happy BBS, and I've seen it listed in some public domain compilations. If you can't find it I will try to search my backups, but I haven't use that software for ages.

I dont recall the details but the software has some limitations. It can't access the flippy side, not even when you are lucky to have a drive that it can. It can't access double sided disks either (as formatted with a XF-551 or a Percom drive).

1788. Re: MIDI kits

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 04:48:08 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <jlGdnXC7dbZtZxrfRVn-sQ@taconic.net>
Source record: 13465

What is the name or maker of the midi device? I have manuals for some old
midi networking.

"Phantom" <phantomm@bellsouth.net> wrote in message
news:QiAfe.14721$yq3.10500@bignews1.bellsouth.net...
> I recently got 2 midi devices.
>
> Each box had 2 midi cables and each box has 2 Phone Line type Jacks.
>
> I have no software or manuals.
>
> Anyone have these that could supply software and maybe a manual
> or a place to get em.
>
> I use STing which I think supports them. But would like the original
> software
> if possible.
>
> IINM, they can be used to connect 2 Atari STs-Falcons together.
> But not sure if both boxes are needed or if it can be done with one.
>
> Also need to know if normal phone lines work with these.
>
> phantomm@bellsouth.net
>
>
>

1789. S: group archive

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 10:53:46 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505161248530.696@feanor.schunter.etc.tu-bs.de>
Source record: 13466

Hi!

By mistake I missed a set of postings to this group - which I'd like to get back.

Searching the net all I found was google-groups or thelike, but it's not that easy to convert HTML-Threads to mail-INBOX-folder format (does anyone know about a tool doing this?).

Do you have an idea where to look for a group archive in "raw" format?

Regards,

Alexander

1790. Re: group archive

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 13:10:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42889b68$0$297$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13467

"Alexander Beuscher" <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:Pine.LNX.4.62.0505161248530.696@feanor.schunter.etc.tu-bs.de...
>
> Hi!
>
> By mistake I missed a set of postings to this group - which I'd like to
> get back.
>
> Searching the net all I found was google-groups or thelike, but it's not
> that easy to convert HTML-Threads to mail-INBOX-folder format (does anyone
> know about a tool doing this?).
>
> Do you have an idea where to look for a group archive in "raw" format?
>
>
> Regards,
>
> Alexander

Why not just copy and paste them into a E-mail and E-mail them to yourself ?

Chris

1791. Re: group archive

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 14:36:02 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505161633520.1062@feanor.schunter.etc.tu-bs.de>
Source record: 13468

Hi, Chris!

e> Why not just copy and paste them into a E-mail and E-mail them to
e> yourself ?

I am talking about some 200 postings - it would probably take some time to
do so. Additionally I'd like to preserve the thread structure and correct
dates and such metadata.

Regards,

Alexander

1792. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 18:53:45 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <%U5ie.32684$RG2.10157@bignews5.bellsouth.net>
Source record: 13469

Hi,

I'll look for it.

Ok, I have a few Happy programs. But don't think I have that one.

Do you remember the name of the software?

If you could check your archives for it and any other Happy
Discovery Cart software, I'd much appreciate it.

Also any docs or tips in text format or etc.

Thanks,
phantomm@bellsouth.net

"Jorge" <user@nospam.com> wrote in message
news:d68snn$a42$1@blue.rahul.net...
> "Phantom" <phantomm@bellsouth.net> writes:
>
>
>>Also have a Happy Discovery Cart for the ST/STE. The big one.
>
>>So if I use the IB Drive with the Happy cart it will read just
>>about any Atari 8-bit disks?
>
> Yes, but not with the built-in software. You need software I wrote
> specifically for this purpose a few centuries ago. It was distributed
> in
> the Happy BBS, and I've seen it listed in some public domain
> compilations.
> If you can't find it I will try to search my backups, but I haven't
> use
> that software for ages.
>
> I dont recall the details but the software has some limitations. It
> can't
> access the flippy side, not even when you are lucky to have a drive
> that
> it can. It can't access double sided disks either (as formatted with a
> XF-551 or a Percom drive).
>
>

1793. Loading TOS 1.62 from file

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 22:10:41 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42891a5b@news.broadpark.no>
Source record: 13470

Is there a way I can make my Mega STe (TOS 2.06) load TOS 1.62
from file (or other, older than 2.06 versions)?

"SelTOS" doesn't work with TOS 1.62 image files.

--
Hallvard

1794. Re: PC utility to read Atari ST (520STFM) distettes

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 22:18:00 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <d6b2m8$u3$1@gateix.bernstein.loc>
Source record: 13474
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,

> Anyone know of a utility that will allow me to read some old Atari ST
> diskettes?
>
> I have loads of Single Sided and Double Sided disks, I vaguely remember that
> the ST format was different to that of a PC.

The ST double sided format was not different from the PC. It was the same format, but there are a few differences. First the media byte from the boot sector was not present in the first byte of each FAT. And the PC checks for the start of the DOS bootloader. I wrote the bytes EB 34 90 in the first 3 bytes of the bootsector and the PC was able to read my Atari disks.

You can get a tool, which converts a double sided ST disk in the way, that a PC can read it from my homepage www.mbernstein.de (its german).
Go to the download section, then to atari and then get st2dos.

With some windows versions (nt4, w95?) i dont need my tool. This windows versions can read ST disks. With XP i have seen some problems to access DD disks.

With single sided disks i exprect problems to read them. I think, DOS and Windows could not read them because DOS and Windows dd never use this format. And DOS and Windows are to stupid to use the information about the disk from the bootsector. This is also the reason why DOS and windows dont read other than standard TOS disks (e.g. hyperformat).

> Will any 1.44MB FDD be able to read the disks?

Any 1.44MB Floppy can also read a 720KB disk.

Michael

1795. Re: For Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 23:18:10 UTC
From: john.smith@macrosoft.com
Message-ID: <d6b9nf$8ns$1@bagan.srce.hr>
Source record: 13471

he doesn't sell them anylonger, try asking rory mc mahon in the usa...

On 14 May 2005 11:33:55 , Cyril lefebvre wrote:
>Hi all,
>
>I try to contact Lyndon Amsdon for buy an EtherNEC card but mailbox of h
>im is full :-(
>
>Lyndon , can you contact me at cs.lefebvreNOSPAM@wanadoo.fr ?
>
>Delete NOSPAM for answer me via Email.
>
>Thanks a lot,
>
>Cyril.
>
>=-
>Article poste via Voila News - http://www.news.voila.fr
>Le : Sat May 14 13:33:55 2005 depuis l'IP : 195.115.41.103 [VIP 8945752]
>.

1796. Re: S: group archive

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 23:41:28 UTC
From: Maurice Veale <maurice@abod.co.uk>
Message-ID: <opsqv6revygcg140@81-174-207-171.pth-as15.dial.plus.net>
Source record: 13472

Try "comp.sys.atari.st (date)" on Google. Items are not grouped by thread
but by date. could be of some use.
maurice

On Mon, 16 May 2005 12:53:46 +0200, Alexander Beuscher
<alexb@feanor.schunter.etc.tu-bs.de> wrote:

>
> Hi!
>
> By mistake I missed a set of postings to this group - which I'd like to
> get back.
>
> Searching the net all I found was google-groups or thelike, but it's not
> that easy to convert HTML-Threads to mail-INBOX-folder format (does
> anyone know about a tool doing this?).
>
> Do you have an idea where to look for a group archive in "raw" format?
>
>
> Regards,
>
> Alexander

1797. Re: S: group archive

Newsgroup: comp.sys.atari.st
Date: 2005-05-16 23:51:05 UTC
From: Maurice Veale <maurice@abod.co.uk>
Message-ID: <opsqv67f0egcg140@81-174-207-171.pth-as15.dial.plus.net>
Source record: 13473

Aahh! Just tried out my own suggestion. It doesn't work as i intended.
Sorry
for misdirection.

Maurice

On Tue, 17 May 2005 00:41:28 +0100, Maurice Veale <maurice@abod.co.uk>
wrote:

> Try "comp.sys.atari.st (date)" on Google. Items are not grouped by
> thread but by date. could be of some use.
> maurice
>
> On Mon, 16 May 2005 12:53:46 +0200, Alexander Beuscher
> <alexb@feanor.schunter.etc.tu-bs.de> wrote:
>
>>
>> Hi!
>>
>> By mistake I missed a set of postings to this group - which I'd like to
>> get back.
>>
>> Searching the net all I found was google-groups or thelike, but it's
>> not that easy to convert HTML-Threads to mail-INBOX-folder format (does
>> anyone know about a tool doing this?).
>>
>> Do you have an idea where to look for a group archive in "raw" format?
>>
>>
>> Regards,
>>
>> Alexander
>
>
>
>

1798. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-17 04:17:58 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6br9mdgh1@blue.rahul.net>
Source record: 13475

"Phantom" <phantomm@bellsouth.net> writes:

>Ok, I have a few Happy programs. But don't think I have that one.
>Do you remember the name of the software?
>
>If you could check your archives for it and any other Happy
>Discovery Cart software, I'd much appreciate it.
>
>Also any docs or tips in text format or etc.

The name of the program was "DiscLink". I don't have any docs besides the ones included with the distribution (which I guess was in ARC form).

Found the following with Google:

PST297 DISCOVERY UTILITIES - Copy 8-bit disks on your ST using the Discovery Cartridge ...

This is surely my program. Searching my backups will take a while.

Yes, I have more software for the cart. Most of it is much more "modern" than that one. Most of them will eventually be released as part of the Pasti package.

1799. Falcon scsi to ide

Newsgroup: comp.sys.atari.st
Date: 2005-05-17 12:09:05 UTC
From: fried.man@sympatico.ca
Message-ID: <1116331745.183184.61140@g14g2000cwa.googlegroups.com>
Source record: 13476

I guess this would apply to TT and ST. I have been trying out a SCSI to IDE adapter on my Falcon. This allows me to use an IDE drive as a SCSI drive. The adapter I got (on EBAY) is an Acard "AE 7220 U".It has a 50 pin connector. I tried it on some drives I got out of the trash, and it worked. I haven't given it an extensive test to see if it causes problems.
One place you can buy one new is Microland electronics. Google it and search for SCSIDE adapter.

1800. DarkForce! update

Newsgroup: comp.sys.atari.st
Date: 2005-05-17 14:40:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.17.14.40.53.106171@charter.net>
Source record: 13477

Well, we've down offline for about 4-5 days because a storm took out Charters' service in the area.

No e-mail, no newsgroups, no internet, nada... Ugh. Thought I was going to go into DTs! :-(

Anyways, service has (finally!) been restored.

The DarkForce! BBSs' new IP address is: 24.177.23.74

"www.darkforce.org" has been updated to reflect the new IP address and if you have trouble, you can always check there for the latest info.

Thanks everyone! :-)

1801. Re: PC utility to read Atari ST (520STFM) distettes

Newsgroup: comp.sys.atari.st
Date: 2005-05-17 18:54:00 UTC
From: Simon <nospam@nospam.com>
Message-ID: <428a3dad$0$31092$626a14ce@news.free.fr>
Source record: 13478
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jp wrote:
> Anyone know of a utility that will allow me to read some old Atari ST
> diskettes?

Try Gemulator Explorer, from the Gemulator web page.
It worked rather well with Windows 98, no idea about XP (and special
formatted ST disks)

Simon

1802. Re: PC utility to read Atari ST (520STFM) distettes

Newsgroup: comp.sys.atari.st
Date: 2005-05-17 23:24:33 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <DcKdnSirpIeu4BffRVnyjA@eclipse.net.uk>
Source record: 13479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Simon" <nospam@nospam.com> wrote in message
news:428a3dad$0$31092$626a14ce@news.free.fr...
> jp wrote:
> > Anyone know of a utility that will allow me to read some old Atari ST
> > diskettes?
>
> Try Gemulator Explorer, from the Gemulator web page.
> It worked rather well with Windows 98, no idea about XP (and special
> formatted ST disks)
>

It can do direct access on 98 and ME so its fine with oddball formats. On 2k
& XP it can't nad is no better than explorer

> Simon
>

1803. Re: S: group archive

Newsgroup: comp.sys.atari.st
Date: 2005-05-18 08:23:20 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050518092320016807%derryck@cixcoukinvalid>
Source record: 13480

On 2005-05-16 11:53:46 +0100, Alexander Beuscher
<alexb@feanor.schunter.etc.tu-bs.de> said:

>
> Hi!
>
> By mistake I missed a set of postings to this group - which I'd like to
> get back.

Try http://www.giganews.com/ where article retention for this group is
>690 days. You can get a free 3-day trial account.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

1804. Re: PC utility to read Atari ST (520STFM) distettes

Newsgroup: comp.sys.atari.st
Date: 2005-05-18 08:29:57 UTC
From: JP <ft00mch@h.o.t.m.a.i.l.c.o.m>
Message-ID: <d6euid$41h$1@pop-news.nl.colt.net>
Source record: 13481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"David Wade" <g8mqw@yahoo.com> wrote in message
news:DcKdnSirpIeu4BffRVnyjA@eclipse.net.uk...
>
> "Simon" <nospam@nospam.com> wrote in message
> news:428a3dad$0$31092$626a14ce@news.free.fr...
> > jp wrote:
> > > Anyone know of a utility that will allow me to read some old Atari ST
> > > diskettes?
> >
> > Try Gemulator Explorer, from the Gemulator web page.
> > It worked rather well with Windows 98, no idea about XP (and special
> > formatted ST disks)
> >
>
> It can do direct access on 98 and ME so its fine with oddball formats. On
2k
> & XP it can't nad is no better than explorer
>

Cheers all...

I'll give them a go, just downloaded a number of utilities and I'll see
which one works best.

JP

--
There are 10 types of people in this world
Those that understand binary and those that don't

1805. Re: Falcon scsi to ide

Newsgroup: comp.sys.atari.st
Date: 2005-05-18 09:48:34 UTC
From: malo.morgen@microsoft.com
Message-ID: <d6f31hmjt3@ss405.t-com.hr>
Source record: 13482

yep, I tested it and it works with hdd and cd roms, for dvd recorder you need different type of
adapter...it all depends on the firmware...there should be list of supported devices...

On 17 May 2005 05:09:05 , fried.man@sympatico.ca wrote:
>I guess this would apply to TT and ST. I have been trying out a SCSI to
>IDE adapter on my Falcon. This allows me to use an IDE drive as a SCSI
>drive. The adapter I got (on EBAY) is an Acard "AE 7220 U".It has a 50
>pin connector. I tried it on some drives I got out of the trash, and it
>worked. I haven't given it an extensive test to see if it causes
>problems.
>One place you can buy one new is Microland electronics. Google it and
>search for SCSIDE adapter.
>
>.

1806. The Scandinavian ATARI Convention 2005

Newsgroup: comp.sys.atari.st
Date: 2005-05-18 11:05:56 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <428b2192$0$1347$626a14ce@news.free.fr>
Source record: 13483

Date : July 2nd & 3rd

G�teborg (SWEDEN)

The web page : http://www.sak.nu

For more infos, contact : Mille Babic

The map : http://www.gulasidorna.se/kartor/

To see the NAS location :

In the "Gatunamn/plats" field, just enter B�ltgatan and G�teborg in the
"Kommun" field

When you search for planes to G�teborg (Gothenburg).

There�s cheap flights to Gothenburg.

There are several low cost airplane compagnies like RYAN AIR that may bring
you for 15 to 40 EUR !!) :

Check this with all low cost compagnies :
http://www.belvedair.com/en/index.htm - put the cursor on the city on the
map...

Two small airports :

- S�ve : is a smaller airport but within the city.
http://www.goteborgairport.se/eng.asp

- Landvetters : is an airport out of the city (South East).

PS : I will come to this NAS !

Rodolphe

1807. Re: Atari St Antic Cyber Studio

Newsgroup: comp.sys.atari.st
Date: 2005-05-18 13:27:39 UTC
From: nick@1632systems.co.uk
Message-ID: <zKGdnaAO0LxV3xbfRVnytg@pipex.net>
Source record: 13484

Originals (shrinkwarpped or s/h) or downloads?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

1808. Re: The Scandinavian ATARI Convention 2005

Newsgroup: comp.sys.atari.st
Date: 2005-05-18 16:15:51 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <428b6a35$0$1335$626a14ce@news.free.fr>
Source record: 13485

http://atari.myftp.org/

Rodolphe Czuba wrote:
> Date : July 2nd & 3rd
>
> G?teborg (SWEDEN)
>
>
>
> The web page : http://www.sak.nu
>
>
> For more infos, contact : Mille Babic
>
>
>
> The map : http://www.gulasidorna.se/kartor/
>
> To see the NAS location :
>
>
> In the "Gatunamn/plats" field, just enter B?ltgatan and G?teborg in
> the "Kommun" field
>
>
>
> When you search for planes to G?teborg (Gothenburg).
>
> There?s cheap flights to Gothenburg.
>
> There are several low cost airplane compagnies like RYAN AIR that may
> bring you for 15 to 40 EUR !!) :
>
> Check this with all low cost compagnies :
> http://www.belvedair.com/en/index.htm - put the cursor on the city on
> the map...
>
> Two small airports :
>
> - S?ve : is a smaller airport but within the city.
> http://www.goteborgairport.se/eng.asp
>
> - Landvetters : is an airport out of the city (South East).

>
>
>
> PS : I will come to this NAS !
>
>
>
> Rodolphe

1809. FTP list?

Newsgroup: comp.sys.atari.st
Date: 2005-05-18 19:37:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.18.19.37.44.243144@charter.net>
Source record: 13486

Hey gang. Hallvard (you're still on here somewhere aren't you?) used to maintain an FTP list for Atarians.

I've got it on my BBS, I believe the last version I'm using is dated from something like 1999 or so. If I remember correctly, I did get permission from him to use it, as long as no changes were made (banner intact, etc, etc).

Does an updated version of this list still exist?

Thanks! :-)

1810. Re: FTP list?

Newsgroup: comp.sys.atari.st
Date: 2005-05-18 20:57:00 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <428bac18@news.broadpark.no>
Source record: 13487

Ronald J. Hall wrote:
> Hey gang. Hallvard (you're still on here somewhere aren't you?) used to
> maintain an FTP list for Atarians.

Yeah, I still pop in now and then ;-)

> I've got it on my BBS, I believe the last version I'm using is dated from
> something like 1999 or so. If I remember correctly, I did get permission
> from him to use it, as long as no changes were made (banner intact, etc,
> etc).
>
> Does an updated version of this list still exist?

Nope. Haven't updated it or my Atari pages for years, and don't
plan to either.
I don't think there are many FTP sites left -most of the sites in
my list are closed or don't have an Atari section any longer, so
you'll probably be better off making a new one.

--
Hallvard

1811. Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-18 21:38:36 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <d6gcks$p75$1@newsg3.svr.pol.co.uk>
Source record: 13488

Hi All

I have found that I have mistakenly deleted the "module:" entry on the "about" dialog box on the newest version of Highwire - with no obvious sign of getting it back again!

All the Modules remain in the Module folder but Highwire does not seem to want to load the Network.Ovl even after a reset! Also I have retrieved a fresh copy of Highwire.app from the distribution archive but even this reports "modules: (none)" now.

How do you get the online modules back?

The Config file doesn't have any options for the Module so where does it get configured from?

Also the Iconnect Ovl doesn't work with the latest version of Highwire, any answers on this?

Thanks

Neil :-)

1812. Re: The Scandinavian ATARI Convention 2005

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 04:51:16 UTC
From: Mille Babic <atari@sverige.REMOVETHIS.nu>
Message-ID: <8XUie.137858$dP1.485523@newsc.telia.net>
Source record: 13489

>"Rodolphe Czuba"
> [..] PS : I will come to this NAS !
> Rodolphe

You are very welcome to Gothenburg and I hope this makes owners of the ct60 to do attend as well.
I can tell that a weekend those summerdays in Gothenburg is quite something for you as for your own family.
http://www.goteborg.com/default.aspx?id=528

Nature will show of their working EtherNat aswell and most of the bord members from The Swedish ATARI Asscociation will bring their classic ATARI equipments.

We have lots of tables at the convent, so we really hope that all of you come to us and bring your own computers. Why not you with ct60 fitted.
Theres a huge LAN with a Internet connectivity, so your computers will have most of the possibilites you have at home.

Very welcome

Mille Babic

1813. Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 05:19:17 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6h7kl$v5i$1@blue.rahul.net>
Source record: 13490

PASTI

Atari ST Imaging and Preservation Tools

Pasti is a package of software tools for imaging and preservation of Atari ST software. The two major components are the imaging tools and the emulation helper tools.

SOFTWARE PRESERVATION

Our main goal is the preservation of Atari software in its original unmodified form. Original software is normally stored on diskettes with custom format or copy protection. Standard tools cannot back up or image them. But floppy disk recording have a limited life time. It won't take too long until all original Atari disks will be damaged and lost.

TOOLS

Pasti ST is an imaging tool that produces disk file images of any ST disk. It runs on any ST computer, with the only requirement of one double-sided drive. Pasti ST needs a standard 8Mhz ST CPU. It doesn't run on TT or Falcon computers.

Pasti images can be used on ST emulators using the emulator helper tool, Pasti.Dll. The DLL is currently supported by latest versions of Saint and Steem. The emulator helper tool was released some time ago.

Both tools are now available at our web site: http://pasti.fxatari.com

Note that both tools are yet in the beta phase.

1814. Re: Falcon scsi to ide

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 10:25:18 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1116498318.408089.260520@g49g2000cwa.googlegroups.com>
Source record: 13491

I use the Yamaha SCSI converter, available for about $10/euros on ebay.
It was designed for IDE CD Writers attached to the SCSI bus, so I
expect that this would work with a DVD writer too. I have tried it with
IDE hard disks on a Stacy, MegaSTe and TT, and it works perfectly.

Coda.

kiselo zelje wrote:
> yep, I tested it and it works with hdd and cd roms, for dvd recorder
you need different type of
> adapter...it all depends on the firmware...there should be list of
supported devices...
>
>
> On 17 May 2005 05:09:05 , fried.man@sympatico.ca wrote:
> >I guess this would apply to TT and ST. I have been trying out a SCSI
to
> >IDE adapter on my Falcon. This allows me to use an IDE drive as a
SCSI
> >drive. The adapter I got (on EBAY) is an Acard "AE 7220 U".It has a
50
> >pin connector. I tried it on some drives I got out of the trash, and
it
> >worked. I haven't given it an extensive test to see if it causes
> >problems.
> >One place you can buy one new is Microland electronics. Google it
and
> >search for SCSIDE adapter.

1815. Anyone heard from Egon Spengler?

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 10:51:09 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <428c6f97$1@news.broadpark.no>
Source record: 13492

Has anyone heard from Egon Spengler lately, or even know him?
He had several posts here, mostly regarding hardware issues, and
I've we've mailed back and forth as well, but I haven't heard
from him for almost 1 1/2 month, so I was wondering if anyone
knew his whereabouts?

--
Hallvard

1816. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 12:26:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.19.12.26.45.823210@charter.net>
Source record: 13493

On Thu, 19 May 2005 05:19:17 +0000, Jorge wrote:

> http://pasti.fxatari.com

Tried about 5 times over half an hour - couldn't get through.

Sure would like to look at your software though. I've got lots of old ST games I'd love to have safely backed up.

Thanks!

1817. Re: FTP list?

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 12:29:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.19.12.29.05.685745@charter.net>
Source record: 13494

On Wed, 18 May 2005 22:57:00 +0200, Hallvard Tangeraas wrote:

> Yeah, I still pop in now and then ;-)

:-)

> Nope. Haven't updated it or my Atari pages for years, and don't
> plan to either.
> I don't think there are many FTP sites left -most of the sites in
> my list are closed or don't have an Atari section any longer, so
> you'll probably be better off making a new one.

Okay, thanks. I guess I'll just go through that list and see whats what.

See ya. :-)

1818. Re: Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 12:40:26 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <428cb3705316c0@adelphia.net>
Source record: 13415

Neil,
I think I did the same thing you did by going into FILE / INFO then clicking on the middle ABOUT button. Then I clicked on MODULES and it brings up the active ONLINE MODULE. When you click on the check mark next to it says NONE. Now upon closing HIGHWIRE down and restarting HIGHWIRE it reactivates the MODULE of choice and your good to go. As far as your problem is concerned. I would say as long as there is a HIGHWIRE folder with a MODULES folder inside of that and you have activated the online module of choice by renaming the file NETWORK.OVL you should be good to go. Highwire as far as I know does not care where it is on the hard drive as far as partitions are concerned. Anymore questions let me know.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

1819. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 12:44:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505190541450.5956-100000@onyx.spiritone.com>
Source record: 13495
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1820. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 12:47:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505190545050.5956-100000@onyx.spiritone.com>
Source record: 13496
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1821. AD: Buy 3 Atari Get 1 FREE! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 12:49:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505190547160.5956-100000@onyx.spiritone.com>
Source record: 13497
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This May, Buy 3 Games & Get 1 FREE! Or Buy 3 Books & Get 1 FREE! Or Buy 3 Pieces of Software for your Atari & Get 1 FREE!Or Mix & Match Games/Books/ and/or Software for Classic 8 Bit & Atari ST Computers Plus Atari Jaguar Games! For NEWEST FREE Atari Catalogs goto! http://BensCatalogs.Atari.org For Help Call Ben's Benevolent 24HR Help Hot Line at (503)256-9974!

http://www.aracnet.com/~atari/newstuff.htm BRAND NEW ATARI STUFF!
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm May's Specials & Details!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1822. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 15:14:22 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <i32je.1239$dr1.582@tornado.ohiordc.rr.com>
Source record: 13498

"Jorge" <user@nospam.com> wrote in message
news:d6h7kl$v5i$1@blue.rahul.net...
> PASTI
>
> TOOLS
>
> Pasti ST is an imaging tool that produces disk file images of any ST disk.
It
> runs on any ST computer, with the only requirement of one double-sided
drive.
> Pasti ST needs a standard 8Mhz ST CPU. It doesn't run on TT or Falcon
> computers.
>

> Both tools are now available at our web site: http://pasti.fxatari.com
>
> Note that both tools are yet in the beta phase.
>

Can a Floptical be used for the HD floppy?

1823. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 15:38:38 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6ibtu$hs6$1@blue.rahul.net>
Source record: 13399

"Ronald J. Hall" <dark_lord@charter.net> writes:

>On Thu, 19 May 2005 05:19:17 +0000, Jorge wrote:

>> http://pasti.fxatari.com

>Tried about 5 times over half an hour - couldn't get through.

It might have been a problem on your end.
The web site is hosted at a major provider. So it is unlikely (but sill
possible, of course), that it's was down. Please let me know if you still
has problems.

1824. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 15:44:48 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6ic9ghvq1@blue.rahul.net>
Source record: 13400

"T Shadow" <knone@zilch.com.invalid> writes:

>> Pasti ST is an imaging tool that produces disk file images of any ST disk.
>
> Can a Floptical be used for the HD floppy?

If you mean to make an image of a floptical disk, then no, no chances.
Perhaps I should have said "of any *floppy DD* ST disk". But I thought it
was obvious.

If you mean to use a floptical as a hard disk, and write the image file to
the floptical, then it should. I didn't try anything expect a standard
hard disk or ram disk, but I see no reason why you couldn't use another
device.

1825. Re: Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 16:39:45 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <428cc152$0$16414$626a14ce@news.free.fr>
Source record: 13401

"Neil Chester" <neil@adel6.freeserve.co.uk> a crit dans le message de news:
d6gcks$p75$1@newsg3.svr.pol.co.uk...
> Hi All
>
.....
> Also the Iconnect Ovl doesn't work with the latest version of Highwire,
> any answers on this?
>
> Thanks
>
> Neil :-)

I use it every days with no problem under Magicmac.

I also have in the past several crash with Highwire+Iconnect
(and with all the sites) and I found that this couple was hyper sensitive to
the adjustment of the MTU.
That even made me crash MacOS too .....

Then tests other values of MTU in Iconf.prg, default value must be on 512,
in my conf I spent 1492 for MTU value and that made an end to my superb
crash of highiwre.

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

1826. Re: Loading TOS 1.62 from file

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 16:53:17 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <0q3je.425$lQ3.292@bignews5.bellsouth.net>
Source record: 13402

I don't know if this will work on a TOS 2.06 MSTE, but
on my 1040STE with TOS 1.62 I use to load up older
versions of TOS simply by putting the TOS disk in
the drive and cold boot.

This worked on the old Disk version of TOS.

I have a MSTE with Tos 2.06 as well. If this works or you
find a way to do it, let me know.

I'd really like a few TOS switchers for a 1040STE and a
MegaSTE.

phantomm@bellsouth.net
ICQ # 200726568

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:42891a5b@news.broadpark.no...
> Is there a way I can make my Mega STe (TOS 2.06) load TOS 1.62 from
> file (or other, older than 2.06 versions)?
>
> "SelTOS" doesn't work with TOS 1.62 image files.
>
>
> --
> Hallvard

1827. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 17:27:59 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <zW3je.437$lQ3.144@bignews5.bellsouth.net>
Source record: 13404

I Setup my Happy Cart on my STE with the IB Drive.

I have a bunch of different Happy Backup files and programs.

Any way, I did find a back up file for Atari 8-bit disks SS and DS.

There were options for Comodore, MAC, apple and just about any
format you can think of.

I tried copying a 8-bit disk using SS and Floppy to file mode and
it copied it first time to the internal ST 3 1/2 disk!!!

I ran out of time and didn't try the Floppy to Floppy mode, or the
DS option. Will soon.

Looks like I have a simple way to tranfer those 8-bit files.

Without doing a bit of research, I'm not sure if the IB Drive is
a 720K drive or what.

Anyone know??

Also, I use to have a PC 720K 5 1/4 floppy drive that you could
connect to the ST with a Cable.

The Cable was homemade and some of the wires on the Drive
connection end came loose.

Anyone know a Source for making a ST cable to PC 5 1/4 Drive?

And can one use a High Density PC 5 1/4 Floppy Drive? Since the
MegaSTE supports HighDensity Drives.

Also, if anyone has a High Density ST drive kit for a 1040STE for
sale/trade do contact me.

phantomm@bellsouth.net
ICQ # 200726568
Nick- Phantom

.

"Phantom" <phantomm@bellsouth.net> wrote in message
news:%U5ie.32684$RG2.10157@bignews5.bellsouth.net...
> Hi,
>
> I'll look for it.
>
>

> Ok, I have a few Happy programs. But don't think I have that one.
>
> Do you remember the name of the software?
>
> If you could check your archives for it and any other Happy
> Discovery Cart software, I'd much appreciate it.
>
> Also any docs or tips in text format or etc.
>
> Thanks,
> phantomm@bellsouth.net
>
>
>
>
> "Jorge" <user@nospam.com> wrote in message
> news:d68snn$a42$1@blue.rahul.net...
>> "Phantom" <phantomm@bellsouth.net> writes:
>>
>>
>>>Also have a Happy Discovery Cart for the ST/STE. The big one.
>>
>>>So if I use the IB Drive with the Happy cart it will read just
>>>about any Atari 8-bit disks?
>>
>> Yes, but not with the built-in software. You need software I wrote
>> specifically for this purpose a few centuries ago. It was distributed
>> in
>> the Happy BBS, and I've seen it listed in some public domain
>> compilations.
>> If you can't find it I will try to search my backups, but I haven't
>> use
>> that software for ages.
>>
>> I dont recall the details but the software has some limitations. It
>> can't
>> access the flippy side, not even when you are lucky to have a drive
>> that
>> it can. It can't access double sided disks either (as formatted with
>> a
>> XF-551 or a Percom drive).
>>
>>
>
>

1828. Re: S: group archive

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 17:29:49 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505191928050.1304@feanor.schunter.etc.tu-bs.de>
Source record: 13403

Hi, Derryck!

DC> Try http://www.giganews.com/ where article retention for this group is
DC> 690 days. You can get a free 3-day trial account.

Thanks for the advice. I just tried it, but as I don't have a credit card
and the form seems to detect faked card numbers this does not help me :-(

Regards,

Alexander

1829. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 18:30:57 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <yR4je.452$lQ3.138@bignews5.bellsouth.net>
Source record: 13405

I am going to check out the software asap.
Sounds interesting.

However there is another device or two that does basically the
same thing.

The Happy Discovery Cartridge (If you can find one).

This cartridge will take any Atari ST disk and back it up into
a IMAGE file that you can then store on a Hard Drive or CD/DVD.

And it will also do the same for any format, including PC, Mac, Apple,
and I'm fairly sure 1.44meg disks are supported but need to check on
this.

It will also backup 5 1/4 Floppy Disks for Atari 8-bit, Commodore and
others.

It makes a complete backup disk or Image backup. Really Nice.

phantomm@bellsouth.net
ICQ # 200-726-568
Nick-Phantom

.

"Jorge" <user@nospam.com> wrote in message
news:d6h7kl$v5i$1@blue.rahul.net...
> PASTI
>
> Atari ST Imaging and Preservation Tools
>
> Pasti is a package of software tools for imaging and preservation of
> Atari ST
> software. The two major components are the imaging tools and the
> emulation
> helper tools.
>
>
> SOFTWARE PRESERVATION
>
> Our main goal is the preservation of Atari software in its original
> unmodified
> form. Original software is normally stored on diskettes with custom
> format or
> copy protection. Standard tools cannot back up or image them. But
> floppy disk

> recording have a limited life time. It won't take too long until all
> original
> Atari disks will be damaged and lost.
>
>
> TOOLS
>
> Pasti ST is an imaging tool that produces disk file images of any ST
> disk. It
> runs on any ST computer, with the only requirement of one double-sided
> drive.
> Pasti ST needs a standard 8Mhz ST CPU. It doesn't run on TT or Falcon
> computers.
>
> Pasti images can be used on ST emulators using the emulator helper
> tool,
> Pasti.Dll. The DLL is currently supported by latest versions of Saint
> and
> Steem. The emulator helper tool was released some time ago.
>
> Both tools are now available at our web site: http://pasti.fxatari.com
>
> Note that both tools are yet in the beta phase.
>

1830. Re: Loading TOS 1.62 from file

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 18:42:22 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <428cde07@news.broadpark.no>
Source record: 13406

Phantom wrote:
> I don't know if this will work on a TOS 2.06 MSTE, but
> on my 1040STE with TOS 1.62 I use to load up older
> versions of TOS simply by putting the TOS disk in
> the drive and cold boot.
>
> This worked on the old Disk version of TOS.

All I have is the ROM image file of TOS 1.62 (actually completely
legal as well since I also own an STe with TOS 1.62!), so I don't
know how I should create a TOS boot disk without some sort of
loader program.

--
Hallvard

1831. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 19:36:33 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6ips1$u6b$1@blue.rahul.net>
Source record: 13407

"Phantom" <phantomm@bellsouth.net> writes:

>I Setup my Happy Cart on my STE with the IB Drive.
>I have a bunch of different Happy Backup files and programs.
>Any way, I did find a back up file for Atari 8-bit disks SS and DS.
>I tried copying a 8-bit disk using SS and Floppy to file mode and
>it copied it first time to the internal ST 3 1/2 disk!!!
...
>Looks like I have a simple way to tranfer those 8-bit files.

No, no, no. You cant' use Discovery Cartridge configuration files to transfer 8-bit files. You can only use them for copying 8-bit disks. And even for this purpose it won't be reliable and in many cases it won't work at all. (Sorry, the explanation is quite long and a bit off-topic).

My software is not a configuration file. Its a fully fledged program that works completely separated from the cartridge software. It uses the cartridge hardware only, not the software.

The quote I posted in my previous message about my software, is from the PD disks sold by B&C. They sell them for u$3 each I believe. So if you can't find it on the net, you may want to contact B&C. As said, I will search my backups. But for some reasons it's not in the CDs I burnt. I need to check my floppies, and that will take a while.

>Without doing a bit of research, I'm not sure if the IB Drive is
>a 720K drive or what.

Format a disk as 720k, if it works, then your drive is 720k. Most drives shipped by I.B. were 360k, and the capacity is mentioned in the front side (40 or 80). But of course, somebody might have changed the drive.

Btw, if you happen to have an 80 tracks drive (720k), then you will be able to transfer 8-bit files and disk only in one direction. From the 8-bit to the ST. To transfer from the ST to the 8-bit youll need to use virgin unformatted disks and the software needs to implement double stepping (mine doesn't).

>Also, I use to have a PC 720K 5 1/4 floppy drive that you could
>connect to the ST with a Cable.
>The Cable was homemade and some of the wires on the Drive
>connection end came loose.
>Anyone know a Source for making a ST cable to PC 5 1/4 Drive?

There are schematics on the net I believe. But youll just make another I.B. drive. An I.B drive is just a standard PC drive plus a power supply, a case with the ST connector and the wiring, nothing else.

>And can one use a High Density PC 5 1/4 Floppy Drive? Since the
>MegaSTE supports HighDensity Drives.

It's not that easy. 5.25 drives are not (density) auto-sensing as the 3.5
ones. You'll need special hardware and software.

1832. Re: Anyone heard from Egon Spengler?

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 19:54:12 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <428ceedd$0$292$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13408

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:428c6f97$1@news.broadpark.no...
> Has anyone heard from Egon Spengler lately, or even know him?
> He had several posts here, mostly regarding hardware issues, and I've
> we've mailed back and forth as well, but I haven't heard from him for
> almost 1 1/2 month, so I was wondering if anyone knew his whereabouts?
>
>

I was chatting to him a couple of weeks ago, but he seems to have vanished.

Chris

> --
> Hallvard

1833. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 19:56:36 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <428cef6c$0$295$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13409

"Jorge" <user@nospam.com> wrote in message
news:d6h7kl$v5i$1@blue.rahul.net...
> PASTI
>
> Atari ST Imaging and Preservation Tools
>
> Pasti is a package of software tools for imaging and preservation of Atari
> ST
> software. The two major components are the imaging tools and the emulation
> helper tools.
>
>
> SOFTWARE PRESERVATION
>
> Our main goal is the preservation of Atari software in its original
> unmodified
> form. Original software is normally stored on diskettes with custom format
> or
> copy protection. Standard tools cannot back up or image them. But floppy
> disk
> recording have a limited life time. It won't take too long until all
> original
> Atari disks will be damaged and lost.
>
>
> TOOLS
>
> Pasti ST is an imaging tool that produces disk file images of any ST disk.
> It
> runs on any ST computer, with the only requirement of one double-sided
> drive.
> Pasti ST needs a standard 8Mhz ST CPU. It doesn't run on TT or Falcon
> computers.
>
> Pasti images can be used on ST emulators using the emulator helper tool,
> Pasti.Dll. The DLL is currently supported by latest versions of Saint and
> Steem. The emulator helper tool was released some time ago.
>
> Both tools are now available at our web site: http://pasti.fxatari.com
>
> Note that both tools are yet in the beta phase.

interesting stuff, how come no falcon tho ?

Chris

>

1834. Re: Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 20:05:36 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <d6irig$rp1$1@newsg1.svr.pol.co.uk>
Source record: 13410

Hi lp

On 18 May 2005 22:46:26 , lp wrote:
>in article d6gcks$p75$1@newsg3.svr.pol.co.uk, Neil Chester wrote on
>5/18/2005 5:38 PM:
>
>> Hi All
>>
>> I have found that I have mistakenly deleted the "module:" entry on the
>> "about" dialog box on the newest version of Highwire - with no obvious
>> sign of getting it back again!
>>
>> All the Modules remain in the Module folder but Highwire does not seem to
>> want to load the Network.Ovl even after a reset! Also I have retrieved a
>> fresh copy of Highwire.app from the distribution archive but even this
>> reports "modules: (none)" now.
>>
>> How do you get the online modules back?
>
>Rename the one you want to use to 'network.ovl'. Alternately, if one is
>using MiNT just create a symbolic link.
No I have renamed Stik2.ovl to Network.ovl and re-run Highwire with no
difference in the "about" modules bit (none). Seems that something has
been altered in the internal configuration. Where are the Modules
supposed to be located? I have them in the "Module" folder inside the
Highwire folder (on D:), do they have to be somewhere else, eg HOME in
Magic? Version 0.2.4 runs OK, so I'm using that as a stop-gap.

Will try the Iconnect.ovl with the new MTU setting in Iconf.

Ta

Neil :-)

>
>--
>FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
>Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>L. Pursell http://www.bright.net/~gfabasic/ [AtariIRC, GFA-Basic, Hades060]
>
>
>.

1835. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 20:07:04 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6irl8$a0$1@blue.rahul.net>
Source record: 13411

Sorry. I must correct myself. What I said in the previous post is valid only for 8-bit single density (FM) disks. You do can reliably copy ED, or DD disks with the right configuration file.

You still won't be able to transfer files though, at least not easily. In theory you could extract the 8-bit files from the image file that the cart software creates. But you'll need special software that AFAIK doesn't exist. The cart images files are in custom format, they are not compatible with any other ST (or 8-bit) image format.

"Phantom" <phantomm@bellsouth.net> writes:

>I Setup my Happy Cart on my STE with the IB Drive.

>I have a bunch of different Happy Backup files and programs.

>Any way, I did find a back up file for Atari 8-bit disks SS and DS.

>There were options for Comodore, MAC, apple and just about any
>format you can think of.

>I tried copying a 8-bit disk using SS and Floppy to file mode and
>it copied it first time to the internal ST 3 1/2 disk!!!

>I ran out of time and didn't try the Floppy to Floppy mode, or the
>DS option. Will soon.

>Looks like I have a simple way to tranfer those 8-bit files.

1836. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 20:13:07 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6is0j$a0$2@blue.rahul.net>
Source record: 13412

"exxos" <exxos@home.co.uk> writes:

>"Jorge" <user@nospam.com> wrote in message
>news:d6h7kl$v5i$1@blue.rahul.net...
>> PASTI
>>
>> Pasti ST is an imaging tool that produces disk file images of any ST disk.
>> It
>> runs on any ST computer, with the only requirement of one double-sided
>> drive.
>> Pasti ST needs a standard 8Mhz ST CPU. It doesn't run on TT or Falcon
>> computers.
>>
>
> interesting stuff, how come no falcon tho ?

The software needs very strict timing. Anything faster (or slower for that matter) than a bog 8Mhz CPU and it will fail.

If somebody wants to donate a Falcon, I will make a Falcon version (just kidding :)

Seriously, I don't have a Falcon. But probably there are very few cases (with a Falcon, but not a standard ST, and with original copy protected disks) to justify the effort.

1837. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 20:19:27 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <428cf4c3$0$290$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13413

```
"Jorge" <user@nospam.com> wrote in message
news:d6is0j$a0$2@blue.rahul.net...
> "exxos" <exxos@home.co.uk> writes:
>
>
>>"Jorge" <user@nospam.com> wrote in message
>>news:d6h7kl$v5i$1@blue.rahul.net...
>>> PASTI
>>>
>>> Pasti ST is an imaging tool that produces disk file images of any ST
>>> disk.
>>> It
>>> runs on any ST computer, with the only requirement of one double-sided
>>> drive.
>>> Pasti ST needs a standard 8Mhz ST CPU. It doesn't run on TT or Falcon
>>> computers.
>>>
>>
>> interesting stuff, how come no falcon tho ?
>
>
> The software needs very strict timing. Anything faster (or slower for that
> matter) than a bog 8Mhz CPU and it will fail.
>
> If somebody wants to donate a Falcon, I will make a Falcon version (just
> kidding :)
>
> Seriously, I don't have a Falcon. But probably there are very few cases
> (with a Falcon, but not a standard ST, and with original copy protected
> disks) to justify the effort.
>

Strange, hows that working then ? I think a lot of the progs just went
direct to the BIOS calls to copy track by track... I take it this new prog
is doing some new tricks to actually do the copying ?

Chris
```

1838. Re: Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 20:33:17 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <428cf80d$0$830$8fcfb975@news.wanadoo.fr>
Source record: 13414

[ProToS] a ï¿½crit :
>
>
> Then tests other values of MTU in Iconf.prg, default value must be on 512,
> in my conf I spent 1492 for MTU value and that made an end to my superb
> crash of highiwre.
>
Hello,

As far as I know, MTU must be of 1492 with aDSL, and 1500 if pure
ethernet (or cable).
That isn't the only value that can affect the traffic...

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1839. GTS100 replacement mech?

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 21:19:27 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <118q0n0tkd7gr9b@corp.supernews.com>
Source record: 13416
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have am looking for a replacement mech for a GTS100 drive. Anyone know of a good one?

Tim

1840. Re: Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-19 22:10:02 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <428d0ebf$0$16404$626a14ce@news.free.fr>
Source record: 13417

"J.-Luc" <Myname.Mysurname@myisp> a crit dans le message de news:
428cf80d$0$830$8fcfb975@news.wanadoo.fr...
> [ProToS] a crit :
>>
>>
>> Then tests other values of MTU in Iconf.prg, default value must be on
>> 512,
>> in my conf I spent 1492 for MTU value and that made an end to my superb
>> crash of highiwre.
>>
> Hello,
>
> As far as I know, MTU must be of 1492 with aDSL, and 1500 if pure
> ethernet (or cable).
> That isn't the only value that can affect the traffic...
>
> J.-Luc

```
sorry but with magic + highwire + iconnect you could crash or even
don't reach some web page with a 512 MTU and have to use 1492
or something else on rtc (yes 1492 for rtc!!) dsl etc...

since you are french re-read this subject on fcsa (12.2003)
http://groups.google.com/groups?hl=fr&lr=lang_fr&th=b8b566854cab968b&rnum=1

1492 MTU solve his problem and "bibou" don't use a dsl line ...
take care of the MTU with iconnect.ovl

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne
```

1841. Re: Loading TOS 1.62 from file

Newsgroup: comp.sys.atari.st
Date: 2005-05-20 05:33:20 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <yyeje.2558$lQ3.412@bignews5.bellsouth.net>
Source record: 13418

I'm not sure what a TOS Image file actually is.

Is it a copy of the TOS chips placed into some type of single file?

Not sure if this will help, but remember Falcon TOS 4.92?

It was on a Disk and you simply put the disk in the Falcon
and it loaded upon Boot up.
There was talk about burning it into a ROM chip.
Someone may have done it.

If you have a Single File, if there is some way to break it down into
readable files on the STe then you would be close.

AFAIK, all ST-Falcons look at the disk drive first to see if there is
a bootable file. If there is, then it is ran. I believe that is
correct.

There must be some way to do this.
IINM, there is a program that will convert them to disk.
But my memory on this subject has faded abit.
If I come up with something, I'll let ya know.

If I remember correctly. There is a PC program that uses
these TOS Images with a program to run ST software on PCs.
Personally, I didn't like the idea of using TOS Images on PCs,
and I still don't. But that's my opinion.

What is the Tos 1.62 filename and extender?
I'll try to dig up something if no one else has the answer.

Also could you provide the URL for the Images?
I'd like to get those myself. I have 8 Ataris not counting 8-bits.
I've got it bookmarked somewhere on one of my Falcons.
But, there are probably a thousand URLs. (Need to clean them out)

If you don't want to post it, then e-mail it if ya don't mind.

phantomm@bellsouth.net
IRQ # 200726568
Nick-Phantom

.

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:428cde07@news.broadpark.no...
> Phantom wrote:
>> I don't know if this will work on a TOS 2.06 MSTE, but

>> on my 1040STE with TOS 1.62 I use to load up older
>> versions of TOS simply by putting the TOS disk in
>> the drive and cold boot.
>>
>> This worked on the old Disk version of TOS.
>
> All I have is the ROM image file of TOS 1.62 (actually completely
> legal as well since I also own an STe with TOS 1.62!), so I don't know
> how I should create a TOS boot disk without some sort of loader
> program.
>
>
> --
> Hallvard

1842. Portfolio and Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-05-20 06:03:06 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <118qvcqobomja80@corp.supernews.com>
Source record: 13419

Since the Windows XP PC I am forced to use at the office will not support my ATARI Portfolio I am looking for an easy way to continue to sync my files with the PC. I decided to try a program called Portlink to transfer files to my Falcon at home and then e-mail them to the office. The program runs fine and sees the files on the portfolio initially, but fails when I try to transfer. I do have the program working fine on my STe, but would like to use it on the Falcon (my primary computer).

I assume the problem is the bi-directional parallel port on the Falcon? I built the cable as below which works fine for the STe. Can it be modified to work with the Falcon? An except from the Portlink doc follows:

(some of you will notice that the data and clock signals are at bit 0 and 1 for one way and 6 and 7 the other way, this is to gain extra speed - it's faster to shift in/out these bits on the port)

```
Portfolio Atari ST
parallel- printer-
interface port

2 <------- Data from Atari ST <-------- 2

3 <------- Clock from Atari ST <------- 3

.---- 12 -------> Clock from Portfolio ------> 8
+ |
LED 13 -------> Data from Portfolio -------> 9
- |
'---- 18 -------------- Ground --------------- 18
```

The LED referenced in the manual (to monitor the clock signal) can be connected between pins 12 and 18 on the Portfolio side. You don't have to have a LED, but it will ease the use a lot !

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

1843. Re: Anyone heard from Egon Spengler?

Newsgroup: comp.sys.atari.st
Date: 2005-05-20 07:00:11 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <d6k1s8nmc1@gemini.csx.cam.ac.uk>
Source record: 13420

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:428c6f97$1@news.broadpark.no...
> Has anyone heard from Egon Spengler lately, or even know him?
> He had several posts here, mostly regarding hardware issues, and
> I've we've mailed back and forth as well, but I haven't heard
> from him for almost 1 1/2 month, so I was wondering if anyone
> knew his whereabouts?

He is probably out Ghostbusting ;-)

Stephen Moss

1844. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-05-20 14:44:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <428e24f48d9ca0@comcast.net>
Source record: 13422

>Because. Thats why.
>
>Coda.
>

Well I guess that is good enough for me. <g>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1845. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-20 14:50:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <428e24f48d9ca1@comcast.net>
Source record: 13421

I tried this and used that images with STeem version 3.2 on my wife's PC.
Worked just great. I am going to try and get Linux working on my Hades again.
Steem also comes in a Linux-supported version, so it would be great to store
some of my favorite ST games on my Hades hard drive.

>PASTI >
>Atari ST Imaging and Preservation Tools
>
>Pasti is a package of software tools for imaging and preservation of Atari ST
>software. The two major components are the imaging tools and the emulation
>helper tools.
>
>
>SOFTWARE PRESERVATION
>
>Our main goal is the preservation of Atari software in its original unmodified
>form. Original software is normally stored on diskettes with custom format or
>copy protection. Standard tools cannot back up or image them. But floppy disk
>recording have a limited life time. It won't take too long until all original
>Atari disks will be damaged and lost.
>
>
>TOOLS
>
>Pasti ST is an imaging tool that produces disk file images of any ST disk. It
>runs on any ST computer, with the only requirement of one double-sided drive.
>Pasti ST needs a standard 8Mhz ST CPU. It doesn't run on TT or Falcon
>computers.
>
>Pasti images can be used on ST emulators using the emulator helper tool,
>Pasti.Dll. The DLL is currently supported by latest versions of Saint and
>Steem. The emulator helper tool was released some time ago.
>
>Both tools are now available at our web site: http://pasti.fxatari.com
>
>Note that both tools are yet in the beta phase.
>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633

PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1846. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-20 14:53:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <428e24f48d9ca2@comcast.net>
Source record: 13424

>PASTI
>
>Atari ST Imaging and Preservation Tools
>
>Pasti is a package of software tools for imaging and preservation of Atari ST
>software. The two major components are the imaging tools and the emulation
>helper tools.

I tried running Pasti on my Hades. It did run, but when it went to copy the ST game disk, it told me my floppy was not correct. Seems it needs a 720K drive. Would be great if the author fixed Pasti so Hades, Milan, TT and Falcon owners who have 1.44 meg floppy drives could use it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1847. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-20 14:55:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <428e24f48d9ca3@comcast.net>
Source record: 13423

>
>Both tools are now available at our web site: http://pasti.fxatari.com
>
>Note that both tools are yet in the beta phase.
>

I tried to get online and was told I needed an authorization....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1848. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 02:21:50 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.21.02.21.50.781656@charter.net>
Source record: 13425

On Fri, 20 May 2005 18:44:38 +0400, Edward S. Baiz Jr. wrote:

>>Because. Thats why.
>>
>>Coda.
>>
>
> Well I guess that is good enough for me. <g>

And the terse answer of the week goes to <drumroll, please!>...

:-)

1849. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 02:49:27 UTC
From: Lance Lyon <llyon@landover.NOSPAM.no-ip.com>
Message-ID: <428ea1b8$1@dnews.tpgi.com.au>
Source record: 13426

"Jorge" <user@nospam.com> wrote in message
news:d6ibtu$hs6$1@blue.rahul.net...
> "Ronald J. Hall" <dark_lord@charter.net> writes:
>
>>On Thu, 19 May 2005 05:19:17 +0000, Jorge wrote:
>
>>> http://pasti.fxatari.com
>
>>Tried about 5 times over half an hour - couldn't get through.
>
> It might have been a problem on your end.
> The web site is hosted at a major provider. So it is unlikely (but sill
> possible, of course), that it's was down. Please let me know if you still
> has problems.

Had the same problem from here - but as of today, I can get through. Was
getting a 404 yesterday.

cheers,

Lance

--
// http://landover.no-ip.com
Historical Sydney ferries webpages
http://landover.no-ip.com/pods/index.php
Classic X86, 8 & 16 bit computers //

1850. IRC?

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 03:28:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.21.03.28.19.62464@charter.net>
Source record: 13427

Guys, whats the best Atari IRC channels to hit?

I tried IRCnet (Stealth?) last night but never could get on.

I tried /join #AtariScn from some other ones but never could get through.

Thanks everyone.

PS This was with Xchat from my Linux box.

1851. Re: IRC?

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 06:22:09 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <rAzje.12227$F6.2560459@news.siol.net>
Source record: 13428

Ronald J. Hall wrote:

> I tried /join #AtariScn from some other ones but never could get through.

U better try #atariscne

1852. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 06:37:21 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <GOzje.12228$F6.2560525@news.siol.net>
Source record: 13429

>>Our main goal is the preservation of Atari software in its original
>>unmodified form. Original software is normally stored on diskettes with
>>custom format or copy protection. Standard tools cannot back up or image
>>them. But floppy disk recording have a limited life time. It won't take
>>too long until all original Atari disks will be damaged and lost.
>>
>>
>>TOOLS
>>
>>Pasti ST is an imaging tool that produces disk file images of any ST disk.
>>It runs on any ST computer, with the only requirement of one double-sided
>>drive. Pasti ST needs a standard 8Mhz ST CPU. It doesn't run on TT or
>>Falcon computers.

Just a thought: Whats wrong with Magic Shadow Archiver? It does exactly
what Pasti claims, eg, it makes images of floppy disks. Esp the protected
ones. There are MASSIVE archives of MSAed demos and games etc. Those MSA
images are 'preservation of floppies in their original form'. It's here
quite looong time, so do we really need to invent hot water again with
Pasti? Not to mention that new MSA apps like JayMSA offer extensive
options, packing etc.. Another format apart from *.MSA is *.DIM, which
stands for Disk IMages and its FastCopy PRO generated format. Both
applications are used for more as 10 years, runs well on all ataris and MSA
especially is widely used all those years and now. Steem also read MSA so i
really don't see a point. There are CDs with thousands of demos in MSA
already, same for nt so legal game CDs. Why convert all that again to
basicaly same format? And who will do it?

Janez

1853. Re: IRC?

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 13:26:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.21.13.26.02.20115@charter.net>
Source record: 13430

On Sat, 21 May 2005 08:22:09 +0200, Janez Valant wrote:

> Ronald J. Hall wrote:
>
>
>> I tried /join #AtariScn from some other ones but never could get through.
>
> U better try #atariscne

There ya go. I was close (in the same galaxy!). Of course, close only
counts with horseshoes, hand grenades, and thermonuclear warefare. :-)

Thanks!

1854. Re: IRC?

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 13:26:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.21.13.26.33.158332@charter.net>
Source record: 13431

On Sat, 21 May 2005 04:06:21 -0400, lp wrote:

> Also try us.ircnet.org or irc1.us.ircnet.org if stealth don't seem to work.

Thanks! :-)

1855. Re: Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 14:55:40 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050521155540016807%derryck@cixcoukinvalid>
Source record: 13432

On 2005-05-19 17:39:45 +0100, "[ProToS]" <protos(at)arcadia-crew(dot)com> said:

> "Neil Chester" <neil@adel6.freeserve.co.uk> a ï¿½crit dans le message de
> news: d6gcks$p75$1@newsg3.svr.pol.co.uk...

>> Also the Iconnect Ovl doesn't work with the latest version of Highwire,
>> any answers on this?

>
> I use it every days with no problem under Magicmac.

Do you use a dial-up connection or cable/ADSL?

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

1856. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 15:03:14 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6nijirgn1@blue.rahul.net>
Source record: 13433

Janez Valant <swe@atari.org> writes:

>> PASTI
>>
>> Our main goal is the preservation of Atari software in its original
>> unmodified form. Original software is normally stored on diskettes with
>> custom format or copy protection. Standard tools cannot back up or image
>> them. But floppy disk recording have a limited life time. It won't take
>> too long until all original Atari disks will be damaged and lost.
>
> Just a thought: Whats wrong with Magic Shadow Archiver? It does exactly
> what Pasti claims, eg, it makes images of floppy disks. Esp the
> protected ones.

No, it doesn't. MSA makes images of disks *without* copy protection. It
can't handle any type of on-disk copy protection.

> There are MASSIVE archives of MSAed demos and games etc. Those MSA
> images are 'preservation of floppies in their original form'.

No. Those images are takes from cracked versions, not from the originals
(except for the minority of original disks without copy protection).

> Not to mention that new MSA apps like JayMSA offer extensive
> options, packing etc.. Another format apart from *.MSA is *.DIM, which
> stands for Disk IMages and its FastCopy PRO generated format.

All these formats are for disks without copy protection.

> Steem also read MSA so i really don't see a point.

Well, both Steem and Saint authors modified their emulators to add support
for Pasti. Seems like they see a point.

Where you got the idea that MSA and DIM images support copy protection?
Haven't you seen on almost every one of those images messages like
"Cracked by xxx", or "xxx Team presents ..."?

1857. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 15:08:16 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6nit0$su1$1@blue.rahul.net>
Source record: 13434

"Edward S. Baiz Jr." <edbaizjr@comcast.net> writes:

>>PASTI
>>
>>Atari ST Imaging and Preservation Tools
>>
>>Pasti is a package of software tools for imaging and preservation of Atari ST
>>software. The two major components are the imaging tools and the emulation
>>helper tools.

>I tried running Pasti on my Hades. It did run, but when it went to copy the ST
>game disk, it told me my floppy was not correct. Seems it needs a 720K drive.
>Would be great if the author fixed Pasti so Hades, Milan, TT and Falcon owners
>who have 1.44 meg floppy drives could use it.

The problem is not the 1.44 drive but the faster CPU (yes, the error
message is misleading).

It is noted in the documentation. The Imaging Tool doesn't run on TT or
Falcon. It won't run either on any machine without a standard 8 Mhz CPU
(such as the Hades).

--

PASTI http://pasti.fxatari.com

1858. [ANN] Bugfixes for Troll (1.1C)

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 16:27:38 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <428f617a$0$26067$7a628cd7@news.club-internet.fr>
Source record: 13435

Bonsoir :)

Download on my "maison-page" or direclty in the folder
http://rajah.atari.org/files/ -> troll11c_uk.zip (~ 130KB)

Fixes in this version 1.1C:
- crash after text block selection with mouse, outside text zone.
- possible crash after pasting text block (a line was lost).
- freeze if text and headers to send was more than 2000 bytes.
- some text cursor redraws.
- 'Tab' key do not open the About window any longer
Thanks Jean-Luc ;)

Voilï¿½ :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

1859. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 16:52:07 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <RCJje.7390$8S5.5590@bignews3.bellsouth.net>
Source record: 13436

"Jorge" <user@nospam.com> wrote in message
news:d6nit0$su1$1@blue.rahul.net...
> "Edward S. Baiz Jr." <edbaizjr@comcast.net> writes:
>
>>>PASTI
>>>
>>>Atari ST Imaging and Preservation Tools
>>>
>>>Pasti is a package of software tools for imaging and preservation of
>>>Atari ST
>>>software. The two major components are the imaging tools and the
>>>emulation
>>>helper tools.
>
>>I tried running Pasti on my Hades. It did run, but when it went to
>>copy the ST
>>game disk, it told me my floppy was not correct. Seems it needs a 720K
>>drive.
>>Would be great if the author fixed Pasti so Hades, Milan, TT and
>>Falcon owners
>>who have 1.44 meg floppy drives could use it.
>
>
> The problem is not the 1.44 drive but the faster CPU (yes, the error
> message is misleading).
>
> It is noted in the documentation. The Imaging Tool doesn't run on TT
> or
> Falcon. It won't run either on any machine without a standard 8 Mhz
> CPU
> (such as the Hades).

What about using Backwards on the Falcon to turn it into a STE, would it
work then?
phantomm@bellsouth.net

>
> --
> ------------------------------
> PASTI http://pasti.fxatari.com
>

1860. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 17:27:46 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <h8Kje.7408$8S5.5181@bignews3.bellsouth.net>
Source record: 13437

The idea I had was to copy the 8ibit Image file that the cart makes back
to
a 3 1/2 drive.

If that doesn't work then I'll try a few other ideas I have.

If nothing else then I have a way to back up Protected 8-bit disks
in Image files.

I have STXFORMER and the Cable to connect the 8-bit to the ST
and transfer files that way. I've not gotten into that yet.
Wanted to see what all I could do with the HAPPY first.

I have 2 Happy disk editors that look similar to FastCopy Pro
have explored those yet.

The I.B. Drive I have is 720K. From the TOS 1.62 DeskTop it will format
SS or DS 5 1/4 floppy disks. Over 720K bytes for DS.

I also found a ST program that will format MSDOS disks on the ST.
3 1/2 and 5 1/4 but only SS for 5 1/4.

However I tried FASTCOPY PRO and had problems formatting with the drive.
I think it was due to the Twister format where the disk gets formatted
backwards.
I have to check and see if there is a option to turn this off.

FastCopy PRO does support 5 1/4 disks even High Density ones.

You mention that you created a program to transfer 8-bit files with the
Happy?

Do you remember the name of it?

The Image files that the Happy makes are suppose to be exact copies of
the disk you copy, what ever the type, Mac, PC, ST, etc. and when you
tranfer the Image back to a disk, then you get a exact copy of the disk.

At least thats the way I read it from the manual.

And of course you can copy disk to disk to make a copy without
making a Image file first. Great thing about the Image files is you
can store them on CD/Hard Drive and make a exact Disk copy
when you need it. And they can be transfered across phone lines.

BTW, I ran into a program that allows you to connect Atari 8-bit Disk
Drives to the ST and use them as ST drives.
Down side is it doesnt support Atari 8-bit Disks.

Does anyone know what the last version of the Happy Discovery
Cartridge software was?
And any support files for it?

Someone must have one of these besides myself.
phantomm@bellsouth.net
ICQ 200726568
Nick-Phantom

"Jorge" <user@nospam.com> wrote in message
news:d6irl8$a0$1@blue.rahul.net...
>
> Sorry. I must correct myself. What I said in the previous post is
> valid
> only for 8-bit single density (FM) disks. You do can reliably copy ED,
> or
> DD disks with the right configuration file.
>
> You still won't be able to transfer files though, at least not easily.
> In
> theory you could extract the 8-bit files from the image file that the
> cart
> software creates. But you'll need special software that AFAIK doesn't
> exist. The cart images files are in custom format, they are not
> compatible
> with any other ST (or 8-bit) image format.
>
>

1861. Re: MIDI kits

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 17:31:11 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <tbKje.7411$8S5.6222@bignews3.bellsouth.net>
Source record: 13438

Thats the problem, I have no idea. The labels have been removed.

It may have been the kits that Rod McDonald was envolved with for a
time.

Does the manuals have a pic of the midi device?

My are off yellow or cream colour.

phantomm@bellsouth.net

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:jIGdnXC7dbZtZxrfRVn-sQ@taconic.net...
> What is the name or maker of the midi device? I have manuals for some
> old
> midi networking.
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:QiAfe.14721$yq3.10500@bignews1.bellsouth.net...
>> I recently got 2 midi devices.
>>
>> Each box had 2 midi cables and each box has 2 Phone Line type Jacks.
>>
>> I have no software or manuals.
>>
>> Anyone have these that could supply software and maybe a manual
>> or a place to get em.
>>
>> I use STing which I think supports them. But would like the original
>> software
>> if possible.
>>
>> IINM, they can be used to connect 2 Atari STs-Falcons together.
>> But not sure if both boxes are needed or if it can be done with one.
>>
>> Also need to know if normal phone lines work with these.
>>
>> phantomm@bellsouth.net
>>
>>
>>
>
>

1862. Re: [ANN] Bugfixes for Troll (1.1C)

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 17:33:16 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <428f70dc$1_2@x-privat.org>
Source record: 13439

Pierre TON-THAT wrote:
>
> Bonsoir :)
>
> Download on my "maison-page" or direclty in the folder
> http://rajah.atari.org/files/ -> troll11c_uk.zip (~ 130KB)

Thanks
Merci beaucoup

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

1863. Re: Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 17:44:53 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <428f7394$0$32748$626a14ce@news.free.fr>
Source record: 13440

"Derryck Croker" <derryck@cix.co.uk.invalid> a �crit dans le message de
news: 20050521155540168O7%derryck@cixcoukinvalid...
>> I use it every days with no problem under Magicmac.
>
> Do you use a dial-up connection or cable/ADSL?
>
> --
> Derryck

ADSL

you need macstip to use it but it seems to be hard
to find this macos soft now

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

1864. Magic Mouse Click Delay

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 20:03:19 UTC
From: mail@freeman-studio.com
Message-ID: <1116705799.332108.107830@g49g2000cwa.googlegroups.com>
Source record: 13441

When I switched from Geneva to Magic 6.01 a few years back, I noticed that Magic had a bit of a delay between the time you press the mouse button and the time the system acts on that click. It's somewhere between 1/4 and 1/2 a second. I thought it was just something to do with the speed of my system. But now I have a CT60, and the delay is still there. Does anyone know what causes this, and if there is a fix?

An example of this can be seen when I try to highlight text in Papyrus. I have to click, hold the mouse still for a bit, then move it. Otherwise, if I click and immediately move the mouse, the first part of the text that I move past doesn't get highlighted. Another example is when playing one of the Minesweeper games. If I quickly click on a bunch of spaces without stopping for a bit over each one, they either don't get marked, or the wrong ones get marked.

So, does anyone have any clues to what's going on? I've tried changing my Timeslice and Priority settings, with no effect. I have my mouse double-click speed set at nearly the fastest speed. I'm not sure what else to check, or if there's even anything to do about it, other than switch to Mint (which I won't do until there's a good enough GUI on it that can compete with Magic's).

Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

1865. Magic Mouse Click Delay

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 20:12:15 UTC
From: mail@freeman-studio.com
Message-ID: <1116706335.064163.134060@g14g2000cwa.googlegroups.com>
Source record: 13442

When I switched from Geneva to Magic 6.01 a few years back, I noticed that Magic had a bit of a delay between the time you press the mouse button and the time the system acts on that click. It's somewhere between 1/4 and 1/2 a second. I thought it was just something to do with the speed of my system. But now I have a CT60, and the delay is still there. Does anyone know what causes this, and if there is a fix?

An example of this can be seen when I try to highlight text in Papyrus. I have to click, hold the mouse still for a bit, then move it. Otherwise, if I click and immediately move the mouse, the first part of the text that I move past doesn't get highlighted. Another example is when playing one of the Minesweeper games. If I quickly click on a bunch of spaces without stopping for a bit over each one, they either don't get marked, or the wrong ones get marked.

So, does anyone have any clues to what's going on? I've tried changing my Timeslice and Priority settings, with no effect. I have my mouse double-click speed set at nearly the fastest speed. I'm not sure what else to check, or if there's even anything to do about it, other than switch to Mint (which I won't do until there's a good enough GUI on it that can compete with Magic's).

Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

1866. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 20:34:49 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6o619$j8i$1@blue.rahul.net>
Source record: 13443

"Phantom" <phantomm@bellsouth.net> writes:

>> It is noted in the documentation. The Imaging Tool doesn't run on TT
>> or
>> Falcon. It won't run either on any machine without a standard 8 Mhz
>> CPU
>> (such as the Hades).

>What about using Backwards on the Falcon to turn it into a STE, would it
>work then?

Don't think so. Don't know exactly what "Backwards" is or how it works,
but it is unlikely that anything would be able to bring a Falcon to the
required level of compatibility with a standard ST or STe.

--

PASTI http://pasti.fxatari.com

1867. Re: [ANN] Bugfixes for Troll (1.1C)

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 20:40:49 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <428f9cd1$0$26070$7a628cd7@news.club-internet.fr>
Source record: 13444

Bonsoir :)

Martin Byttebier a ï¿½crit :
>> Thanks
> Merci beaucoup

de rien :)

best regards

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

1868. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-21 21:33:12 UTC
From: Jorge <user@nospam.com>
Message-ID: <d6o9eombu1@blue.rahul.net>
Source record: 13445

"Phantom" <phantomm@bellsouth.net> writes:

>The idea I had was to copy the 8ibit Image file that the cart makes back
>to a 3 1/2 drive.

And you will end where you started. The problem is not the media. It is the difference in low and high level format. You won't change that by changing the media. So you won't gain virtually anything.

>If nothing else then I have a way to back up Protected 8-bit disks
>in Image files.

No. The backup software that comes with the cartridge is for MFM disks only. But 99.99% of the 8-bit copy protected disks are single density (FM). So you will be able to backup only Atari Planetarium plus the other handful of protected disks in enhanced density that exist, nothing else.

In theory you can backup any encoding (including FM) using blind flux transition mode. But as the documentation states, this is not very reliable for a whole track let alone for a whole disk. Furthermore, for most 8-bit disks it won't work at all.

This is a limitation of the software, not of the hardware.

>You mention that you created a program to transfer 8-bit files with the
>Happy? Do you remember the name of it?

I told you already, "DiscLink". I also already told you where to get it (at B&C) for just U$3 (don't worry, I won't receive a penny). I also already told you that I must check my backup floppies to find it myself. This will take some time.

>The Image files that the Happy makes are suppose to be exact copies of
>the disk you copy, what ever the type, Mac, PC, ST, etc. and when you
>tranfer the Image back to a disk, then you get a exact copy of the disk.

Again, you won't gain anything by doing this. You want to transfer files between the ST and the 8-bit, not making an exact copy of a disk.

--

PASTI http://pasti.fxatari.com

1869. Re: IB DRIVE for ST/STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-22 04:12:39 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <JCTje.16604$J25.4050@bignews6.bellsouth.net>
Source record: 13446

Your just full of overflowing encouragement aren't ya. 8-)

I get the message that in your opinion I'm just wasting my time.

I'm getting results and won't publish them here.

I can easily write my own backup files to use with the
Discovery Cart with any text editor.

Also, That was the first time I heard the name of the
program you wrote.

So, I'll keep my Happy thoughts and Happy results and my
Happy devices to myself for now...

Hey wait a minute something is starting to smell.....

You are involved with that PASTI program.

That clears alot of things up.

phantomm@bellsouth.net

"Jorge" <user@nospam.com> wrote in message
news:d6o9eombu1@blue.rahul.net...
> "Phantom" <phantomm@bellsouth.net> writes:
>
>
>>The idea I had was to copy the 8ibit Image file that the cart makes
>>back
>>to a 3 1/2 drive.
>
> And you will end where you started. The problem is not the media. It
> is
> the difference in low and high level format. You won't change that by
> changing the media. So you won't gain virtually anything.
>
>>If nothing else then I have a way to back up Protected 8-bit disks
>>in Image files.
>
> No. The backup software that comes with the cartridge is for MFM disks
> only. But 99.99% of the 8-bit copy protected disks are single density
> (FM). So you will be able to backup only Atari Planetarium plus the
> other
> handful of protected disks in enhanced density that exist, nothing
> else.
>

> In theory you can backup any encoding (including FM) using blind flux
> transition mode. But as the documentation states, this is not very
> reliable for a whole track let alone for a whole disk. Furthermore,
> for
> most 8-bit disks it won't work at all.
>
> This is a limitation of the software, not of the hardware.
>
>>You mention that you created a program to transfer 8-bit files with
>>the
>>Happy? Do you remember the name of it?
>
> I told you already, "DiscLink". I also already told you where to get
> it
> (at B&C) for just U$3 (don't worry, I won't receive a penny). I also
> already told you that I must check my backup floppies to find it
> myself.
> This will take some time.
>
>>The Image files that the Happy makes are suppose to be exact copies of
>>the disk you copy, what ever the type, Mac, PC, ST, etc. and when you
>>tranfer the Image back to a disk, then you get a exact copy of the
>>disk.
>
> Again, you won't gain anything by doing this. You want to transfer
> files
> between the ST and the 8-bit, not making an exact copy of a disk.
>
>
> --
> ------------------------------
> PASTI

1870. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-22 04:23:50 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <iSTje.16627$J25.14005@bignews6.bellsouth.net>
Source record: 13447

Now knowing whom I'm writing to...

That goes to show just how little you know about the Falcon and
Backwards.

Basically you end up where you start and thats not what you want
to do. ROFLOL.
phantomm@bellsouth.net

"Jorge" <user@nospam.com> wrote in message
news:d6o619$j8i$1@blue.rahul.net...
> "Phantom" <phantomm@bellsouth.net> writes:
>
>
>>What about using Backwards on the Falcon to turn it into a STE, would
>>it
>>work then?
>
> Don't think so. Don't know exactly what "Backwards" is or how it
> works,
> but it is unlikely that anything would be able to bring a Falcon to
> the
> required level of compatibility with a standard ST or STe.
>
> --
> ------------------------------
> PASTI http://pasti.fxatari.com
>

1871. Re: Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-22 07:19:43 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005052208194375249%derryck@cixcoukinvalid>
Source record: 13448

On 2005-05-21 18:44:53 +0100, "[ProToS]" <protos(at)arcadia-crew(dot)com> said:

>>> I use it every days with no problem under Magicmac.
>>
>> Do you use a dial-up connection or cable/ADSL?
>>
> ADSL

Ethernet connection rather than USB?

> you need macstip to use it but it seems to be hard
> to find this macos soft now

I've never seen that software before.

I'm really surprised that there isn't a built-in way to access ethernet
from within MagiCMac - I'm using the OS X version.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

1872. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-22 10:14:18 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <b4Yje.12237$F6.2566041@news.siol.net>
Source record: 13299

Phantom wrote:

> Now knowing whom I'm writing to...
>
> That goes to show just how little you know about the Falcon and
> Backwards.
>
> Basically you end up where you start and thats not what you want
> to do. ROFLOL.

Problem is more deep as simple Backward. Good copy protection can be clock cycle precise, etc and basically u need original hardware to read the floppy. I thought Pasti is just another variation of MSA of FastCopyPRO, which can deal with quite a number of protections, but complex ones are a pain and if Pasti will be able to deal with them, it will indeed be cool. Anyway, copy protections are far more complex as switching cache on/off, cpu from 16 to 8mhz etc what backward is doing...

Janez

1873. [PUB]: new at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-05-22 14:07:25 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4290921d_1@x-privat.org>
Source record: 13300

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/troll11c_fr.zip
(131.942 bytes) Troll est un lecteur/gï¿½nï¿½rateur de messages pour
les forums de discussions de type USENET (protocole NNTP)

ftp://chapelie.rma.ac.be/atari/internet/troll11c_uk.zip
(130.071 bytes) Troll is a newsreader/writer for the USENET newsgroups
(NNTP protocol), using STiK2 and compatibles TCP/IP layers.

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/saint199dselfextract.exe
(832.072 bytes) SainT is an ATARI-ST emulator running on
Windows (9x,NT,2000,XP) based machines.

**game**
ftp://chapelie.rma.ac.be/atari/game/blum.zip
(2.135.305 bytes) Falcon game

Have fun,
Martin

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

1874. Teset

Newsgroup: comp.sys.atari.st
Date: 2005-05-22 17:52:18 UTC
From: geek@atarians.com
Message-ID: <mF3ke.20707$Fe7.93757@news000.worldonline.dk>
Source record: 13301

This is just a test. Ignore

1875. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-22 23:34:56 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Az8ke.21899$CR5.13330@bignews1.bellsouth.net>
Source record: 13302

I understand what you are saying.

I don't know if you have a Falcon and ever used Backwards or not.

The program does allow Original Protected ST/STE Games to
Run on the Falcon that would not normally.
Not all games will work, but alot will.

But one could try backwards and see if it would work.
I know that alot of Protected ST/STE games will work on the Falcon
due to Backwards.

It's worth trying and if it doesn't work then nothing lost.

Also I was making a Joke related to another thread.

My personal Opinion is this is re-inventing something
already done. I know alot of software that will make
Disk Images of Protected Software.
It seems that alot of folks have either forgotten them
or don't know about them.

I'll make a Deal here, I'll stay out of this thread if
Jorge stays out of mine.
phantomm@bellsouth.net

"Janez Valant" <swe@atari.org> wrote in message
news:b4Yje.12237$F6.2566041@news.siol.net...
> Phantom wrote:
>
>> Now knowing whom I'm writing to...
>>
>> That goes to show just how little you know about the Falcon and
>> Backwards.
>>
>> Basically you end up where you start and thats not what you want
>> to do. ROFLOL.
>
> Problem is more deep as simple Backward. Good copy protection can be
> clock cycle precise, etc and basically u need original hardware to
> read the
> floppy. I thought Pasti is just another variation of MSA of
> FastCopyPRO,
> which can deal with quite a number of protections, but complex ones
> are a
> pain and if Pasti will be able to deal with them, it will indeed be
> cool.

> Anyway, copy protections are far more complex as switching cache
> on/off,
> cpu from 16 to 8mhz etc what backward is doing...
>
>
> Janez

1876. Re: MIDI kits

Newsgroup: comp.sys.atari.st
Date: 2005-05-22 23:45:08 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <8J8ke.22001$CR5.10502@bignews1.bellsouth.net>
Source record: 13303

Ok, I think I have the name of the software used with them.

Universal Network and I the last version of software was
v.1.02 if my info is correct.

I'm doing some searching for the software.

If anyone happens to have it available and or manuals.
Contact me.
phantomm@bellsouth.net

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:jIGdnXC7dbZtZxrfRVn-sQ@taconic.net...
> What is the name or maker of the midi device? I have manuals for some
> old
> midi networking.
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:QiAfe.14721$yq3.10500@bignews1.bellsouth.net...
>> I recently got 2 midi devices.
>>
>> Each box had 2 midi cables and each box has 2 Phone Line type Jacks.
>>
>> I have no software or manuals.
>>
>> Anyone have these that could supply software and maybe a manual
>> or a place to get em.
>>
>> I use STing which I think supports them. But would like the original
>> software
>> if possible.
>>
>> IINM, they can be used to connect 2 Atari STs-Falcons together.
>> But not sure if both boxes are needed or if it can be done with one.
>>
>> Also need to know if normal phone lines work with these.
>>
>> phantomm@bellsouth.net
>>
>>
>>
>
>

1877. Re: Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-23 08:35:22 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <429195c7$0$8033$626a14ce@news.free.fr>
Source record: 13304

"Derryck Croker" <derryck@cix.co.uk.invalid> a crit dans le message de
news: 200505220819437524 9%derryck@cixcoukinvalid...
> On 2005-05-21 18:44:53 +0100, "[ProToS]" <protos(at)arcadia-crew(dot)com>
> said:
>
>>>> I use it every days with no problem under Magicmac.
>>>
>>> Do you use a dial-up connection or cable/ADSL?
>>>
>> ADSL
>
> Ethernet connection rather than USB?
>
Ethernet behind a broadband router

```
>> you need macstip to use it but it seems to be hard
>> to find this macos soft now
>
> I've never seen that software before.
>
it was sold by ASH a few years ago

> I'm really surprised that there isn't a built-in way to access ethernet
> from within MagiCMac - I'm using the OS X version.
>
I only use Magicmac6.20 on os8.6 (not the X)

> --
> Derryck
>

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne
```

1878. Re: IRC?

Newsgroup: comp.sys.atari.st
Date: 2005-05-23 14:59:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.23.14.59.53.811896@charter.net>
Source record: 13305

Well, I've just about given up on chatting with fellow Atarians live on IRC... :-(

I have a Dlink hardware router/firewall, as well as running shorewall (software firewall) on my Linux box. To rule out why I can't connect, I completely turned off the software firewall and opened up my comps IP address as a DMZ. (I would never do this if it was a Windoze box!). :-)

BUT...I still can't connect to stealth. Here is the output from Xchat:

```
--- Looking up irc.stealth.net..
--- Connecting to open.pl.ircnet.net (82.146.235.2) port 5550..
--- Connection failed. Error: Connection refused
Cycling to next server in IRCNet...
--- Disconnected ().
```

and then it goes through this seemingly endless cycle where it tries different servers - all with the same results. I let it run for about an hour. :-(

Anyone have any ideas? Thanks!

1879. Universal Network MIDI Software

Newsgroup: comp.sys.atari.st
Date: 2005-05-23 19:05:24 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <QIpke.23153$CR5.14148@bignews1.bellsouth.net>
Source record: 13306

Hello,

I have 2 MIDI units that supose to allow one to connect 2 Ataris
with the MIDI Ports.

Problem is I don't have the software or Manuals.

AFAIK the name of the software is Universal Network v.1.02.

I think it was by AD Hardware/Software.

I've done some searching on the Net but haven't found the software.

If someone knows where to get the software on the Net and or
has the original software and manuals, E-mail me please.

Thanks,
phantomm@bellsouth.net

1880. 4234456 CD-R, DVD R, DVD CASES LOWEST PRICE! 42

Newsgroup: comp.sys.atari.st
Date: 2005-05-23 20:23:58 UTC
From: mark deguire <eeddadas@eeddadar.com>
Message-ID: <1116912434.6638.30147@doris.uk.clara.net>
Source record: 13312

media4sale.com offers innovative and quality media, CD/DVD packaging and
other computer accessories at the best prices. We pride ourselves in
service, quality and commitment and are certain that our standards will
exceed expectations.
http://www.media4sale.com
Media4Sale.com

1881. Re: Magic Mouse Click Delay

Newsgroup: comp.sys.atari.st
Date: 2005-05-23 22:48:34 UTC
From: john.smith@macrosft.com
Message-ID: <d6tmk1amu1@garrison.globalnet.hr>
Source record: 13307

well, this sounds pretty simple >:)

try mouse settings - or mouse accelerator settings...I had similar problems and managed to adjust the mouse settings and that helped...

if you have those problems under tos then, too, then maybe the mouse needs cleaning ;)

On 21 May 2005 13:12:15 , mail@freeman-studio.com wrote:
>When I switched from Geneva to Magic 6.01 a few years back, I noticed
>that Magic had a bit of a delay between the time you press the mouse
>button and the time the system acts on that click. It's somewhere
>between 1/4 and 1/2 a second. I thought it was just something to do
>with the speed of my system. But now I have a CT60, and the delay is
>still there. Does anyone know what causes this, and if there is a fix?
>
>An example of this can be seen when I try to highlight text in Papyrus.
>I have to click, hold the mouse still for a bit, then move it.
>Otherwise, if I click and immediately move the mouse, the first part of
>the text that I move past doesn't get highlighted. Another example is
>when playing one of the Minesweeper games. If I quickly click on a
>bunch of spaces without stopping for a bit over each one, they either
>don't get marked, or the wrong ones get marked.
>
>So, does anyone have any clues to what's going on? I've tried changing
>my Timeslice and Priority settings, with no effect. I have my mouse
>double-click speed set at nearly the fastest speed. I'm not sure what
>else to check, or if there's even anything to do about it, other than
>switch to Mint (which I won't do until there's a good enough GUI on it
>that can compete with Magic's).
>
>Thanks!
>
>Mike Freeman
>mike [at] freeman-studio [dot] com
>
>.

1882. Re: Highwire 0.2.5 - Modules!

Newsgroup: comp.sys.atari.st
Date: 2005-05-23 22:51:30 UTC
From: john.smith@macrosft.com
Message-ID: <d6tmpgamu2@garrison.globalnet.hr>
Source record: 13308

well, install it again afresh if nothing else helps :D

i also noticed that iconnect module works a bit unstable...could be the changes to the program since the module seems the same to me ...

On 18 May 2005 21:38:36 , Neil Chester wrote:
>Hi All
>
>I have found that I have mistakenly deleted the "module:" entry on the
>"about" dialog box on the newest version of Highwire - with no obvious
>sign of getting it back again!
>
>All the Modules remain in the Module folder but Highwire does not seem to
>want to load the Network.Ovl even after a reset! Also I have retrieved a
>fresh copy of Highwire.app from the distribution archive but even this
>reports "modules: (none)" now.
>
>How do you get the online modules back?
>
>The Config file doesn't have any options for the Module so where does it
>get configured from?
>
>Also the Iconnect Ovl doesn't work with the latest version of Highwire,
>any answers on this?
>
>Thanks
>
>Neil :-)
>.

1883. Need some advice regarding upgrading a 520ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 00:27:00 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <06t491tvgm7h12tvrgfjailt9femc76pfq@4ax.com>
Source record: 13309

I just picked up a nice 520stm system. It also came with an external floppy drive some manuals and I have an Atari monitor plus a mouse I found someplace else. So finally I have a usable Atari ST, but I find that most games require 1meg.

I would like to upgrade my 520 to 1meg and I have heard of a "piggy back" technique which sounds easy, but has anyone here done it? Anyone know a place I could find detailed directions?

Are there any other easy and preferably inexpensive ways to upgrade the original 520ST to 1meg?

any help or advice would be appreciated.

Kevin

1884. *Looking for a few ST-Falcon Items*

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 03:41:19 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Dlxke.5836$6k7.5527@bignews4.bellsouth.net>
Source record: 13310

Could use the following items....

ST-Falcon Brown/Black Leather type Computer
Dust Covers.

ST-Falcon Cartridge PCB cartridges. Blank or partial
blank cartridges for projects.

Good very Clean working Mega ST Keyboard.
Must have all keys.
Original one wanted, but may accept a MegaSTE
one instead.

Any type of electronic projects that connect to
an Atari ST/Mega/STE.

Replay 16 cartridge or similar with same or better
quality.

Non-Working Falcon(s)

Falcon ScreenEye Digitizer

Falcon FPUs (working)

Tos 1.62- Tos 2.06 hardware switcher for 1040STE.

Non working Graphics cards, and various upgrades for
STE thru Falcon.

SCSI cases of different sizes for Hard Drives/CD-Rom Drives.

MegaFile 30 or 60 hard drive.

Unusual hardware for ST-Falcons.

E-mail me if you have any of these for sale or trade.

phantomm@bellsouth.net

1885. Re: Magic Mouse Click Delay

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 04:13:23 UTC
From: mail@freeman-studio.com
Message-ID: <1116908003.910961.203210@g14g2000cwa.googlegroups.com>
Source record: 13311

Kiselo,

What mouse settings should I check, exactly? I've checked everything I can think of. Also, the problem doesn't seem to exist with TOS or Geneva. Haven't checked it with any other OS, really. But I've checked everything I know to check. Is there something specific that you know of that I might be overlooking? Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

1886. Re: Need some advice regarding upgrading a 520ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 08:28:46 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505241021140.740@feanor.schunter.etc.tu-bs.de>
Source record: 13313

Hi, Kevin!

k> I would like to upgrade my 520 to 1meg and I have heard of a "piggy
k> back" technique which sounds easy, but has anyone here done it?

I'd prefer soldering a 4MB SIMM module:

+ full memory upgrade
+ SIMMs can be found easier than the DRAM-ICs needed for the "piggy back"
solution
- you need to solder more wires than for "piggy back"
- you must turn the DRAM-ICs on the ST-board off

Still I think that soldering a module is not much more effort than the
"piggy back" solution.

BTW: Instructions can be found on the net.

Regards,

Alexander

1887. Re: Magic Mouse Click Delay

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 08:36:19 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505241031370.740@feanor.schunter.etc.tu-bs.de>
Source record: 13314

Hi, Mike!

> Does anyone know what causes this, and if there is a fix?

Sorry, I never did experience such a kind of delay on any Atari system.

Did you check with a raw MagiC-Setup (i.e. no additional AUTO folder
programs, no accessoires) as well?

The fact that this does not happen with TOS or Geneva running indicates
that your hardware is ok.

Regards,

Alexander

1888. Re: Need some advice regarding upgrading a 520ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 12:07:11 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <d66691pedtlidii1p2j4745ter7q86thqi@4ax.com>
Source record: 13315

On Tue, 24 May 2005 10:28:46 +0200, Alexander Beuscher
<alexb@feanor.schunter.etc.tu-bs.de> wrote:

>BTW: Instructions can be found on the net.

any particular place? Ive been looking without much luck.

1889. WHat is the simplest and inexpensive way to upgrqade a 520st?

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 17:21:05 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <aho691djlgg7ik8c8n3hoac5p3gq0alffe@4ax.com>
Source record: 13316

the title says it all, anyone know where can find some detailed info
regarding doing a 1meg or more upgrade? Is the tweety board upgrade
worth it? Any way I can network a pc to this machine or a cheap way
to add a hard drive?

thanks so much

1890. Re: Need some advice regarding upgrading a 520ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 17:31:48 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <429364db$0$294$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13317

"kevin" <kevnospam242@gmail.com> wrote in message
news:06t491tvgm7h12tvrgfjailt9femc76pfq@4ax.com...
>
> I just picked up a nice 520stm system. It also came with an external
> floppy drive some manuals and I have an Atari monitor plus a mouse I
> found someplace else. So finally I have a usable Atari ST, but I
> find that most games require 1meg.
>
> I would like to upgrade my 520 to 1meg and I have heard of a "piggy
> back" technique which sounds easy, but has anyone here done it?
> Anyone know a place I could find detailed directions?
>
> Are there any other easy and preferably inexpensive ways to upgrade
> the original 520ST to 1meg?
>

I've done upgrades to 1MB and 4MB, to be honest save yourself the trouble
and just look for a 1MB STFM on ebay going cheap and swap bits around if
needed.

Chris

1891. Re: Need some advice regarding upgrading a 520ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 17:32:35 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505241928360.2367@feanor.schunter.etc.tu-bs.de>
Source record: 13318

Hi, Kevin!

k> any particular place? Ive been looking without much luck.

Well, try these:

<http://atari4ever.free.fr/hardware/ram.html>

This one can be applied to STs as well:

<http://atari.nvg.org/stacyram/index.html>

This page is in finnish, but has links to helpful documents:

<http://www.ntrautanen.fi/marko/sao/ukk/stfaq_3.htm>

Hope that helps.

Regards,

Alexander

1892. Re: Need some advice regarding upgrading a 520ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 18:13:08 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <8lr6915cl1m32khpiv09e3i2559326nre8@4ax.com>
Source record: 13319

On Tue, 24 May 2005 19:32:35 +0200, Alexander Beuscher
<alexb@feanor.schunter.etc.tu-bs.de> wrote:

> Regards,
>
> Alexander

thanks!

1893. Re: Need some advice regarding upgrading a 520ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 18:17:06 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <bmr6915f041he4qtsvbclrj76smt0ikh8q@4ax.com>
Source record: 13320

On Tue, 24 May 2005 18:31:48 +0100, "exxos" <exxos@home.co.uk> wrote:

>
>I've done upgrades to 1MB and 4MB, to be honest save yourself the trouble
>and just look for a 1MB STFM on ebay going cheap and swap bits around if
>needed.
>
>Chris

I have 2 520st's and one is in great shape (the other one has a nasty
yellow color on the keyboard which I am going to try to remove) I
havent had much luck getting a 1040 or STE or any of the other higher
numbered models... of course if I was willing to pay alot of money
sure, but this is just a hobby (retro computer/gaming)... Im suprised
it is so involved to upgrade this little guy, compared to the AMiga
where you just plug in a little card....

1894. Re: WHat is the simplest and inexpensive way to upgrqade a 520st?

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 18:49:56 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ZvudncARa6vE6g7fRVnyrQ@eclipse.net.uk>
Source record: 13321

"kevin" <kevnospam242@gmail.com> wrote in message
news:aho691djlgg7ik8c8n3hoac5p3gq0alffe@4ax.com...
>
> the title says it all, anyone know where can find some detailed info
> regarding doing a 1meg or more upgrade? Is the tweety board upgrade
> worth it?

Not sure about any of these. Cheapest way is probably to buy a pre-upgraded
machine from e-bay.

> Any way I can network a pc to this machine

Mounting drives from a PC is tricky. You can use PARCP to copy files. You
could

> or a cheap way to add a hard drive?

Not found any. Look for an interface or workin drive on ebay. E.g.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5200082734

>
> thanks so much

1895. Re: Need some advice regarding upgrading a 520ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 18:57:21 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <3lWdnYGzfYKM5A7fRVnysg@eclipse.net.uk>
Source record: 13322

"kevin" <kevnospam242@gmail.com> wrote in message
news:bmr6915f041he4qtsvbclrj76smt0ikh8q@4ax.com...
> On Tue, 24 May 2005 18:31:48 +0100, "exxos" <exxos@home.co.uk> wrote:
>
> >
> >I've done upgrades to 1MB and 4MB, to be honest save yourself the trouble
> >and just look for a 1MB STFM on ebay going cheap and swap bits around if
> >needed.
> >
> >Chris
>
> I have 2 520st's and one is in great shape (the other one has a nasty
> yellow color on the keyboard which I am going to try to remove) I
> havent had much luck getting a 1040 or STE or any of the other higher
> numbered models... of course if I was willing to pay alot of money
> sure, but this is just a hobby (retro computer/gaming)... Im suprised
> it is so involved to upgrade this little guy, compared to the AMiga
> where you just plug in a little card....
>

I am suprised you have had trouble getting an STE. There are two on E-Bay
UK, one with a hard drive. With an STE it is just a matter of pluging in 30
pin simms. STFM has space for 1 meg but getting the chips is now difficult.

1896. Re: WHat is the simplest and inexpensive way to upgrqade a 520st?

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 20:48:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <429392ef$0$304$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13323

"kevin" <kevnospam242@gmail.com> wrote in message
news:aho691djlgg7ik8c8n3hoac5p3gq0alffe@4ax.com...
>
> the title says it all, anyone know where can find some detailed info
> regarding doing a 1meg or more upgrade? Is the tweety board upgrade
> worth it? Any way I can network a pc to this machine or a cheap way
> to add a hard drive?
>
>
>
>
> thanks so much

I've got about 3 STFM's with 1 MB and 1.44 floppy for sale, though unless
your in the UK you wont want to pay the postal costs!

Chris

1897. Re: WHat is the simplest and inexpensive way to upgrqade a 520st?

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 21:16:09 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <k96791lkb2nqsf6gh10ncnerhv0ble7dlf@4ax.com>
Source record: 13324

On Tue, 24 May 2005 21:48:00 +0100, "exxos" <exxos@home.co.uk> wrote:

>I've got about 3 STFM's with 1 MB and 1.44 floppy for sale, though unless
>your in the UK you wont want to pay the postal costs!
>
>Chris

damn Chris!!! You got my hopes up for a min there! Here in the US it
is hard to find anyuthing but 520's everything else (including
upgrades/peripheals) seem to be terribly over priced. Then again I
have just started looking.

1898. Re: Need some advice regarding upgrading a 520ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 21:21:22 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <ke6791t5jhq24b9m1alkvau01uuc6a7sqg@4ax.com>
Source record: 13325

On Tue, 24 May 2005 19:57:21 +0100, "David Wade" <g8mqw@yahoo.com>
wrote:

>
>I am suprised you have had trouble getting an STE. There are two on E-Bay
>UK, one with a hard drive. With an STE it is just a matter of pluging in 30
>pin simms. STFM has space for 1 meg but getting the chips is now difficult.
>

My problem is I live in Connecticut, USA. The ST was not as popular over here and so is more difficult to find machines for sale. The ones I do find tend to be pretty pricey. I just bought the good condition 520ST from someone who still uses ATari's (along with pc's and mac's) in his home recording studio, but he would not give up any of the more advanced ST's. Even if I had STfm I could prob find the chips or might have them already in something else I have lying around, but I would love to get an STE around here if I could.

I dont have a prob wih the 520, if I could just upgrade it so it was more compatible. I havent looked to see if it will accept a Blitter and if it does +1meg and the stereo tweety board, I will pretty much end up with a STE when I am done.

1899. Re: WHat is the simplest and inexpensive way to upgrqade a 520st?

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 21:25:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42939ba2$0$290$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13326

"kevin" <kevnospam242@gmail.com> wrote in message
news:k96791lkb2nqsf6gh10ncnerhv0ble7dlf@4ax.com...
> On Tue, 24 May 2005 21:48:00 +0100, "exxos" <exxos@home.co.uk> wrote:
>
>>I've got about 3 STFM's with 1 MB and 1.44 floppy for sale, though unless
>>your in the UK you wont want to pay the postal costs!
>>
>>Chris
>
> damn Chris!!! You got my hopes up for a min there! Here in the US it
> is hard to find anyuthing but 520's everything else (including
> upgrades/peripheals) seem to be terribly over priced. Then again I
> have just started looking.

Your not the only one who said that too, a few people around the world are interested in such machines, but postage from the UK costs more than the machine is worth. The only solution (if you cant find one) is I could sort out a 1MB motherboard for you and possibly just post that to you, though its still going to work out a fair bit to do that, though not as much as shipping the entire ST!

HTH
Chris

1900. Re: WHat is the simplest and inexpensive way to upgrqade a 520st?

Newsgroup: comp.sys.atari.st
Date: 2005-05-24 23:59:38 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <6tf791h18em0fk4svi989ipdooqhuoflfc@4ax.com>
Source record: 13327

On Tue, 24 May 2005 22:25:15 +0100, "exxos" <exxos@home.co.uk> wrote:

>Your not the only one who said that too, a few people around the world are
>interested in such machines, but postage from the UK costs more than the
>machine is worth. The only solution (if you cant find one) is I could sort
>out a 1MB motherboard for you and possibly just post that to you, though its
>still going to work out a fair bit to do that, though not as much as
>shipping the entire ST!

what is the shipping like from the UK to the US? Also I wonder if I
did buy the mb, are there two versions (PAL and NTSC) like the 8bits?

1901. Web site check

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 00:01:10 UTC
From: Atari_Only <atarionly@spam.adelphia.net>
Message-ID: <Xns9660B74D021E9atarionlyadelphianet@216.196.97.142>
Source record: 13328

Can someone do me a favor and check the following web site with what ever web browser you are using. I need to know if a MAC, ATARI, and others can read the page. Please let me know what browser and system you chekc ed it with

http://www.avaswimming.org

Thanks to everyone for your help,

Don

1902. Notator Alpha -latest version

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 05:13:41 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42940981$1@news.broadpark.no>
Source record: 13329

Anyone here who's got the latest version (2.1?) of Emagic/C-lab
"Notator Alpha"? I would like to upload the latest version to my
Notator website (www.notator.org).

--
Hallvard

1903. Re: Loading TOS 1.62 from file

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 07:02:48 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42942314$1@news.broadpark.no>
Source record: 13330

Phantom wrote:

> Not sure if this will help, but remember Falcon TOS 4.92?
>
> It was on a Disk and you simply put the disk in the Falcon
> and it loaded upon Boot up.
> There was talk about burning it into a ROM chip.
> Someone may have done it.

I found a few "Disk-TOS" files, which is probably what I need:
http://home.ptd.net/~cjhafner/
I'll try them out when I get the time.

You were asking about TOS image files yourself -take a look at
the above website ;-)

By the way, does anyone know about the legal situation for TOS at
the moment?
I don't support piracy, but since the Atari ST is no longer sold,
and neither is TOS, I can't see who's going to suffer from people
putting up TOS image files on websites for other people to download.

--
Hallvard

1904. Re: Magic Mouse Click Delay

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 08:11:11 UTC
From: mail@freeman-studio.com
Message-ID: <1117008671.830540.28410@g47g2000cwa.googlegroups.com>
Source record: 13331

Alexander,

Yes, the same occurs with a "raw" Magic setup.

Mike Freeman
mike [at] freeman-studio [dot] com

1905. Re: Magic Mouse Click Delay

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 08:31:50 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505251027550.685@feanor.schunter.etc.tu-bs.de>
Source record: 13332

Hi, Mike!

> Yes, the same occurs with a "raw" Magic setup.

Do you have another Atari to install your MagiC 6.01 on? Or do you have
different Versions of MagiC to check the mouse behaviour with them?

You see, I am running out of ideas :-/

Regards,

Alexander

1906. Re: WHat is the simplest and inexpensive way to upgrqade a 520st?

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 08:47:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42943b8e$0$292$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13334

"kevin" <kevnospam242@gmail.com> wrote in message
news:6tf791h18em0fk4svi989ipdooqhuoflfc@4ax.com...
> On Tue, 24 May 2005 22:25:15 +0100, "exxos" <exxos@home.co.uk> wrote:
>
>>Your not the only one who said that too, a few people around the world are
>>interested in such machines, but postage from the UK costs more than the
>>machine is worth. The only solution (if you cant find one) is I could sort
>>out a 1MB motherboard for you and possibly just post that to you, though
>>its
>>still going to work out a fair bit to do that, though not as much as
>>shipping the entire ST!
>
>
> what is the shipping like from the UK to the US? Also I wonder if I
> did buy the mb, are there two versions (PAL and NTSC) like the 8bits?

ahh yes, PAL here, I've not seen many NTSC machines over here. I would have
to check on post costs. At a rough guess I would say around $30 but it is
just a guess.

Chris

1907. Re: Loading TOS 1.62 from file

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 08:47:27 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505251041000.685@feanor.schunter.etc.tu-bs.de>
Source record: 13333

Hi, Hallvard!

HT> By the way, does anyone know about the legal situation for TOS at the
HT> moment?

From what I remember the rights for TOS are owned by Milan Computers, but
not sure about this point.

HT> I don't support piracy, but since the Atari ST is no longer sold, and
HT> neither is TOS, I can't see who's going to suffer from people putting
HT> up TOS image files on websites for other people to download.

I agree - nobody will suffer from this.

Still I would only download a TOS image if I owned an Atari with the
corresponding ROMs...

Regards,

Alexander

1908. Re: TEENS FUCKIN FOR CASH

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 10:43:40 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42945ab0$0$305$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13335

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:trr791dsmalgbb1nqkn2jlbangiaadqkda@4ax.com...
> On Tue, 24 May 2005 13:57:57 +0100, "Maria" <teen-maria@freenet.de>
> wrote:
>
>>18 Years young Teenies fuckin for Cash!
>>Geile Teens ficken fuer Taschengeld!
>>http://www.sexycorner.biz
>>
>>Enjoy
>>Maria
>
> Sorry, everyone here is broke :)

This is true, but 50p can go far in some parts of the world ;-)

1909. Re: Web site check

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 13:13:59 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.25.13.13.58.788494@charter.net>
Source record: 13336

On Tue, 24 May 2005 19:01:10 -0500, Atari_Only wrote:

> http://www.avaswimming.org

Under Mandrake-Linux:

Firefox - Fine
Galeon - Fine
Konqueror - Fine

:-)

1910. MagiCMac and PowerST 0.3

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 14:06:10 UTC
From: Augustus <zdrada966@o2.pl>
Message-ID: <d7211s$2ml$1@nemesis.news.tpi.pl>
Source record: 13337

I have two problems:

1. I running MagiCMac 6 on PPC (HFS+,MacOS 8.6) and
it crash, when I configurating floppy and hard disk partitions.
Where is the problem? OS? Parition?

2. Is exist PowerPC 0.3 Atari ST emmulator? Any link?

thanks and greatings!

1911. Re: MagiCMac and PowerST 0.3

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 14:20:33 UTC
From: Augustus <zdrada966@o2.pl>
Message-ID: <d721sc$7gt$1@nemesis.news.tpi.pl>
Source record: 13338

MagiCMac 6 - german demo version (from officjal web site)

1912. ST mono and color programs

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 14:37:43 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <d722jm$sm9$1@reader1.panix.com>
Source record: 13339

There have been requests for such programs. There are a lot of them, but the source costs a little.

On E-Bay, one regular offering is Max Atari DVD, which has a lot of CD files in self-extracting winrar form. That may be a problem, and again maybe not. In the CDs on that DVD are one Atari disk, made mostly from Current Notes PD game files, and hidden on the Qwiknotes disk are a large collection of both mono and color programs. It also has quick notes files, and covers both Atari and Ameoba, or Amiga, in clipart and programs.

There are Delta and Ausgabe disks, and the Gutenberg Project, and the Electronic Spinster clipart disks also on the DVD.

I think it is well worth the money.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1913. Re: MagiCMac and PowerST 0.3

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 14:51:03 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505251649390.1153@feanor.schunter.etc.tu-bs.de>
Source record: 13340

Hi, Augustus!

A> MagiCMac 6 - german demo version (from officjal web site)

The demo version is the problem. As far as I know it does not support
write access to mass storage...

Regards,

Alexander

1914. Wayne Martz ???

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 16:48:37 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <4294ac64$0$10507$636a15ce@news.free.fr>
Source record: 13341

I try to contact Wayne Martz...

All emails I tried were wrong...

Hey Wayne, if you read me, contact me on the good email addresse please !
Forname.name@free.fr

Regards

1915. Re: Web site check

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 18:13:48 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4294c05c$0$847$8fcfb975@news.wanadoo.fr>
Source record: 13342

Atari_Only a ï¿½crit :
>
> Can someone do me a favor and check the following web site with what ever
> web browser you are using. I need to know if a MAC, ATARI, and others can
> read the page. Please let me know what browser and system you chekc ed it
> with http://www.avaswimming.org
>
> Thanks to everyone for your help,
>
Hello,

Atari FalCT60/72 MHz, MagiC! 6.20, NVDI 5.03, works fine with CAB 2.8
as well as with HighWire 2.05 (though both can't access ï¿½Calendarï¿½,
ï¿½Meetsï¿½, ï¿½Locationsï¿½ and ï¿½Coachesï¿½ : ï¿½Page not founddï¿½ with CAB, and
ï¿½Protocol #6 not supportedï¿½ with HighWire).

J.-Luc

"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

1916. Re: Web site check

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 19:43:59 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4294d57f$1_2@x-privat.org>
Source record: 13343

J.-Luc wrote:
>
> Atari_Only a ï¿½crit :
>>
>> Can someone do me a favor and check the following web site with what ever
>> web browser you are using. I need to know if a MAC, ATARI, and others can
>> read the page. Please let me know what browser and system you chekc ed it
>> with http://www.avaswimming.org
>>
>> Thanks to everyone for your help,
>>
> Hello,
>
> Atari FalCT60/72 MHz, MagiC! 6.20, NVDI 5.03, works fine with CAB 2.8
> as well as with HighWire 2.05 (though both can't access ï¿½Calendarï¿½,
> ï¿½Meetsï¿½, ï¿½Locationsï¿½ and ï¿½Coachesï¿½ : ï¿½Page not founddï¿½ with CAB, and
> ï¿½Protocol #6 not supportedï¿½ with HighWire).

Hmm, Hades 060 freeMiNT 1.16.3/XaAES NVDI 5.03
With Cab 2.8 (SSL 1.8404 ovl) I can access all the pages mentioned
above without any problem. Only the text in the middle of the opening
page isn't displayed.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

1917. Re: Need some advice regarding upgrading a 520ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 19:54:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.25.19.54.23.654319@charter.net>
Source record: 13344

On Tue, 24 May 2005 14:17:06 -0400, kevin wrote:

> I have 2 520st's and one is in great shape (the other one has a nasty
> yellow color on the keyboard which I am going to try to remove) I
> havent had much luck getting a 1040 or STE or any of the other higher
> numbered models... of course if I was willing to pay alot of money
> sure, but this is just a hobby (retro computer/gaming)... Im suprised
> it is so involved to upgrade this little guy, compared to the AMiga
> where you just plug in a little card....

Hmm, just wanted to point out that you might be mixing apples and oranges there. The original Amiga A1000 wasn't all that easy to upgrade either, and it would be more comparable to the original 520ST.

If you were talking about an A500 then I would compare it to the STe...

An A1200 to the Falcon...(although overall, I still think the Falcon kicks its butt). :-)

Not wanting to start a flame-war, just a random thought... :-)

1918. [ANN] Fixes for Crésus (1.0B)

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 20:04:39 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <4294da57$0$300$7a628cd7@news.club-internet.fr>
Source record: 13345

Bonsoir :)

Download on my website or directly in the folder
http://rajah.atari.org/files/ -> cresus10b_uk.zip (170 KB)

Fixes:
- some small files with bizarre names where wronly created
into the ACCOUNTS folder. Corrected, but if you find ones,
delete them.
- for type of transaction with transfer: indicate the inverse
type via the new pop-up selector (ie if debtor transfer,
declare its corresponding creditor transfer). The display
and names will be more correct (wording and "<- FROM ACCOUNT"
in the notes).
- if an account was edited and modified, the amounts were
reset to 0. This won't happen any longer, but do keep in
mind these amounts are only indicative, and truly set when
a transaction table was loaded.

If update from the 1.0, just replace the PRG, RSC and HYP files.
Thanks to Olviier, Jean-Luc and Strider ;)

Voilï¿½ :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

1919. Re: MagiCMac and PowerST 0.3

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 22:57:34 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1117061854.114519.13200@z14g2000cwz.googlegroups.com>
Source record: 13346

Augustus wrote:
> I have two problems:
>
> 1. I running MagiCMac 6 on PPC (HFS+,MacOS 8.6) and
> it crash, when I configurating floppy and hard disk partitions.
> Where is the problem? OS? Parition?
>
> 2. Is exist PowerPC 0.3 Atari ST emmulator? Any link?
>

1. I do not know. Sorry.

2. The PowerPC 0.3 emulator was never released as far as I know. Use NoSTalgia instead at http://users.skynet.be/sky39147/ .

Galen

1920. Re: MagiCMac and PowerST 0.3

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 22:58:42 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1117061922.477603.141610@o13g2000cwo.googlegroups.com>
Source record: 13347

Augustus wrote:
> I have two problems:
>
> 1. I running MagiCMac 6 on PPC (HFS+,MacOS 8.6) and
> it crash, when I configurating floppy and hard disk partitions.
> Where is the problem? OS? Parition?
>
> 2. Is exist PowerPC 0.3 Atari ST emmulator? Any link?
>
1. I do not know. Sorry.

2. The PowerST 0.3 emulator was never released, as far as I know. Use NoSTalgia instead at http://users.skynet.be/sky39147/ .

Galen

1921. ethernec + realtek 8019?

Newsgroup: comp.sys.atari.st
Date: 2005-05-25 23:17:18 UTC
From: john.smith@macrosft.com
Message-ID: <d7311tjmv1@garrison.globalnet.hr>
Source record: 13348

are here any users of ethernec in combination with realtek 8019 card (functional) who didn't manage to get 8019 going?
i have two realtek 8019 cards, one working and the other not working with ethernec...
is this normal?
they are configured the same and one has 8019as chip while the other has only 8019 chip...

<puzzled>

1922. Re: Universal Network MIDI Software

Newsgroup: comp.sys.atari.st
Date: 2005-05-26 09:35:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505260217480.717-100000@onyx.spiritone.com>
Source record: 13349

I've got it. E-Mail if interested. Thanx! ===Ben===

On Mon, 23 May 2005, Phantom wrote:

> Hello,
>
> I have 2 MIDI units that supose to allow one to connect 2 Ataris
> with the MIDI Ports.
>
> Problem is I don't have the software or Manuals.
>
> AFAIK the name of the software is Universal Network v.1.02.
>
> I think it was by AD Hardware/Software.
>
> I've done some searching on the Net but haven't found the software.
>
> If someone knows where to get the software on the Net and or
> has the original software and manuals, E-mail me please.
>
> Thanks,
> phantomm@bellsouth.net
>
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1923. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2005-05-26 09:52:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505260245450.717-100000@onyx.spiritone.com>
Source record: 13350
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1924. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-05-26 09:55:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505260252120.717-100000@onyx.spiritone.com>
Source record: 13351
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1925. AD: Buy 3 Atari Get 1 FREE! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2005-05-26 09:58:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505260255180.717-100000@onyx.spiritone.com>
Source record: 13352
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy 3 Games & Get 1 FREE! Or Buy 3 Books & Get 1 FREE! Or Buy 3 Pieces of Software for your Atari & Get 1 FREE!Or Mix & Match Games/Books/ and/or Software for Classic 8 Bit & Atari ST Computers Plus Atari Jaguar Games! For NEWEST FREE Atari Catalogs goto! http://BensCatalogs.Atari.org For Help Call Ben's Benevolent 24HR Help Hot Line at (503)256-9974!

http://www.aracnet.com/~atari/newstuff.htm BRAND NEW ATARI STUFF!
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm May's Specials & Details!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1926. Re: ethernec + realtek 8019?

Newsgroup: comp.sys.atari.st
Date: 2005-05-26 11:41:47 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1117107707.797562.311790@f14g2000cwb.googlegroups.com>
Source record: 13353

There were some changes between the 8019 and the 8019AS. I always
recommend 8019AS.

kiselo zelje wrote:
> are here any users of ethernec in combination with realtek 8019 card (functional) who
> didn't manage to get 8019 going?
> i have two realtek 8019 cards, one working and the other not working with ethernec...
> is this normal?
> they are configured the same and one has 8019as chip while the other has only 8019
chip...
>
> <puzzled>

1927. Atari 8-bit files to Atari ST Disks

Newsgroup: comp.sys.atari.st
Date: 2005-05-26 17:50:40 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <FXnle.21719$8S5.3788@bignews3.bellsouth.net>
Source record: 13354

Greetings,

I've been experimenting with transfering Atari 8-bit files to
Atari ST disks using a Xformer Cable, 1050 disk drive and
different software.

As some of you know, ST Xformer was a package that was
suppose to do this. I have this package.

However, I found it abit hard to use and went looking for a
simple way to tranfer 8-bit files with a 1050 and Xformer cable.

I have stumbled onto different ways to do this with software and
am thinking of putting a software disk or CD together and make
it available if any one is interested.

The software's main goal is to transfer the Atari 8-bit files with
a Atari 1050 or other Atari 8-bit drive over to Atari ST 3 1/2 disks
as fast and simple as possible.

Once transfered the 8-bit files will be on ST readable disks in
at least DD format. They can then be copied to a Atari ST hard
drive. Also they are ready to run so they will work with most
Atari ST-Falcon 8-bit software emulators.

I have already transfered 8-bit files with a ICD US Doubler 1050.
Just about any Atari 8-bit drive should work.

Transfering the 8-bit files directly to a ST hard drive is also
a possibility I am looking into, along with a few more things.

I am going to put a package together for my self at least.

Would anyone be interested in a software package along
with docs on how to best use it?

A Xformer Cable is a must along with a 8-bit disk drive.
At this time I am not going to supply these. but will put info
on how to build the cable in the package.

If there is any interest then e-mail me or post.

phantomm@bellsouth.net

1928. Re: Atari 8-bit files to Atari ST Disks

Newsgroup: comp.sys.atari.st
Date: 2005-05-26 18:28:03 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <119c59nhao84734@corp.supernews.com>
Source record: 13355

What is the latest version of XFormer and where can I get a copy?

Tim

"Phantom" <phantomm@bellsouth.net> wrote in message
news:FXnle.21719$8S5.3788@bignews3.bellsouth.net...
> Greetings,
>
>
> I've been experimenting with transfering Atari 8-bit files to
> Atari ST disks using a Xformer Cable, 1050 disk drive and
> different software.
>
> As some of you know, ST Xformer was a package that was
> suppose to do this. I have this package.
>
> However, I found it abit hard to use and went looking for a
> simple way to tranfer 8-bit files with a 1050 and Xformer cable.
>
> I have stumbled onto different ways to do this with software and
> am thinking of putting a software disk or CD together and make
> it available if any one is interested.
>
> The software's main goal is to transfer the Atari 8-bit files with
> a Atari 1050 or other Atari 8-bit drive over to Atari ST 3 1/2 disks
> as fast and simple as possible.
>
> Once transfered the 8-bit files will be on ST readable disks in
> at least DD format. They can then be copied to a Atari ST hard
> drive. Also they are ready to run so they will work with most
> Atari ST-Falcon 8-bit software emulators.
>
> I have already transfered 8-bit files with a ICD US Doubler 1050.
> Just about any Atari 8-bit drive should work.
>
> Transfering the 8-bit files directly to a ST hard drive is also
> a possibility I am looking into, along with a few more things.
>
> I am going to put a package together for my self at least.
>
> Would anyone be interested in a software package along
> with docs on how to best use it?
>
> A Xformer Cable is a must along with a 8-bit disk drive.
> At this time I am not going to supply these. but will put info

> on how to build the cable in the package.
>
> If there is any interest then e-mail me or post.
>
> phantomm@bellsouth.net
>
>
>
>
>

1929. scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-05-26 19:13:58 UTC
From: fried.man@sympatico.ca
Message-ID: <1117134838.849496.280070@g43g2000cwa.googlegroups.com>
Source record: 13356

Has anyone had success with a Microtech PCD 47B triple card reader?
I know some people have tried scsi card readers in the past, and some
of them worked. Also what version of HD driver is best for this type of
thing?
Thanks, Mark

1930. Re: Atari icons and pictures

Newsgroup: comp.sys.atari.st
Date: 2005-05-26 22:04:44 UTC
From: geek@atarians.com
Message-ID: <0Krle.12310$F6.2602842@news.siol.net>
Source record: 13357

> I'm currently using my meager skills to try and setup a personal web page.
> I was just wondering, is there a free and open source for Atari related
> pictures, icons, etc? I googled but the results were poor at best.
>
> Its easy as all get out to just save some of the cool looking graphics
> from current Atari web pages but I wouldn't want to take/use something
> (that somebody else had worked their guts out on) without their explicit
> permission.
>
> Thanks everyone.

1931. Re: scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 00:44:01 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <119crahnh7h8t8d@corp.supernews.com>
Source record: 13358

On 26 May 2005 12:13:58 , fried.man@sympatico.ca wrote:
>Has anyone had success with a Microtech PCD 47B triple card reader?
>I know some people have tried scsi card readers in the past, and some
>of them worked. Also what version of HD driver is best for this type of
>thing?
>Thanks, Mark
>
>.
I have that card reader and it did not work for me on my Falcon. The
drive does not show up when I try to partion. It does show up on the
bus scan.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

1932. Re: Atari 8-bit files to Atari ST Disks

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 03:41:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4297082a47b8333@comcast.net>
Source record: 13369

>Greetings,
>
>
>I've been experimenting with transfering Atari 8-bit files to
>Atari ST disks using a Xformer Cable, 1050 disk drive and
>different software.

I have Xformer for my STe and I think the cable also. Have not used it in a while. I am doing the same thing as you only I am doing it in a different way. I am using a program called 800XLDJ which is a program that runs on a ST that emulates an 8-bit drive. It connects and is used with the same cable that APE (for the PC uses) the SIO2PC(ST) cable. I am putting alot of DI images on a CD that can be read by the ST and loaded into my 130XE. Works great... It can also be used to transfer 8-bit files to the ST directly if you want. Just hook up an 8-bit drive to the 130XE or 800XL, connect the SIO2PC(ST) cable to the 8-bit drive and then to the ST (through modem-1 port on a Hades,TT etc). Bring up 800XLDJ and set the emulator to drive 2. Put an 8-bit disk into drive 1. Tell the 8-bit computer to copy disk 1 to disk 2. The files will appear on the ST desktop. Then either drag the files to the ST desktop (under Mint, Magic,etc) or highlight the wanted files and tell 800XLDJ to do it.

Your way is fine also and Xformer does work fine, but the one problem is gettng the cable. I know I have it somewhere. I am going to have to to look for it.

800xldj can be gotten at:

http://wwwstud.ira.uka.de/~s_tomczy/dj800.html

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1933. How to check available memory in STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 07:47:16 UTC
From: Tero S��rel� <tsaarela@paju.oulu.fi>
Message-ID: <8gAle.475$Nb2.8021@news1.nokia.com>
Source record: 13359

My friend got this 520 STE that he found for 1 euro from fleamarket. It works fine although it is a little hard to use without a mouse.

I had some SIMM memory (absolytely no idea how much memory in those combs) so we decided to throw those in the STE. We installed the SIMM combs and put the STE back together to see whether it would still boot up. The STE booted up nicely but there was no utility in GEM which would tell how much memory there is. Is an external application only way or is there any other way to check the amount of memory installed?

Br,

Tero

1934. Re: How to check available memory in STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 08:34:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4297082a47b8334@comcast.net>
Source record: 13370

>My friend got this 520 STE that he found for 1 euro from fleamarket. It
>works fine although it is a little hard to use without a mouse.
>
>I had some SIMM memory (absolytely no idea how much memory in those combs)
>so we decided to throw those in the STE. We installed the SIMM combs and put
>the STE back together to see whether it would still boot up. The STE booted
>up nicely but there was no utility in GEM which would tell how much memory
>there is. Is an external application only way or is there any other way to
>check the amount of memory installed?
>
>Br,
>
>Tero

I use a little program called memwatch. You just run it and it will keep track
and display how much free memory you have. It also displays the total amount
of memory. You can download it on the or net or just email me and I will send
it to you.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1935. Re: Magic Mouse Click Delay

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 08:36:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4297082a47b8335@comcast.net>
Source record: 13371

>When I switched from Geneva to Magic 6.01 a few years back, I noticed
>that Magic had a bit of a delay between the time you press the mouse
>button and the time the system acts on that click. It's somewhere
>between 1/4 and 1/2 a second. I thought it was just something to do
>with the speed of my system. But now I have a CT60, and the delay is
>still there. Does anyone know what causes this, and if there is a fix?

I use a mouse accelerator accessary. Works fine for me.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1936. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 08:37:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4297082a47b8336@comcast.net>
Source record: 13367

>
>"Jorge" <user@nospam.com> wrote in message
>news:d6ibtu$hs6$1@blue.rahul.net...
>> "Ronald J. Hall" <dark_lord@charter.net> writes:
>>
>>>On Thu, 19 May 2005 05:19:17 +0000, Jorge wrote:
>>
>>>> http://pasti.fxatari.com
>>
>>>Tried about 5 times over half an hour - couldn't get through.
>>
>> It might have been a problem on your end.
>> The web site is hosted at a major provider. So it is unlikely (but sill
>> possible, of course), that it's was down. Please let me know if you still
>> has problems.
>
>Had the same problem from here - but as of today, I can get through. Was
>getting a 404 yesterday.
>
>cheers,
>
>Lance

Still had problems getting on use Cab and the Hades, but was able to logon
using my wife's PC.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1937. Re: ST mono and color programs

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 08:43:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4297082a47b8337@comcast.net>
Source record: 13368

>There have been requests for such programs. There are a lot of them, but
>the source costs a little.
>
>On E-Bay, one regular offering is Max Atari DVD, which has a lot of CD
>files in self-extracting winrar form. That may be a problem, and again
>maybe not. In the CDs on that DVD are one Atari disk, made mostly from
>Current Notes PD game files, and hidden on the Qwiknotes disk are a large
>collection of both mono and color programs. It also has quick notes files,
>and covers both Atari and Ameoba, or Amiga, in clipart and programs.
>
>There are Delta and Ausgabe disks, and the Gutenberg Project, and the
>Electronic Spinster clipart disks also on the DVD.
>
>I think it is well worth the money.

Sounds good. I just may check that out.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1938. Re: scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 11:00:59 UTC
From: fried.man@sympatico.ca
Message-ID: <1117191659.226530.4150@z14g2000cwz.googlegroups.com>
Source record: 13360

My set up is: Falcon with CT060 at 66 mhz and HD driver 7.6. I had another SCSI card reader, and it would show up on the bus scan but not in HD utilities.
Thanks, Mark

1939. Re: How to check available memory in STE

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 13:26:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.27.13.26.34.819662@charter.net>
Source record: 13361

On Fri, 27 May 2005 07:47:16 +0000, Tero Sï¿½ï¿½relï¿½ wrote:

> My friend got this 520 STE that he found for 1 euro from fleamarket. It
> works fine although it is a little hard to use without a mouse.
>
> I had some SIMM memory (absolytely no idea how much memory in those combs)
> so we decided to throw those in the STE. We installed the SIMM combs and put
> the STE back together to see whether it would still boot up. The STE booted
> up nicely but there was no utility in GEM which would tell how much memory
> there is. Is an external application only way or is there any other way to
> check the amount of memory installed?
>
> Br,
>
> Tero

If you have the newer control panel, and the general setup CPX module,
then you can click on "status" and it will show the amount of free ST Ram.
It will give you an idea anyways.

HTHs.

1940. Re: Magic Mouse Click Delay

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 14:42:58 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.05.27.14.42.58.240486@nosspamatari-source.com>
Source record: 13362

On Mon, 23 May 2005 21:13:23 -0700, mail wrote:

> Kiselo,
>
> What mouse settings should I check, exactly? I've checked everything I
> can think of. Also, the problem doesn't seem to exist with TOS or
> Geneva. Haven't checked it with any other OS, really. But I've checked
> everything I know to check. Is there something specific that you know
> of that I might be overlooking? Thanks!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

Mike,

There definitely has to be something with your specific software config.
I've never seen this happen. Check for programs using excessive CPU time.

Mark
http://www.atari-source.org

1941. Re: IRC?

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 14:45:00 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.05.27.14.45.00.242226@nosspamatari-source.com>
Source record: 13363

On Mon, 23 May 2005 10:59:54 -0400, Ronald J. Hall wrote:

>
> Well, I've just about given up on chatting with fellow Atarians live on
> IRC... :-(
>
> I have a Dlink hardware router/firewall, as well as running shorewall
> (software firewall) on my Linux box. To rule out why I can't connect, I
> completely turned off the software firewall and opened up my comps IP
> address as a DMZ. (I would never do this if it was a Windoze box!). :-)
>
> BUT...I still can't connect to stealth. Here is the output from
> Xchat:
>
> --- Looking up irc.stealth.net..
> --- Connecting to open.pl.ircnet.net (82.146.235.2) port 5550..
> --- Connection failed. Error: Connection refused
> Cycling to next server in IRCNet...
> --- Disconnected ().
>
> and then it goes through this seemingly endless cycle where it tries
> different servers - all with the same results. I let it run for about an
> hour. :-(
>
> Anyone have any ideas? Thanks!

Stealth is dead and long has been . As an american user you MUST use
either us.ircnet.org or irc1.us.ircnet.net. Try both of them, one of them
should work. Depending on where you are in the country and what ISP you
use, sometimes entire blocks of IP's are blocked due to mischievous users.
Ircnet is one of the most annoying networks for american users but right
now, things aren't that bad.

Thanks,
Mark

1942. Re: IRC?

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 15:50:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.27.15.50.05.417487@charter.net>
Source record: 13364

On Fri, 27 May 2005 10:45:00 -0400, Mark D wrote:

> Stealth is dead and long has been . As an american user you MUST use
> either us.ircnet.org or irc1.us.ircnet.net. Try both of them, one of them
> should work. Depending on where you are in the country and what ISP you
> use, sometimes entire blocks of IP's are blocked due to mischievous users.
> Ircnet is one of the most annoying networks for american users but right
> now, things aren't that bad.
>
> Thanks,
> Mark

Using Xchat under Mandrake Linux here, I added both to my networks and
tried both of them. Both us.ircnet.org and irc1.us.ircnet.net gave:

Unknown host. Maybe you misspelled it?

Guess it just wasn't meant to be. :-(

PS Xchat works, I join channel mandriva and chat there all the time.

Thanks for the help though.

1943. Re: IRC?

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 16:07:47 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <119ehej3k3h8fbd@corp.supernews.com>
Source record: 13365

```
On 27 May 2005 11:50:05 , "Ronald J. Hall" wrote:
>On Fri, 27 May 2005 10:45:00 -0400, Mark D wrote:
>
>> Stealth is dead and long has been . As an american user you MUST use
>> either us.ircnet.org or irc1.us.ircnet.net. Try both of them, one of them
>> should work. Depending on where you are in the country and what ISP you
>> use, sometimes entire blocks of IP's are blocked due to mischievous users.
>> Ircnet is one of the most annoying networks for american users but right
>> now, things aren't that bad.
>>
>> Thanks,
>> Mark
>
>Using Xchat under Mandrake Linux here, I added both to my networks and
>tried both of them. Both us.ircnet.org and irc1.us.ircnet.net gave:
>
>Unknown host. Maybe you misspelled it?
>
>Guess it just wasn't meant to be. :-(
>
>PS Xchat works, I join channel mandriva and chat there all the time.
>
>Thanks for the help though.
>
>.
Try ircnet.choopa.net.

Regards,
Joe

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com
```

1944. Re: Atari 8-bit files to Atari ST Disks

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 16:57:49 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <9gIle.23766$8S5.5391@bignews3.bellsouth.net>
Source record: 13366

At the moment I have no idea.

You could try Bravo Computers or other
Atari Dealers.
Sometimes you can find a complete package with cable.
I bought mine used but in like new condition.

I have several versions, v. 2.55 is the last version AFAIK.

But using it alone, I couldn't transfer 8-bit disks.
Maybe others have had luck.

Thats why I tried different software and etc until I found
a very reliable/fast way to do it.

If there is interest in a package for the public then I'll release it.

I am still working on the package adding more stuff.
Alot of 8-bitters use 8-bit files on PCs.
I may add the ability to transfer 8-bit files to PC compatible Disks
using
the Atari ST and maybe the Falcon.

I will be looking at Falcon support as well. The ST disks can be used
on the Falcon. But haven't tried transfering 8-bit files with a 1050
connected
to the Falcon yet. If I get it working, there may be HD disk support and
direct
to the Falcon hard drive support.

I have a very large collection of Atari 8-bit files, that I've not seen
anywhere.
Maybe some of them are on CD or etc. But I think alot are abit rare.

Before the Net came. I ran a small 8-bit PDS service and traded software
with folks around the world thru snail mail. Those are days of no more.

Now with instant messaging I think alot is lost.

Getting a 1 or 2 page letter from someone in the UK, Poland or other
country back then is much different than getting e-mail.

SO much more goes into a letter written the old way as it takes time
to respond.
That is mostly lost now.
Enough of my ramblings.....

I am going to transfer my Atari8-bit software to hard drives and CDs to
preserve it. It will take alwhile as I have at least a couple thousand
disks.

Even though I have my disks in good plastic boxes. I am seeing the
sign of age getting to some of them. These floppies won't last forever.

phantomm@bellsouth.net

I think that there was a shareware or maybe a freeware version.
Try the FTP sites. Or do a search for ST XFORMER.
"Tim" <tjlazer@CRAPmail.com> wrote in message
news:119c59nhao84734@corp.supernews.com...
> What is the latest version of XFormer and where can I get a copy?
>
> Tim
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:FXnle.21719$8S5.3788@bignews3.bellsouth.net...
>> Greetings,
>>
>>
>> I've been experimenting with transfering Atari 8-bit files to
>> Atari ST disks using a Xformer Cable, 1050 disk drive and
>> different software.
>>
>> As some of you know, ST Xformer was a package that was
>> suppose to do this. I have this package.
>>
>> However, I found it abit hard to use and went looking for a
>> simple way to tranfer 8-bit files with a 1050 and Xformer cable.
>>
>> I have stumbled onto different ways to do this with software and
>> am thinking of putting a software disk or CD together and make
>> it available if any one is interested.
>>
>> The software's main goal is to transfer the Atari 8-bit files with
>> a Atari 1050 or other Atari 8-bit drive over to Atari ST 3 1/2 disks
>> as fast and simple as possible.
>>
>> Once transfered the 8-bit files will be on ST readable disks in
>> at least DD format. They can then be copied to a Atari ST hard
>> drive. Also they are ready to run so they will work with most
>> Atari ST-Falcon 8-bit software emulators.
>>
>> I have already transfered 8-bit files with a ICD US Doubler 1050.
>> Just about any Atari 8-bit drive should work.
>>
>> Transfering the 8-bit files directly to a ST hard drive is also
>> a possibility I am looking into, along with a few more things.
>>
>> I am going to put a package together for my self at least.

>>
>> Would anyone be interested in a software package along
>> with docs on how to best use it?
>>
>> A Xformer Cable is a must along with a 8-bit disk drive.
>> At this time I am not going to supply these. but will put info
>> on how to build the cable in the package.
>>
>> If there is any interest then e-mail me or post.
>>
>> phantomm@bellsouth.net
>>
>>
>>
>>
>>
>
>

1945. Re: Atari 8-bit files to Atari ST Disks

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 20:58:02 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <0PLle.37592$J25.16364@bignews6.bellsouth.net>
Source record: 13372

Hi Ed,

I have 800xldj, not sure if its the latest version, will check.

Also have a SIO2PC device that allows you to connect the 8-bit SIO cable to
the PC. I have the cable that connects to the PC.
I just bought this new a few months ago. Can't remember if the PC cable end
is a serial or printer type conection. Let me get it here and look.....

ok, THe SIO2PC board has the standard Atari8-bit SIO connector on one end.
On the other end is a standard 9 pin female connector just like the end of a
ST mouse or joystick. This connector is used as a serial connector also for
modems and such. It has 3 Leds on it. I need to put it into a small case as the
one I got is the bare board type. It's about 3-4 inches long.

The cable I got with the SIO2PC, has male 9pin on one end and female 9pin
on the other. I've never used it yet, so I guess it connects to a PC
serial port.

AFAIK they still have some for sale. I also picked up a Atari 8-bit USB cartridge.
Those 8-bitters are on the job!!!

The STe doesn't have the 9pin serial, but the MSTE and TT does as well as the Falcon.
One might get a compatible cable for the ST/STE if one could get it working.

Is this the same device as you have?
I know different versions were made, be nice if there were some way to use
it on the Falcon.

Getting the Xformer Cable is the biggest problem. They aren't a standard cable
as you already know. I have docs and maybe some diagrams on how to make em.
I think they are on the Net as well.

If I had the extra time I'd make a few.
I do have a extra one that I might sell but need to check to make
sure it works.

You can check out the SIO2PC device at:
www.atarimax.com/sio2pc/

You will see Pics of the devices. 1 has terminals at the end instead of
the SIO Jack.
Price isn't bad for this little device. It's well made.

Also, I just found this site below. It has alot of info/downloads and
etc relating to
emulation of ST/8-bit/Mac.

There is also information on how to modify the basic Xformer cable so
that it will work
on a PC and the ST. A simple mod and resistor is all thats needed.
Interesting!!

Lots to read here....
www.emulators.com/index.htm

I did see some pin outs for the basic and modified Xformer cable.
Not sure if enough info is on there to make the cable or not.

I know in the past, I've seen the info on how to make em on the NET.

Not sure if I will modify my cable to work on a PC or not.
Maybe on my extra one. It would be cool to have a 1050 connected
to a PC. My VAIO Laptop with a 1050 or maybe some other 8-bit
item. Something I'll think about.

As I am already looking into writing the 8-bit files to disks that
can be read by PCs. And if you transfer the files to your ST-Falcon and
have a CD Burner. Then you can put them on a CD and access them from the
PC's CDROM. If you want to run a 8-bit emulator on a PC.

Myself, I'd rather do it on a ST/STE or Falcon.

I appreciate the information you have provided Edward.
phantomm@bellsouth.net

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4297082a47b8333@comcast.net...
> >Greetings,
>>
>>
>>I've been experimenting with transfering Atari 8-bit files to
>>Atari ST disks using a Xformer Cable, 1050 disk drive and
>>different software.
>
> I have Xformer for my STe and I think the cable also. Have not used it
> in a
> while. I am doing the same thing as you only I am doing it in a

> different way.
> I am using a program called 800XLDJ which is a program that runs on a
> ST that
> emulates an 8-bit drive. It connects and is used with the same cable
> that APE
> (for the PC uses) the SIO2PC(ST) cable. I am putting alot of DI images
> on a CD
> that can be read by the ST and loaded into my 130XE. Works great... It
> can
> also be used to transfer 8-bit files to the ST directly if you want.
> Just hook
> up an 8-bit drive to the 130XE or 800XL, connect the SIO2PC(ST) cable
> to the 8-
> bit drive and then to the ST (through modem-1 port on a Hades,TT etc).
> Bring
> up 800XLDJ and set the emulator to drive 2. Put an 8-bit disk into
> drive 1.
> Tell the 8-bit computer to copy disk 1 to disk 2. The files will
> appear on the
> ST desktop. Then either drag the files to the ST desktop (under Mint,
> Magic,etc) or highlight the wanted files and tell 800XLDJ to do it.
>
> Your way is fine also and Xformer does work fine, but the one problem
> is
> gettng the cable. I know I have it somewhere. I am going to have to to
> look
> for it.
>
> 800xldj can be gotten at:
>
> http://wwwstud.ira.uka.de/~s_tomczy/dj800.html
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1946. Yamaha CDRW and CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 21:04:46 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <hVLle.37605$J25.13193@bignews6.bellsouth.net>
Source record: 13373

I just picked up a nice Yamaha CRW 4416SX (4x4x16) External unit.
It has 2- 50pin SCSI ports on the back just like on the Falcon.

Does anyone know if this model works at all with SoundPools CD Recorder
Software?

If so what version, if not all versions.

phantomm@bellsouth.net

1947. Falcon Service Manual needed

Newsgroup: comp.sys.atari.st
Date: 2005-05-27 21:08:50 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <5ZLle.37608$J25.28324@bignews6.bellsouth.net>
Source record: 13374

I posted in the recent past that I was looking to buy trade for a
Falcon Field Service Manual.

Someone said that had one and thats the last I heard.

If someone has one for sale/trade do e-mail me and we'll
try and work out a deal.

I really need one of these.

phantomm@bellsouth.net

1948. atari st with hundres of games/prog for sale

Newsgroup: comp.sys.atari.st
Date: 2005-05-28 02:05:12 UTC
From: Flint <scardone@rogers.com>
Message-ID: <W6SdndsAya9QTArfRVn-gw@rogers.com>
Source record: 13375

Atari 1040 ST with Monitor and external Floppy Drive, Atari controllers and all power cords. Over 4 cases of Games and programs (several hundred) including Cubase. In Toronto area - $120 Canadian or best offer.

Please post or reply if interested.

1949. Re: Falcon Service Manual needed

Newsgroup: comp.sys.atari.st
Date: 2005-05-28 08:44:29 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505281043180.723@feanor.schunter.etc.tu-bs.de>
Source record: 13376

P> If someone has one for sale/trade do e-mail me and we'll try and work
P> out a deal.

If you have no luck with private persons: try BEST Electronics. They have
it for sure.

Regards,

Alexander

1950. Re: Atari 8-bit files to Atari ST Disks

Newsgroup: comp.sys.atari.st
Date: 2005-05-28 08:57:16 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d79bt6$9mb$1@nemesis.news.tpi.pl>
Source record: 13377

<cut>

There is also SIO2ST. Google is your friend as always :)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1951. Atari videos?

Newsgroup: comp.sys.atari.st
Date: 2005-05-28 14:48:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.28.14.48.34.895616@charter.net>
Source record: 13378

Hey gang. Is there anywhere on the 'Net that a person can download some of the old Atari videos from? I mean like, old commercials, interviews, annoucements, things like that. I'd love to watch some of them again.

I just tried the Atari Historical Museum, and using Firefox, Galeon and Konqeruor, I get "page not found or displayed" messages. You can't download them either, you just get a 3.9kb file or something like that.

Thanks! :-)

1952. Re: Atari videos?

Newsgroup: comp.sys.atari.st
Date: 2005-05-28 16:47:27 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <119h84v43ci2s8e@corp.supernews.com>
Source record: 13379

On 28 May 2005 10:48:34 , "Ronald J. Hall" wrote:
>Hey gang. Is there anywhere on the 'Net that a person can download some of
>the old Atari videos from? I mean like, old commercials, interviews,
>annoucements, things like that. I'd love to watch some of them again.
>
>I just tried the Atari Historical Museum, and using Firefox, Galeon and
>Konqeruor, I get "page not found or displayed" messages. You can't
>download them either, you just get a 3.9kb file or something like that.
>
>Thanks! :-)
>
>.
I have been able to collect a few by searching around the net. I
don't know if it is legal to post them on my website, so let me know
if you have the capacity for me to send them to you by e-mail (remove
the spam trap).

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

1953. Testing Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-05-28 18:06:05 UTC
From: phantomm@bellsouth.net
Message-ID: <hq2me.39109$J25.2591@bignews6.bellsouth.net>
Source record: 13380

5/28/05 phantomm@bellsouth.net

8-)

1954. Re: Yamaha CDRW and CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2005-05-28 18:26:42 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <4298b729$0$10033$626a14ce@news.free.fr>
Source record: 13381

"Phantom" <phantomm@bellsouth.net> a crit dans le message de news:
hVLIe.37605$J25.13193@bignews6.bellsouth.net...
>
>
> I just picked up a nice Yamaha CRW 4416SX (4x4x16) External unit.
> It has 2- 50pin SCSI ports on the back just like on the Falcon.
>
> Does anyone know if this model works at all with SoundPools CD Recorder
> Software?

Yes, I had this model to burn with CdRecorder. You can also burn with CD Writer Suite and Cdrtools, I think.

DOCs

1955. Re: Atari videos?

Newsgroup: comp.sys.atari.st
Date: 2005-05-28 19:59:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.28.19.59.08.641062@charter.net>
Source record: 13382

On Sat, 28 May 2005 13:17:52 -0400, dx375 wrote:

> Try:
>
> http://www.theoldcomputer.com/Libarary's/tv_adverts_summary.htm
>
> Cheers Dave

Thanks, I'll try it out. :-)

1956. Re: Falcon Service Manual needed

Newsgroup: comp.sys.atari.st
Date: 2005-05-28 20:29:55 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BEBEA163.4DEC%vlg@o2.pl>
Source record: 13383

w poscie 5ZLle.37608$J25.28324@bignews6.bellsouth.net, Phantom od
phantomm@bellsouth.net napisal 27.5.2005 23:08:

>
> I posted in the recent past that I was looking to buy trade for a
> Falcon Field Service Manual.
>
> Someone said that had one and thats the last I heard.
>
> If someone has one for sale/trade do e-mail me and we'll
> try and work out a deal.
>
> I really need one of these.
>
> phantomm@bellsouth.net

Hey I got it, most completed, about 98%, without a few pages, need to scan
it,
When I done I put it on some web page, I left some info here.

vulgar

1957. Re: Falcon Service Manual needed

Newsgroup: comp.sys.atari.st
Date: 2005-05-28 21:05:39 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <C05me.9864$6k7.4324@bignews4.bellsouth.net>
Source record: 13384

Great! Let me know the URL when you get it done.

Phantom

"Pawel Kaznowski" <vlg@o2.pl> wrote in message
news:BEBEA163.4DEC%vlg@o2.pl...
>w poscie 5ZLle.37608$J25.28324@bignews6.bellsouth.net, Phantom od
> phantomm@bellsouth.net napisal 27.5.2005 23:08:
>
>>
>> I posted in the recent past that I was looking to buy trade for a
>> Falcon Field Service Manual.
>>
>> Someone said that had one and thats the last I heard.
>>
>> If someone has one for sale/trade do e-mail me and we'll
>> try and work out a deal.
>>
>> I really need one of these.
>>
>> phantomm@bellsouth.net
>
>
> Hey I got it, most completed, about 98%, without a few pages, need to
> scan
> it,
> When I done I put it on some web page, I left some info here.
>
>
> vulgar
>

1958. The Spacewalker's Intro #12

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 00:07:39 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1117325259.297244.211020@g44g2000cwa.googlegroups.com>
Source record: 13385

```
THE BEASTS CREW
===============
proudly present:

The Spacewalker's Intro #12
"gRiDDy SiNe wAvEd SCrOll"

,-----------------------------,
|G=03 BBB EEE AA SS TTT SS|
|V=05 B B E A A S T S |
|X=02 BBB EEE AAAA S T S |
|Y=07 B B E A A S T S|
| BBB EEE A A SS T SS |
| |
| ro |
|T nt #|
| h I 1|
| is ew 2 |
| is Cr |
| The Beasts |
'-----------------------------'

Download at:
http://so_o2.tripod.com/TS12-STbin-20050527.zip

Visit The Beasts homepage:
http://so_o2.tripod.com/tbc.html
```

1959. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 02:52:50 UTC
From: anticorpoutlaw@msn.com
Message-ID: <1117335170.721895.74620@g49g2000cwa.googlegroups.com>
Source record: 13387

I think Jack turns 76 this year (if his reported year of birth is 1929)...but then again there's dispute on what his birth name was (either Idel Tramielski or Idek Trzmiel).

1960. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 02:53:02 UTC
From: anticorpoutlaw@msn.com
Message-ID: <1117335182.415668.170570@g14g2000cwa.googlegroups.com>
Source record: 13386

I think Jack turns 76 this year (if his reported year of birth is 1929)...but then again there's dispute on what his birth name was (either Idek Tramielski or Idek Trzmiel).

1961. Re: scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 06:31:22 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <429961c0_1@x-privat.org>
Source record: 13388

lp wrote:

> I'm using an old version. However that question is highly subjective
> because HD Driver seems to have issues on particular setups. Especially
> when an 060 and/or a Hades is involved. I think more specific information
> is perhaps required about your setup before one can advise.

There are no known issues with HDDRIVER and the CT060 as long as your
CT060 firmware is up-to-date, which is an important requirement.
HDDRIVER (in particular the current version 8.1, see
http://www.seimet.de/hddriver_english.html) and the CT060 have been
tested extensively in the meantime.

--

Dr. Uwe Seimet http://www.seimet.de

1962. Re: scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 06:33:14 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <42996230_1@x-privat.org>
Source record: 13389

Joseph D. Place wrote:

> I have that card reader and it did not work for me on my Falcon. The
> drive does not show up when I try to partion. It does show up on the
> bus scan.

Are you sure that you configured HDDRIVER to check for your reader's ID
when booting? If a device shows up when scanning but is not offered for
partitioning or formatting it usually means that the device ID was not
checked.
Did HDDRIVER show the device name when booting?

--

Dr. Uwe Seimet http://www.seimet.de

1963. Re: scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 07:22:00 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <119irco9o2kmr39@corp.supernews.com>
Source record: 13390

On 29 May 2005 08:33:14 , Uwe Seimet wrote:
>Joseph D. Place wrote:
>
>> I have that card reader and it did not work for me on my Falcon. The
>> drive does not show up when I try to partion. It does show up on the
>> bus scan.
>
>Are you sure that you configured HDDRIVER to check for your reader's ID
>when booting? If a device shows up when scanning but is not offered for
>partitioning or formatting it usually means that the device ID was not
>checked.
>Did HDDRIVER show the device name when booting?
>
>--
>---
> Dr. Uwe Seimet http://www.seimet.de
>.
Yes, HDDRIVER was set to check for all SCSI IDs. I think the device
is at fault. I know others have had trouble with the triple card
reader, where the double card reader works fine.

Thanks,

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

1964. Re: scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 07:36:48 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <42997118_1@x-privat.org>
Source record: 13391

Joseph D. Place wrote:

> Yes, HDDRIVER was set to check for all SCSI IDs. I think the device
> is at fault. I know others have had trouble with the triple card
> reader, where the double card reader works fine.

I see. Do you still have access to this device? If you have and if you have time to test it I would like to know if the device name was displayed when booting.
In general HDDRIVER does not make a difference between the various SCSI device types, i.e. it should not matter whether you have connected a real hard disk drive or a card reader. But, of course, it is required that the device correctly implements the SCSI standard.

--

Dr. Uwe Seimet http://www.seimet.de

1965. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 13:01:20 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BEBF89C0.4E12%vlg@o2.pl>
Source record: 13392

w poscie 1117335182.415668.170570@g14g2000cwa.googlegroups.com,
anticorpoutlaw@msn.com od anticorpoutlaw@msn.com napisal 29.5.2005 4:53:

> I think Jack turns 76 this year (if his reported year of birth is
> 1929)...but then again there's dispute on what his birth name was
> (either Idek Tramielski or Idek Trzmiel).
>

Two years ago all family TRAMIEL was here in Poland!

There was all of his sons: LEONARD, GARY and of course the most famous SAM
The Last President ;)

vulgar

1966. Graffiti Video Genlock Manual

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 13:03:07 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BEBF8A2B.4E12%vlg@o2.pl>
Source record: 13393

Ok, here it is, firsts thing first ;)

http://kni.com.pl/af/Graffiti_manual.pdf

Next will be FALCON SERVICE MANUAL

Greetz

vulgar

1967. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 13:07:01 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <sifj91p6pml3mnm4mc7tkeo67l5sf3ou9n@4ax.com>
Source record: 13394

On 30 Apr 2005 03:09:13 -0700, derbaron@gmail.com (Marco K?hnel)
wrote:

>I am just wondering what the two Guys are doing now...
>
>Very little to find in the net.. so anyone knows?
>
>:)

Did Shiraz ever work on any other technology besides the ST?

1968. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 13:12:17 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <8ofj91huim0vn8q3l4vdq74g2tkjf37j5n@4ax.com>
Source record: 13395

On 30 Apr 2005 03:09:13 -0700, derbaron@gmail.com (Marco K?hnel)
wrote:

>I am just wondering what the two Guys are doing now...
>
>Very little to find in the net.. so anyone knows?
>
>:)

in answer to your and my own question... Shiraz is working as the VP of engineering for Canesta corp. according to their website "Canesta is the inventor of a revolutionary, low-cost electronic perception technology that enables ordinary electronic devices to perceive and react to nearby objects or individuals in real time." It mentions he also worked for: Kaveri Networks, Advance1 Logic, Momenta, Atari, and Cirrus.

1969. Re: Yamaha CDRW and CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 13:20:20 UTC
From: john.smith@macrosft.com
Message-ID: <d7cfij$t9p$1@garrison.globalnet.hr>
Source record: 13396

2.32 and above

On 27 May 2005 17:04:46 , "Phantom" wrote:
>
>
>I just picked up a nice Yamaha CRW 4416SX (4x4x16) External unit.
>It has 2- 50pin SCSI ports on the back just like on the Falcon.
>
>Does anyone know if this model works at all with SoundPools CD Recorder
>Software?
>
>If so what version, if not all versions.
>
>phantomm@bellsouth.net
>
>
>
>
>.

1970. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 13:26:34 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BEBF8FAA.4E29%vlg@o2.pl>
Source record: 13397

w poscie 8ofj91huim0vn8q3l4vdq74g2tkjf37j5n@4ax.com, kevin od
kevnospam242@gmail.com napisal 29.5.2005 15:12:

> On 30 Apr 2005 03:09:13 -0700, derbaron@gmail.com (Marco K?hnel)
> wrote:
>
>> I am just wondering what the two Guys are doing now...
>>
>> Very little to find in the net.. so anyone knows?
>>
>> :)
>
> in answer to your and my own question... Shiraz is working as the VP
> of engineering for Canesta corp. according to their website "Canesta
> is the inventor of a revolutionary, low-cost electronic perception
> technology that enables ordinary electronic devices to perceive and
> react to nearby objects or individuals in real time." It mentions he
> also worked for: Kaveri Networks, Advance1 Logic, Momenta, Atari, and
> Cirrus.

Geeza, does that mean that he still ALIVE?

I heard in the middle of 90's that hes dead...

1971. Re: Yamaha CDRW and CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 13:27:41 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BEBF8FED.4E2A%vlg@o2.pl>
Source record: 13398

w poscie d7cfij$t9p$1@garrison.globalnet.hr, kiselo zelje od
john.smith@macrosft.com napisal 29.5.2005 15:20:

> 2.32 and above
>
>
> On 27 May 2005 17:04:46 , "Phantom" wrote:
>>
>>
>> I just picked up a nice Yamaha CRW 4416SX (4x4x16) External unit.
>> It has 2- 50pin SCSI ports on the back just like on the Falcon.
>>
>> Does anyone know if this model works at all with SoundPools CD Recorder
>> Software?
>>
>> If so what version, if not all versions.

SoundPool still sells their Atari product, CD RECORDER PRO 3 costs 50Euro.

1972. How to configure aranym/Linux?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 13:59:05 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <3fu04sF9lhl8U1@individual.net>
Source record: 13249

Hi,

this emulator appears as a disaster, especially EmuTOS.
Meanwhile I have entered the TOS404.img into the config file but the tos
tries to store the desktop.inf on A: (floppy).
Then I entered into the config for C: and D: the corresponding folders
of the unix directory, but cannot access them from the Atari-Desktop.
Is this caused by the betaDOS missing? Where have I to enter the betaDOS
in this case?
And how can I setup a resolution of 800x600?
And how switch off the RAM test that is done when booting?
And return to Linux without shutting down the Atari?
I haven't found a documentation for the config file.
Why can't I buy aranym/Linux ready for use with legal TOS404 or TOS492?
Please help.

regards, Ludwig

1973. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 16:31:59 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <jjrj919fjqi1qk2kg91s5ktviebf9s05jj@4ax.com>
Source record: 13250

On Sun, 29 May 2005 15:26:34 +0200, Pawel Kaznowski <vlg@o2.pl> wrote:

>Geeza, does that mean that he still ALIVE?
>
>I heard in the middle of 90's that hes dead...

you heard wrong...

1974. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 16:32:29 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <3krj915uqs1pniblq3s2c67l69kk33dhih@4ax.com>
Source record: 13251

On Sun, 29 May 2005 15:26:34 +0200, Pawel Kaznowski <vlg@o2.pl> wrote:

>Geeza, does that mean that he still ALIVE?
>
>I heard in the middle of 90's that hes dead...

maybe you are thinking of the inventor of the Amiga Jay Miner, who
died in the mid nineties.

1975. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 17:19:36 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BEBFC648.5165%vlg@o2.pl>
Source record: 13252

w poscie 3krj915uqs1pniblq3s2c67l69kk33dhih@4ax.com, kevin od
kevnospam242@gmail.com napisal 29.5.2005 18:32:

> On Sun, 29 May 2005 15:26:34 +0200, Pawel Kaznowski <vlg@o2.pl> wrote:
>
>> Geeza, does that mean that he still ALIVE?
>>
>> I heard in the middle of 90's that hes dead...
>
>
> maybe you are thinking of the inventor of the Amiga Jay Miner, who
> died in the mid nineties.

No, in some polish paper mags I read that Shiraz was DEAD, but of course
this is untrue!

Jay Miner gone about 2000 I think.

1976. Re: How to configure aranym/Linux?

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 18:13:45 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <429a0659$0$25043$8fcfb975@news.wanadoo.fr>
Source record: 13253

Hi Ludwig,

Ludwig Maetzke wrote :
> this emulator appears as a disaster, especially EmuTOS.
> Meanwhile I have entered the TOS404.img into the config file but the tos
> tries to store the desktop.inf on A: (floppy).
> Then I entered into the config for C: and D: the corresponding folders
> of the unix directory, but cannot access them from the Atari-Desktop.
> Is this caused by the betaDOS missing? Where have I to enter the betaDOS
> in this case?
> And how can I setup a resolution of 800x600?
> And how switch off the RAM test that is done when booting?
> And return to Linux without shutting down the Atari?
> I haven't found a documentation for the config file.
> Why can't I buy aranym/Linux ready for use with legal TOS404 or TOS492?
> Please help.

What you just have to do is to buy a Macintosh with MacOSX.
You then download <http://eureka.atari.org/MacAranym.zip>
It is ready to use, and already configured. Simple !

I hope that I will have helped.

-- Franï¿œois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

1977. DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 22:45:57 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <d7dgn5$p41$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13254

Hi groupies :-)

I was wondering if it was possible to keep the time by applying backup power to the keyboard controller? Was also wondering if the ST booting up would reset the thing (and the time).

At the moment thinking about a 40-pin DIL header plug trailing off to a small board to hold the Hitachi PIC with a couple of NiMH 3.6v charging while the ST is powered.

Any views or experience in this??

Thanks,

Alison C, Cambridge UK

1978. Re: scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 22:57:32 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <IvKdnedM39tA1QffRVnyrw@eclipse.net.uk>
Source record: 13255

```
"lp" <GfA@MiNT.Net> wrote in message news:BEBF7FD3.150C6%GfA@MiNT.Net...
> in article 119irco9o2kmr39@corp.supernews.com, Joseph D. Place wrote on
> 5/29/2005 3:22 AM:
>
> > Yes, HDDRIVER was set to check for all SCSI IDs. I think the device
> > is at fault. I know others have had trouble with the triple card
> > reader, where the double card reader works fine.
>
> In my case, I actually returned the triple card reader and requested that
> they test it and tell me the results. When thy got it back they told me
it
> was working fine. I agree, I am convinced that particular model is
somehow
> to blame.
>

As its a three slots does it have three LUNS on on one SCSI ID or three IDs.
If it as three LUNS will DDRIVER cope, I thought, by default it did two.
If its three ID's does it clash with something else...

> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>
```

1979. Re: scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-05-29 23:45:08 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <119kl04adclkf63@corp.supernews.com>
Source record: 13256

```
On 29 May 2005 23:57:32 , "David Wade" wrote:
>"lp" <GfA@MiNT.Net> wrote in message news:BEBF7FD3.150C6%GfA@MiNT.Net...
>> in article 119irco9o2kmr39@corp.supernews.com, Joseph D. Place wrote on
>> 5/29/2005 3:22 AM:
>>
>> > Yes, HDDRIVER was set to check for all SCSI IDs. I think the device
>> > is at fault. I know others have had trouble with the triple card
>> > reader, where the double card reader works fine.
>>
>> In my case, I actually returned the triple card reader and requested that
>> they test it and tell me the results. When thy got it back they told me
>it
>> was working fine. I agree, I am convinced that particular model is
>somehow
>> to blame.
>>
>
>As its a three slots does it have three LUNS on on one SCSI ID or three IDs.
>If it as three LUNS will DDRIVER cope, I thought, by default it did two.
>If its three ID's does it clash with something else...
>
>> --
>> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
>> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
>Hades060]
>>
>>
>
>
>.
If my memory serves me correctly it has three IDs and one LUN. It
shows up in the boot process, but will not show up to format or
partition. I can dig it out again and try it, but it is an internal
unit so I have to use an external case/power supply to test it again
at this point. I'd really like to find one of the external models
that would hopefully work!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com
```

1980. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 00:05:57 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <t5mk91lrna0dr7qvfeq70mt6fg7e8bd8vr@4ax.com>
Source record: 13257

On Sun, 29 May 2005 19:19:36 +0200, Pawel Kaznowski <vlg@o2.pl> wrote:

>
>No, in some polish paper mags I read that Shiraz was DEAD, but of course
>this is untrue!
>
>Jay Miner gone about 2000 I think.

nah he died about a month or so before Commodore went under. I dont
remember the excact date but it was the early 90's.

1981. Re: Graffiti Video Genlock Manual

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 05:38:53 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Ayxme.44387$CR5.14456@bignews1.bellsouth.net>
Source record: 13258

Big Thanks!

Phantom

"Pawel Kaznowski" <vlg@o2.pl> wrote in message
news:BEBF8A2B.4E12%vlg@o2.pl...
> Ok, here it is, firsts thing first ;)
>
> http://kni.com.pl/af/Graffiti_manual.pdf
>
> Next will be FALCON SERVICE MANUAL
>
> Greetz
>
> vulgar
>

1982. Re: Yamaha CDRW and CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 05:45:56 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <cFxme.44389$CR5.5350@bignews1.bellsouth.net>
Source record: 13259

Good, I have version 2.36. So I should be alright.

Can't seem to find their URL for CD Recorder 3.

"kiselo zelje" <john.smith@macrosft.com> wrote in message
news:d7cfij$t9p$1@garrison.globalnet.hr...
> 2.32 and above
>
>
> On 27 May 2005 17:04:46 , "Phantom" wrote:
>>
>>
>>I just picked up a nice Yamaha CRW 4416SX (4x4x16) External unit.
>>It has 2- 50pin SCSI ports on the back just like on the Falcon.
>>
>>Does anyone know if this model works at all with SoundPools CD
>>Recorder
>>Software?
>>
>>If so what version, if not all versions.
>>
>>phantomm@bellsouth.net
>>
>>
>>
>>
>>
>>.

1983. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 06:14:40 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <74yme.44418$CR5.14496@bignews1.bellsouth.net>
Source record: 13260

Sounds like a good project to try.

ST clock cartridges all used some type of battery.

Some were very large. I have a Navarone ST/STE Clock cart and
it's the same size as a VideoMaster cartridge, and has a pass thru port.
It includes it's own software. Not sure if you have to use it or not to
keep
the Time/Date correct on the ST/STe.

It needs the battery replaced. Just never got around to soldering in a
new one.

Even though the cartridge is large, I don't recall alot of componets on
the
PCB. And I've seen some carts that are quite small.

I don't see why a internal one wouldn't work. Unless you need a software
patch to keep the date from resetting or something.

Even if thats the case, and you can't program. Maybe some of the
software
from various clock carts would work. It's a long shot but ya never know.

My 2cents.
phantomm@bellsouth.net

"techie_alison" <techie_alison@yahoo.com> wrote in message
news:d7dgn5$p41$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> Hi groupies :-)
>
> I was wondering if it was possible to keep the time by applying backup
> power
> to the keyboard controller? Was also wondering if the ST booting up
> would
> reset the thing (and the time).
>
> At the moment thinking about a 40-pin DIL header plug trailing off to
> a
> small board to hold the Hitachi PIC with a couple of NiMH 3.6v
> charging
> while the ST is powered.
>
> Any views or experience in this??
>
> Thanks,
>

> Alison C, Cambridge UK
>
>

1984. Re: scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 06:27:19 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <429ab24a$1_1@x-privat.org>
Source record: 13261

David Wade wrote:

> As its a three slots does it have three LUNS on on one SCSI ID or three IDs.
> If it as three LUNS will DDRIVER cope, I thought, by default it did two.
> If its three ID's does it clash with something else...

HDDRIVER does not check more than two logical units (LUNs) and if there
are actually three, which would be unusual, the third LUN will simply be
ignored without any side effects. It will just not be accessible.

--

Dr. Uwe Seimet http://www.seimet.de

1985. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 08:03:39 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <d7ehaoonk1@gemini.csx.cam.ac.uk>
Source record: 13262

"techie_alison" <techie_alison@yahoo.com> wrote in message
news:d7dgn5$p41$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> Hi groupies :-)
>
> I was wondering if it was possible to keep the time by applying
backup power
> to the keyboard controller? Was also wondering if the ST booting up
would
> reset the thing (and the time).

AFAIK the time and date are only reset at switch on because there is
no backup clock, although I could be wrong, don't forget that if you
want the date to be correct you have two problems.
1st, you will have to use some kind of 2K fix program to patch the
date as the original clock memory space does not allow for dates
beyond that, its possible that those used with cartridge based battery
backed clocks will work.
2nd, even if you can patch the date for system display beyond the year
2000 the year shown on saved files may be either 00 or ** (I can't
remember which off hand) not the clock year although this may depend
on your TOS version. Anyone know of a software patch that can correct
this?

> At the moment thinking about a 40-pin DIL header plug trailing off
to a
> small board to hold the Hitachi PIC with a couple of NiMH 3.6v
charging
> while the ST is powered.
> Any views or experience in this??
> Thanks,
>
> Alison C, Cambridge UK

I looked at adding a battery back up to the keyboard controller but
abandonded it because I was looking at interupting the power from the
Keyboard to motherboard cable and decided that the battery would end
up powering the entire keyboard PCB thus creating too large a drain on
the battery, plus the file save date problem really rendered the whole
thing useless.
Relocating the controller chip to another location is a much better
idea, don't know why I did not think of that unless it was because I
deemed it too difficult for people to fit themselves.

If the controller chip is in a socket thats not to bad but IIRC it is
soldered into the board and thus not easy to desolder without the

correct equipment. If you do manage to remover it have you condidered how you are going to enuse that only the controller chip recieves the battery power? If not you could use a diode with a low forward voltage drop (Schottky) that take power form the main supply when the ST is on (forward biased) but blocks the battery power when the main supply is off as it will be reverse biased although a FET wold be better as it will have a lower voltage drop.
I was planning on using alkaline batteries in my design and so have never tried to build a battery charger so I can't help you there but you will have to look at this aspect carefully as charging them slowly might not charge them enough and chraging them quickly may draw to much current from the main supply, plus you will ideally need some charged circuit to stop them from being chrage once thay are at thier maximum capacity.

Stephen Moss

1986. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 08:57:23 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050530095655168O7%derryck@cixcoukinvalid>
Source record: 13263

On 2005-05-29 23:45:57 +0100, "techie_alison" <techie_alison@yahoo.com> said:

> Hi groupies :-)
>
> I was wondering if it was possible to keep the time by applying backup power
> to the keyboard controller? Was also wondering if the ST booting up would
> reset the thing (and the time).

Although I've never tried this myself, you might want to take a look at
the "Real-time clock" archive, available for download from the Misc
section of my website, address in sig.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

1987. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 10:01:45 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <d7eoa9$h1k$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13264

Hiya :-)

okies, time to go through these one by one.

RE: Clock Cartridges
From what I've found out, clock cartridges ALWAYS require a little bit of software to transfer the clock info stored by the cartridge to the ST.

As for Y2K, I'll get to that in the reply to Stephen.

Aly :-)

"Phantom" <phantomm@bellsouth.net> wrote in message news:74yme.44418$CR5.14496@bignews1.bellsouth.net...

1988. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 10:01:46 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <d7eoa9$h1k$2@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13265

Oooooh Y2K, that old hat :-)

Following on from Phantom's post, Y2K seems to only affect the clock cartridges that plug into the cartridge port. Well, the clocks have no problem with Y2K but the software for the cartridges to transfer the info to the system clock are where things fall foul.

There's a site out there where they were talking all about the different TOS versions, saying Y2K affected TOS right upto version 3 or something. Then some bright spark said it was the software for the cartridges which was the problem.

Still haven't got round to getting the language disks and XCONTROL etc. sourced yet so not tried with the system clock directly yet. Next little job :-)

http://www.atarimagazines.com/v6n1/STProductNews.html

MIND MINE ST CLOCK down the bottom.

1989. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 10:03:07 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <d7eocrjmf1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13266

Right, off there now. Thanks :-)

> Although I've never tried this myself, you might want to take a look at
> the "Real-time clock" archive, available for download from the Misc
> section of my website, address in sig.
>
> --
> Derryck
>
> / The Cheshunt Computer Club /
> / http://ccc.atari.org /
> / The essential accessory for your Atari /
>

1990. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 10:07:24 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7eoks$i8i$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13267

(didn't get to the NG this one so reposting..)

Oooooh Y2K, that old hat :-)

Following on from Phantom's post, Y2K seems to only affect the clock cartridges that plug into the cartridge port. Well, the clocks have no problem with Y2K but the software for the cartridges to transfer the info to the system clock are where things fall foul.

There's a site out there where they were talking all about the different TOS versions, saying Y2K affected TOS right upto version 3 or something. Then some bright spark said it was the software for the cartridges which was the problem.

Still haven't got round to getting the language disks and XCONTROL etc. sourced yet so not tried with the system clock directly yet. Next little job :-)

http://www.atarimagazines.com/v6n1/STProductNews.html

MIND MINE ST CLOCK down the bottom.

1991. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 10:13:44 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7ep0n$8rr$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13268

To add also, the keyboard controller has been called a ROM here n there.
It's a PIC, well, Hitachi's version of an MCU before PIC's were common.

http://www.cpu-world.com/CPUs/630x/Hitachi-HD6301X0F62P.html

1992. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 10:15:18 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7ep3m$ju1$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13269

Sent again... As NG deleted the last one. thanks BT!

To add also, the keyboard controller has been called a ROM here n there.
It's a PIC, well, Hitachi's version of an MCU before PIC's were common.

http://www.cpu-world.com/CPUs/630x/Hitachi-HD6301X0F62P.html

1993. Schematics for STFM and MEGA ST?

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 11:04:23 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7ervn$j3t$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13270

Hi there :-)

Would anyone know of any weblinks of circuit schematics for the STFM AND the MEGA ST?

I'm attempting to unravel the differences between the two with regards to the battery backed clock, namely how the HD6031V1 keyboard controller / MCU is wired up.

http://www.datasheetarchive.com/datasheet/pdf/10/1053099.html
http://www.sothius.com/hypertxt/welcome.html?./additional/1040stfmaddition.html

I've started this thread relating solely to schematics so it can be found later.

Thanks,

Alison C

1994. Re: Schematics for STFM and MEGA ST?

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 11:45:39 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7eud3$at8$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13271

The Atari Hardware Hack Page
http://www.freeweb.org/computer/vezz/atari/hardware/index.htm
;DEAD

Schematics Mania http://www.fortunecity.com/skyscraper/quadra/455/
;DEAD

Atari ST Internals
http://www.netkonect.net/tachyon/A3/articles/stinternals/STINTERN.HTM
http://bales.online.fr/atari/files/text/stintern.zip
;DEAD ;Just pinouts, NOT schematics

http://www.best-electronics-ca.com/520_1040.htm
;NOT paying $50!!

http://atari4ever.free.fr/hardware/doc/
;GOT EM!!! I think... Would prefer a single HUGE image

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:d7ervn$j3t$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> Hi there :-)

1995. Re: Schematics for STFM and MEGA ST?

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 11:59:37 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7ev79eu1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13272

Battery is on Page3 of the MegaST schematics down in the bottom right.

Following back.... Mmmmmmmm

Heaven knows how that makes it's way to the keyboard controller, perhaps I'm wrong. :-(

"techie_alison" <techie_alison2000@yahoo.com> wrote in message news:d7eud3$at8$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> The Atari Hardware Hack Page

1996. Re: How to configure aranym/Linux?

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 12:58:57 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <h9frm2-422.ln1@manoir.racoon.city>
Source record: 13274

Le Sun, 29 May 2005 15:59:05 +0200, Ludwig Maetzke a ï¿½critï¿½:

> Meanwhile I have entered the TOS404.img into the config file but the tos
> tries to store the desktop.inf on A: (floppy).

It's because you don't have hard disk images configured, so ARAnyM, like a
real Atari, saves to floppy by default.

> Then I entered into the config for C: and D: the corresponding folders
> of the unix directory, but cannot access them from the Atari-Desktop. Is
> this caused by the betaDOS missing?

Yes, or with MiNT with the needed XFS driver.

> Where have I to enter the betaDOS in this case?

BetaDOS must be configured to use the needed BOS/DOS driver.

> And how can I setup a resolution of 800x600?

You need FVDI and the needed driver.

> And how switch off the RAM test that is done when booting?

Use a standard NVRAM Falcon configurator, like bootconf.

> And return to Linux without shutting down the Atari?

Press shift+Pause.

> I haven't found a documentation for the config file.

It seems you didn't read any documentation. All official ARAnyM packages
should come with the doc.

> Why can't I buy aranym/Linux ready for use with legal TOS404 or TOS492?

With Emutos, you can have a totally free system.

- Some advices:

Subscribe to the ARAnyM user mailing list to post your questions. Few
people in this newsgroup know about ARAnyM, and more about real Atari:
http://bobek.sh.cvut.cz/cgi-bin/mailman/listinfo/aranym-user/

Try first by using the AFROS disk image:
http://aranym.sourceforge.net/download.html

All the ARAnyM documentation is here:
http://www.sophics.cz/cgi-bin/cvsweb/aranym/doc/

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

1997. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 12:59:22 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7f2na$ar6$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13273

Update:

Having dug out the schematics to compare between the Mega and the STF, this is getting reaaaaally lovely. The Mega has it's own seperate RTC which is completely seperate from the keyboard MCU. The Mega RTC ties into the 68000, the GLUE chip, and various address lines. I can only guess that there's code in the TOS to handle the Mega's differences directly without extra software ran on startup. OK, so that's the Mega's method out, not doing that..

I need to now look further into these mod's which power the keyboard controller. At the moment I'm guessing that it's kept powered while the ST is switched off and that the reset pin is disconnected so that the clock isn't lost at main PSU switch on. Only guesses mind.. Also wondering how long a battery would last. If drawing say 2mA, that's a 160mAh NiMd drained in 80 hours!!. If using an AA battery pack of say 1500mAh, 750 hours sounding not too bad. Assuming of course the MCU will draw only 2mA. Say 5mA then that's 500hours from AA's. 500/24 is roughly 20 days odd.

It would be really handy to talk to someone who has one of these battery backed clock mods which plays with the keyboard MCU. The main aim here is to remove the need for any seperate software and to use the hardware available.

The next stage will be to take the ST apart and build a small circuit on stripboard which plugs into the 6301MCU socket. At the moment I'm not too bothered about how big it is as I'm just trying to find out if this is indeed even possible so everything can hang out of the case until confirmed.

I'd ideally like to try to source another STFM as my development/hack machine. Am looking on eBay at the moment for a system perhaps including a SCSI HDD. The one I looked at last night went for £50 odd + £25 P+P. There must be some really rich people out there.

Aly (sorry if you're getting bored with these, but progress info all the same)

"techie_alison" <techie_alison@yahoo.com> wrote in message news:d7dgn5$p41$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> Hi groupies :-)
>

1998. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 15:12:40 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <fvFX35jo1ymCFwDw@dev.null.davjam.org>
Source record: 13276

On Mon, 30 May 2005, techie_alison <techie_alison@yahoo.com> wrote:-

>Oooooh Y2K, that old hat :-)

Better get a duster out for this one. There's 5 years worth to clear up
in this small trip down memory lane :)

>Following on from Phantom's post, Y2K seems to only affect the clock
>cartridges that plug into the cartridge port. Well, the clocks have no
>problem with Y2K but the software for the cartridges to transfer the
>info to the system clock are where things fall foul.

It's not just the software for the clock cartridges that have a problem.
It also affects any system doesn't have a built-in RTC, in other words
not MEGA STs/STEs, Falcons, and TTs.

>There's a site out there where they were talking all about the different TOS
>versions, saying Y2K affected TOS right upto version 3 or something. Then
>some bright spark said it was the software for the cartridges which was the
>problem.

TOS also has a problem with this as well. A good description of it is
available here:

<URL:http://tinyurl.com/82cv3>
<URL:http://groups.google.co.uk/group/comp.sys.atari.st/msg/9f8cea6b54df9057?hl=en>

John Whalley also collected a lot of information about it here:

<URL:http://www.bygjohn.fsnet.co.uk/atari/y2k.html>

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP/SuSE 9.3 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

-----== Posted via Newsfeeds.Com - Unlimited-Uncensored-Secure Usenet News==----
http://www.newsfeeds.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
---= East/West-Coast Server Farms - Total Privacy via Encryption =---

1999. Re: GFA-Basic Editor v1.00 released

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 15:52:20 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <JMFme.12380$F6.2624178@news.siol.net>
Source record: 13275

lp wrote:

> Full featured GEM based editor modeled after the original GFA-Basic
> editor.

Great stuff Lonny! Feeling of original editor i what i wanted most in any
kind of GFA editors... Thanx!

Janez

2000. Re: GFA-Basic Editor v1.00 released

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 16:17:03 UTC
From: Pierre TON-THAT <ptonthat.abalesspams@club-internet.fr>
Message-ID: <429b3be3$0$25029$8fcfb975@news.wanadoo.fr>
Source record: 13277

BRAVO !!!!!!!

2001. Re: How to configure aranym/Linux?

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 19:31:31 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <pan.2005.05.30.19.31.29.911626@gmx.de>
Source record: 13278

Hi Patrice,

>> Meanwhile I have entered the TOS404.img into the config file but the tos
>> tries to store the desktop.inf on A: (floppy).
> It's because you don't have hard disk images configured, so ARAnyM, like a
> real Atari, saves to floppy by default.
Do I need hard disk image files even if I use betaDOS? Which filesystem
is written into these image files? DOS 8+3? VFAT?

> BetaDOS must be configured to use the needed BOS/DOS driver.
Do I need Beta DOS if I use MagicOS?

>> And how can I setup a resolution of 800x600?
> You need FVDI and the needed driver.
Does FVDI fully replace NVDI 4? Or can I use NVDI instead?
>
>> I haven't found a documentation for the config file.
> It seems you didn't read any documentation. All official ARAnyM packages
> should come with the doc.
Why isn't there a html Documentation at http://aranym.sourceforge.net/ ?

>> Why can't I buy aranym/Linux ready for use with legal TOS404 or TOS492?
> With Emutos, you can have a totally free system.
I don't care for a free system, only for a working and useful system.
If aranym is not sufficient for me, I will install MagicMac in the
Basilisk environment to use Atari programs on my Linux PC. The
installation of Basilisk II and MacOS 7.6 was comparatively simple with
the excellent setup program.

regards, Ludwig

2002. Re: How to configure aranym/Linux?

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 20:07:23 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0505302145360.1347@feanor.schunter.etc.tu-bs.de>
Source record: 13279

Hi, Ludwig!

LM> Why isn't there a html Documentation at http://aranym.sourceforge.net/ ?

ARAnyM comes with all the documentation needed.

Ever tried "man aranym"?

There are pre-configured setups available on the site. Good point to start
from for creating your own configuration.

You might want to write a html documetation from these sources?

LM> The installation of Basilisk II and MacOS 7.6 was comparatively simple
LM> with the excellent setup program.

aranym on debian:
- apt-get install aranym
- download the AFROS, unpack it
- modify ~/.aranym/config to use it as [IDE0]
-> done!

Where is the problem?

Regards,

Alexander

2003. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 22:01:57 UTC
From: anticorpoutlaw@msn.com
Message-ID: <1117490517.016442.255070@g43g2000cwa.googlegroups.com>
Source record: 13280

I saw pictures of them on a site of their visit to Poland (a photograher happened to be wearing an Atari shirt and I guess Jack agreed to have his picture taken with the Atarian). Garry's starting to have the same receding hairline that has afflicted Jack and Sam over the years, and Sam is starting to look more like Jack every day...and of course Leonard still looks like a Sasquatch (no offense, Leonard). I think the only work Sam's involved in these days is his real estate company (Tramiel Capital). No idea on what Garry does these days (maybe he went back to Merill-Lynch), but I do know that Leonard is still involved in astronomy.

BTW, would somebody tell the G4TV retards that Tramiel is pronounced Trah-mell, not Tramm-ee-ell, as it was pronounced on G4TV's Icons? :)

2004. Re: Atari videos?

Newsgroup: comp.sys.atari.st
Date: 2005-05-30 22:25:52 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <QpMme.40954$IQ3.23414@bignews5.bellsouth.net>
Source record: 13281

Ronald J. Hall wrote:

> On Sat, 28 May 2005 13:17:52 -0400, dx375 wrote:
>
> > Try:
> >
> > http://www.theoldcomputer.com/Libarary's/tv_adverts_summary.htm
> >
> > Cheers Dave
>
> Thanks, I'll try it out. :-)

you could also Google "computer cronicles" (sp :) They have several episodes with Atari featured,one has Jack and Leonard in it when the St was first released

twbrown

2005. Nolans busy again

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 00:06:14 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <WTNme.7586$BR4.1080@news-server.bigpond.net.au>
Source record: 13282

About to open a new resturant chain with a gaming environment.

http://www.msnbc.msn.com/id/8017909/site/newsweek/

Mark

2006. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 00:14:29 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <rUNme.46640$CR5.15629@bignews1.bellsouth.net>
Source record: 13283

Here is some info that I'll throw in for whats it's worth...

I got out my Clock Cart and manual.

Looking thru the manual there are a few support files for
the clock cart. The name of the clock cart is the Time Keeper.

ok, There is a TKAUTO.prg that is used in the AUTO folder.

It takes the time and date from the clock cart during the powerup
sequence and sets the internal clock. You can also use it
outside the Auto folder but there is a draw back to using it
this way.

Now according to the manual. This clock cartridge is removed
from the computer once the time and date are fetched.

I suppose thats one reason why there is a Pass thru port on the
cart so you can use other carts with it installed.

There is an .ACC program thats a bit interesting.

In the ACC program the time and date is displayed like this....

03:15 PM
10/28/1986

The date is the interesting part. I don't know how the date
would look after Y2K. I never tried the cart during that time.

Also, If I remember correctly This ACC would not work on a
1040 STE. I'm not sure on that. But I do remember having a
problem with one of the extra programs and I think this ACC was
it.

This Cart Clock is an old one. Made before the 1040Ste.
It did keep the correct time in the normal Xcontrol panel.
And I use the updated one on the STE.

It would be interesting to see if the ACC Date would roll over
to 2000, 2001 and etc. But I don't know what it would look like
in the Xcontrol Panel as it only supports 2 digits for the year if
I remember correctly.

Guess I need to solder the battery and see if I can get the ACC
working.

The ACC also had a alarm and a selection from 12 or 24 hour
format.

There is also a DOC on disk I need to take a look at for changes
and updates.

phantomm@bellsouth.net

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:d7f2na$ar6$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> Update:
>
> Having dug out the schematics to compare between the Mega and the STF,
> this
> is getting reaaaaally lovely. The Mega has it's own seperate RTC
> which is
> completely seperate from the keyboard MCU. The Mega RTC ties into the
> 68000, the GLUE chip, and various address lines. I can only guess
> that
> there's code in the TOS to handle the Mega's differences directly
> without
> extra software ran on startup. OK, so that's the Mega's method out,
> not
> doing that..
>
> I need to now look further into these mod's which power the keyboard
> controller. At the moment I'm guessing that it's kept powered while
> the ST
> is switched off and that the reset pin is disconnected so that the
> clock
> isn't lost at main PSU switch on. Only guesses mind.. Also wondering
> how
> long a battery would last. If drawing say 2mA, that's a 160mAh NiMd
> drained
> in 80 hours!!. If using an AA battery pack of say 1500mAh, 750 hours
> sounding not too bad. Assuming of course the MCU will draw only 2mA.
> Say
> 5mA then that's 500hours from AA's. 500/24 is roughly 20 days odd.
>
> It would be really handy to talk to someone who has one of these
> battery
> backed clock mods which plays with the keyboard MCU. The main aim
> here is
> to remove the need for any seperate software and to use the hardware
> available.
>
> The next stage will be to take the ST apart and build a small circuit
> on
> stripboard which plugs into the 6301MCU socket. At the moment I'm not
> too
> bothered about how big it is as I'm just trying to find out if this is
> indeed even possible so everything can hang out of the case until
> confirmed.

>
> I'd ideally like to try to source another STFM as my development/hack
> machine. Am looking on eBay at the moment for a system perhaps
> including a
> SCSI HDD. The one I looked at last night went for £50 odd + £25 P+P.
> There
> must be some really rich people out there.
>
> Aly (sorry if you're getting bored with these, but progress info all
> the
> same)
>
>
> "techie_alison" <techie_alison@yahoo.com> wrote in message
> news:d7dgn5$p41$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
>> Hi groupies :-)
>>
>
>

2007. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 00:21:06 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7gali$d0j$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13284

Hi there Dave :-)

Ah, see what you mean. And.. I would hope in the Sinclair Spectrum fashion that TOS has been rewritten to accomodate? :-) By that I mean that the Spectrum ROM's have been modified to include changes and slight streamlines to the code.

In the meantime though, what I have dug out from the loft at my parents' is the June 1988 edition of ST World which has 4 A4 pages of clock write-ups, some cartridge based, some keyboard MCU power based.

Oh ok, I think I'll keep an eye out for a Mega ST to stop this in it's tracks. With the Y2K thing and the requirement for a battery measuring 1inch x 3inches x 1inch we're about done. Well, until I start thinking about it again. ;-)

Have just recovered a bios password from my old IBM Thinkpad 755C so that's earmarked as my new potential HDD running with the ST's HDD_DMN
http://www.google.co.uk/search?hl=en&q=HDD_DMN+&btnG=Google+Search&meta=

Shall I start a new thread on HDD_DMN as I'd like to register it, have read it can pull of the clock from the PC.

Aly

> TOS also has a problem with this as well. A good description of it is
> available here:
>
> <URL:http://tinyurl.com/82cv3>
>
<URL:http://groups.google.co.uk/group/comp.sys.atari.st/msg/9f8cea6b54df9057
?hl=en>

2008. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 00:54:37 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7gckd$8eo$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13285

Worth quite a bit actually :-) Gotta reward for you, the original review of the Time Keeper in ST World. This is the whole supplement from the June 1988 edition mentioned earlier.

<http://uk.geocities.com/techie_alison/pub/stclocks.zip>

Don't all hit it at once as it's 300K odd and geocities has a restriction on hourly traffic, so if you can't see it it'll come back the next hour. If anyone wants the 1250K originals I can email them.. Phantom, very happy to send them to you, let me know.

Aly

>
> I suppose thats one reason why there is a Pass thru port on the
> cart so you can use other carts with it installed.
>

Ah yep, read something about that, clock roms conflicting.

"Phantom" <phantomm@bellsouth.net> wrote in message
news:rUNme.46640$CR5.15629@bignews1.bellsouth.net...
>
>
> Here is some info that I'll throw in for whats it's worth...

2009. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 00:59:41 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7gctt$ih2$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13286

(reposting this..)

Worth quite a bit actually :-) Gotta reward for you, the original review of the Time Keeper in ST World. This is the whole supplement from the June 1988 edition mentioned earlier.

<http://uk.geocities.com/techie_alison/pub/stclocks.zip>

Don't all hit it at once as it's 300K odd and geocities has a restriction on hourly traffic, so if you can't see it it'll come back the next hour. If anyone wants the 1250K originals I can email them.. Phantom, very happy to send them to you, let me know.

Aly

>
> I suppose thats one reason why there is a Pass thru port on the
> cart so you can use other carts with it installed.
>

Ah yep, read something about that, clock roms conflicting.

"Phantom" <phantomm@bellsouth.net> wrote in message
news:rUNme.46640$CR5.15629@bignews1.bellsouth.net...
>
>
> Here is some info that I'll throw in for whats it's worth...

2010. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 03:27:32 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <429BD9A3.551B1FCA@plano.net>
Source record: 13287

```
kevin wrote:
>
> On Sun, 29 May 2005 19:19:36 +0200, Pawel Kaznowski <vlg@o2.pl> wrote:
>
> >
> >No, in some polish paper mags I read that Shiraz was DEAD, but of course
> >this is untrue!
> >
> >Jay Miner gone about 2000 I think.
>
> nah he died about a month or so before Commodore went under. I dont
> remember the excact date but it was the early 90's.
>
According to some web sources, Jay Miner died in June 22, 1994...

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond It is moral cowardice to leave |
| undone what one perceives right |
| richmond at plano dot net to do. -- Confucius |
+-----------------------------------------------------------------+
```

2011. New to ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 04:20:13 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <0CRme.75340$yV4.41047@okepread03>
Source record: 13288

Hello all, I am new to the ST series. I grew up on 8bit Atari but never at the time could afford the ST. I have a 520ST with no floppy/hard drive (although I think I have an external floppy) I also have a Mega ST4. I have an sc1224 color monitor and a hard drive with no connector. What do you all recommend I do to learn about the ST? I have some floppies I can boot but I would really learn to use this thing to it's full advantage. I would like to find the right cable to hook up this hard disk.

Thanks

Thomas

2012. Re: New to ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 04:33:19 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <jORme.7758$BR4.1799@news-server.bigpond.net.au>
Source record: 13289

Docrotcod wrote:
> Hello all, I am new to the ST series. I grew up on 8bit Atari but never
> at the time could afford the ST. I have a 520ST with no floppy/hard drive
> (although I think I have an external floppy) I also have a Mega ST4. I have
> an sc1224 color monitor and a hard drive with no connector. What do you all
> recommend I do to learn about the ST? I have some floppies I can boot but I
> would really learn to use this thing to it's full advantage. I would like
> to find the right cable to hook up this hard disk.

What model of hard drive is it? Is it genuine Atari or Scsi?

Mark

2013. Re: New to ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 06:15:50 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <oiTme.75341$yV4.50947@okepread03>
Source record: 13290

Well it looks generic. A long slender case, it has an external SCSI connector (Looks like a centronics type connector). Open it up and it has a seagate hard disk. It doesn't appear to have a controller inside the case. The Seagate is a ST-1096N.

BTW it's not a ST4 but an ST2.

If anyone has an extra external floppy please let me know, it appears the 520ST doesn't have any type of floppy drive.

Thomas
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in message news:jORme.7758$BR4.1799@news-server.bigpond.net.au...
> Docrotcod wrote:
>> Hello all, I am new to the ST series. I grew up on 8bit Atari but
>> never at the time could afford the ST. I have a 520ST with no
>> floppy/hard drive (although I think I have an external floppy) I also
>> have a Mega ST4. I have an sc1224 color monitor and a hard drive with no
>> connector. What do you all recommend I do to learn about the ST? I have
>> some floppies I can boot but I would really learn to use this thing to
>> it's full advantage. I would like to find the right cable to hook up
>> this hard disk.
>
> What model of hard drive is it? Is it genuine Atari or Scsi?
>
> Mark

2014. Re: New to ST

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 06:40:44 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <MFTme.7845$BR4.483@news-server.bigpond.net.au>
Source record: 13291

Docrotcod wrote:
> Well it looks generic. A long slender case, it has an external SCSI
> connector (Looks like a centronics type connector). Open it up and it has a
> seagate hard disk. It doesn't appear to have a controller inside the case.
> The Seagate is a ST-1096N.

You need a device like the ICD link, unfortunately they are as rare as
rocking horse droppings these days. On the back of the Mega and ST you
should see an ACSI port. This was as close to SCSI the earlier machines
got. The ICD Link, is a ACSI to SCSI converter.

http://www.icd.com/atari/

>
> BTW it's not a ST4 but an ST2.
>
> If anyone has an extra external floppy please let me know, it appears the
> 520ST doesn't have any type of floppy drive.

It would be cheaper to source a new machine, or just use the Mega. After
the STM all ST's had a built in drive these include, the STF, STFM, STE,
Mega ST, and MegaSTE.

As far as learning about Atari, try

http://www.members.optusnet.com.au/~startreks/atari.html

Only a couple of dead links;-).
>
> Thomas
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:jORme.7758$BR4.1799@news-server.bigpond.net.au...
>
>>Docrotcod wrote:
>>
>>> Hello all, I am new to the ST series. I grew up on 8bit Atari but
>>>never at the time could afford the ST. I have a 520ST with no
>>>floppy/hard drive (although I think I have an external floppy) I also
>>>have a Mega ST4. I have an sc1224 color monitor and a hard drive with no
>>>connector. What do you all recommend I do to learn about the ST? I have
>>>some floppies I can boot but I would really learn to use this thing to
>>>it's full advantage. I would like to find the right cable to hook up
>>>this hard disk.
>>
>>What model of hard drive is it? Is it genuine Atari or Scsi?
>>

>>Mark
>
>
>

2015. MyTask sources available

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 13:22:55 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1117545775.577777.280130@g47g2000cwa.googlegroups.com>
Source record: 13292

Hi all,

The sources for the system utility MyTask has been made available on
The Orphaned Projects Page. This application was originally based on
the start button SMU by Thomas Much, but Rafal Kawecki has since
extended it to also include a taskbar and a system tray.

To read more and download, please visit: http://topp.atari-users.net

Thanks to Sascha Uhlig for helping out with another great addition to
The Orphaned Projects Page.

regards,

/Joakim

http://www.ataricq.org
http://xaaes.atariforge.net
http://topp.atari-users.net

2016. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 14:33:09 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d7hsj5ir1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13293

Hi there "techie_alison"

> Oh ok, I think I'll keep an eye out for a Mega ST to stop this in it's
> tracks.

Whereabouts are you?

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2017. English resources for N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 15:13:44 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1117552418.bdb053322ad587132659ecc4896e51d2@teranews>
Source record: 13294

Hi all,

I have a copy of N.AES 2.0 and the instruction default to German. Does anyone have the English resource files so I can replace them? Is there a location that they need to be to be 'detected'?

TIA,
Rory

2018. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 17:17:47 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7i67r$36$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13295

Hiya Steve,

I'm in Cambridge at the moment.

Love your signature by the way, very cool. :-)

Aly
http://profiles.yahoo.com/techie_alison2000

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:d7hsj5ir1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
>
> Whereabouts are you?
> --
>
> (��.�(�*�.� �.�*�)�.��)
> �.���. Steve .���.�
> (�.��(�.��* *��.�)��.�)
>
>
>

2019. Re: English resources for N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 17:51:39 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <429ca42b$1_2@x-privat.org>
Source record: 13296

Rory McMahon wrote:
>
> Hi all,
>
> I have a copy of N.AES 2.0 and the instruction default to German. Does
> anyone have the English resource files so I can replace them? Is there
> a location that they need to be to be 'detected'?

The English rsc is included in the N_AES 2 package. Look in the RS0
directory. Inside that directory there are two files named:
N_AESSYS.RS0 and N_AESSYS.RS1
RS0 is the English resource.
To use the English rsc just edit n_aes.cnf. Look for the language
entry. Change it to 0 (7 is the Dutch resource)

#--- Systemkonfiguration:

language = 7

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

2020. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 19:11:19 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d7icsjhhq1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13297

Hi

Cambridge, not vey near

I've got a working Mega4ST with an Atari FPU and an Atari Graphics card
complete with the Mega style hard disk (duff mech), and i don't need it.

> I'm in Cambridge at the moment.
>
> Love your signature by the way, very cool. :-)

Cheers, you'd probably like this one better!

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2021. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 19:39:28 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7iehfgdm1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13298

I think I drive say 300 miles round trip for that. ;-)

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:d7icsjhhq1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> Hi

2022. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 19:47:49 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d7if14hpf1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13199

Hi

Hm! interesting, Cambridge city centre to my village is 218 miles round
trip.

>I think I drive say 300 miles round trip for that. ;-)

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2023. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 19:52:09 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7if99$o85$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13200

Weeellll, actually in Ipswich, Suffolk atm. Dunno if that evens out the
odds.

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:d7if14hpf1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
>
> Hm! interesting, Cambridge city centre to my village is 218 miles round
> trip.

2024. USB game Pad

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 20:33:55 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <VeadnZt0MaqpVwHfRVnyjw@eclipse.net.uk>
Source record: 13201

Folks,

I have tried many times to play ATARI games on my PC, and its just never had the right "feel" in the Joystick. Any way whilst shopping in my local TESCO I say a TRUST USB Games Pad with a big yellow reduced price sticker on. As I am a sucker for these stickers I bought it for ?4.50. What a revelation. Booted up Winston, configured at as the joystick, loaded "Buggy Boy" and its like playing on a real ST except slightly quicker. Could even map the up/down for throttle/brake to the buttons, Wonderful!!!!!!! Managed all five laps of "Off-road" second go. Can't wait to try it with Winter Olympics and Zenon II. (even LLAMATRON).

So if any of you are yearning for a "real" Atari fix you might like to check the Office Supplies section at your nearest Tesco Extra!

Dave.
G4UGM

2025. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 21:24:36 UTC
From: john.smith@macrosft.com
Message-ID: <d7ikmjlps2@garrison.globalnet.hr>
Source record: 13202

it should work, there used to be factory produced solution to this problem some time ago ;)

On 29 May 2005 22:45:57 , "techie_alison" wrote:

2026. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 21:26:43 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d7ikqj$b5b$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13203

Hi there

228 miles one way!!

How much ya got in ya wallet?

> Weeellll, actually in Ipswich, Suffolk atm. Dunno if that evens out the
> odds.

>> Hm! interesting, Cambridge city centre to my village is 218 miles round
>> trip.

--

Regards Steve

Rope me a sheep and I'll make it smile.

2027. Re: USB game Pad

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 21:26:44 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d7ikqj$b5b$2@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13204

Hi David

> So if any of you are yearning for a "real" Atari fix you might like to
> check
> the Office Supplies section at your nearest Tesco Extra!

Office supplies at Tesco, next ya'l have fish fingers at Office world!!

--

(��.�(�*�.� ..*)..)
..... Steve .....
(..(..* *..)..)

2028. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 23:24:50 UTC
From: "Timothy A. Seufert" <tas@mindspring.com>
Message-ID: <tas-80DD54.16244931052005@newssvr13-ext.news.prodigy.com>
Source record: 13206

In article <d7ep0n$8rr$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>,
"techie_alison" <techie_alison2000@yahoo.com> wrote:

> To add also, the keyboard controller has been called a ROM here n there.
> It's a PIC, well, Hitachi's version of an MCU before PIC's were common.

PIC is the name of Microchip Technology, Inc.'s microcontroller family,
not a generic term describing any MCU. So you shouldn't call the ST
IKBD controller a PIC since it was made by Hitachi, not Microchip.

The Hitachi chip in question appears to be a clone of the Motorola 6801
with some enhancements. The 6801 was an early 8-bit microcontroller
with an instruction set similar to 6502.

--
Tim

2029. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-05-31 23:27:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.31.23.27.22.416082@charter.net>
Source record: 13205

On Tue, 31 May 2005 19:11:19 +0000, Steve Sweet wrote:

Regards from STEve & his nice warm cosy PAKï¿½d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

> Cheers, you'd probably like this one better!

I get Mega envy everytime I see you post the stats for your Mega. I'd
probably drool if I didn't have a CT60'ed Falcon. :-)

Thats one tricked out Atari, thats for sure!

Any chance we could get some close up internal pics of that beast?

:-)

2030. Re: English resources for N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 00:17:08 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1117585021.cb6f33b23bab15425358b99d986480ea@teranews>
Source record: 13207

Martin,

Sorry, I meant the RSC for the setup application.

Rory

On 31 May 2005 19:51:39 +0200, Martin Byttebier <geek@atarians.com>
wrote:

>
>
>Rory McMahon wrote:
>>
>> Hi all,
>>
>> I have a copy of N.AES 2.0 and the instruction default to German. Does
>> anyone have the English resource files so I can replace them? Is there
>> a location that they need to be to be 'detected'?
>
>The English rsc is included in the N_AES 2 package. Look in the RS0
>directory. Inside that directory there are two files named:
>N_AESSYS.RS0 and N_AESSYS.RS1
>RS0 is the English resource.
>To use the English rsc just edit n_aes.cnf. Look for the language
>entry. Change it to 0 (7 is the Dutch resource)
>
>#--- Systemkonfiguration:
>
>language = 7
>
>TTFN
>Martin
>
>http://www.againsttcpa.com | In 2002 began the war for digital freedom

---
Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2031. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 00:21:24 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d7iv24fbj1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13208

Hi Ronald

If your willing to mortgage your house then you can buy it!

> Regards from STEve & his nice warm cosy PAK�d MegaSTE.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>> Cheers, you'd probably like this one better!
>
> I get Mega envy everytime I see you post the stats for your Mega. I'd
> probably drool if I didn't have a CT60'ed Falcon. :-)
>
> Thats one tricked out Atari, thats for sure!
>
> Any chance we could get some close up internal pics of that beast?

There's not much to see that couldn't be found in the public domain, the PAK
and FRAK images are freely available, the graphics card is pretty boring,
the SCSI image board is also publicly available, the only unusual thing
about it is the SCSI connector on top of the drive bay.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2032. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 00:28:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.01.00.28.39.97701@charter.net>
Source record: 13209

On Wed, 01 Jun 2005 00:21:24 +0000, Steve Sweet wrote:

> Hi Ronald
>
> If your willing to mortgage your house then you can buy it!

Er, its already mortgaged. :-(

> There's not much to see that couldn't be found in the public domain, the PAK
> and FRAK images are freely available, the graphics card is pretty boring,
> the SCSI image board is also publicly available, the only unusual thing
> about it is the SCSI connector on top of the drive bay.

Okay, I'll go googling for PAK and FRAK images. :-)

Thanks!

2033. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 01:04:54 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7j1jm$o9c$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13210

LOL, wallet, really I must say. :-)

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:d7ikqj$b5b$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...

> How much ya got in ya wallet?

2034. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 01:07:25 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7j1odolc1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13211

Oh well, win some you lose some. Any technical info to add to this thread
then?

"Timothy A. Seufert" <tas@mindspring.com> wrote in message
news:tas-80DD54.16244931052005@newssvr13-ext.news.prodigy.com...
> In article <d7ep0n$8rr$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>,
> "techie_alison" <techie_alison2000@yahoo.com> wrote:
>
> PIC is the name of Microchip Technology, Inc.'s microcontroller family,
> not a generic term describing any MCU. So you shouldn't call the ST
> IKBD controller a PIC since it was made by Hitachi, not Microchip.

2035. Re: English resources for N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 02:43:16 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1117593789.65de6268dcd3e02248d35a004e19e7ac@teranews>
Source record: 13212

Hmm,

now thing 1.27e is in german. looks like i need to find the english
rsc for that as well

Rory

On Tue, 31 May 2005 10:13:44 -0500, Rory McMahon
<rorymcmahonNOSPAM@yahoo.com> wrote:

>Hi all,
>
>I have a copy of N.AES 2.0 and the instruction default to German. Does
>anyone have the English resource files so I can replace them? Is there
>a location that they need to be to be 'detected'?
>
>TIA,
>Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2036. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 12:31:12 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d7k9qg$jj0$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13213

Hi there

"techie_alison" <techie_alison2000@yahoo.com> wrote in message

That seems to be the end of that conversation!

> LOL, wallet, really I must say. :-)

>> How much ya got in ya wallet?

--

You've not seen a worried sheep...

...Until you've seen a sheep worried by me!!

2037. EPROM chips in ATARI

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 15:20:06 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BEC39EC6.54AD%vlg@o2.pl>
Source record: 13214

Hello

I got some problems with STACY, I need to check if the EPROM chips are OK.

Stacy got TOS 1.0 and I can put it to the MEGA STE to try it out but it
doni¿½t work. The EPROMS are different but specs tell that its possible to use
both type if I change the JUMPERS, so should MEGA STE start-up with STACY
EPROMS - TOS 1.0.

--
vlg

2038. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 15:43:18 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7kl2m$m10$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13215

If you'd said purse then we'd be talking. Name a price via email, not open bidding here. I paid £2.99 for my present STFM, the scart RGB monitor I pulled out of a skip in Cambridge with an Archimedies attached to it.

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:d7k9qg$jj0$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> That seems to be the end of that conversation!
>
>
>

2039. Re: English resources for N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 16:07:21 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <429ddd39_1@x-privat.org>
Source record: 13217

Rory McMahon wrote:
>
> Hmm,
>
> now thing 1.27e is in german. looks like i need to find the english
> rsc for that as well

English rsc for Thing 1.27 can be found on the Belgian ftp-server.

<ftp://chapelie.rma.ac.be/atari/utilities/desktops/thng127e.lzh>

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

2040. Re: English resources for N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 16:07:27 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <429ddd3f$1_2@x-privat.org>
Source record: 13216

Rory McMahon wrote:
>
> Martin,
>
> Sorry, I meant the RSC for the setup application.

The setup application is Gemsetup.
You can download Gemsetup (German/English) from the Belgian
ftp-server.

<ftp://chapelie.rma.ac.be/atari/utilities/gemsetup201.lzh>

HTH,

Martin

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2041. Re: scsi card reader

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 18:06:58 UTC
From: fried.man@sympatico.ca
Message-ID: <1117649217.891209.86660@z14g2000cwz.googlegroups.com>
Source record: 13218

Thanks to all who posted. There were some triple card scsi readers on
Ebay for very cheap, but I passed on them thanks to the group.

Mark

2042. To Samf

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 20:15:09 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <429e174d$0$922$8fcfb975@news.wanadoo.fr>
Source record: 13219

Hello Sam,

A few days ago, you sent me this :

<Start quote>
On Wed, 25 May 2005 14:36:43 -0400, First Last <xxxxxxxx@xxxxx.com> wrote:
>
> Hi Jean-Luc,
>
> I noticed that you are running MaciC on a CT60 Falcon.
>
> I'd like to know if you could give me advice/pointers on how to do
> this, I have been unable to do so.
>
> Thanks,
> Samf
<End quote>

I replied, asking for more details, but received nothing from you.
Could you please check the e-mail adress you provided isn't
"anti-spammed" ?

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

2043. Atari SF314 DSDD FDD PSU connector

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 20:28:08 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <d7l5oogcg1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13220

Hi,

Have just won an SF314 DSDD disk drive on eBay for £1.99 but grrrrrrrrr,
someone outbid me on the PSU for it. Went for about £10+ in the end.
:-(Anyways..

Would anyone have the published power supply pin connections for the SF314?
I think it's a DIN plug.

Have searched a bit on Google so far. This exists in Google's cache;
http://64.233.161.104/search?q=cache:evXKMdy1y5kJ:www.atari-forum.com/sutra2
1346.html%26sid%3D0b5edb96f1ccc9b0e54129ec430aa1b1+SF314+connector&hl=en

Thanks,

techie_alison

2044. Using Flash cards on Mega STe - the results

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 21:33:43 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <4l9s91pd2ubsffjl8i0h4b6q4vp0vif9vq@4ax.com>
Source record: 13221

Success

I managed to use a Spyrus RD-400 Dual PCMCIA to SCSI adapter
containing two DataFab Compact Flash to PCMCIA adaptors, again
containing two dirtcheap 256 MB FLashcards from RiData.
(www.spyrus.com, www.datafab.com, www.ridata.com).

I had to buy a Link 96 Mega STe from www.wbsystemtechnik.de, Price
56,86 Euros - which includes HDDriver 7.x from Uwe Seimet. The
original Atari host adaptor will not work.

Formatting, partitioning and went perfect.
I now have a completely silent and lightning fast STe - and it is the
perfect companion for musicmaking.

2045. Re: Using Flash cards on Mega STe - the results

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 21:55:49 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <119sbnidl9a9k2e@corp.supernews.com>
Source record: 13222

"The Ox That Rocks" <diamikton@hotmail.com> wrote in message
news:4l9s91pd2ubsffjl8i0h4b6q4vp0vif9vq@4ax.com...
> Success
>
> I managed to use a Spyrus RD-400 Dual PCMCIA to SCSI adapter
> containing two DataFab Compact Flash to PCMCIA adaptors, again
> containing two dirtcheap 256 MB FLashcards from RiData.
> (www.spyrus.com, www.datafab.com, www.ridata.com).
>
> I had to buy a Link 96 Mega STe from www.wbsystemtechnik.de, Price
> 56,86 Euros - which includes HDDriver 7.x from Uwe Seimet. The
> original Atari host adaptor will not work.
>
What is a Link 96 Mega STE exactly? I am looking for a HD for my Mega STE

Tim

2046. Re: How to configure aranym/Linux?

Newsgroup: comp.sys.atari.st
Date: 2005-06-01 22:11:18 UTC
From: rand@cd.chalmers.se
Message-ID: <d7lbq6$5da$1@eol.dd.chalmers.se>
Source record: 13223

In article <pan.2005.05.30.19.31.29.911626@gmx.de>,
Ludwig Maetzke <Ludwig.Maetzke@gmx.de> wrote:
...
>Do I need hard disk image files even if I use betaDOS? Which filesystem
>is written into these image files? DOS 8+3? VFAT?

Download the AFROS disk image from the ARAnyM website and run from that.
It contains a MiNT+XaAES setup.

There should be a couple of Megabyte free in disk image, and IIRC it's
also set up by default to access your Linux file system directly.
Then you can start thinking about other setups later if you want.

>>> And how can I setup a resolution of 800x600?
>> You need FVDI and the needed driver.
>Does FVDI fully replace NVDI 4? Or can I use NVDI instead?

While you could use NVDI by itself, that would mean terribly slow
screen updates and no 24 bit colour (since it would need to use a
normal Atari Falcon mode, which would then need to be converted to
whatever real mode you're using).

However, you can run NVDI "on top" of fVDI (run it after fVDI in the
AUTO folder and remove NVDI's normal screen drivers) to get access to all
the normal NVDI features, like vector font support (which is actually
available in the very latest fVDI (a couple of weeks now), but not yet
fully usable).

>>> I haven't found a documentation for the config file.
>> It seems you didn't read any documentation. All official ARAnyM packages
>> should come with the doc.
>Why isn't there a html Documentation at http://aranym.sourceforge.net/ ?

You'd have to ask whoever is responsible for the web page, but I suppose
it doesn't make much sense when you get it in the installation package,
anyway.

Anyway, as has already been suggested, join the ARAnyM-user mailing list.

>>> Why can't I buy aranym/Linux ready for use with legal TOS404 or TOS492?

You'd have to ask whoever owns the copyright to TOS404 and TOS492.
Since ARAnyM is GPLed, they would certainly be able to sell you an
image of TOS and send along ARAnyM.

>> With Emutos, you can have a totally free system.
>I don't care for a free system, only for a working and useful system.

Then download EmuTOS and the AFROS disk image (or even the live CD,
which will boot directly into ARAnyM).
Changing to TOS404 (if you already own a copy) later is really simple.

>If aranym is not sufficient for me, I will install MagicMac in the
>Basilisk environment to use Atari programs on my Linux PC. The
>installation of Basilisk II and MacOS 7.6 was comparatively simple with
>the excellent setup program.

Please, go ahead. If you already own MagicMac and its speed and features
cover your needs, why not use it?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2047. Re: EPROM chips in ATARI

Newsgroup: comp.sys.atari.st
Date: 2005-06-02 15:18:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1117725511.453931.179190@g43g2000cwa.googlegroups.com>
Source record: 13224

I think your Stacy is TOS 1.4.

Anyhow, TOS in the STACY (1.2 or 1.4) starts at $FC0000, and TOS in the
MegaSTe (2.0x) starts at $E00000, so they are not interchangeable,
regardless of the fact that they are both contained on 2x 27001 Eproms.

Coda.

Pawel Kaznowski wrote:
> Hello
>
> I got some problems with STACY, I need to check if the EPROM chips are OK.
>
> Stacy got TOS 1.0 and I can put it to the MEGA STE to try it out but it
> don¹t work. The EPROMS are different but specs tell that its possible to use
> both type if I change the JUMPERS, so should MEGA STE start-up with STACY
> EPROMS - TOS 1.0.
>
>
> --
> vlg

2048. Re: Using Flash cards on Mega STe - the results

Newsgroup: comp.sys.atari.st
Date: 2005-06-02 15:20:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1117725631.887386.153240@z14g2000cwz.googlegroups.com>
Source record: 13225

I managed to get the CF card working (sorta) in the Stacy, which uses the same host adapter. Maybe that host adapter was the reason that I couldnt get it working properly. (It worked great in the TT).

Coda.

2049. Looking for Cubase Audio for CBX

Newsgroup: comp.sys.atari.st
Date: 2005-06-02 15:38:08 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <429f2716$0$32664$626a14ce@news.free.fr>
Source record: 13226

Hi,

I'm looking for the Steinberg Cubase Audio for Yamaha CBX-D5.
The only version available is the 1.1 put on Steinberg FTP server,
and I noticed that the executable program is corrupted.

So I'm looking for a person who used this program with his Atari.
I'm interested by an original disk to make it available.

Very difficult task !

DOCs

2050. Re: HDDRIVER support in newsgroups

Newsgroup: comp.sys.atari.st
Date: 2005-06-02 17:42:54 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3g8uouFb8b9cU1@individual.net>
Source record: 13227

Uwe Seimet wrote:

> starting with tomorrow I may not have constant write access to internet
> newsgroups anymore because I will depend on public servers with write
> access.
> So in case of any HDDRIVER support questions it is best to send me an
> email instead of expecting me to answer in a newsgroup. Thanks!

Just a quick note: I have permanent write access again, which means I
can continue providing support as before.

--

Dr. Uwe Seimet http://www.seimet.de

2051. The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-02 18:55:09 UTC
From: Mille Babic <atari@sverige.REMOVETHIS.nu>
Message-ID: <hCIne.26247$d5.176885@newsb.telia.net>
Source record: 13228

```
---------------------------------------
The Nordic Atari Computer Show (NAS) 2005
---------------------------------------
```

Where? G�teborgs H�gre Samskola in Gothenburg
B�ltgatan 4 (Tram stop "Stampgatan")

```
When? 2 - 3 July 2005
Saturday, 2 July, 10:00 - 22:00
Sunday, 3 July, 11:00 - 16:00
```

```
How to get there?
By car, train or public transport.
See www.vasttrafik.se or www.gulasidorna.se (maps)
```

What? The main theme for NAS2005 is Accelerated Falcon030 with ct60/63 and
EtherNet network card.
Ethernet LAN with access to Internet is available for all who bring
their own computers.
Rodolphe Czuba will be attending NAS2005.
Nick Harlow (16/32-Systems) is probably coming.
The brothers Gild� will show the EtherNet network card.
Three Atari-compatible Hades computers will be at NAS.
A number of Atari Falcon030 with both ct60 and Falcon eXtender.
At least two Atari TT030, plus STacy and STF.
ASH-MagiC-PC will be shown with LAN/Internet capability.
64-bit multimedia console Atari Jaguar.
Atari Portfolio.

```
Entrance fee:
SEK 20 per day to the treasurer Kenneth Medin. (Press free.)
```

```
Info: Information posted at http://www.sak.nu/nas Mille Babic's homepage
is during June and July entirely devoted to NAS2005. http://mille.atari.org
```

Lodging:
We can recommend a youth hostel in Gothenburg:
Kvibergs Vandrarhem (Tram 6, 10 minutes from NAS) See
http://www.vandrarhem.com Hotel F1 is well-known for its fixed price of
SEK 310/night for a room, whether for one or three people in the same room.
Perfect for the family. Located in Fr�lunda, telephone 031-492400.
KFUK-KFUM has a summer hostel right next door to NAS, in the former
women's jail Gullbrohemmet. It is often used by backpackers and others
who want somewhere cheap to stay the night in town.

E-mail: info@sak.nu (Swedish Atari Club) atari@sverige.nu (Mille Babic, NAS05 Coordinator)

Telephone:
0762-100934 during NAS days for directions, help, etc.

Once again it is time for The Nordic Atari Show, this annual gathering that brings us together
to share experiences, talk, and let software and hardware change owners.
It is now the eleventh year in a row that NAS manifests. We really hope that all
expectations will be fulfilled and everyone can express their interest for Atari.
As was the case the previous two years, NAS is again scheduled a weekend in the
vacation month of July.
One large room will host any commercial stands, plus demonstrations by programmers
and other Atari friends. Many different models of Atari and compatibles will be shown.
The largest room will host lectures and exhibitor demonstrations of applications,
system software, games, and hardware solutions.

Other activities will include small competitions of different kinds. It has not yet
been determined which, though likely at least one classic game on an Atari will figure in some way.
Refreshments available on site will consist of soda in cans and coffee.
The event is located in a school, so everyone is expected to follow the rules of
conduct that apply to these premises.

Svenska Atariklubben
In�gogatan 12 (c/o Medin)
418 74 Gothenburg

2052. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-02 19:40:30 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <429f60ae$1_2@x-privat.org>
Source record: 13229

Mille Babic wrote:
>
> --
> The Nordic Atari Computer Show (NAS) 2005
> --
>
> Where? Gï¿½teborgs Hï¿½gre Samskola in Gothenburg
> Bï¿½ltgatan 4 (Tram stop "Stampgatan")
>
> When? 2 - 3 July 2005
> Saturday, 2 July, 10:00 - 22:00
> Sunday, 3 July, 11:00 - 16:00

I can make it this year.
I would love to bring the Hades with me but I just don't dare to move
the Hades around anymore. I probably will pop in somewhere in the
afternoon on saturday. (after the lady has done some shopping :-)).

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2053. Rev6 CPUs/CTclocks?

Newsgroup: comp.sys.atari.st
Date: 2005-06-03 16:09:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.03.16.09.43.128486@charter.net>
Source record: 13230

Its June now. Does anyone know if Rodolphe has shipped the latest Rev6 68060s and CTclocks yet?

Eagerly awaiting installing same in my Falcon. ;-)

Thanks.

2054. Re: Rev6 CPUs/CTclocks?

Newsgroup: comp.sys.atari.st
Date: 2005-06-03 20:34:20 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42a0becd$0$23322$636a15ce@news.free.fr>
Source record: 13232

I just received 30 CPU this time and I need 32 to bring them at the factory
to finisj assembling the CT63.
And the other 060 are for people who ordered CTCM + 060.

The CTCM are here ready and programmed and work fine :-)

Sorry for the delays but I'm not in cause...

Regards

Rodolphe

Ronald J. Hall wrote:
> Its June now. Does anyone know if Rodolphe has shipped the latest Rev6
> 68060s and CTclocks yet?
>
> Eagerly awaiting installing same in my Falcon. ;-)
>
> Thanks.

2055. Re: Rev6 CPUs/CTclocks?

Newsgroup: comp.sys.atari.st
Date: 2005-06-03 20:37:02 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1117831022.225936.123880@g44g2000cwa.googlegroups.com>
Source record: 13233

I sent Rodolphe my Falcon m.b. for some installation work (and got the faster rev. 6 chip while I was at it) last month. Rodolphe emailed me four days ago to note that he had sent my Falcon was on its way to me, complete with the rev. 6.

Thus I think it is safe to say that he has begun the process of shipping.

Galen

2056. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-06-03 21:07:31 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42a0aa73.0@entanet>
Source record: 13231

On 13 May 2005 16:51:42 , "Edward S. Baiz Jr." wrote:
>>
>>Edward S. Baiz Jr. wrote:
>>> I should also have said that I will be buy this card for my Hades
>>when it
>>> comes out.
>>
>>Is it the Hades or Milan that has a VME slot?
>>
>>Coda.
>
>Not sure about the Milans, but my Hades has one. Why noy make the card fit in
>a PCI slot?

The Milan has pdi and ISA slots, although all my pci slots are used :-)

Since there are other pci USB cards why not just persuade some nice developer
to get involved in the coding ?

Perhaps we should arrange some sort of prize ? Rather like the Hades repair
fund with suitable rules to define what is required.

How about something like this:

* uses common/cheap USB card
* works on Milan & Hades
* works with TOS/Mint/Magic
* can be shown to work with an example of each of the following
devices:
+ USB keyboard
+ USB mouse
+ USB memory stick
+ USB webcam

Peter

2057. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-03 21:56:27 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1117835787.865819.115470@z14g2000cwz.googlegroups.com>
Source record: 13234

Cool to hear you're intending to visit NAS again Martin. I am still hoping to find the time to go there some year. Sounds like a cool year so far with Czuba, Ozk, Nature brothers and you going :)

Regards,

Joakim

2058. Re: How to configure aranym/Linux?

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 01:04:36 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.06.04.01.04.36.725338@nosspamatari-source.com>
Source record: 13235

On Mon, 30 May 2005 21:31:31 +0200, Ludwig Maetzke wrote:

>>> Why can't I buy aranym/Linux ready for use with legal TOS404 or TOS492?
>> With Emutos, you can have a totally free system.
> I don't care for a free system, only for a working and useful system.
> If aranym is not sufficient for me, I will install MagicMac in the
> Basilisk environment to use Atari programs on my Linux PC. The
> installation of Basilisk II and MacOS 7.6 was comparatively simple with
> the excellent setup program.
>
> regards, Ludwig

LOL,
man I'm sure that will be BLAZINGLY fast. If you want a useful Aranym
system, you'll have to work for it. Aranym in it's full glory is based on
MiNT, not MagiC, and there's a lot of differences to learn and things to
catch up on. You'd do well to read all the docs. Aranym is a small
team... They work on more important things like making Aranym work and
making it useful, rather than a pretty installer.

Mark

2059. Atari Online News, Etc. #0723

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 01:43:50 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1117849430.671889.267380@g47g2000cwa.googlegroups.com>
Source record: 13237

```
A-ONE #0723 07/03/05

~ Browser-Security Link! ~ People Are Talking! ~ XXX Web Address
OK!
~ eBay Buys Shopping.com ~ Old Hard Drive Safety ~ EmuTOS Updated!
~ Bushnell Does It Again ~ Mytob, Bagle Variants! ~ Laptops More
Popular
~ Microsoft Faces Fines! ~ Video Games Sale Ban! ~ E-mail
Addiction!

-* Spyware Dubbed Ransom-Ware! *-
-* Anti-Spyware Bill Goes To Senate! *-
-* Can You Trust Your Spyware Protection Tool *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

2060. Atari Online News, Etc. #0723

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 01:44:00 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1117849440.569649.274870@g43g2000cwa.googlegroups.com>
Source record: 13236

```
A-ONE #0723 07/03/05

~ Browser-Security Link! ~ People Are Talking! ~ XXX Web Address
OK!
~ eBay Buys Shopping.com ~ Old Hard Drive Safety ~ EmuTOS Updated!
~ Bushnell Does It Again ~ Mytob, Bagle Variants! ~ Laptops More
Popular
~ Microsoft Faces Fines! ~ Video Games Sale Ban! ~ E-mail
Addiction!

-* Spyware Dubbed Ransom-Ware! *-
-* Anti-Spyware Bill Goes To Senate! *-
-* Can You Trust Your Spyware Protection Tool *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

2061. Re: Rev6 CPUs/CTclocks?

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 03:31:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.04.03.31.19.634432@charter.net>
Source record: 13238

On Fri, 03 Jun 2005 13:37:02 -0700, Galen wrote:

> Thus I think it is safe to say that he has begun the process of
> shipping.
>
> Galen

Great, I can't wait! Rodolphe rules! :-)

2062. Re: Rev6 CPUs/CTclocks?

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 03:35:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.04.03.35.14.855618@charter.net>
Source record: 13239

On Fri, 03 Jun 2005 22:34:20 +0200, Rodolphe Czuba wrote:

> I just received 30 CPU this time and I need 32 to bring them at the factory
> to finisj assembling the CT63.
> And the other 060 are for people who ordered CTCM + 060.
>
> The CTCM are here ready and programmed and work fine :-)
>
> Sorry for the delays but I'm not in cause...
>
> Regards
>
> Rodolphe

No problem, Rodolphe - I was just wanting a status report.

Many thanks! :-)

PS I was one of those who ordered the clock and rev 6 CPU at the same time.

2063. Re: Atari 8-bit files to Atari ST Disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 04:13:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a16b641970ea2@comcast.net>
Source record: 13247

>Hi Ed,
>
>I have 800xldj, not sure if its the latest version, will check.
>Also have a SIO2PC device that allows you to connect the 8-bit SIO cable to
>the PC. I have the cable that connects to the PC.
>I just bought this new a few months ago. Can't remember if the PC cable end
>is a serial or printer type conection. Let me get it here and look.....
>ok, THe SIO2PC board has the standard Atari8-bit SIO connector on one end.
>On the other end is a standard 9 pin female connector just like the end of a
>ST mouse or joystick. This connector is used as a serial connector also for
>modems and such. It has 3 Leds on it. I need to put it into a small case as
the >one I got is the bare board type. It's about 3-4 inches long.
>
>The cable I got with the SIO2PC, has male 9pin on one end and female 9pin
>on the other. I've never used it yet, so I guess it connects to a PC serial
port. AFAIK they still have some for sale. I also picked up a Atari 8-bit USB
>cartridge. Those 8-bitters are on the job!!!
>
>
>The STe doesn't have the 9pin serial, but the MSTE and TT does as well
>as the Falcon. One might get a compatible cable for the ST/STE if one could
get it >working. Is this the same device as you have?
>I know different versions were made, be nice if there were some way to
>use it on the Falcon.

My SIO cable is the same except it can connect to the Modem 1 port on my
Hades060 or to the modem port on a ST. I would suggest getting this version of
the SIO cable (the one you have works with APE) or just get an adapter. I have
one such adapter that I bought some months ago. Just google it and order on
the net.

>Getting the Xformer Cable is the biggest problem. They aren't a standard
>cable as you already know. I have docs and maybe some diagrams on how to
make them. I think they are on the Net as well.

Yes, they are rare and I know I have one. It is just buried in my closet along
with the rest of my Atari items. Never did use it.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,

Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2064. Re: Atari 8-bit files to Atari ST Disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 04:14:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a16b641970ea3@comcast.net>
Source record: 13248

><cut>
>
>There is also SIO2ST. Google is your friend as always :)

Yes, that is how I found mine. I actually ordered it from a German company.
Works great...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2065. Re: Atari videos?

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 04:17:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a16b641970ea4@comcast.net>
Source record: 13246

>Hey gang. Is there anywhere on the 'Net that a person can download some of
>the old Atari videos from? I mean like, old commercials, interviews,
>annoucements, things like that. I'd love to watch some of them again.
>
>I just tried the Atari Historical Museum, and using Firefox, Galeon and
>Konqeruor, I get "page not found or displayed" messages. You can't
>download them either, you just get a 3.9kb file or something like that.
>
>Thanks! :-)
>

I some old commercials and such on Videos that I have ordered in the past. My favorites are the ones that Alan Alda did. And then there is the famous one that ends in "Have You Played Atari Today".

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2066. Re: English resources for N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 04:20:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a16b641970ea5@comcast.net>
Source record: 13153

```
>
>
>Rory McMahon wrote:
>>
>> Hi all,
>>
>> I have a copy of N.AES 2.0 and the instruction default to German. Does
>> anyone have the English resource files so I can replace them? Is there
>> a location that they need to be to be 'detected'?
>
>The English rsc is included in the N_AES 2 package. Look in the RS0
>directory. Inside that directory there are two files named:
>N_AESSYS.RS0 and N_AESSYS.RS1
>RS0 is the English resource.
>To use the English rsc just edit n_aes.cnf. Look for the language
>entry. Change it to 0 (7 is the Dutch resource)
>
>#--- Systemkonfiguration:
>
>language = 7
>
>TTFN
>Martin

That is good, but what about English docs?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

2067. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 04:26:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a16b641970ea6@comcast.net>
Source record: 13149

>Mille Babic wrote:
>>
>> --
>> The Nordic Atari Computer Show (NAS) 2005
>> --
>>
>> Where? Goeteborgs Hoegre Samskola in Gothenburg
>> Baeltgatan 4 (Tram stop "Stampgatan")
>>
>> When? 2 - 3 July 2005
>> Saturday, 2 July, 10:00 - 22:00
>> Sunday, 3 July, 11:00 - 16:00
>
>I can make it this year.
>I would love to bring the Hades with me but I just don't dare to move
>the Hades around anymore. I probably will pop in somewhere in the
>afternoon on saturday. (after the lady has done some shopping :-)).
>
>CU
>Martin

I hear ya Martin. I dare not move my Hades eiher, but if I could attend and
bring it, I would. Too bad I am here in the US.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2068. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 04:27:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a16b641970ea7@comcast.net>
Source record: 13152

>On Thu, 02 Jun 2005 18:55:09 GMT, "Mille Babic"
><atari@sverige.REMOVETHIS.nu> wrote:
>
>>--
>>The Nordic Atari Computer Show (NAS) 2005
>>--
>>
>>Where? Goeteborgs Hoegre Samskola in Gothenburg
>> Baeltgatan 4 (Tram stop "Stampgatan")
>>
>>When? 2 - 3 July 2005
>> Saturday, 2 July, 10:00 - 22:00
>> Sunday, 3 July, 11:00 - 16:00
>>
>
>I will be there with a new version of MyMAIL.
>
>I will also bring lots of computer stuff with me to sell as I have too
>much of that at home now.
>
>Regards,
>Erik Hall

Nice to hear from you Erik. Good luck at the show...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2069. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 05:36:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a16b641970ea8@comcast.net>
Source record: 13150

>Hi groupies :-)
>
>I was wondering if it was possible to keep the time by applying backup power
>to the keyboard controller? Was also wondering if the ST booting up would
>reset the thing (and the time).
>
>At the moment thinking about a 40-pin DIL header plug trailing off to a
>small board to hold the Hitachi PIC with a couple of NiMH 3.6v charging
>while the ST is powered.
>
>Any views or experience in this??
>
>Thanks,
>
>Alison C, Cambridge UK
>

I had a battery clock for my ST and it never worked right consistenly so I
took it out. I now use a program that requires me to set the date and time at
boot up. Only takes a few seconds.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2070. Re: New to ST

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 05:37:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a16b641970ea9@comcast.net>
Source record: 13151

> Hello all, I am new to the ST series. I grew up on 8bit Atari but never
>at the time could afford the ST. I have a 520ST with no floppy/hard drive
>(although I think I have an external floppy) I also have a Mega ST4. I have
>an sc1224 color monitor and a hard drive with no connector. What do you all
>recommend I do to learn about the ST? I have some floppies I can boot but I
>would really learn to use this thing to it's full advantage. I would like
>to find the right cable to hook up this hard disk.
>
>Thanks
>
>Thomas

To find the correct cable try Best Electronics or B&C Computers. They are both
big on Atari items....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2071. Re: Nolans busy again

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 05:44:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a16b641970eaa@comcast.net>
Source record: 13154

>About to open a new resturant chain with a gaming environment.
>
>http://www.msnbc.msn.com/id/8017909/site/newsweek/
>
>Mark

The big thing is that the chain will be geared toward adults and not kids. He is suppose to have a game at every table. I just wonder which games he will choose to have.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2072. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 07:19:48 UTC
From: Erik Hall <erik.hall@affv.nu>
Message-ID: <lpk2a1d3ti3cmgvc3i2nv810gesi69ejls@4ax.com>
Source record: 13240

On Thu, 02 Jun 2005 18:55:09 GMT, "Mille Babic"
<atari@sverige.REMOVETHIS.nu> wrote:

>--
>The Nordic Atari Computer Show (NAS) 2005
>--
>
>Where? Gï¿½teborgs Hï¿½gre Samskola in Gothenburg
> Bï¿½ltgatan 4 (Tram stop "Stampgatan")
>
>When? 2 - 3 July 2005
> Saturday, 2 July, 10:00 - 22:00
> Sunday, 3 July, 11:00 - 16:00
>

I will be there with a new version of MyMAIL.

I will also bring lots of computer stuff with me to sell as I have too
much of that at home now.

NAS will also have its own phone exchange (PBX)
http://212.214.253.134/~erikhall/photos/NAS2004/imagepages/image24.html
http://212.214.253.134/~erikhall/photos/NAS2004/imagepages/image4.html

Regards,
Erik Hall

2073. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 07:24:44 UTC
From: Odd Skancke <orgNOSPAM@atari.ozk>
Message-ID: <1117869884.11483.35.camel@fedora>
Source record: 13241

fre, 03,.06.2005 kl. 20.07 -0100, skrev Peter Slegg:
> On 13 May 2005 16:51:42 , "Edward S. Baiz Jr." wrote:
> >>
> >>Edward S. Baiz Jr. wrote:
> >>> I should also have said that I will be buy this card for my Hades
> >>when it
> >>> comes out.
> >>
> >>Is it the Hades or Milan that has a VME slot?
> >>
> >>Coda.
> >
> >Not sure about the Milans, but my Hades has one. Why noy make the card fit in
> >a PCI slot?
>
> The Milan has pdi and ISA slots, although all my pci slots are used :-)
>
> Since there are other pci USB cards why not just persuade some nice developer
> to get involved in the coding ?

I am doing some research about PCI USB now, and will most probably
attempt something in the near future. No promises, tho. I want to get a
beta release of FreeMiNT/XaAES ready before starting such a project.

>
> Perhaps we should arrange some sort of prize ? Rather like the Hades repair
> fund with suitable rules to define what is required.

That sounds really nice ;-) However, with the rules below I dont think
I cant enter, since the implementation I want to start working on is
largely based on the Linux (or netbsd, dont know for sure yet) USB stack
implementations. And doing this for other systems than FreeMiNT is out
of the question ... I dont have time. On the positive side, if I can get
one of the above implementations to run under MiNT, we instantly have
USB drivers for most common things ;-)

>
> How about something like this:
>
> * uses common/cheap USB card
> * works on Milan & Hades
> * works with TOS/Mint/Magic
> * can be shown to work with an example of each of the following
> devices:
> + USB keyboard

> + USB mouse
> + USB memory stick
> + USB webcam
>
>
> Peter

Best regards
Odd Skancke

2074. HDDRIVER, PayPal

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 07:54:28 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3gd51lFbsg7qU1@individual.net>
Source record: 13242

Hi!

In the past have been asked whether users abroad could order HDDRIVER or
updates and pay with PayPal (http://www.paypal.com). This is possible now.

Best regards, Uwe

--

Dr. Uwe Seimet http://www.seimet.de

2075. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 13:10:49 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <n0a3a1hjeaoc7s6veidjv81a3cci692no0@4ax.com>
Source record: 13243

On Mon, 30 May 2005 20:27:32 -0700, Charles Richmond <richmond@plano.net>
wrote:

>kevin wrote:
>>
>> On Sun, 29 May 2005 19:19:36 +0200, Pawel Kaznowski <vlg@o2.pl> wrote:
>>
>> >
>> >No, in some polish paper mags I read that Shiraz was DEAD, but of course
>> >this is untrue!
>> >
>> >Jay Miner gone about 2000 I think.
>>
>> nah he died about a month or so before Commodore went under. I dont
>> remember the excact date but it was the early 90's.
>>
>According to some web sources, Jay Miner died in June 22, 1994...

I emailed with Shiraz Shivji about half a year ago so he's alive. I hope
he's going to be alive at the ST NEWS International Christmas Coding
Convention in 2015... I'd love for him to be the guest of honour.

www.stniccc.com

2076. Re: HDDRIVER, PayPal

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 14:10:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.04.14.10.03.347033@charter.net>
Source record: 13244

On Sat, 04 Jun 2005 09:54:28 +0200, Uwe Seimet wrote:

> Hi!
>
> In the past have been asked whether users abroad could order HDDRIVER or
> updates and pay with PayPal (http://www.paypal.com). This is possible now.
>
> Best regards, Uwe

Thats great news Uwe! I'm sure many users (both new and those who wish to
update) will appreciate this. Thanks much. :-)

2077. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 14:11:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.04.14.11.02.152321@charter.net>
Source record: 13245

On Sat, 04 Jun 2005 09:19:48 +0200, Erik Hall wrote:

> On Thu, 02 Jun 2005 18:55:09 GMT, "Mille Babic"
> <atari@sverige.REMOVETHIS.nu> wrote:
>
>>--
>>The Nordic Atari Computer Show (NAS) 2005
>>--
>>
>>Where? Gï¿½teborgs Hï¿½gre Samskola in Gothenburg
>> Bï¿½ltgatan 4 (Tram stop "Stampgatan")
>>
>>When? 2 - 3 July 2005
>> Saturday, 2 July, 10:00 - 22:00
>> Sunday, 3 July, 11:00 - 16:00
>>
>
> I will be there with a new version of MyMAIL.
>
> I will also bring lots of computer stuff with me to sell as I have too
> much of that at home now.
>
> NAS will also have its own phone exchange (PBX)
> http://212.214.253.134/~erikhall/photos/NAS2004/imagepages/image24.html
> http://212.214.253.134/~erikhall/photos/NAS2004/imagepages/image4.html
>
> Regards,
> Erik Hall

Dang, you guys make me jealous. :-(

Wish I was:

A. Rich
B. Famous
C. Both

so I could attend! :-)

2078. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 17:30:05 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42a1e519$0$23314$636a15ce@news.free.fr>
Source record: 13155

Yes I will come at the show with my lady and a friend ! I hope he will get time to cook you a special ancestral drink ;-)

Mille Babic wrote:
> ----------
> The Nordic Atari Computer Show (NAS) 2005
> ----------
>
> Where? G�teborgs H�gre Samskola in Gothenburg
> B�ltgatan 4 (Tram stop "Stampgatan")
>
> When? 2 - 3 July 2005
> Saturday, 2 July, 10:00 - 22:00
> Sunday, 3 July, 11:00 - 16:00
>
> How to get there?
> By car, train or public transport.
> See www.vasttrafik.se or www.gulasidorna.se (maps)
>
> What? The main theme for NAS2005 is Accelerated Falcon030 with
> ct60/63 and EtherNet network card.
> Ethernet LAN with access to Internet is available for all who bring
> their own computers.
> Rodolphe Czuba will be attending NAS2005.
> Nick Harlow (16/32-Systems) is probably coming.
> The brothers Gild� will show the EtherNet network card.
> Three Atari-compatible Hades computers will be at NAS.
> A number of Atari Falcon030 with both ct60 and Falcon eXtender.
> At least two Atari TT030, plus STacy and STF.
> ASH-MagiC-PC will be shown with LAN/Internet capability.
> 64-bit multimedia console Atari Jaguar.
> Atari Portfolio.
>
> Entrance fee:
> SEK 20 per day to the treasurer Kenneth Medin. (Press free.)
>
> Info: Information posted at http://www.sak.nu/nas Mille Babic's
> homepage is during June and July entirely devoted to NAS2005.
> http://mille.atari.org
> Lodging:
> We can recommend a youth hostel in Gothenburg:
> Kvibergs Vandrarhem (Tram 6, 10 minutes from NAS) See
> http://www.vandrarhem.com Hotel F1 is well-known for its fixed price

> of SEK 310/night for a room, whether for one or three people in the same
> room. Perfect for the family. Located in Fr&#65533;lunda, telephone
> 031-492400. KFUK-KFUM has a summer hostel right next door to NAS, in
> the former women's jail Gullbrohemmet. It is often used by backpackers and
> others
> who want somewhere cheap to stay the night in town.
>
> E-mail: info@sak.nu (Swedish Atari Club) atari@sverige.nu (Mille
> Babic, NAS05 Coordinator)
>
> Telephone:
> 0762-100934 during NAS days for directions, help, etc.
> ---
>
> Once again it is time for The Nordic Atari Show, this annual
> gathering that brings us together
> to share experiences, talk, and let software and hardware change
> owners. It is now the eleventh year in a row that NAS manifests. We really
> hope that all
> expectations will be fulfilled and everyone can express their
> interest for Atari.
> As was the case the previous two years, NAS is again scheduled a
> weekend in the
> vacation month of July.
> One large room will host any commercial stands, plus demonstrations by
> programmers
> and other Atari friends. Many different models of Atari and
> compatibles will be shown.
> The largest room will host lectures and exhibitor demonstrations of
> applications,
> system software, games, and hardware solutions.
>
> Other activities will include small competitions of different kinds.
> It has not yet
> been determined which, though likely at least one classic game on an
> Atari will figure in some way.
> Refreshments available on site will consist of soda in cans and
> coffee. The event is located in a school, so everyone is expected to
> follow
> the rules of
> conduct that apply to these premises.
>
> Svenska Atariklubben
> In&#65533;gogatan 12 (c/o Medin)
> 418 74 Gothenburg

2079. North American Atari Show

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 18:07:16 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11a3rekukav4d8@corp.supernews.com>
Source record: 13156

While drooling over these posts about NAS, I began to wonder if there may be support to have a North American Atari Show? I know there are gaming expos that companies like B&C Computervisions and Best Electronics have supported. How many of you would support an Atari show in the USA? I would be willing to pay $200-300 dollars for registration if we were to fly in a guest like Rodolphe Czuba and have some interesting things to show/discuss/purchase, etc. Chime in!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

2080. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 21:13:00 UTC
From: Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de>
Message-ID: <d7t5hs$93f$01$1@news.t-online.com>
Source record: 13157

Hi Erik!

EH>http://212.214.253.134/~erikhall/

It seems I'm unable to reach that server. Am I the only one with this problem?

mit freundlichem Gruß aus Ahornberg
Ekkehard

2081. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 21:18:13 UTC
From: "sf0218@adelphia.net" <sf0218@adelphia.net>
Message-ID: <3YWdnYEDHYd2hz_fRVn-hQ@adelphia.com>
Source record: 13158

Ekkehard Flessa wrote:
> Hi Erik!
>
>
> EH>http://212.214.253.134/~erikhall/
>
> It seems I'm unable to reach that server. Am I the only one with this problem?
>
>
> mit freundlichem Gruï¿½ aus Ahornberg
> Ekkehard
>
>
I just tried, I.E. said it coudn't find the server.

2082. test

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 21:19:19 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <3YWdnYADHYewhj_fRVn-hQ@adelphia.com>
Source record: 13159

```
this is a test
```

2083. Re: North American Atari Show

Newsgroup: comp.sys.atari.st
Date: 2005-06-04 21:36:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.04.21.36.21.74094@charter.net>
Source record: 13160

On Sat, 04 Jun 2005 18:07:16 +0000, Joseph D. Place wrote:

> While drooling over these posts about NAS, I began to wonder if there
> may be support to have a North American Atari Show? I know there are
> gaming expos that companies like B&C Computervisions and Best
> Electronics have supported. How many of you would support an Atari
> show in the USA? I would be willing to pay $200-300 dollars for
> registration if we were to fly in a guest like Rodolphe Czuba and
> have some interesting things to show/discuss/purchase, etc. Chime in!
>
>
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

Honestly, I couldn't afford that much, but I'd be willing to chip in what
I could.

I'm all for the idea of a show, love to go to one and see some of the
faces attached to the names! :-)

2084. Re: North American Atari Show

Newsgroup: comp.sys.atari.st
Date: 2005-06-05 03:15:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.05.03.15.19.436327@charter.net>
Source record: 13161

On Sun, 05 Jun 2005 02:23:14 +0000, Rustynutt wrote:

> There was a time i'd invest a decent sum for any Atari reunion.
> Sacramento was the last show I attended, it was great. Alas, now,
> users in the group here wouldn't even pay postage for free games
> offered in a guessing game I posted a few years back. I don't think
> the 3 or 4 serious (cash wise) users could support a show like the
> Sacto show, or So Cal shows when the Jag was released any more. Czuba
> would be interesting, but likely over most users heads. He certainly
> could be put to work here however installing my CT060 that has been
> collecting dust for the last couple of years. Dave Small, that would
> be cool. The Troys, there would be history. Lee Seiler of Lexicor
> fame, wow. Tom Hudson, an Icon in the Atari world. Gehard Huber
> convincing a decent C++ compiler is needed for TOS. Likely the most
> desirable, Doug Little. Everyone get together and pay him a years
> salary to patch, hack and develop TOS software to CT060 compatibility.
> The list is long.

I understand. :-(

I have to say though - those names you mentioned...well, I'd sum it up
like this:

"Here Be Giants"

or maybe even:

"Look on my works, ye mighty, and despair!"

:-)

2085. Re: North American Atari Show

Newsgroup: comp.sys.atari.st
Date: 2005-06-05 12:34:00 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1117974840.828040.25240@z14g2000cwz.googlegroups.com>
Source record: 13162

Can you make it somewhere in the Metropolitan NY area, around the end
of September? If so, I will bring my soldering iron ;-)

Coda.

2086. atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-05 14:52:33 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1117983152.962066.222030@f14g2000cwb.googlegroups.com>
Source record: 13163
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

http://tinyurl.com/dt5gp

<SNIP>
"...Caparro hopes to improve Atari's games and move the company beyond
just selling boxed software..."

2087. MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-05 17:14:32 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <ijc6a1t784fin6fn21su4u0kk4o9h188bg@4ax.com>
Source record: 13164

Hi

A long time AtariST enthusiast wants to try Magic 6 (latest?), is anybody so kind to upload a copy to my ftp server? Mail me if you please. Thank you very much.

Jaap

2088. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-05 17:29:24 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3ggr3kFcdchtU1@individual.net>
Source record: 13165

Funprice wrote:

> A long time AtariST enthusiast wants to try Magic 6 (latest?), is
> anybody so kind to upload a copy to my ftp server? Mail me if you
> please. Thank you very much.

You do know that you are asking for an illegal copy, don't you?

--

Dr. Uwe Seimet http://www.seimet.de

2089. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-05 19:53:51 UTC
From: Erik Hall <erik.hall@affv.nu>
Message-ID: <cvl6a1leboa50k162env7g65nfqb0dss69@4ax.com>
Source record: 13166

On Sat, 04 Jun 2005 23:13:00 +0200, Ekkehard Flessa
<Ekkehard_Flessa@wun.maus.de> wrote:

>Hi Erik!
>
>
>EH>http://212.214.253.134/~erikhall/
>
>It seems I'm unable to reach that server. Am I the only one with this problem?
>
Sorry !

The IP address has changed again due to big problems with my ISP.
The location is now http://212.214.253.132/~erikhall/

/Erik Hall

2090. WTB: ExtenDOS Gold v3.4

Newsgroup: comp.sys.atari.st
Date: 2005-06-05 20:02:11 UTC
From: rezx0x@yahoo.com
Message-ID: <1118001731.667561.76330@g14g2000cwa.googlegroups.com>
Source record: 13167

```
WTB: ExtenDOS Gold v3.4
```

2091. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-05 20:08:00 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118002080.243096.154770@g44g2000cwa.googlegroups.com>
Source record: 13168

Isnt there a demo available?

2092. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-05 20:09:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118002174.375922.163670@g44g2000cwa.googlegroups.com>
Source record: 13169
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

NO and NO.

2093. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 00:02:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.06.00.02.53.940639@charter.net>
Source record: 13170
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 05 Jun 2005 13:09:34 -0700, Coda wrote:

> NO and NO.

I'd say NO to the 2nd part, only because they've never really been gone -
at least not gone as long as there is a community like this one still
supporting it. :-)

2094. Re: WTB: ExtenDOS Gold v3.4

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 00:04:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.06.00.04.23.276286@charter.net>
Source record: 13171

On Sun, 05 Jun 2005 13:02:11 -0700, rezx0x wrote:

> WTB: ExtenDOS Gold v3.4

Have you tried Roger Burrows at Anodyne Software?

Try here:

http://www.anodynesoftware.com/

2095. Navarone Timekeeper Cartridge software

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 01:05:08 UTC
From: Quincy <quincy@minds.net>
Message-ID: <5jNoe.49367$rt1.501@fe04.lga>
Source record: 13172

I have one of these carts for an Atari 520ST. Unfortunately, the one floppy disk with drivers I have is corrupted.

Anyone know if the software is available anywhere on the 'net?

TIA for any info.

2096. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 08:37:41 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118047061.002954.237720@g49g2000cwa.googlegroups.com>
Source record: 13173
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

No way is "Atari" developing a new games console. You saw how much
money it took for MS to create the Xbox? When did Atari get their hands
on that sort of cash?

2097. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 10:39:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42a42799$0$305$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13174
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:1117983152.962066.222030@f14g2000cwb.googlegroups.com...
> http://tinyurl.com/dt5gp
>
> <SNIP>
> "...Caparro hopes to improve Atari's games and move the company beyond
> just selling boxed software..."
>

Atari got split up years ago, I think Atari games are still going, at least when I worked on arcade machines they were still getting new machines out on the market. Its the same old story, they are just "using the name" they have no intention in Atari machines, Why would any company build a 68000 based machine these days ? it would be 10 years out of date. If they did it would be a PC based machine, doubt anyone would invest in a new OS for it, so it would never be a True Atari.

They may develop games with the Atari title, but thats as far as it will go. Though is it "*Really* Atari ? I think not, I have Unreal 2003 with Atari stamped on the box, it aint going run on a Atari machine, so whats the use in it ?! I'm affraid to say that anything with Atari stamped on it is meaningless. I've not worked on the arcade machines for a couple of years now, though the last ones I saw were Jaguar based using the 68000 series CPU. I very much doubt any company would invest in updating that kind of games machine, they would just make it PC based. Big companys don't care about us ppl who are hardcore Atari lovers, all they want is to use the Atari label and thats it. Somewhat easier than trying to make a new brand label known.

Chris

2098. Atari 2080STf

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 13:50:21 UTC
From: tomcat@sgn.net
Message-ID: <1118065821.498088.281860@g47g2000cwa.googlegroups.com>
Source record: 13175

Hi All !

A few days ago I bought this machine:

http://retrospec.sgn.net/users/tomcat/2080/

Yes - its an Atari 2080STf :) Works like a charm, still has the
Gaurantie-Seal on the screw. Looks a bit yellowed (unfortunetly) but
not too harsh.
The sticker (metal) and the serial plate (see through plastic with
ATARI 2080 written mirrored on the back) both look normal Atari quality
altough the whole label is in Blue letters.
The guy that sold it to me didn't have any idea that this might be a
rarity or anything - he tought 2080's were normal Atari's back then. He
bought it from (the only one) official Atari dealer in Slovenia just
before they stopped selling ST's here.

What do you think ? Worth keeping ? ;-)

Best regards,
Tomaz

2099. Re: Atari 2080STf

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 14:06:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.06.14.06.12.622330@charter.net>
Source record: 13176

On Mon, 06 Jun 2005 06:50:21 -0700, tomcat wrote:

> Hi All !
>
> A few days ago I bought this machine:
>
> http://retrospec.sgn.net/users/tomcat/2080/
>
> Yes - its an Atari 2080STf :) Works like a charm, still has the
> Gaurantie-Seal on the screw. Looks a bit yellowed (unfortunetly) but
> not too harsh.
> The sticker (metal) and the serial plate (see through plastic with
> ATARI 2080 written mirrored on the back) both look normal Atari quality
> altough the whole label is in Blue letters.
> The guy that sold it to me didn't have any idea that this might be a
> rarity or anything - he tought 2080's were normal Atari's back then. He
> bought it from (the only one) official Atari dealer in Slovenia just
> before they stopped selling ST's here.
>
> What do you think ? Worth keeping ? ;-)
>
> Best regards,
> Tomaz

Don't know about the rarity aspect (after all, its just a 2 meg STe,
right?) but you can replace the yellowed parts from someplace like:

http://www.best-electronics-ca.com/

Have fun, STe's are great little machines! :-)

2100. Re: Atari 2080STf

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 15:10:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.06.15.10.16.929274@charter.net>
Source record: 13177

On Mon, 06 Jun 2005 10:06:17 -0400, Ronald J. Hall wrote:

> On Mon, 06 Jun 2005 06:50:21 -0700, tomcat wrote:
>
>> Hi All !
>>
>> A few days ago I bought this machine:
>>
>> http://retrospec.sgn.net/users/tomcat/2080/
>>
>> Yes - its an Atari 2080STf :) Works like a charm, still has the

Er, just noticed the "f"...thought it said "e" the first time. :-(

I'm not sure about the rarity of this machine at all - hopefully others in the group will know.

See ya.

2101. Re: Atari 2080STf

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 16:32:23 UTC
From: tomcat@sgn.net
Message-ID: <1118075543.598295.220420@g14g2000cwa.googlegroups.com>
Source record: 13179

Hey Janez.

Was MK in Slovenia the only "official" distrivuter of Atari computers ?
If so - then mine is also from there :) And would explain a few things.
Did they also exchange Serial Number plates ? Does your 2080 look like
mine does (front and back plate) :

http://retrospec.sgn.net/users/tomcat/2080/

Best regards,
Tomaz

2102. Re: Atari 2080STf

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 17:21:07 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <UJ_oe.12521$F6.2661534@news.siol.net>
Source record: 13178

> I'm not sure about the rarity of this machine at all - hopefully others in
> the group will know.

Afaik only some countries had 2080 in sale, i know that "Mladinska Knjiga"
in Slovenia did expand STF to 2mb and exchange stickers to 2080.... I also
own one.. If only MK sold thenm it may be preety rare..

Janez

2103. Re: Atari 2080STf

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 18:08:28 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <iq%oe.12522$F6.2662034@news.siol.net>
Source record: 13180

Hi Tomaz

> Was MK in Slovenia the only "official" distrivuter of Atari computers ?
> If so - then mine is also from there :) And would explain a few things.
> Did they also exchange Serial Number plates ? Does your 2080 look like
> mine does (front and back plate) :

Yes, looks the same.

Janez

2104. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 18:31:22 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <vi59a1ti25cb059tbfg5csbplkanv6ansu@4ax.com>
Source record: 13181

On Sun, 05 Jun 2005 19:14:32 +0200, Funprice
<jhbusscherNOSPAMWHATSOEVER@freemail.nl> wrote:

>Hi
>
>A long time AtariST enthusiast wants to try Magic 6 (latest?), is
>anybody so kind to upload a copy to my ftp server? Mail me if you
>please. Thank you very much.
>
>Jaap

Nobody?

2105. Re: Navarone Timekeeper Cartridge software

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 18:55:42 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1118084141.00111117d5f118cdad7c8b9952743d34@teranews>
Source record: 13182

Hey all,

I would be interested also. I think I have one of these but no disk..

Rory

On Sun, 05 Jun 2005 20:05:08 -0500, Quincy <quincy@minds.net> wrote:

>Anyone know if the software is available anywhere on the 'net?
>
>TIA for any info.

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2106. FA: ST FORMAT Magazine collection 39 issues + cover disks - EBAY

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 19:12:28 UTC
From: James Ogden <satsumatwig@hotmail.com>
Message-ID: <d8276sdsh1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13183

thanks for looking

http://search.ebay.co.uk/st-format-collection_W0QQfromZR41

2107. Re: Nolans busy again

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 19:15:26 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1118085326.193036.217870@z14g2000cwz.googlegroups.com>
Source record: 13184

Edward S. Baiz Jr. wrote:
> >About to open a new resturant chain with a gaming environment.
> >
> >http://www.msnbc.msn.com/id/8017909/site/newsweek/
> >
> >Mark
>
> The big thing is that the chain will be geared toward adults and not kids. He
> is suppose to have a game at every table. I just wonder which games he will
> choose to have.

My guess would be interactive, but hopefully not competitive. Nolan
has noted in several places that he considers games at their best when
people are working together and interacting.

Galen (who would like a two-player battle game of some sort that had
the two players in the same cockpit.)

2108. Re: Navarone Timekeeper Cartridge software

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 19:26:37 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1118085997.418081.193520@o13g2000cwo.googlegroups.com>
Source record: 13185

I think I have one of these in storage. Remind me in email and I'll
look for it this weekend.

Galen

2109. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-06 19:35:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3gjmrvFcpe8oU1@individual.net>
Source record: 13186

Funprice wrote:

>>A long time AtariST enthusiast wants to try Magic 6 (latest?), is
>>anybody so kind to upload a copy to my ftp server? Mail me if you
>>please. Thank you very much.
>>
>>Jaap
>
>
> Nobody?

I guess the remaining Atari users know very well that illegal copies
mean a lot of damage to what is left of the platform.
By the way, if you are actually an enthusiast, you should support the
platform by using legal copies.

--

Dr. Uwe Seimet http://www.seimet.de

2110. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-07 00:23:09 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <d06fn2-ub4.ln1@don.localnet>
Source record: 13188
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

["Followup-To:" header set to comp.sys.atari.8bit.]
On 6 Jun 2005 01:37:41 -0700, Coda
<smeg_007@hotmail.com> wrote:
> No way is "Atari" developing a new games console. You saw how much
> money it took for MS to create the Xbox? When did Atari get their hands
> on that sort of cash?
>
A better question would be who owns the name Atari now, and do they have
that sort of cash?

--
Depend on the rabbit's foot if you will, but remember, it didn't help
the rabbit.
-- R.E. Shay

2111. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-07 00:28:20 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <ES5pe.54908$8S5.30191@bignews3.bellsouth.net>
Source record: 13187

Uwe Seimet wrote:

> Funprice wrote:
>
> > > A long time AtariST enthusiast wants to try Magic 6 (latest?), is
> > > anybody so kind to upload a copy to my ftp server? Mail me if you
> > > please. Thank you very much.
> > >
> > > Jaap
> >
> >
> > Nobody?
>
> I guess the remaining Atari users know very well that illegal copies
> mean a lot of damage to what is left of the platform. By the way, if
> you are actually an enthusiast, you should support the platform by
> using legal copies.

Another good thing about BUYING it is you can get support :) well worth the price IMHO..BTW anyone know when I find an English Version of the manual that I can print out? The one that came with mine is German..

Thanks

2112. Deuteros - Why are they all hacked?

Newsgroup: comp.sys.atari.st
Date: 2005-06-07 02:53:46 UTC
From: ferg200@hotmail.com
Message-ID: <1118112826.396177.103820@g44g2000cwa.googlegroups.com>
Source record: 13189
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.amiga.emulations,alt.emulators.amiga,alt.games.abandonware,comp.sys.atari.st

What's the story with all the Deuteros disk images for sts and amigas?

A couple of years ago I downloaded Steem and Deuteros for st, and started playing, no trouble.
But when the Methanoids declare war and my research guys come up with the DFCC and drones, the materials needed for these two items are swapped(for anyone who's forgotten: the DFCC is the huge computer/storage container that holds several hundred drones).
So in my game one drone needs 490 tons of material to be built, and a DFCC only needs 6 tons(or is it 8?)!! This makes the game completely unplayable.

The first time this happened I thought, 'ok, this is someone playing a joke'.
So I downloaded a different disk image, and tried it. Same problem, so I gave
up.
Yesterday I though 'Why not give the amiga version a try?'. I downloaded WinUAE and the disk images, started playing(a bit slow and rough compared to Steem), got to the point of having war declared against me, researched drones, and of course, they're the size of a DFCC!
I couldnt believe it. I could understand if most of the st versions were like this, they may have come from the same source, but the amiga also? I am starting to wonder if I am wrong, and it was always like this, maybe a bug in the program that fixes itself later? I have no idea.

Is there someone out there who has a copy(preferably st, but amiga is ok) that does not have the problem I am describing? I would love to get hold of it. I am yet to come across a come with the atmosphere of Deuteros.

Thanks.

2113. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-06-07 07:33:45 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <2%bpe.61489$IQ3.19409@bignews5.bellsouth.net>
Source record: 13190

Just a quick note on the subject of the TimeKeeper Clock cart and
software.

I replaced my battery. No need to solder, in just snaps in.

On my 4meg STE TOS 1.62, I can set the time and date of the clock
like this with the clock set program.

03:23PM
06/01/2005

And every time I run the clock setup, the time and date are displayed in
the
software window correctly like above.

However I have tried 2 different control panels. The very old one and
XControl v1.0
I've not tried the later ones yet.

Both Control panels will display the time correctly but both get the
year wrong.
The day and month seem fine.

Also version 1.0 of Xcontrol will give different years.

The TimeKeeper ACC software that displays the time and date are fine
except for the
year. And it varys with the 2 control panels.

I've not had time to fully test everything but it seems upon boot up the
Control Panel does have an effect on the Date.

So it looks like no only does the STe effect the clock on boot up but
also the
control panel. And maybe other software, depending on what you are
running.

I have gotten the year 2009 displayed with the TimeKeeper ACC software.
Then when I run the Clock set program, it comes back with the correct
Time and Date.

The clock cart appears to keep the correct time and date but more than
one thing is
effecting the ACC setting after bootup.

Now I have used this cart before Y2K and never had a problem like this
with
the Date.

At the moment, I am busy with other projects. When I get time to
experiment more,
I'll post the results if anyone's interested.

Also, the manual does mention something about the control panels causing
problems and to use the latest one IIRC.

However this software is old. It's Copyrighted 1986, so I assume thats
about
the time it was written. Thats way before the STe was released.

I don't have a STFM to test it on, I do have a MegaST, with TOS 1.4, I
may try it
on it and see if it will work better. Also need to test latest Xcontrol
Panel.

phantomm@bellsouth.net

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:d7gctt$ih2$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> (reposting this..)
>
> Worth quite a bit actually :-) Gotta reward for you, the original
> review of
> the Time Keeper in ST World. This is the whole supplement from the
> June
> 1988 edition mentioned earlier.
>
> <http://uk.geocities.com/techie_alison/pub/stclocks.zip>
>
> Don't all hit it at once as it's 300K odd and geocities has a
> restriction on
> hourly traffic, so if you can't see it it'll come back the next hour.
> If
> anyone wants the 1250K originals I can email them.. Phantom, very
> happy to
> send them to you, let me know.
>
> Aly
>
>>
>> I suppose thats one reason why there is a Pass thru port on the
>> cart so you can use other carts with it installed.
>>
>
> Ah yep, read something about that, clock roms conflicting.
>
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:rUNme.46640$CR5.15629@bignews1.bellsouth.net...
>>
>>
>> Here is some info that I'll throw in for whats it's worth...

>
>
>

2114. MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2005-06-07 13:07:32 UTC
From: "jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr>
Message-ID: <42a59c14$0$25054$8fcfb975@news.wanadoo.fr>
Source record: 13191

I have a german version of MagiC 5, got it with my Falcon, can I patch it to have a french version ?
Thanks.

2115. Re: MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2005-06-07 14:17:02 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005060715191216807%derryck@cixcoukinvalid>
Source record: 13192

On 2005-06-07 14:07:32 +0100, "jean-marc.maucotel"
<jean-marc.maucotel@wanadoo.fr> said:

> I have a german version of MagiC 5, got it with my Falcon, can I patch
> it to have a french version ?

With a resource editor you could translate all of the RSC files from
German, which would give you an interface in your language, but any
system error messages produced by the OS would still be in German. Also
there might be a flag or two to indicate the OS's language version.

I have English resource files on my web site (DDP section) which may or
may not be of some use to you.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

2116. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-07 14:20:34 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005060715224475249%derryck@cixcoukinvalid>
Source record: 13193

On 2005-06-07 01:28:20 +0100, "twbrown" <brown9344@bellsouth.net> said:

> Another good thing about BUYING it is you can get support :) well worth
> the price IMHO..BTW anyone know when I find an English Version of the
> manual that I can print out? The one that came with mine is German..

Last known English manual was produced by Atari Workshop for MagiC 5.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

2117. Re: MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2005-06-07 18:47:22 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d84q3pblu1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13194

Hi Derryck

> With a resource editor you could translate all of the RSC files from
> German, which would give you an interface in your language,

Should keep him busy for an afternoon eh?

Regards. Steve

2118. atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-07 21:02:23 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1118178143.766049.222550@g43g2000cwa.googlegroups.com>
Source record: 13195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Atari Announces Departure of Chief Executive Officer
Tuesday June 7, 4:21 pm ET

NEW YORK, June 7 /PRNewswire-FirstCall/ -- Atari, Inc. (Nasdaq: ATAR - News), a leader in interactive entertainment, today announced that James Caparro has resigned his position as Atari's President and CEO, effective immediately. The board of directors appointed current Chairman and Chief Creative Officer, Bruno Bonnell, to act as CEO on an interim basis. The board has instituted an immediate search for a permanent President and CEO.
ADVERTISEMENT

As announced by Glenayre Technologies, Inc. in an SEC filing on June 3, 2005, Mr. Caparro entered into an agreement to become the President and Chief Executive Officer of Entertainment Distribution Corp., a division of Glenayre.

Bruno Bonnell stated, "Atari has assembled a senior management team that is moving forward to execute its strategic objectives. The team -- from product development to marketing and sales to finance -- possesses enormous energy and experience to lead us as we evolve into a more dominant force in the entertainment industry."

2119. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-07 23:51:54 UTC
From: micrologix1500@yahoo.com
Message-ID: <1118188314.712153.243890@g47g2000cwa.googlegroups.com>
Source record: 13196
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Atari Games was purchased by Williams several years ago. They were
still in business, more or less, until a couple years ago; They
finally did go out of business though.

2120. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 00:27:13 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11acer12n7n2m2b@corp.supernews.com>
Source record: 13197

```
On 7 Jun 2005 14:02:23 -, "*ProteanThread*" wrote:
>Atari Announces Departure of Chief Executive Officer
>Tuesday June 7, 4:21 pm ET
>
>
>NEW YORK, June 7 /PRNewswire-FirstCall/ -- Atari, Inc. (Nasdaq: ATAR -
>News), a leader in interactive entertainment, today announced that
>James Caparro has resigned his position as Atari's President and CEO,
>effective immediately. The board of directors appointed current
>Chairman and Chief Creative Officer, Bruno Bonnell, to act as CEO on an
>interim basis. The board has instituted an immediate search for a
>permanent President and CEO.
>ADVERTISEMENT
>
>
>As announced by Glenayre Technologies, Inc. in an SEC filing on June 3,
>2005, Mr. Caparro entered into an agreement to become the President and
>Chief Executive Officer of Entertainment Distribution Corp., a division
>of Glenayre.
>
>Bruno Bonnell stated, "Atari has assembled a senior management team
>that is moving forward to execute its strategic objectives. The team --
>from product development to marketing and sales to finance -- possesses
>enormous energy and experience to lead us as we evolve into a more
>dominant force in the entertainment industry."
>
>.
So much for that new console, eh? :-)

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com
```

2121. Re: The Scandinavian ATARI Computer Show 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 01:19:22 UTC
From: Mille Babic <atari@sverigeREMOVETHIS.nu>
Message-ID: <1118193822-35230AEicMi@sverigeREMOVETHIS.nu>
Source record: 13198

>From: "Rodolphe Czuba"
><rodolphe.BeurkSPAM.czuba@free.fr>
>Date: Sat, 4 Jun 2005 19:30:05 +0200

>Yes I will come at the show with my lady and a friend !
>I hope he will get
>time to cook you a special ancestral drink ;-)

sounds nice, then...

Actually for all others here at comp.sys.atari.st I can
inform now that we managed to use this school wheres NAS
is hosted, to offer all of you accomodation.

You can actually sleep the night on schools floors, so
bring the stuff needed.

We (The Swe ATARI association) then hope that this will
make you all attend at NAS 2005.

Rodolphe, his wife and a friend of theirs are as we
planned welcome to stay at my home and hope that I with
help of this beautiful summer town of Gothenburg give you

all a nice unforgetable weekend.

yours,

Mille Babic

>
>
>Mille Babic wrote:
>> --
>> The Nordic Atari Computer Show (NAS) 2005
>> --
>> [..] snippet

2122. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 01:28:10 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <PQrpe.86752$yV4.49452@okepread03>
Source record: 13049
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

By Williams?!?!?! Williams has been out of business for awhile now.

<micrologix1500@yahoo.com> wrote in message
news:1118188314.712153.243890@g47g2000cwa.googlegroups.com...
> Atari Games was purchased by Williams several years ago. They were
> still in business, more or less, until a couple years ago; They
> finally did go out of business though.
>

2123. Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 05:23:57 UTC
From: pie_garnishment@lycos.com
Message-ID: <2d5631c0.0506072123.4c079cc9@posting.google.com>
Source record: 13050
Cross-posted to: comp.sys.atari.st,hun.hobbi,alt.birthright

I want to send an ATARI ST to Mars next week and I wonder if it will work there.

Do you know if the ST works on Mars ?

2124. Re: Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 06:05:58 UTC
From: jgnrealkfgn@nfgjrgjar.komnreojgnji
Message-ID: <d861s6ha1@News.Dal.Ca>
Source record: 13051
Cross-posted to: comp.sys.atari.st,hun.hobbi,alt.birthright

No. Only on Snickers.

xxxxx

>From: pie_garnishment@lycos.com (Winnie Oakbob)

>Do you know if the ST works on Mars ?

2125. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 07:54:08 UTC
From: dark_willow1981@lycos.com
Message-ID: <1118217248.009994.89960@f14g2000cwb.googlegroups.com>
Source record: 13052

I have MagiC 6 and that came with an English manual (from Atari
Workshop), however the manual is only really new users introduction and
odens't go into great depths like the older Atari software manuals used
to in the 80's, but there is loads of info out there on the net for you
as well.

There is no demo version available, and the software is still
commercial so you can't download it legally. If you want to give it a
try without spending serious money, I suggest you look around for an
older second hand version and if you like it, pay for the current
version update.

Derryck Croker wrote:
> On 2005-06-07 01:28:20 +0100, "twbrown" <brown9344@bellsouth.net> said:
>
> > Another good thing about BUYING it is you can get support :) well worth
> > the price IMHO..BTW anyone know when I find an English Version of the
> > manual that I can print out? The one that came with mine is German..
>
> Last known English manual was produced by Atari Workshop for MagiC 5.
>
> --
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /

2126. Re: Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 08:34:11 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d86ai3hvh1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13053
Cross-posted to: comp.sys.atari.st,hun.hobbi,alt.birthright

Hi

Bugger, you got in before me with my intended reply!

> No. Only on Snickers.

>>Do you know if the ST works on Mars ?

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2127. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 14:47:43 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118242063.454269.260600@g49g2000cwa.googlegroups.com>
Source record: 13054

More importantly will it run on Mars? :-P

2128. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 19:20:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42a744e4$0$289$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13055

"Coda" <smeg_007@hotmail.com> wrote in message
news:1118242063.454269.260600@g49g2000cwa.googlegroups.com...
> More importantly will it run on Mars? :-P
>

most of NASA'a stuff don't seem to , perhaps thats where they are going
wrong ;-)

2129. Re: test

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 19:20:56 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42a74502$0$289$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13056

"samf" <sf0218@adelphia.net> wrote in message
news:3YWdnYADHYewhj_fRVn-hQ@adelphia.com...
> this is a test

questions to follow ?

2130. Re: Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 20:25:57 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <IfqdnTuDtLvLyTrfRVnyvA@eclipse.net.uk>
Source record: 13057
Cross-posted to: comp.sys.atari.st,hun.hobbi,alt.birthright

<jgnrealkfgn@nfgjrgjar.komnreojgnji> wrote in message
news:d861s6ha1@News.Dal.Ca...
> No. Only on Snickers.

How many times do you have to be told. Don't feed the trolls. Not with Mars,
Snickers or even Smarties to improve their IQ.
.
>
> xxxxx
>
> >From: pie_garnishment@lycos.com (Winnie Oakbob)
>
> >Do you know if the ST works on Mars ?

2131. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 20:28:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <fcSdneJjw75MyTrfRVnysw@eclipse.net.uk>
Source record: 13058

<dark_willow1981@lycos.com> wrote in message
news:1118217248.009994.89960@f14g2000cwb.googlegroups.com...
> I have MagiC 6 and that came with an English manual (from Atari
> Workshop), however the manual is only really new users introduction and
> odens't go into great depths like the older Atari software manuals used
> to in the 80's, but there is loads of info out there on the net for you
> as well.
>
> There is no demo version available, and the software is still
> commercial so you can't download it legally. If you want to give it a
> try without spending serious money, I suggest you look around for an
> older second hand version and if you like it, pay for the current
> version update.
>

I have a new version.What I would like is a V4 Disk 2 so I can use it with
Gemulator. Later versions don't seem to work :-(

>
> Derryck Croker wrote:
> > On 2005-06-07 01:28:20 +0100, "twbrown" <brown9344@bellsouth.net> said:
> >
> > > Another good thing about BUYING it is you can get support :) well
worth
> > > the price IMHO..BTW anyone know when I find an English Version of the
> > > manual that I can print out? The one that came with mine is German..
> >
> > Last known English manual was produced by Atari Workshop for MagiC 5.
> >
> > --
> > Derryck
> >
> > / DDP Translations /
> > / http://ddp.atari.org /
>

2132. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 22:39:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <WsKpe.195$p%3.944@typhoon.sonic.net>
Source record: 13059
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit micrologix1500@yahoo.com wrote:
> Atari Games was purchased by Williams several years ago. They were
> still in business, more or less, until a couple years ago; They
> finally did go out of business though.

Midway, actually.

I had the opporunity to work at Atari Games in Milpitas back in 1998,
but decided to stay with my soon-to-be-wife. (Ironically, we landed down
in this area (SF south bay / peninsula) a few years later, anyway :^))

There was a slashdot article a coupla years ago when the Midway (Atari)
offices finally closed in Milpitas. I recognized a lot of the stuff
in the photos. (Posters on the wall, etc.)

--
-bill!
bill@newbreedsoftware.com
http://newbreedsoftware.com/

2133. Video Magazine query

Newsgroup: comp.sys.atari.st
Date: 2005-06-08 23:38:26 UTC
From: John Kavanagh <cpcoxygen@gmail.com>
Message-ID: <d87vgt$qe9$1@reader01.news.esat.net>
Source record: 13060

Hi,

I'm currently in the process of making a CD-ROM based interactive tv show. Basically here's the idea:

1. The magazine will come out monthly / bi-monthly or quarterly (depending on interest)
2. Each CD-ROM will contain well over an hour of video footage, along with text and software content. It will all be connected by a sleek interface for easy navigation.
3. The CD-ROM will cover retro news, events, interviews, latest games (for retro computers/consoles) and a lot more. Covering computers and consoles such as the Commodore 64, Sinclair Spectrum, Atari ST, Amiga, MSX and game consoles from Sega, Nintendo and others.
4. It will sell for about 5 USD (thats's about 4 Euro and about 2.70 Sterling) with free postage throughout the world.
5. Depending on the success of the CD-ROM, supporters will be paid for video footage etc, failing that they will be offered free issues of the CD-ROM.

Here is what I want to know..... WHO'S INTERESTED? As in, who would purchase such a CD-ROM, if this interests you or if you want to be involved then email us at john(at)digi-alt.net

John

2134. AD: Atari Games of Summer! $5 & Up!

Newsgroup: comp.sys.atari.st
Date: 2005-06-09 07:06:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506082359380.19682-100000@onyx.spiritone.com>
Source record: 13061
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Overworked? Stressed Out? Do Video Games only complicate your Life? The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST and Jaguar Games! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org Starting at $5 and Up!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2135. Re: Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-09 08:13:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42a7f9fd$0$292$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13062
Cross-posted to: comp.sys.atari.st,hun.hobbi,alt.birthright

"Winnie Oakbob" <pie_garnishment@lycos.com> wrote in message
news:2d5631c0.0506072123.4c079cc9@posting.google.com...
>I want to send an ATARI ST to Mars next week and I wonder if it will work
>there.
>
> Do you know if the ST works on Mars ?

most of NASA'a stuff don't seem to , perhaps thats where they are going
wrong ;-)

2136. Re: MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2005-06-09 12:55:13 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050609135527168O7%derryck@cixcoukinvalid>
Source record: 13063

On 2005-06-07 19:47:22 +0100, "Steve Sweet" <steve.sweet@btopenworld.com> said:

>> With a resource editor you could translate all of the RSC files from
>> German, which would give you an interface in your language,
>
> Should keep him busy for an afternoon eh?

I should imagine it would ;-)

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

2137. Re: Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-09 14:44:04 UTC
From: toothy_grin@theglaholts.net
Message-ID: <UAYpe.16018$mZ2.6605@fe07.lga>
Source record: 13064
Cross-posted to: comp.sys.atari.st,hun.hobbi,alt.birthright

In comp.sys.atari.st exxos <exxos@home.co.uk> wrote:
>>I want to send an ATARI ST to Mars next week and I wonder if it will work
>>there.
>>
>> Do you know if the ST works on Mars ?
>
> most of NASA'a stuff don't seem to , perhaps thats where they are going
> wrong ;-)

Yeah, but inside sources say that most of them have been running
on Amiga hardware. (*wink*)

2138. Re: Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-09 15:47:58 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42a8644e$0$290$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13065
Cross-posted to: comp.sys.atari.st,hun.hobbi,alt.birthright

"Bill Glaholt rmv underscore" <toothy_grin@theglaholts.net> wrote in message
news:UAYpe.16018$mZ2.6605@fe07.lga...
> In comp.sys.atari.st exxos <exxos@home.co.uk> wrote:
>>>I want to send an ATARI ST to Mars next week and I wonder if it will work
>>>there.
>>>
>>> Do you know if the ST works on Mars ?
>>
>> most of NASA'a stuff don't seem to , perhaps thats where they are going
>> wrong ;-)
>
> Yeah, but inside sources say that most of them have been running
> on Amiga hardware. (*wink*)

giggles

2139. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-09 16:37:12 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <otqga1t452m7a8t60d8a17o1ojb7glkkhr@4ax.com>
Source record: 13066
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 6 Jun 2005 11:39:33 +0100, "exxos" <exxos@home.co.uk> wrote:

Here's the history of Atari Games Corp. I put together (and just recently updated), available at http://home.centurytel.net/hunmanik/atariholdings.html

What I just figured out is that, legally anyway, Midway Games West still exists, and is still the owner of all the Atari Games Corp. rights.

Just like Atari Interactive is the legal unit within today's Atari, Inc. that owns all the old Atari Corp. rights.

Anyway:

Atari Coin-Operated Games (Atari Games Corp.)

1985
February 6: Namco, Ltd. (of Japan) purchased the Atari Coin-Operated Games division of Atari Games, Inc. from Warner Communications, Inc. Upon the purchase, Namco renamed the division Atari Games Corp., and made Atari Games Corp. a division of Namco America, Inc. The transaction included the "Atari" name and "Fuji" logo, along with intangible property rights (patents, trademarks, and copyrights) owned by Atari Games, Inc. in conjunction with its coin-operated video game business, all for exclusive use in the area of coin-operated video games. (Upon the sale, the Atari Games, Inc. unit of Warner Communications was renamed Atari Holdings, Inc.)

Spring: Hide Nakajima became president of Atari Games.

1986
(after July 3): A group of Atari Games employees purchased Namco America's controlling interest in the company. Atari Games became independent of any corporate parent. (Both Namco America and Warner Communications remained major investors.) [NOTE- MC has not been able to document this transaction directly.] Hide Nakajima remained president of Atari Games.

1987
September 1: Atari Games purchased all assets of Barrel of Fun, Inc., owner/operator of the "Barrel of Fun" and "2001 Entertainment Center" chains of video game arcades, located primarily in six southeastern U.S. states. The acquired arcade operations would now be run by a new wholly-owned subsidiary of Atari Games, named Atari Operations, Inc.

December: Atari Games created Tengen, Inc., a wholly-owned subsidiary, for the purpose of marketing games for home video game systems (where exclusive use of the Atari brand was owned by Atari Corp.).

1990
June 26: Atari Games announced that it would repurchase the entire 43.8% share of the company held by one of its two largest shareholders, Namco America. In return, Namco received ownership of Atari Games' Atari Operations subsidiary, which operated more than 40 video game arcades in the Western and Southeastern U.S. SEE BELOW.

While there was no majority shareholder in Atari Games before the transaction, the majority shareholder after the transaction became Warner Communications, itself now a unit of Time Warner, Inc.

1992
September: Hide Nakajima was still president of Atari Games.

1993
December 31: The Warner Communications unit of Time Warner reported owning 79% of Atari Games.

1994
April 11: Time Warner Interactive Group, Atari Games and Tengen announced plans to integrate their operations and to utilize the common name, Time Warner Interactive. Use of the Atari Games brand was discontinued, though the Atari Games business unit remained distinct.

December 31: The Warner Communications unit of Time Warner reported owning 100% of Atari Games.

1996
March 29: Midway Interactive, Inc., a subsidiary of Midway Games, Inc. (itself a subsidiary of WMS Industries, Inc.) acquired the entire 100% of Atari Games owned by the Warner Communications unit of Time Warner. Atari Games became a division of Midway Games, and use of the Atari Games brand resumed.

1998
April 6: WMS Industries spun off to shareholders its entire stake of Midway Games, making Midway Games an independent entity. Atari Games remained a division of Midway Games.

1999
Atari Games released San Francisco Rush 2049. This turned out to be the last coin-operated arcade game sporting the Atari Games name and logo.

2000
January: Atari Games was renamed Midway Games West, Inc., and games produced by the group would now sport the Midway Games brand.

2001
June 22: Midway Games announced its exit from the coin-operated arcade video game market; it would now develop software exclusively for home systems. The Midway Games West division remained an in-house game development unit within Midway Games.

October 1: Happ Controls acquired assets of Midway Amusement Games' Midway and Atari Games coin-operated videogame parts and service business, and assumed warranty repair operations and all warranty obligations. See

http://www.happcontrols.com/midway/midway.htm

2003
February 7: The Midway Games West development studio was shut down, but it remained a legal entity wholly-owned by Midway Games.

TODAY: The Atari copyrights/trademarks/patents secured by Atari Games Corp. from Warner Communications in 1985, along with all Atari Games Corp. and Midway Games West properties created since 1985, are owned by the Midway Games West unit of Midway Games. Midway Games, Inc. is based in Chicago, Illinois, USA: http://www.midway.com/

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2140. Re: GFA-Basic Editor v1.00 released

Newsgroup: comp.sys.atari.st
Date: 2005-06-09 20:15:18 UTC
From: Stephane Perez <sperez>
Message-ID: <Xns9670E2BEC51E6spereznospamfreenosp@212.27.42.65>
Source record: 13067

lp <GfA@MiNT.Net> wrote in news:BEBFE2BC.1526A%GfA@MiNT.Net:

> Full featured GEM based editor modeled after the original GFA-Basic
> editor.
>
> Follow last link in signature...
>

Brilliant! Now we have a GFA editor for multitasking systems such as MiNT
:)

See you
St&#65533;phane

2141. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-09 20:45:11 UTC
From: dark_willow1981@lycos.com
Message-ID: <1118349911.736090.255560@o13g2000cwo.googlegroups.com>
Source record: 13068
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Atari now is just a brand logo used by a games comapny that is themselves very small. There is no way I can see that they are going to build a new hardware, they don't have anything like the money or experience to do it. Besides it wouldn't be wise from a business point of view. I think in the future they will wind up making games mostly for the mobile market where the overheads involved in making games is less, plus they can use their old titles. People won't Q up to play PacMan on the PSP or Xbox 360, but they won't mind paying a few quid to download it to their phone.

2142. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-10 08:35:25 UTC
From: dave.dixson_nospam@bigfoot.com
Message-ID: <1118392525.340592.249310@z14g2000cwz.googlegroups.com>
Source record: 13069
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I think there may be quite a big market for simple, retro games on the
next gen consoles. All 3 consoles are going to be more on-line
centric, with some games available for download.

If microtransactions can be made to work then the market for simple,
cheap retrogames could be huge - if they can get the cost right there
might be a lot of money to made.

dark_willow1981@lycos.com wrote:
> Atari now is just a brand logo used by a games comapny that is
> themselves very small. There is no way I can see that they are going to
> build a new hardware, they don't have anything like the money or
> experience to do it. Besides it wouldn't be wise from a business point
> of view. I think in the future they will wind up making games mostly
> for the mobile market where the overheads involved in making games is
> less, plus they can use their old titles. People won't Q up to play
> PacMan on the PSP or Xbox 360, but they won't mind paying a few quid to
> download it to their phone.

2143. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-10 11:17:07 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <d8bsrk$l3$1@news.al.sw.ericsson.se>
Source record: 13070
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:1118178143.766049.222550@g43g2000cwa.googlegroups.com...
> Atari Announces Departure of Chief Executive Officer
> Tuesday June 7, 4:21 pm ET
>
>
> NEW YORK, June 7 /PRNewswire-FirstCall/ -- Atari, Inc. (Nasdaq: ATAR -
> News), a leader in interactive entertainment, today announced that
> James Caparro has resigned his position as Atari's President and CEO,
> effective immediately. ...
> ...

Is this an independent company these days?

Anders

2144. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-10 14:56:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a9d4ca4a6583@comcast.net>
Source record: 13075

>Hi
>
>A long time AtariST enthusiast wants to try Magic 6 (latest?), is
>anybody so kind to upload a copy to my ftp server? Mail me if you
>please. Thank you very much.
>
>Jaap

Sorry. He will have to buy it like I did. Suggest that he try Mint. That is free and downloadable off of the NET.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2145. Re: Deuteros - Why are they all hacked?

Newsgroup: comp.sys.atari.st
Date: 2005-06-10 15:49:50 UTC
From: ferg200@hotmail.com
Message-ID: <1118418590.357304.230970@f14g2000cwb.googlegroups.com>
Source record: 13071
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.amiga.emulations,alt.emulators.amiga,alt.games.abandonware,comp.sys.atari.st

My apologies to anyone who wasted their time reading my post, I am not really stupid, it just looks like it. I now know drones in fact SHOULD be 490 tons. It's been so long, I had forgotten.

To anyone who wants to play Deuteros, some advice: use the atari st emulator called Steem, use the disk images from pompey pirates or d-bug, www.the-underdogs.org has them.

Don't hesitate it truly is a great game. Don't be put off by the lack of information in the manual, that's intentional, you will truly be surprised by this game. It's big, it's difficult, it's brilliant.

2146. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-10 17:16:47 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <vmija1liloviouio31g0ql7kd41j9b4tkd@4ax.com>
Source record: 13072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Fri, 10 Jun 2005 13:17:07 +0200, "Anders Skelander"
<ansk@hotmail.com> wrote:

>Is this an independent company these days?
>
>Anders

Atari is a subsidy of Infogammes (not sure of the spelling).

2147. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-10 21:46:45 UTC
From: mail@freeman-studio.com
Message-ID: <1118440005.220710.115460@o13g2000cwo.googlegroups.com>
Source record: 13073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

kevin wrote:
> On Fri, 10 Jun 2005 13:17:07 +0200, "Anders Skelander"
> <ansk@hotmail.com> wrote:
>
> >Is this an independent company these days?
> >
> >Anders
>
>
> Atari is a subsidy of Infogammes (not sure of the spelling).

Didn't I hear at one point that Infogrammes officially changed their name to Atari? So in that respect, it isn't a subsidy, but the company's official name. It's still only a surface change, though. There is no support for past Atari products at all. Just a means to use past Atari ideas and better name recognition to make PC games.

Mike Freeman
mike [at] freeman-studio [dot] com

2148. Re: GFA-Basic Editor v1.00 released

Newsgroup: comp.sys.atari.st
Date: 2005-06-10 22:55:48 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndak6jk.4he.nospam@localhost.localdomain>
Source record: 13074

On 2005-06-10, lp <GfA@MiNT.Net> wrote:
>>> Full featured GEM based editor modeled after the original GFA-Basic
>>> editor.
>>
>> Great stuff Lonny! Feeling of original editor i what i wanted most in any
>> kind of GFA editors... Thanx!

Very interesting indeed. I have been using GfaBasic with ErgoPro+Bastard
under MiNT/N.AES which is a really nice setup. But the original GfaBasic
editor simply wasn't made for Multitasking. It's a little miracle that
with ErgoPro/Bastard I could use it under MiNT. But it always felt dirty
and unsafe.

If I had more time I would use the new editor frequently. I haven't
programmed anything in GfaBasic for a long time. This could be a good
reason to try to make something nice with it again. I have still some
unfinished projects on Falcon's harddisk ...

--

Martin Tarenskeen

2149. Networking Questions

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 06:14:12 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42aaab7040c900@adelphia.net>
Source record: 13087

Anyone,
First off I have my Falcon060 Networked to my Cable Modem via a Linksys
4 port Router. I am using MagicNet with the Iconnect port. I am also
using a EtherNEC for this connection to the Router. My question pertains to
another Falcon that I have that does not have a CT60. It was accellerated
and scores just as good if not better in most benchmarks than a STOCK TT030.
I want to network this Falcon to my CT60'ed Falcon. Would the LAN port work??
If so, where do I get the Cables and what software should I use?? Does MagicNET
work for this?? With this type of connection will that Falcon be able to
use the Internet at all or will I just be able to transfer files?? Also, I
have a 1040STf that I want to network to my Falcon060. Reason, I have a
MegaFile 60 that is pretty much full and I need to transfer the stuff to my
Falcon060 to burn the stuff to a CD for a backup. Will MIDI cables work for
this job?? What software will I need?? MagicNet, STING is actually all ready
setup on the 1040STf for connection through a router but I do not have an
extra EtherNEC. What about FTP software?? I use Fiffi on my Falcon060 and
plan on using that on my other Falcon but that will probably not work on a
1040STf. So what should I use for transfering these files over to my Falcon060
If there are any good networking web pages out there that will help with
these type of connections with the type of software that I have please let
me know. NOW granted, I know these type of connections will probably not
be the fastest connection possible. But it sure beats using FLOPPY's!!!

Thanks,
--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

2150. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 07:52:32 UTC
From: Thierry Schembri <tschembri@hydromail.net>
Message-ID: <42aa97de$0$30590$8fcfb975@news.wanadoo.fr>
Source record: 13076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

> Didn't I hear at one point that Infogrammes officially changed their
> name to Atari? So in that respect, it isn't a subsidy, but the
> company's official name. It's still only a surface change, though.
> There is no support for past Atari products at all. Just a means to use
> past Atari ideas and better name recognition to make PC games.

much more complicated ! have a look :
http://corporate.infogrames.com/uk/IESA/organization_chart.html#img

2151. Harlequin.acc

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 09:11:39 UTC
From: Jens M Andreasen <ja@linux.nu>
Message-ID: <pan.2005.06.11.09.11.38.672188@linux.nu>
Source record: 13078

Hi all!

I am owner of an Atari Mega STE (currently in the attic, but otherwise in MiNT condition.)

I am considering bringing it back to life, doing what it initially was purchased for and supposed to do: MIDI sequencing.

In the old days I had an acc named "harlequin" (sp?), with calender, textedit, calc and term. It was version 2 and the calender part is now (after Y2K) partially dysfunctional.

I recall that a version 3 was released, but I never bothered to get it (kicks self in ass!)

Do anybody here know if the calender in Harlequin 3 is fully functional after Y2K? And if so; where to get it?

mvh // Jens M Andreasen

2152. Recherche disquette de démarrage pour atari 1040 STe

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 09:11:44 UTC
From: "Klein.Gerard" <Klein.Gerard@wanadoo.fr>
Message-ID: <42aaaae9$0$11721$8fcfb975@news.wanadoo.fr>
Source record: 13077

Pourriez-vous m'indiquer sur quelle site je pourrai trouver le programme de démarrage pour un Atari 1040 STe
Merci d'avance

2153. Re: Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 10:12:58 UTC
From: Jens M Andreasen <ja@linux.nu>
Message-ID: <pan.2005.06.11.10.12.53.859969@linux.nu>
Source record: 13079

On Tue, 07 Jun 2005 22:23:57 -0700, Winnie Oakbob wrote:

> I want to send an ATARI ST to Mars next week and I wonder if it will work
> there.
>
> Do you know if the ST works on Mars ?

The 68K chip in the Atari ST is thick enough to go anywhere in our solar
system without noticing. Do not attemt to land on Europa though!

:) :)

2154. Re: Harlequin.acc

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 10:29:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118485769.996990.21950@g44g2000cwa.googlegroups.com>
Source record: 13081

Wasnt that a Hisoft App? If so, its probably still available for
purchase at one or more of the existing Atari dealers.

Could try Nick at 1632systems.co.uk

Coda.

2155. Re: Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 10:29:58 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42aabcd1$0$288$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13080

"Jens M Andreasen" <ja@linux.nu> wrote in message
news:pan.2005.06.11.10.12.53.859969@linux.nu...
> On Tue, 07 Jun 2005 22:23:57 -0700, Winnie Oakbob wrote:
>
>> I want to send an ATARI ST to Mars next week and I wonder if it will work
>> there.
>>
>> Do you know if the ST works on Mars ?
>
> The 68K chip in the Atari ST is thick enough to go anywhere in our solar
> system without noticing. Do not attemt to land on Europa though!
>
> :) :)
>

thats why god invented silicon sealant ;-) , silicon in the inside and
silicon on the outside... reminds me of some girls I know too.....

2156. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 10:30:14 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118485814.111978.146510@z14g2000cwz.googlegroups.com>
Source record: 13082
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Absolutely Mike.

2157. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 10:55:37 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <7ngla1h5qqj94aig49f0fae8f6locg2hku@4ax.com>
Source record: 13083

On Fri, 10 Jun 2005 18:56:36 +0400 (MET DST), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>>Hi
>>
>>A long time AtariST enthusiast wants to try Magic 6 (latest?), is
>>anybody so kind to upload a copy to my ftp server? Mail me if you
>>please. Thank you very much.
>>
>>Jaap
>
>Sorry. He will have to buy it like I did. Suggest that he try Mint. That is
>free and downloadable off of the NET.

Anybody who will? Thanks.

2158. Re: Harlequin.acc

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 11:42:40 UTC
From: Jens M Andreasen <ja@linux.nu>
Message-ID: <pan.2005.06.11.11.42.39.562372@linux.nu>
Source record: 13084

On Sat, 11 Jun 2005 03:29:30 -0700, Coda wrote:

> Wasnt that a Hisoft App?

Yes, now that you say say it, I recall Harlequin to be distributed by HiSoft. Though the program itself was developed by a danish company named ... (ehrmm??)

> If so, its probably still available for purchase at one or more of the
> existing Atari dealers.

Purchase? Well yes ... uhmm ... If it's really, really cheap! And if it is functional after Y2K.

I have another antique up in the attic (an Intel PII 400) that I could set up with Linux and a sequencer and a calendar. Just thought I would save that one for a giveaway to somebody in need of machine that can do realtime softsynthesis.

Hmmm ... decicions, decisions ...

>
> Could try Nick at 1632systems.co.uk

OK! I'll ask. Maybe he will agree with a one to one exchange for one of my own applications residing here:

http://mx44.linux.dk

(it's a softsynth)
(and Nick probably won't agree.)

Understand me correctly now: I am not into stealing intellectual property, just thought that it would have have been elegant to utilize a piece of outdated equipment, instead of just letting it sit, silently bored to death in the attic, along with the Tandberg all valve taperecorder and other hard-to-throw-away-items.
:)

> Coda.

mvh // Jens M Andreasen

2159. Re: GFA-Basic Editor v1.00 released

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 12:05:18 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndalkru.3sn.nospam@localhost.localdomain>
Source record: 13085

On 2005-06-11, lp <GfA@MiNT.Net> wrote:
> in article slrndak6jk.4he.nospam@localhost.localdomain, Martin Tarenskeen
> wrote on 6/10/2005 6:55 PM:
>
> The corner clock in the old editor is usually the culprit. It appears to be
There is a configuration option in the latest Bastard that helps avoiding
this problem.

>> If I had more time I would use the new editor frequently. I haven't
>> programmed anything in GfaBasic for a long time. This could be a good
>> reason to try to make something nice with it again. I have still some
>> unfinished projects on Falcon's harddisk ...
>
> Anything interesting?
>

I was working on a universal MIDI System Exclusive dump utility with a
modern interface and a lot of bells and whistles. Color icons, resolution
independent, online help, drag&drop, and, unlike many old Atari ST MIDI
apps, multitasking friendly. Never quite finished it.

And I was dreaming of a nice GEM interface for SoX, the audio
processing/converting utility that is available for SpareMiNT.
In general, many of those nice commandline apps from the SpareMiNT archive
could use a nice GEM frontend.

--

Martin Tarenskeen

2160. Re: GFA Basic Editor under GEM

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 12:30:15 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <42aad958$0$3117$8fcfb975@news.wanadoo.fr>
Source record: 13086

Hi,

> BARANGER Emmanuel wrote :
> The "$S|" building option that is placed just before SELECT, tells the
> compiler to build the function with BYTE and not WORD. That's almost
> what I know about it. I haven't had a look at the GFA developers guide
> since a long time. It must be somewhere here around, but I'm not reading
> it to tell you so ...

I have made some test binaries using various variable types byte,
word, and long and tried $S|, $S&, $S%, in my tests. The byte setting
always generates a binary that is identical to the word setting. Only
thing I can conclude is $S| = $S& from my tests. I have even compared
the output in TT digger. Strange.

Anyone else want to verify my tests ? In case I have done something
wrong.
;-)

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

2161. Re: Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 14:54:50 UTC
From: jb <jsmith1456@yahoo.com>
Message-ID: <_WCqe.18649$%21.10214@newsfe2-gui.ntli.net>
Source record: 13088
Cross-posted to: comp.sys.atari.st,hun.hobbi,alt.birthright

"Bill Glaholt rmv underscore" <toothy_grin@theglaholts.net> wrote in message
news:UAYpe.16018$mZ2.6605@fe07.lga...
> In comp.sys.atari.st exxos <exxos@home.co.uk> wrote:
>>>I want to send an ATARI ST to Mars next week and I wonder if it will work
>>>there.
>>>
>>> Do you know if the ST works on Mars ?
>>
>> most of NASA'a stuff don't seem to , perhaps thats where they are going
>> wrong ;-)
>
> Yeah, but inside sources say that most of them have been running
> on Amiga hardware. (*wink*)

Funnily enough during the 80's/90's some rocket launches were tracked by
Amiga hardware - not sure if this is still the case ;-)

2162. Re: Nolans busy again

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 16:09:02 UTC
From: Abdul Fairclough <R@spanger.com>
Message-ID: <42ab352e@news.greennet.net>
Source record: 13089

my fave was I'm in the mood for dancing

2163. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 16:25:56 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <_N-dnRDR95wljTbfRVnyuA@eclipse.net.uk>
Source record: 13090

> >> Sorry. He will have to buy it like I did. Suggest that he try Mint.
That is
> >> free and downloadable off of the NET.
> >
> > Anybody who will? Thanks.
>
> Try here:
> http://www.magical-sides.de/
>

That makes me very sad. Re-launch planned for 2002 :-(

> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

2164. Re: Harlequin.acc

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 16:31:15 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118507475.369280.124410@o13g2000cwo.googlegroups.com>
Source record: 13091

I agree with you Jens, I was just pointing out that I think that Hisoft stuff is still being sold by Hisoft or whoever else owns their assets now. In fact I bought some stuff off ebay directly from Hisoft only as much as two years ago, so maybe they are still trading.

Coda.

2165. Re: Networking Questions

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 16:39:37 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <brWdndXaN7hUjjbfRVnyuw@eclipse.net.uk>
Source record: 13092

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:42aaab7040c900@adelphia.net...
> Anyone,
> First off I have my Falcon060 Networked to my Cable Modem via a Linksys
> 4 port Router. I am using MagicNet with the Iconnect port. I am also
> using a EtherNEC for this connection to the Router. My question pertains
to
> another Falcon that I have that does not have a CT60. It was accellerated
> and scores just as good if not better in most benchmarks than a STOCK
TT030.
> I want to network this Falcon to my CT60'ed Falcon. Would the LAN port
work??

I would expect so..

> If so, where do I get the Cables and what software should I use?? Does
MagicNET
> work for this?? With this type of connection will that Falcon be able to
> use the Internet at all or will I just be able to transfer files??

I think you would just be able to transfer files. I don;t think there is a
routing module for MagicNET
Not sure of Max Speed. You will need a "null modem" cable. I think the MAC
cable is OK.

> Also, I
> have a 1040STf that I want to network to my Falcon060. Reason, I have a
> MegaFile 60 that is pretty much full and I need to transfer the stuff to
my
> Falcon060 to burn the stuff to a CD for a backup. Will MIDI cables work
for
> this job??

Not sure if there is still a copy of MIDI net. I expect MIDI is hardwired at
32k Baud.
Thats very slow. You might want to try PARCP http://joy.sophics.cz/parcp/

> What software will I need?? MagicNet, STING is actually all ready
> setup on the 1040STf for connection through a router but I do not have an
> extra EtherNEC. What about FTP software?? I use Fiffi on my Falcon060
and
> plan on using that on my other Falcon but that will probably not work on a
> 1040STf. So what should I use for transfering these files over to my
Falcon060

I use an FTP server. Can;t remember where I got it from GAPFTP perhaps. Try
google for it..

> If there are any good networking web pages out there that will help with
> these type of connections with the type of software that I have please let
> me know. NOW granted, I know these type of connections will probably not
> be the fastest connection possible. But it sure beats using FLOPPY's!!!
>

Not seen any

> Thanks,
> --
> Carey Christenson
>
> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!
>
> Falcon 030 @ 25 mhz. with 14 megs STRam
> CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133
SDRam
> Eclipse 4 MB ATI Rage IIc Graphics Card
> 120 GB IDE Maxtor 8 meg cache
> 40 GB IDE Maxtor 2 meg cache
> 4.5 GB SCSI Seagate Barracuda
> 10x4x32x Sony CD-Burner
> 24x Cyberdrive CD-Rom drive
> EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
> Epson Stylus COLOR 880 Printer
> 19 inch Samsung VGA Monitor
> Subwoofer Satelite speaker system
>
> Coming:
> CT60 Graphics Card with DDR SDRam
> Ethernat card 10/100 mbit & 2 USB ports

2166. CT63

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 19:11:30 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42ab3761$0$28269$626a14ce@news.free.fr>
Source record: 13093

Hello,

I received the CPU : assembling of the CT63 will be finished and I will be able to begin the shipping.

Regards

2167. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 20:26:04 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d8fhcrpsq1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13094

Hi David

"David Wade" <g8mqw@yahoo.com> wrote in message
news:_N-dnRDR95wIjTbfRVnyuA@eclipse.net.uk...

>> >> Sorry. He will have to buy it like I did. Suggest that he try Mint.
>> >> That is
>> >> free and downloadable off of the NET.
>> >
>> > Anybody who will? Thanks.
>>
>> Try here:
>> http://www.magical-sides.de/
>>
>
> That makes me very sad. Re-launch planned for 2002 :-(

Most depressing, been like that for years now, a most informative site when
it was about!

2168. Re: Will an ATARI ST work on Mars ???

Newsgroup: comp.sys.atari.st
Date: 2005-06-11 21:59:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ab5e6a$0$305$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13095
Cross-posted to: comp.sys.atari.st,hun.hobbi,alt.birthright

```
"jb" <jsmith1456@yahoo.com> wrote in message
news:_WCqe.18649$%21.10214@newsfe2-gui.ntli.net...
>
> "Bill Glaholt rmv underscore" <toothy_grin@theglaholts.net> wrote in
> message news:UAYpe.16018$mZ2.6605@fe07.lga...
>> In comp.sys.atari.st exxos <exxos@home.co.uk> wrote:
>>>>I want to send an ATARI ST to Mars next week and I wonder if it will
>>>>work
>>>>there.
>>>>
>>>> Do you know if the ST works on Mars ?
>>>
>>> most of NASA'a stuff don't seem to , perhaps thats where they are going
>>> wrong ;-)
>>
>> Yeah, but inside sources say that most of them have been running
>> on Amiga hardware. (*wink*)
>
> Funnily enough during the 80's/90's some rocket launches were tracked by
> Amiga hardware - not sure if this is still the case ;-)
>

I'm sure that was down to the PC CPU bug of where "1" was like
"0.9999999999998", probably miscalculated the fule intake.....
```

2169. Atari Online News, Etc. #07-24

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 01:49:16 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1118540956.701351.296050@f14g2000cwb.googlegroups.com>
Source record: 13096

```
A-ONE #0724 06/10/05

~ Seagate Boosts Storage ~ People Are Talking! ~ Jackson Suicide
Worm!
~ Utah Porn Law Is Sued! ~ Online Services of Old ~ EU Wins A
Battle!
~ Hotbar In Hot Water! ~ AOL Offers Free Web Ma ~ Google Ads &
Spyware!
~ ~ Chinese Must Register! ~

-* Apple Switches To Intel Chips *-
-* AOL Offers Free, Web-based E-Mail! *-
-* Yahoo Ditches Fees for U.S. Web Auctions! *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

2170. Re: Harlequin.acc

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 02:20:24 UTC
From: Jens M Andreasen <ja@linux.nu>
Message-ID: <pan.2005.06.12.02.20.23.364432@linux.nu>
Source record: 13097

On Sat, 11 Jun 2005 09:31:15 -0700, Coda wrote:

> I agree with you Jens, I was just pointing out that I think that Hisoft
> stuff is still being sold by Hisoft or whoever else owns their assets now.
> In fact I bought some stuff off ebay directly from Hisoft only as much as
> two years ago, so maybe they are still trading.
>

HiSoft is alive. I approached them 2 years ago to see if they could supply
me with a set of disk-images for Lattice-C, which I bought from them
and have a perfectly valid licence number for ...

No Cigar :(

The funny thing is that a modern Gnu C Compiler for 68K will do a better
job, and once you realize how to use "strip" after compiling, the binaries
are about the same size. Now go figure?

There are some good news though :)

I bought MidiDraw from Intelligent Music, a program that turns your mouse
into some kind of, how to say, an electro-harp? I was pretty annoyed when
I realized it was incompatible with the spanking new Mega STE ... The
good news is that Intelligent Music have recently released all their
bright stuff (and even their not so bright stuff, dispite the name) into
public domain.

Programs like MidiDraw and its well working successor Diabolo do not
function as intended by the author under PC emulution. This is related to
how mouse-interrupts are handled on the ST. Basically you get one
interrupt for every pixel on the ST, wheras on a PC you get an interrupt
once in a while telling you how far the pointer have moved. Uhmm, no ...
you can't really play MIDI with mouse gestures using the way a PC prefer
doing mouse handling. And it will not help to run under Linux and
hack the mouse-driver, because the information is simply not there. It's
one of those obscure hardware thingies.

> Coda.

mvh // Jens M Andreasen

2171. Re: Networking Questions

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 04:29:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200506120629.a51289@wun.maus.de>
Source record: 13105

Hallo David!

DW>I think you would just be able to transfer files. I don;t think there
DW>is a routing module for MagicNET

You're wrong. There is such a module, but not in the rather outdated version available from Vassilis' homepage.

It's also possible to map drives to the other machine, but somehow limited. I was never able to use it as all of my drive letters are occupied ;-)

DW>Not sure if there is still a copy of MIDI net. I expect MIDI is
DW>hardwired at 32k Baud.

MagiCNet is also capable of working with the MIDI connection. It's not very fast, but still alomost twice as fast as the standard serial port of a ST. For transferring files, I'd setup a ftp server on one machine and transfer the files with a ftp client from the other machine. Or http server on the ST and wget on the falcon. This may run overnight, so speed is not an issue anyway.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2172. Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 04:35:23 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42abbb88$1@news.broadpark.no>
Source record: 13098

I've finally gotten round to opening up my (early model) Mega STe
in order to find out what needs to be done and how. I've only
been able to find small bits of information here and there
(searching through "google groups" as well as the "Chips 'n'chips
X" HYPertext file and other documentation. Unfortunately it's
mostly in German which I'm not very good at (at least not
technical German), so I have some questions:

1) Adding a co-processor.
My machine has an empty PLCC type co-processor socket (UB-2,
found close to the 68000 processor) as well as an empty 20 pin
DIL socket (UB-1, found underneath the left flat-cables that
connects from the motherboard to the VME connector) which I've
figured out is for a PAL chip needed for the 68881 (and/or
68882?). Is this all that's needed?
It looks like (according to some documentation in the German
"Chips'n'Chips X" HYP file) that one or several wires may have to
be soldered between some chip pins, but I'm not sure.
I know that there isn't much software out there which supports
it, but I'm hoping that "X-alyzer" (a DX-7 editor/librarian from
C-Lab) which does some pretty processor-intensive stuff will take
advantage of it -I guess there's really no way to find out if it
will or not other than to actually try it out (C-Lab is long
gone, so there's no point in trying to ask them).

2) The ACSI host-adapter.
My SCSI drive works fine with it, but someone else with a Mega
STe wants to add a new drive and I told him there were some
specifics to the Mega STe which I can't quite remember.
I seem to recall something about having to terminate or NOT
having to terminate the drive connected to it, and only being
able to connect one SCSI device to it or something. Can someone
please fill me in?

3) DMA problems.
Some Mega STe machines had a problem with crackling audio etc. I
haven't really checked as I haven't used my machine much for
audio, but if I have a faulty chip I'd like to fix it anyway.
I had a hard time searching for the specifics on the web, but one
posting pointed me in what I hope is the right direction, as I
read the said (PLCC shaped) chip is found in location U-502 (to
the left of the memory SIMMs). Mine is marked as follows:

300588-001
(c)Atari 1988

-19
S9006

From what I read, the chip I have is one of the good, but old
GST shifter chips. Can someone confirm this, or do I need to
change it? If so, what number should I replace it with?

4) High-density floppy drive
My machine is one of the older ones which didn't come with a HD
disk drive, but I've since added one (a modified Sony MPF-520-1
which works great in DD mode), but alas the Mega STe hardware
doesn't support it out of the box. I believe I need to change a
pre-programmed PAL chip that came with newer Mega STe machines. I
am however unsure of exactly which chip I'm looking for. There's
some conflicting information going around. The said HYP manual
seems to mention UA-02 (which is found just in front of the power
supply), but a news posting mentions UA-10 which I found
underneath the power supply (you have to remove it to gain
access), close to the where the rear connectors are found. But I
think UA-02 is the right one as I've seen that reference several
places.
My UA-02 chip is a 20L8 marked as follows: C-301901-001
If I'm not mistaken, it needs to be replaced with another 20L8
marked: C-301901-002. Can anyone confirm this?

Trying to figure out the German information about this issue in
"Chips'n'chips X" it also seems like I have to solder a wire
between the mentioned PAL and the 68000 processor as follows:

UA-02 (20L8 PAL chip) U-7 (68000 processor)

Pin 32 Pin 19

Can anyone confirm this?
Also, does anyone have a pinout of the 68000 PLCC chip as it's
not that obvious where pin 1 is, and in which direction the
numbering continues.

5) DIP switch settings
There's an 8 pin DIP switch block on the front, right hand side
of the motherboard, close to the two TOS EPROMs. It's marked S-701.
According to "Chips'n'chips X", pins 1-6 are unused so it doesn't
matter how they're set, but pin 7 has to do with turning on or
off the "High density" format option in the TOS desktop
formatter. I know this from having messed around with an STe, and
it has nothing to do with actually being able to
read/write/format HD floppies, it just accesses an extra option
in TOS 2.06 (but doesn't really make sense to turn this option on
unless you actually have a fully working HD disk drive).
But I'm getting sidetracked....

I was wondering about the next switch (switch 8) which is for
turning on/off "DMA sound hardware". What on earth is this?

I believe that's about it for now. Anything else I should take a
look at now that I've opened up the Mega STe?

--
Hallvard

2173. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 10:47:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118573258.965572.307660@o13g2000cwo.googlegroups.com>
Source record: 13099

1) Not sure

2) Termination must be OFF and 1 drive only on a reasonably short
cable. Modifications can be made to the host adapter to allow 2 drives
though.

3) Not sure, I know mine doesnt have the problem. (If it aint broke
dont fix it?)

4&5) http://www.best-electronics-ca.com/custom-i.htm look for
"C301901".
Your WD1772 should be OK of its the 02-02 model, either that or you can
use an Ajax ($ OUCH). Some early MegaSTe's use the old WD1772 and need
this chip changing out. Also, I think that you need to be running Tos
2.06, Im not sure if 2.05 has the option to format HD disks. Leave the
dip-switch 7 ON. It doesnt matter if your hardware cant do it yet.
Don't know about the dip#8, never played with it.

Coda.

2174. Re: Harlequin.acc

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 10:52:32 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118573552.556327.235700@f14g2000cwb.googlegroups.com>
Source record: 13100

I recently bought Lattice C also, mainly because of the number of huge manuals that help me when im C coding (its not my first language). If I knew where to get Gnu C information to the detail that the Lattice manuals contain, I would be using it already.

Coda.

2175. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 12:35:23 UTC
From: charlesc <charles.copp@sympatico.ca>
Message-ID: <c_Vqe.774$Qr3.16295@news20.bellglobal.com>
Source record: 13101

```
well hello guys,hows things?
i may be able to assist :
i have afew atari "chips" ...various ones but never the less all good.
consists of :
---------------------------------
3 mmu
-----------------------------------
2 glue
-----------------------------------
2 floppy control(1 is 02-02 wd1772-ph for high dens format)
-------------------------------------------
2 dma
-----------------------------------------------
2 st/mega video shifter
--------------------------------
and 4 256 k simms frrom old ste upgrade.
-----------------------------------------------------
i shouldn't really target the forum for selling or buying ,
but this is definiently atari stuff.

so if interested email..
```

2176. Danny of Electronic Cow

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 13:38:22 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1118583502.141247.246280@g47g2000cwa.googlegroups.com>
Source record: 13102

Hi all,

Does anyone of you know how to get in touch with Danny from Electronic
Cow?
It seems like the email addresses listed at his website
(http://www.cow-net.co.uk/) does not work, appearantly due to a flooded
inbox.
I was in contact with Danny regarding Electronic Cow sources for The
Orphaned Projects Page a few years from now, but we never got things
settled.

Any help would be appreciated.

Thanks!

Regards,

/Joakim

www.ataricq.org
xaaes.atariforge.net
topp.atari-users.net

2177. Re: Harlequin.acc

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 13:49:27 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ZaGdnXZiuMr6oDHfRVnyhw@pipex.net>
Source record: 13103

In message <1118485769.996990.21950@g44g2000cwa.googlegroups.com>, smeg_007@hotmail.com said:

>Wasnt that a Hisoft App? If so, its probably still available for
>purchase at one or more of the existing Atari dealers.
>
>Could try Nick at 1632systems.co.uk

He did have one or more the last time I saw him.

And I can confirm that the calendar in Harly III works OK post 2000, though in common with all HiSoft applications the first digit of the year is displayed incorrectly, e.g. as '11/6/:5' (if you select D/M/Y - of course you have a M/D/Y option). And to ensure longer-term use: I have checked and after 2009 it becomes '11/6/;0' for 2010 :-) This only affects the fileselector, dialog boxes and the date in the Manager listing - the date is shown correctly as '11 June 2005' in its top panel (and the main dialog). I assume that your system clock is 2000-compliant, but in any case you can set any system date from 1980 up to 2079 in Harlekin's main dialog by clicking on the date and manipulating the arrows in the dialog this opens.

Regards, /Peter/

2178. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 14:26:19 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42ac460c@news.broadpark.no>
Source record: 13104

Coda wrote:

> 2) Termination must be OFF and 1 drive only on a reasonably short
> cable. Modifications can be made to the host adapter to allow 2 drives
> though.

Any *English* instructions on how to do this anywhere?
Not that I have any need for an additional drive, but who knows
later on....

OK: termination OFF, and SCSI ID 0 I assume? (I guess I can check
my existing drive for that). And parity is to be turned off if
the drive has that option as well, right?

> 3) Not sure, I know mine doesnt have the problem. (If it aint broke
> dont fix it?)

Too true, or... "if it ain't broke, don't break it" which is
often the case when you mess around with electronics ;-)

> 4&5) http://www.best-electronics-ca.com/custom-i.htm look for
> "C301901".

So you can indeed confirm that it is the UA-2 chip then?
Because as I said I found the one here to be marked as above, but
with the "-001" suffix.
Do you have HD disk drive support, and do you know what that chip
is marked as inside your machine?
I believe the UA-2 chip to look for is the one with the "-002"
suffix, but it would be nice to get this confirmed before I start
looking around for it, or order it from somewhere.

> Your WD1772 should be OK of its the 02-02 model, either that or you can
> use an Ajax ($ OUCH).

I already have one. Bought it years ago when I was worried that
it would disappear from the market.

> Some early MegaSTe's use the old WD1772 and need
> this chip changing out.

There's been discussions about this throughout the years, but
"02-02" suffix or not, I'm going to stick the AJAX in there since
I bought one for that purpose (actually I bought it for my STe,
but now that I have a Mega STe the choice is easy).

> Also, I think that you need to be running Tos
> 2.06,

Yup, already installed from when I bought it.

> Im not sure if 2.05 has the option to format HD disks. Leave the
> dip-switch 7 ON. It doesnt matter if your hardware cant do it yet.
> Don't know about the dip#8, never played with it.

It was switched off, probably a factory default setting for
machines without HD disk drive support, but I've switched it on now.
However, I've found the built-in formatting option in TOS to be
crap. I'd rather use Hcopy or something which does MSDOS
correctly to begin with.

Not sure what to do about the number 8 switch. It's currently
turned off.

--
Hallvard

2179. Re: Networking Questions

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 18:27:32 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <CvGdnbjpiL4G4zHfRVnyhw@eclipse.net.uk>
Source record: 13106

"Ekkehard Flessa" <Ekkehard_Flessa@wun.maus.de> wrote in message
news:200506120629.a51289@wun.maus.de...
> Hallo David!
>
>
> DW>I think you would just be able to transfer files. I don;t think there
> DW>is a routing module for MagicNET
>
> You're wrong. There is such a module, but not in the rather outdated
version
> available from Vassilis' homepage.
>
> It's also possible to map drives to the other machine, but somehow
limited. I
> was never able to use it as all of my drive letters are occupied ;-)
>
>
> DW>Not sure if there is still a copy of MIDI net. I expect MIDI is
> DW>hardwired at 32k Baud.
>
> MagiCNet is also capable of working with the MIDI connection. It's not
very
> fast, but still alomost twice as fast as the standard serial port of a ST.
> For transferring files, I'd setup a ftp server on one machine and transfer
the
> files with a ftp client from the other machine. Or http server on the ST
and
> wget on the falcon. This may run overnight, so speed is not an issue
anyway.
>

Before I had the EtherNec I used PARCP, made my own cable, very quick
registration is cheap...
Works like FTP...

>
> mit freundlichem Gru aus Ahornberg
> Ekkehard
>
>

2180. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 18:59:40 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118602780.589509.72180@z14g2000cwz.googlegroups.com>
Source record: 13107

http://atari4ever.free.fr/hardware/drives.html - look for SCSIMSTE.ZIP

I think whatever ID you set the drive to, its still 0, but I havent tried it myself. I did try a SCSI to IDE convertor on the Stacy (same host adapter as megaste) and it worked great with a 10gb IDE drive. No parity is used, but again you *can* modify the host adapter to do parity.

I havent got the time to open my machine tonight, but if UA02 has C301901-001 or C301901-002 written on it, that thats your baby. Being a PAL it may have a sticker on it, or it may be printed I cant remember.

I do have a HD drive in my MegaSTe. I had an Ajax on standby so I installed that when I got the HD drive assembly. I was curious so I put the 02-02 back in and it still worked fine, so I left it at that. As I have a working Falcon and TT, I am keeping the Ajax in the draw as a spare.

Coda.

2181. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 19:02:21 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118602941.775781.111100@o13g2000cwo.googlegroups.com>
Source record: 13108

Oh I forgot, if you dont have the MegaSTe's schematics, they available from my website www.janthomas.org.uk (which is hosted on the aforementioned TT).

Coda.

2182. EtherNEC, Elffel and Other goodies webpage

Newsgroup: comp.sys.atari.st
Date: 2005-06-12 22:51:43 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1118616702.15e556418db6099b4fc56f1f5802fb1a@teranews>
Source record: 13109

Hi all,

Some people have been asking me for information and pics of the
EtherNEC and Eiffel. I have put up a little page to have pictures,
prices and hopefully soon a FAQ or a forum for intallation hints and
tips for those devices as well as some other hardware stuff I'm
messing around with.

I apologize in advance for the large picture size and my crappy
camera. If you load the page, go get a cup of coffee and a sandwich
and come in a little bit. I will try to reduce them soon.

Heres the page:
http://fujiman.no-ip.com

If you have any questions, feel free to email me at
fujiman@(nospam)netzero.net.

Thanks
Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2183. JagFest UK 2005 Announced

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 08:33:24 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <d8jg9p$k53$1@gemini.csx.cam.ac.uk>
Source record: 13110

JagFest UK 2005

This years JagFest UK will be held on the 22nd and 23rd of October at the Medway Manor Hotel, Rochester, Kent, England.

I have been informed by Nick that The Hotel is under new management
and that while this has resulted in a small cost increase the rooms
are clean, painted and designed as function rooms and so we have
plenty of space and tables.
The cost for staying overnight is £30 (including breakfast) per person
per night, based on sharing a twin room as usual.

I am sure some of you have been awaiting this announcement for a while, life (and for some new life) along with the search for an alternate location has delayed proceedings a little but hopefully we are back on track now. For the moment there are a couple of minor changes from last year....

1)
Anyone bringing equipment must bring their own display (TV/Monitor). I know this will restrict some people from bringing equipment with them, but what's the point of doing so if there are no available displays to connect it to.

2)
As there are usually no Sunday Day visitors the tournaments for Sunday will start earlier than last year, exact timings are yet to be decided but don't be surprised to see a 9am start, although there may be scope for any early day visitors to fill any remaining slots.

Speaking of tournaments, the set-up will be the same as last year with up to two running simultaneously on both days so if anyone is considering running a tournament PM me with details at either the JagFest BBS or Atari Age.

Details of the booking arrangements and the cost of weekend passes/day tickets will be announced once the website is updated, keep an eye out for these and other announcements on the JagFest BBS at http://www.jagfest.org.uk/ and the Jaguar forum on Atari Age at www.atariage.com

Stephen Moss

2184. EtherNEC, Eiffel & Other Atari Stuff...

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 12:31:42 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1118665900.eb8c669dc2a2c856e55f00833ff08f5b@teranews>
Source record: 13111

Hi all,

Some people have been asking me for information and pics of the
EtherNEC and Eiffel. I have put up a little page to have pictures,
prices and hopefully soon a FAQ or a forum for intallation hints and
tips for those devices as well as some other hardware stuff I'm
messing around with.

Heres the page:
http://fujiman.no-ip.com

If you have any questions, feel free to email me at
fujiman@(nospam)netzero.net.

Thanks

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2185. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 14:10:00 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42ad93b6@news.broadpark.no>
Source record: 13112

Coda wrote:
> http://atari4ever.free.fr/hardware/drives.html - look for SCSIMSTE.ZIP

Got it. thanks!
Might come in handy for later.

> I think whatever ID you set the drive to, its still 0, but I havent
> tried it myself. I did try a SCSI to IDE convertor on the Stacy (same
> host adapter as megaste) and it worked great with a 10gb IDE drive. No
> parity is used, but again you *can* modify the host adapter to do
> parity.

OK, so for a stock, unmodified Mega STe, if for example you
install a new SCSI drive you should set it as follows:

a) SCSI termination *OFF* !!!!
b) SCSI ID 0
c) parity OFF

> I havent got the time to open my machine tonight, but if UA02 has
> C301901-001 or C301901-002 written on it, that thats your baby. Being a
> PAL it may have a sticker on it, or it may be printed I cant remember.

Yup, here's a picture I've taken of it:
http://home.c2i.net/w-460389/PAL_floppy_Mste.jpg
It's got the "-001" suffix.

> I do have a HD drive in my MegaSTe. I had an Ajax on standby so I
> installed that when I got the HD drive assembly. I was curious so I put
> the 02-02 back in and it still worked fine, so I left it at that. As I
> have a working Falcon and TT, I am keeping the Ajax in the draw as a
> spare.

Good to know.
I learnt something interesting from an electronics related
newsgroup today. It is indeed possible to copy PAL chips, unless
they're copy protected. Since spare parts for our machines are
hard to come by these days and will one day become totally
extinct, it would be an idea for someone with the proper
equipment to read the data from these chips so that new copies
can be made for other Atari users if needed.
I don't know about the copyright implications here, but since
Atari Mega STe machines are no longer produced or sold, and Atari
in its original form isn't around anymore either, surely nobody
can suffer from some enthusiasts taking steps to ensure the
survival of their machines?

--
Hallvard

2186. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 14:10:43 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42ad93e1$1@news.broadpark.no>
Source record: 13113

Coda wrote:

> Oh I forgot, if you dont have the MegaSTe's schematics, they available
> from my website www.janthomas.org.uk (which is hosted on the
> aforementioned TT).

Thanks, but I already downloaded those schematics a while ago, so
they're safely here on a CD-R of mine :-)

--
Hallvard

2187. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 14:19:31 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42ad95f1$1@news.broadpark.no>
Source record: 13114

Regarding the GST-shifter (location U-502 in the Mega STe) which
I've read is the cause of DMA problems discussed in many a
news-thread... here's a photo of mine (C300588-001):
http://home.c2i.net/w-460389/megaste_GSTshifter.jpg

Can anyone confirm if this particular chip is the malfunctioning
one, or the working one?
If not, how can I test it with software to find out?
I'm not sure how audio is supposed to sound on a Mega STe. We're
not exactly talking state of the art audio quality here
after all ;-)

--
Hallvard

2188. 68881 (or 68882) co-processor for Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 16:36:13 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42adb5fc@news.broadpark.no>
Source record: 13116

Having opened up my Mega STe, seeing what needs upgrading or not,
I noticed the empty co-processor socket (UB-4) and the empty
co-processor GAL socket (UB-1), which has made me wonder if I
should get a 68881.

I noticed that Best electronics has the 68881
(http://www.best-electronics-ca.com/custom-i.htm) but for a
price! US$ 50 !!!!

Is this chip really that expensive, or is it because it's hard to
find these days? As fas as I know, it's a standard chip made by
Motorola, and not a custom chip for the Mega STe, so it should be
available from other sources as well, but where?

Also, I've heard mention of the 68882 in Atari related
discussions, confusing me a bit: is the 68882 just another,
faster version of the 68881, which is possibly easier to find
than the 68881, or have I misunderstood?
Should I look for a 68881 or a 68882 for my Mega STe?

--
Hallvard

2189. Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 16:37:18 UTC
From: toothy_grin@theglaholts.net
Message-ID: <2Dire.6818$Ub4.5981@fe06.lga>
Source record: 13115

Good morrow to you all!

I am pleased to announce that I have been working on a new Atari ST STinG-based "Citadel"-type BBS. It is based on the original "Inner Sanctum"/STadel source code, but I've pretty much torn it down and completely re-worked the insides. The software will accept up to 24 Telnet concurrent connections through STinG, and will work best with an ethernet static IP connection. It will work on any model ST, but it requires 4MB RAM and at least 10 MB hard drive space.

The software is coming along smoothly: user accounts, rooms, and the message base are all working and just require some stress-testing to ensure their structures are solid. I'm currently hoping for an August 1 launch date, but a beta version of the software will be up and available sometime before then.

For more information and updated progress, hit the web site at http://www.coldwinterknights.net

2190. minigame competition

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 17:53:01 UTC
From: robones <robones@rgtec.net>
Message-ID: <42adc7fd_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 13117

```
hey all
if anyone's interested in writing a minigame for a 'just for fun' basis,
pop over to http://ffd2.com/minigame/ all platforms are welcome, in 8,16
and 32bits
```

2191. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 17:56:45 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118685405.485325.178490@g49g2000cwa.googlegroups.com>
Source record: 13118

```
-----------------------------------------
a) SCSI termination *OFF* !!!!
b) SCSI ID 0
c) parity OFF
-----------------------------------------

yep basically.

-----------------------------------------
newsgroup today. It is indeed possible to copy PAL chips, unless
they're copy protected. Since spare parts for our machines are
-----------------------------------------

I think youll find that they are. However someone somewhere may have
the listing.

Coda.
```

2192. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 18:01:11 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42adc9e5$1@news.broadpark.no>
Source record: 13119

Hallvard Tangeraas wrote:

> Trying to figure out the German information about this issue in
> "Chips'n'chips X" it also seems like I have to solder a wire
> between the mentioned PAL and the 68000 processor as follows:
>
> UA-02 (20L8 PAL chip) U-7 (68000 processor)
> ---
> Pin 32 Pin 19

Oops! My mistake.
The pin numbers are supposed to be opposite, so this would be the
correct setup:

UA-02 (20L8 PAL chip) U-7 (68000 processor)

Pin 19 Pin 32

I would still like to have all of this verified though. Anyone
reading this who's upgraded an old model Mega STe to allow for HD
disk drive support?

--
Hallvard

2193. Re: JagFest UK 2005 Announced

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 19:05:28 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118689528.497072.321010@z14g2000cwz.googlegroups.com>
Source record: 13120

Great.

2194. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-13 23:43:39 UTC
From: leaver@alpha.com.au
Message-ID: <42ae1a2b@news.alphalink.com.au>
Source record: 13121

On 13 Jun 2005 18:36:13 , Hallvard Tangeraas wrote:

>
>Also, I've heard mention of the 68882 in Atari related
>discussions, confusing me a bit: is the 68882 just another,
>faster version of the 68881, which is possibly easier to find
>than the 68881, or have I misunderstood?
>Should I look for a 68881 or a 68882 for my Mega STe?

In co-processor mode in a TT or Falcon the 68882 and 68881 are identical apart from speed, but in memory-mapped mode as in the MSTe they are not. Programs written in Pure C or Pure Pascal which try to use the fpu will hang on an MSTe with 68882 because the 68000 waits forever for a response which the 68882 is not going to send. However such programs can be patched to make them work with a 68882.

It is possible to write code which will work on both chips. Lattice C programs do.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

2195. Logic v2.5 for Atari STe

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 05:10:15 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <h5psa1he9rpmu6og2l4dgam1q9ufhinipi@4ax.com>
Source record: 13122

Hi NG

My original disk containing Emagicï¿½s Logic v2.5 for Atari is broken -
and the old Conner harddisk in my STacy is broken too!

I have scorched 100ï¿½s of disks to find a security copy, but "no dice".
I have contacted Emagic (Apple) who does not support Atari platform
anylonger (No surprise!)

Can any kind regular reader of this group please pack the content of
the original program disk and send it to fedder@webhiker.dk, as i am
trying to recapture all the songs we did back in the 80ï¿½s and 90ï¿½s?

Needlees to say i have the original LOG3 key!

TIA
Peter Hjorth Feddersen, Denmark

2196. Re: How to configure aranym/Linux?

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 08:35:33 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <pan.2005.06.14.08.35.31.988736@gmx.de>
Source record: 13123

Hi Johan,

>>Why isn't there a html Documentation at http://aranym.sourceforge.net/ ?
> You'd have to ask whoever is responsible for the web page, but I suppose
> it doesn't make much sense when you get it in the installation package,
> anyway.
Meanwhile I have read the Patrice Mandin's aranym doc, but did not
understand the chapter about hard disk images completely.

> Then download EmuTOS and the AFROS disk image (or even the live CD,
> which will boot directly into ARAnyM).
Yes, I did so and now I want to replace EmuTOS with TOS404.

> Changing to TOS404 (if you already own a copy) later is really simple.
I don't get the trick with TOS 404. It does not recognize the hard disk
image file from afros.zip. Must I create an image file with aranym and
then format it? I wasn't able to format the file with Atari's utility AHDI
6 (system function "format track" doesn't work with aranym). What is to do
now? Can anyone send me an image file as *.zip with 10 .. 20 MB size that
is formatted as C: in Atari compatible way? Please help!
To be correct I do not "own" TOS 404. I have downloaded it
from the WWW page with the Atari system images that is linked to from the
aranym homepage. This doesn't appear as a betrayal to me because I don't
know anyone who sells TOS 404.

>>If aranym is not sufficient for me, I will install MagicMac in the
>>Basilisk environment to use Atari programs on my Linux PC. The
>>installation of Basilisk II and MacOS 7.6 was comparatively simple with
>>the excellent setup program.
> Please, go ahead. If you already own MagicMac and its speed and features
> cover your needs, why not use it?
I own MagicMac but gave up the idea with Basilisk because I'm not able to
print with it.

regards, Ludwig

2197. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 10:44:53 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42aeb527@news.broadpark.no>
Source record: 13124

David Leaver wrote:
> On 13 Jun 2005 18:36:13 , Hallvard Tangeraas wrote:

>>Should I look for a 68881 or a 68882 for my Mega STe?
>
> In co-processor mode in a TT or Falcon the 68882 and 68881 are
> identical apart from speed, but in memory-mapped mode as in the MSTe
> they are not. Programs written in Pure C or Pure Pascal which try to
> use the fpu will hang on an MSTe with 68882 because the 68000 waits
> forever for a response which the 68882 is not going to send. However
> such programs can be patched to make them work with a 68882.
>
> It is possible to write code which will work on both chips. Lattice C
> programs do.

Thanks for clearing that up.
So I should really get hold of a 68881 then.
There's a particular program I have which I'm wondering works
better with math co-processor installed. It's called "X-alyzer"
by C-Lab (later Emagic, now Apple) and is a Yamaha DX-7
synthesizer editor. I don't think the program is very widespread,
so in case nobody here knows -is there a way to test if a certain
program utilizes the co-processor?
Alternatively, I'll probably just have to take my chances and
install a 68881/accompanying PAL chip and see what happens.

Are 68881 chips hard to find? I guess I could look for a used
one, but then I'd need the exact specs. Apart from being a PLCC
shaped 68 pin chip, what else should I keep in mind?

--
Hallvard

2198. Re: Logic v2.5 for Atari STe

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 10:49:35 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42aeb641$1@news.broadpark.no>
Source record: 13125

The Ox That Rocks wrote:

> Hi NG
>
> My original disk containing Emagicï¿½s Logic v2.5 for Atari is broken -
> and the old Conner harddisk in my STacy is broken too!

> Can any kind regular reader of this group please pack the content of
> the original program disk

No problem. A bit off-topic from the rest of the Emagic software
I've uploaded (I run the Notator mailing list: www.notator.org),
but since I have Notator Logic myself and had a hard time finding
the final version I've made it available to anyone else by
placing it here:

ftp://gem.win.co.nz/hall/midi/sequencer/logic/

PS. Read the text file there first. It'll tell you what you need
to download.

--
Hallvard

2199. Mega STe memory expansion (beyond 4 Mbytes)

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 12:11:01 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42aec956$1@news.broadpark.no>
Source record: 13126

Getting back to the memory expansion discussions (I can't remember which threads though)....

I really want to put in more than 4 Mbytes of RAM in my Mega STe, and I believe I read that several people in this group were involved in something like that. Egon Spengler in this group is someone I was in touch with who almost had something working as far as I know, but unfortunately I lost touch with him (has anyone else heard from him lately?).

I know most memory expansion boards plug into the 68000 processor in some way, but I'm also looking into getting hold of an IDE board of some sort (so I can use a modern, quiet laptop 2.5" drive instead of continuing to use my old and noisy 3.5" SCSI drive), so adding a memory expansion board on top of that would probably prove to be difficult.

Is using the VME bus a viable option?

Anyway I'd like to hear from others who are interested in and/or are involved in designing/building something like this. I believe I'm not the only one looking for more memory than the maximum 4 Mbytes.

--
Hallvard

2200. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 12:15:40 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42aef4b872a7d0@adelphia.net>
Source record: 13132

Hallvard,
I recently bought a 68882 co-processor for a Falcon project that me and Mark D had going on. He took this 68882 co-processor and boosted it from its stock rating of 33 mhz to a level of 50 mhz. This is felt in benchmarks such as zBench and Kronos. The result is substantial going from the stock setting of 16 mhz to 50 mhz. yielded quite an amazing difference. I hope to have benchmarks on the web of this falcon soon. But Mark D. also did some other amazing overclocking features. He took the Videl to 40 mhz and the CPU to 20 mhz. the DSP is clocked at 50 mhz and the FPU is clocked at 50 mhz for now. I have added on to this computer my Eclipse Graphic Card and I now am able to play a 128 kbit/sec MP3 with 40 percent average CPU load. 160 kbit/sec averages around 45 percent. Well worth the money I will be paying, for this improvement. But to answer your question. The 68882 is from what I have heard 2 to 4 times faster and is exactly the same as the 68881 in every way except for processing power. I personally would opt for the 68882, it should be easier to find and mine actually cost 16 dollars shipped to my house. I bought mine from a place called Vintage Fun World. the URL is http://www.vintagefunworld.com/default.asp I sent the guy a check on Saturday and had my 68882 on Thursday. I went to his web page and seen he does not have them listed under the Amiga or Atari ST anymore but you may wish to e-mail him. Also do a search on the web. I found that e-cost.com has them for around 22 dollars for a 68882 at 33 mhz. Remember the faster the speed of the FPU if you decided to overclock the FPU the more likely you would be successful at doing this with a higher clocked FPU from the factory. Generally you can go 2 to 2.5 times faster than the rated speed of the FPU. Visit this web page for speed up mods. http://www.atari.nvg.org goto hardware then under Falcon there is a FPU accelerator. I would not do this to a Mega STe unless someone here could verify that the modification would work on a Mega Ste.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache

4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

2201. Re: Mega STe memory expansion (beyond 4 Mbytes)

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 12:52:48 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118753568.602771.305380@o13g2000cwo.googlegroups.com>
Source record: 13127

I beleive that the answer lies in the existing ST/e memory expansion projects that take a bog standard ST up to 10 or 14mb. No you will not be able to use the VME port. More likely that you will have to hand solder a SIMM socket to the CPU/Glue/DMA ICs, and add some logic of your own (or the machine will bus error if you try to address more than 4mb ram whether it exists or not)

As for the IDE drive, why not get yourself a SCSI to IDE convertor and use a quiet 3.5 IDE? I have done this in my TT, and it works perfectly.

Coda.

2202. Re: Logic v2.5 for Atari STe

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 12:57:01 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <pneta1lpffjl2c6nm4v5duavl0r5nb7fp8@4ax.com>
Source record: 13128

Already received by Charles from Canada!

Thanks a lot!

Peter

2203. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 13:01:07 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118754067.397690.78990@g47g2000cwa.googlegroups.com>
Source record: 13129

I think thats it, just a 68881 in a 68pin PLCC. Speed will not be important.

As far as working out if a program requires a copro - the only way I can think of other than reading the manual is to open the program with MonST and look for some FPU specific instructions, but this is probably a bit much for most people.

Coda.

2204. Re: Logic v2.5 for Atari STe

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 15:02:14 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42aef177@news.broadpark.no>
Source record: 13130

The Ox That Rocks wrote:

> Already received by Charles from Canada!

OK.
For anyone else interested -the files will still be there and can
be freely downloaded any time.

Note: these are NOT pirated copies of Notator Logic. I put them
up there because you need the original Log-3 hardware dongle to
be able to use it. You'll be wasting your time if you try to run
the software without it.

--
Hallvard

2205. ARE YOU READY TO BE RICH TODAY ?????!!!! COOOOOOL !!

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 15:52:37 UTC
From: amolaahh@hotmail.com
Message-ID: <48037a00.0506140752.42a356a8@posting.google.com>
Source record: 13131

START MAKING MONEY TODAY !!!!!!!!!! COOOOOOOOOOL !!!!!!!!!!
1. Make 800,000$ in 3months!! EASY!!!
Dear Friends: Greetings: I am a retired attorney. A few years ago a man came to me with a letter. He asked me to verify the fact that this was legal to do. I told him I would review it and get back to him. When I first read the letter my client brought me, I thought it was some "off-the-wall" idea to make money. A week and a half later we met in my office to discuss the issue. I told him the letter he originally brought me was not 100% legal. My client then asked me to alter it to make it perfectly legal. I asked him to make one small change in the letter. I was still curious about the letter, so he explained to me how it works. I thought it seemed like a long shot, so I decided against participating. But before my client left, I asked him to keep me updated on his results. About two months later, he called me to tell me he had received over $800,000 in cash. I didn't believe him, so he asked me to try this idea and find out for myself. I thought about it for a couple of days and decided I really didn't have anything to lose, so I asked him for a copy of the letters. I followed the instructions exactly, mailed 200 copies, and sure enough, the money started coming in! It arrived slowly at first, but coming. I kept a precise record of the earnings, and in the end, it totaled $978,493! I could hardly believe it. I met with my friend for lunch to find out exactly how it worked. He told me there are quite a few similar letters around, but this one is different because there are six names at the end of the letter, not five like some others. This fact alone results in your name being in far more returns. The other fact was the help I gave him, making sure the whole thing was legal, since no one wants to take the risk of doing something illegal.
: By now you are surely curious to know what small changes to make. If you sent a letter like this one out, in order to be completely legal, you must actually sell something in order to receive a dollar in return. So when you send a dollar to each of the names on the list, you must include these words, "PLEASE PUT ME ON YOUR MAILING LIST" and include your name and address. This is the key to the program. The item you will receive for the dollar you sent to the six people below is the letter.
: At the time I first tried this idea, I was earning a good living as a lawyer. But everyone in the legal profession will tell you there is a lot of stress that comes with the job. I told myself if things worked out, I would retired from my practice and play golf. I decided to try the letter again, but this time I sent 500 copies. Three months later , I had totaled $2,341,178!
: Here are a few reasons a person might give for not trying this program: ï¿½ Some people think they can never make a lot of money with

anything this simple. ï¿½ Some are afraid they will be ridiculed for trying ï¿½ Some dream of large sums of money, but do nothing to actually achieve it. ï¿½ Some are just plain lazy. ï¿½ Some are afraid of losing their investment. They think this program is designed to beat them out of a few dollars.
: The system works if you will just try it. But you must follow the simple instructions exactly, and in less than three months, you will receive $800,000 GUARANTEED! Keep what you are doing to yourself for awhile. Many will tell you it won`t work and will try to talk you out of your dreams. Let them know of your success after it works.
: LETTERS FROM PARTICIPANTS IN THIS PROGRAM:
: My name is David Rhodes. In 1992 my car was repossessed and bill collectors were housing my. I was laid off and my unemployment ran out. In October of 1992, I received a letter telling me how to earn $800,000 anytime I wanted. Of course, I was skeptical. But because I was so desperate and virtually had nothing to lose, I gave it a try. In January 1993, my family and I went on a 10-day cruise. The next month I bought a brand new Mercedes with cash! I am currently building a home in Virginia and I will never have to work again. This money program really works perfectly every time. I have never failed to receive less than $500,000. This is a legitimate, money-making opportunity. It does not require you to sell anything or to come in contact with people. And , best of all, you only leave the house to mail the letters. If you have always believed that someday you would get the lucky break, then simply follow the instructions and make dreams come true.
: Larry McMahon, Norfolk, VA Six months ago, I received this letter and ignored it. Five more came within a period of time and I ignored them also. I was tempted, but I was convinced that they were just a Hoax. After three weeks of deliberating, I decided to give it a try (not expecting much). Two weeks went by and nothing happened. The fourth week was unbelievable! I cant say I received $800,000 but I received $400,000. For the first time in years, I am debt free. I am doing this again, only this time starting with 500 post. I strongly recommend that you follow the instructions exactly as outlined in this letter.
: INSTRUCTIONS
1. Immediately send $1.00 to each of the six people on the list at the end of this letter. Wrap the dollar bill in a note saying " Please add me to your mailing list" and include your name and address.
: 2. Copy this letter. You do not have to type it 200 times. Simply place your cursor at the top of the page, hold it and drag it all the way down to the end of the letter. Then click on "edit" and select "copy". Now open up a notepad file on your computer and put the cursor at the top of the page in the notepad, click on 'edit' and then select 'paste' it will copy the letter for you onto your computer.
: 3. Remove the name next to the #1 on the list and move the rest of the names up one position (#2 becomes #1, #3 becomes #2, etc.....) Then place your name in the #6 position. Then save it, make sure it is saved as a txt. file.
: 4. When you have completed the instructions, take this letter and then go to (Google,Yahoo,...) and type in (Making Money Massege

board,or post massege,...)and start posting your copy to 200 message boards,or more this is only the minimum, you can post as much as you like...The more copies you send the better the results. Keep a copy of this letter so you can use it a second time. Post it out again in six months, but Post it with the addresses you receive with each dollar. It will work better the second time. NOTE: This service is 100% legal - (Refer to title 18 section 1302 of the U.S. Postal & lottery laws)
: How does it work? When you send out 200 Posts, it is estimated that at least 15 people will respond and send you a $1.00. ($15.00) Those 15 will Post 200 Posts each and 225 people send you $1.00 ($225.00) Those 225 people Post 200 Posts each and 3,375 people send you $1.00 ($3,375.00) Those 3,375 post 200 posts each and 759,375 people send you $1.00 ($759,375.00) At this point your name drops off the list, but so far you have received $813,615.00. P.S. When your money begins to come in, give the first 10% to charity with spirit and share a good fortune!
: important tip - Cover money by paper fully by which it can not been seen in light , because postal employees do some cheat some times....ok
1. Manal Qutob 1100CAVEN ST unit 612, MISSISSAUGA, ONTARIO L5G 4N3, CANADA

2. Munira Ali ï¿½ SAUDI ARABIA P.O.Box : 65085 ï¿½ Riyadh : 11556

3. Abdullah H. Saudi Arabia P.O.BOX 58097 - RIYADH 11594
4. Omar Ali Mohammed P.O.BOX 17566 -KALBA.UAE
5. Hamdan Moh. SAUDI ARABIA P.O.Box : 65084 ï¿½ Riyadh : 11556
6. wajdi a.aziz- SAUDI ARABIA P.O.Box 18456 Jeddah 21415

2206. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 18:08:40 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42af475c47bbcd0@adelphia.net>
Source record: 13135

Coda,
I am not sure on that. I would have to ask Mark D to be sure on that.
We got the Falcon modifications off from that web page I put on the
previous post. http://www.atari.nvg.org click on hardware then there are
links to a FPU, DSP, BUS/CPU accelerators as well as a screenblaster mod
they called it. All I know is that we used 2 40 mhz clocks and 2 50 mhz
clocks. According to Mark he tested my 33 mhz at 64 mhz and 66 mhz and I
believe the FPU oscillator got pretty HOT. Is this normal for this type of
MOD?? What is acceptable temperature for such an FPU and more to the point
what is acceptable temperature for the oscillator itself to run??

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

2207. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 21:44:51 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d8nj4j$20t$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13133

Hi Bill

Much respect!!

> I am pleased to announce that I have been working on a new Atari ST
> STinG-based "Citadel"-type BBS. It is based on the original "Inner
> Sanctum"/STadel source code, but I've pretty much torn it down and
> completely re-worked the insides. The software will accept up to 24
> Telnet concurrent connections through STinG, and will work best with
> an ethernet static IP connection. It will work on any model ST, but
> it requires 4MB RAM and at least 10 MB hard drive space.
>
> The software is coming along smoothly: user accounts, rooms, and the
> message base are all working and just require some stress-testing to
> ensure their structures are solid. I'm currently hoping for an
> August 1 launch date, but a beta version of the software will be
> up and available sometime before then.
>
> For more information and updated progress, hit the web site at
> http://www.coldwinterknights.net

--

Regards from STEve & his nice warm cosy PAK d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2208. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-14 22:45:52 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118789152.691059.170460@g44g2000cwa.googlegroups.com>
Source record: 13134

My Falcon's 68882 is a 25mhz part, and is clocked at 66mhz.

Just to clear something up, your videl is not clocked at 40mhz, but you have added a 40mhz clock to it so that it can display at higher frequencys. There is a 25 (for VGA) and a 32 (for RGB) clock as standard, and the option to add an external clock (usually through the monitor port hence screenblaster et al), but it can instead be soldered directly to the Videl. Some people cut the 32mhz RGB clock and put a 40 or 50 there, and some people just add the clock to the aforementioned external input. Which way is yours done?

Coda.

2209. Re: 68881 (or 68882) co-processor for M

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 02:20:19 UTC
From: leaver@alpha.com.au
Message-ID: <42af9063@news.alphalink.com.au>
Source record: 13136

On 14 Jun 2005 06:01:07 , "Coda" wrote:
>I think thats it, just a 68881 in a 68pin PLCC. Speed will not be
>important.
>
>As far as working out if a program requires a copro - the only way I
>can think of other than reading the manual is to open the program with
>MonST and look for some FPU specific instructions, but this is probably
>a bit much for most people.
>
>Coda.

FPU instructions would suggest co-processor mode. In memory-mapped mode they appear in 68000 instructions as immediate data, so it's unlikely that a disassembler would find them. You need to check for references to the addresses of the 68881/2 registers.

Pure C checks for a memory-mapped fpu by grabbing the bus-error vector and trying to write to the fpu. If no bus error, it's there. This test doesn't distinguish between 68881 and 68882.

I shouldn't have said that the two chips are identical in co-processor mode. For instance, they dump different stuff to the stack when interrupted but this affects only people doing hairy things in assembly language.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

2210. Re: 68881 (or 68882) co-processor for M

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 02:31:55 UTC
From: leaver@alphalink.com.au
Message-ID: <42af931b@news.alphalink.com.au>
Source record: 13137

On 14 Jun 2005 12:44:53 , Hallvard Tangeraas wrote:
>David Leaver wrote:
>> On 13 Jun 2005 18:36:13 , Hallvard Tangeraas wrote:
>
>>>Should I look for a 68881 or a 68882 for my Mega STe?
>>
>> In co-processor mode in a TT or Falcon the 68882 and 68881 are

(snip)
>
>Thanks for clearing that up.
>So I should really get hold of a 68881 then.

I have a 68882 in my MSTe and haven't met any insuperable problems.
For example, C libraries compiled with Lattice for HighWire work.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

2211. 4.2 Gig Baracuda Hard Drives on Falcons

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 07:43:27 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <YTQre.88757$lQ3.65823@bignews5.bellsouth.net>
Source record: 13138

I just picked up a lot of Seagate Baracudda 4.2 Gig Hard Drives.

I had intended to use this on my Falcons for D2D recording and etc.

Looking at the connection on these drives, they have a 68 pin Female
connector similar to the SCSI Port on the Falcon.

Of course the Falcon has a 50 pin SCSI connector.

My Question is, Are there ready to use cables I can get to directly
connect
these drives to my Falcon?

And are there cables I can get to daisy chain at least 2 maybe 3 of
these drives
and then connect them to the Falcon.

When I bought these, I was under the impression they were 50 pin, but
actually they
are 68 pin Female. Connector looks just like the Falcon except for the
extra female
connectors.

I normal use actual 50pin scsi drives with ribbion cables to daisy
chain.

Anyone had any experience with these 68 pin SCSI drives?

If cables are not available, Is there a device to connect to the drives
to make them
50 pin compatible?

I though I'd ask here first to see if anyone has experience with these
types of drives
before going somewhere else. I got a good deal on these and would be
worth the
extra cables or etc if they will work correctly.

phantomm@bellsouth.net

2212. Re: 4.2 Gig Baracuda Hard Drives on Falcons

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 07:53:34 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <08Rre.88286$yV4.23464@okepread03>
Source record: 13139

There is a 50-68 pin converter you can buy, it's actually not a big deal.

Thomas

"Phantom" <phantomm@bellsouth.net> wrote in message
news:YTQre.88757$lQ3.65823@bignews5.bellsouth.net...
>
> I just picked up a lot of Seagate Baracudda 4.2 Gig Hard Drives.
>
> I had intended to use this on my Falcons for D2D recording and etc.
>
> Looking at the connection on these drives, they have a 68 pin Female
> connector similar to the SCSI Port on the Falcon.
>
> Of course the Falcon has a 50 pin SCSI connector.
>
> My Question is, Are there ready to use cables I can get to directly
> connect
> these drives to my Falcon?
>
> And are there cables I can get to daisy chain at least 2 maybe 3 of these
> drives
> and then connect them to the Falcon.
>
> When I bought these, I was under the impression they were 50 pin, but
> actually they
> are 68 pin Female. Connector looks just like the Falcon except for the
> extra female
> connectors.
>
> I normal use actual 50pin scsi drives with ribbion cables to daisy chain.
>
> Anyone had any experience with these 68 pin SCSI drives?
>
> If cables are not available, Is there a device to connect to the drives to
> make them
> 50 pin compatible?
>
> I though I'd ask here first to see if anyone has experience with these
> types of drives
> before going somewhere else. I got a good deal on these and would be worth
> the
> extra cables or etc if they will work correctly.
>
> phantomm@bellsouth.net

>
>
>

2213. Re: 4.2 Gig Baracuda Hard Drives on Falcons

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 09:13:48 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <IcSre.89458$lQ3.35344@bignews5.bellsouth.net>
Source record: 13140

Thanks for the Info.

I thought there should be something available for these.

I believe these are SCSI III drives, IIRC.

I really could use a case or two already setup to handle these types of
drives. Anyone have one or more for sale?

If not, I'll check other sources...

I have 10 of these drives, not sure I can use them all.
I will be using at least 6 of em on Falcons.

Will these also work with a ICD Link 2 with an adapter?

My Mega STe could use one inside, Anyone know if it will work on the
MegaSTe with stock MegaSTE hard drive setup, If I get a adapter or does
the
MegaSTe require a different type of internal hard drive?

Also, a good source for the 50-68 pin adapter would help as I will
probably
need at least 10 of em.

phantomm@bellsouth.net

"Docrotcod" <rahbart@cox.net> wrote in message
news:08Rre.88286$yV4.23464@okepread03...
> There is a 50-68 pin converter you can buy, it's actually not a big
> deal.
>
> Thomas
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:YTQre.88757$lQ3.65823@bignews5.bellsouth.net...
>>
>> I just picked up a lot of Seagate Baracudda 4.2 Gig Hard Drives.
>>
>> I had intended to use these on my Falcons for D2D recording and etc.
>>
>> Looking at the connection on these drives, they have a 68 pin Female
>> connector similar to the SCSI Port on the Falcon.
>>
>> Of course the Falcon has a 50 pin SCSI connector.
>>
>> My Question is, Are there ready to use cables I can get to directly

>> connect
>> these drives to my Falcon?
>>
>> And are there cables I can get to daisy chain at least 2 maybe 3 of
>> these drives
>> and then connect them to the Falcon.
>>
>> When I bought these, I was under the impression they were 50 pin, but
>> actually they
>> are 68 pin Female. Connector looks just like the Falcon except for
>> the extra female
>> connectors.
>>
>> I normal use actual 50pin scsi drives with ribbion cables to daisy
>> chain.
>>
>> Anyone had any experience with these 68 pin SCSI drives?
>>
>> If cables are not available, Is there a device to connect to the
>> drives to make them
>> 50 pin compatible?
>>
>> I though I'd ask here first to see if anyone has experience with
>> these types of drives
>> before going somewhere else. I got a good deal on these and would be
>> worth the
>> extra cables or etc if they will work correctly.
>>
>> phantomm@bellsouth.net
>>
>>
>>
>
>

2214. Reading non Atari Hard Drives on Ataris

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 09:22:30 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <PkSre.89526$IQ3.5639@bignews5.bellsouth.net>
Source record: 13141

Got a question about hard drives.

If I had a hard drive that came from a Windoze machine or other computer using
a differnet OS other than Atari OS's.

Is there any way possible to read any data on the drives before partitioning them on
a Falcon?

I have various PC hardware cards such as FalconSpeed and a Vortex 386 board in
my MegaSTe. Although I know the partition limits are smaller using these.

Anyone tried to do this?

phantomm@bellsouth.net

2215. A few items I'm in the market for

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 09:36:47 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <cySre.89638$IQ3.60305@bignews5.bellsouth.net>
Source record: 13142

Need a few good 68882 FPUs for a few Falcons.

I have the 16mhz ones, need 33mhz or higher.

Also, would a 68882 FPU 16mhz out of a Falcon work well in
a MegaSTE? Or should I get a faster one?

Also need a Math Co-processor for a ATonce 386SX board in my
MegaSTe. Anyone have a suitable one?

Also still in the market for broken Falcons and related hardware
and upgrades.

Also looking for external CDROM cases with/without the CDROM drive.

Also need a SpartaDos X cart and manual.

E-mail me if ya happen to have any of above for sale/trade.

phantomm@bellsouth.net

2216. Re: 4.2 Gig Baracuda Hard Drives on Falcons

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 09:49:51 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3habtvFg36kdU1@individual.net>
Source record: 13143

Phantom wrote:

> My Mega STe could use one inside, Anyone know if it will work on the
> MegaSTe with stock MegaSTE hard drive setup, If I get a adapter or does
> the
> MegaSTe require a different type of internal hard drive?

It might work, but with the MegaSTE's host adapter you will not be able
to access more than 1 GByte. For more you need an ICD-compatible adapter
like the LINK96/97.

--

Dr. Uwe Seimet http://www.seimet.de

2217. Re: Reading non Atari Hard Drives on Ataris

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 09:51:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3hac0vFg36kdU2@individual.net>
Source record: 13144

Phantom wrote:

> Is there any way possible to read any data on the drives before
> partitioning them on
> a Falcon?

Provided that there are FAT-compatible partitions (i.e. FAT16 or FAT32,
but no NTFS) on this drive you should be able to access them using
HDDRIVER and MiNT or MagiC.

--

Dr. Uwe Seimet http://www.seimet.de

2218. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 12:02:06 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118835298.094008.215130@f14g2000cwb.googlegroups.com>
Source record: 13145

Ok, the DIY screenblaster method is done by putting a clock on the external videl input. Your 25 and 32mhz clocks should be intact - unless your bus has been accelerated (by changing the 32mhz master clock) which also affects the 32mhz RGB as its derived from the master. The 25mhz clock is seperately sourced so it isnt affected.

My 25mhz part gets reasonably warm at 66mhz, but arithmetic tests show that its working OK. I believe a popular phrase in the US is 'YMMV' :-)

If its too hot to touch, then its definately too hot!!! Other than that, run some FPU tests, and keep your finger on it, or use a suitable thermometer. If you start getting math errors then drop the speed.

If your oscillator is getting hot its probably running at too high a voltage. Did you take the +5v from an IC or one end of a capacitor? When I overclocked my DSP the first time (following instructions at atari.nvg.org), I took a metering off one end of the cap thats suggested (C121) and it was 9V! This was during investigation after the DSP stopped working (and the computer wont boot if that happens). I then found that the oscillator had died. I later took the supply from one leg of an IC and changed the osc.

Coda.

2219. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 13:20:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.15.13.20.54.27600@charter.net>
Source record: 13146

On Tue, 14 Jun 2005 16:15:40 +0400, Carey Christenson wrote:

> Hallvard,
> I recently bought a 68882 co-processor for a Falcon project that me and
> Mark D had going on. He took this 68882 co-processor and boosted it from
> its stock rating of 33 mhz to a level of 50 mhz. This is felt in benchmarks
> such as zBench and Kronos. The result is substantial going from the stock
> setting of 16 mhz to 50 mhz. yielded quite an amazing difference. I hope to
> have benchmarks on the web of this falcon soon. But Mark D. also did some other
> amazing overclocking features. He took the Videl to 40 mhz and the CPU to 20 mhz.
> the DSP is clocked at 50 mhz and the FPU is clocked at 50 mhz for now. I have
> added on to this computer my Eclipse Graphic Card and I now am able to play a
> 128 kbit/sec MP3 with 40 percent average CPU load. 160 kbit/sec averages around
> 45 percent. Well worth the money I will be paying, for this improvement. But
> to answer your question. The 68882 is from what I have heard 2 to 4 times
> faster and is exactly the same as the 68881 in every way except for processing
> power. I personally would opt for the 68882, it should be easier to find and
> mine actually cost 16 dollars shipped to my house. I bought mine from a place
> called Vintage Fun World. the URL is http://www.vintagefunworld.com/default.asp
> I sent the guy a check on Saturday and had my 68882 on Thursday. I went to his
> web page and seen he does not have them listed under the Amiga or Atari ST
> anymore but you may wish to e-mail him. Also do a search on the web. I found
> that e-cost.com has them for around 22 dollars for a 68882 at 33 mhz. Remember
> the faster the speed of the FPU if you decided to overclock the FPU the more
> likely you would be successful at doing this with a higher clocked FPU from the
> factory. Generally you can go 2 to 2.5 times faster than the rated speed of the
> FPU. Visit this web page for speed up mods. http://www.atari.nvg.org goto
> hardware then under Falcon there is a FPU accelerator. I would not do this to
> a Mega STe unless someone here could verify that the modification would work
> on a Mega Ste.
>
> Thanks,

Carey, I'm confused. This 68882 work was done on your CT60'ed Falcon? I
thought the math coprocessor was null and void on CT60 Falcons, unless you
switched back into '030 mode?

Thanks!

2220. Re: 4.2 Gig Baracuda Hard Drives on Falcons

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 15:23:02 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gy7j26.1m9clcg1qjbsdgN%rs.death_of_spam.mac@t-online.de>
Source record: 13147

Uwe Seimet <Uwe.Seimet@seimet.de> wrote:

> to access more than 1 GByte. For more you need an ICD-compatible adapter
> like the LINK96/97.

For more you need an AHDI-compatible adapter like LINK96/97 ;)

--
-= DOIT-Hardware FAQs =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2221. Non compilation ST games?

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 15:38:51 UTC
From: Eastern Seaboard <zest@cillitbang.com>
Message-ID: <5qi0b1dn29csm3mqbdalr4guved8jcoeb7@4ax.com>
Source record: 13148

Hi,

I'm looking for a place that might have non compilation (Midway,
Pompey Pirates, etc.) ST game disk dumps. Can anyone help?

Thanx.

2222. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 16:34:54 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42b0836e347d290@adelphia.net>
Source record: 13006

Ronald,
NO, this work was done on a C-Lab Falcon MK II that I acquired as a backup.
I am not trying to boost this computer as much like my CT60'ed Falcon. Granted
it does not score know where near what the CT60 does in alot of areas accept
for the Graphics area. BUT, with a 40 percent playing of MP3's at 128 kbit/sec
and 45 at 160 kbit/sec this computer is VERY useable now!!! Plus not to mention
I am using the Eclipse on that Falcon computer so I dont have to worry about
dealing with the CT60 and that issue at this point. WAITING for the SuperVidel.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

2223. EditPlus sources released

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 17:20:19 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1118856019.421921.179770@o13g2000cwo.googlegroups.com>
Source record: 12999

Hi all,

The sources for the once commerical text editor EditPlus has been
released by the author, Craig Harvey. This application had a vast
number of powerful features and is of course a very vital addition to
The Orphaned Projects Page.

You will also note that the source package contains a binary version of
EditPlus. To read more and download the files, follow the link below:

http://topp.atari-users.net

Regards,

/Joakim

www.ataricq.org
xaaes.atariforge.net
topp.atari-users.net

2224. Re: Non compilation ST games?

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 19:26:57 UTC
From: "jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr>
Message-ID: <42b08105$0$901$8fcfb975@news.wanadoo.fr>
Source record: 13000

I can, mail me.

"Eastern Seaboard" <zest@cillitbang.com> a crit dans le message de news:
5qi0b1dn29csm3mqbdalr4guved8jcoeb7@4ax.com...
> Hi,
>
> I'm looking for a place that might have non compilation (Midway,
> Pompey Pirates, etc.) ST game disk dumps. Can anyone help?
>
> Thanx.

2225. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 19:37:58 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118864278.434478.95130@g43g2000cwa.googlegroups.com>
Source record: 13004

I did this *before* I had the CT60 obviously.

Coda.

2226. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 19:43:40 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118864620.836703.128890@g43g2000cwa.googlegroups.com>
Source record: 13002

Sorry, I replied before I realised you werent talking to me! :-)

Coda.

2227. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 19:52:09 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.06.15.19.52.09.711976@nosspamatari-source.com>
Source record: 13001

On Wed, 15 Jun 2005 05:02:06 -0700, Coda wrote:

> Ok, the DIY screenblaster method is done by putting a clock on the
> external videl input. Your 25 and 32mhz clocks should be intact -
> unless your bus has been accelerated (by changing the 32mhz master
> clock) which also affects the 32mhz RGB as its derived from the master.
> The 25mhz clock is seperately sourced so it isnt affected.
>
> My 25mhz part gets reasonably warm at 66mhz, but arithmetic tests show
> that its working OK. I believe a popular phrase in the US is 'YMMV' :-)
>
>
> If its too hot to touch, then its definately too hot!!! Other than
> that, run some FPU tests, and keep your finger on it, or use a suitable
> thermometer. If you start getting math errors then drop the speed.
>
> If your oscillator is getting hot its probably running at too high a
> voltage. Did you take the +5v from an IC or one end of a capacitor?
> When I overclocked my DSP the first time (following instructions at
> atari.nvg.org), I took a metering off one end of the cap thats
> suggested (C121) and it was 9V! This was during investigation after the
> DSP stopped working (and the computer wont boot if that happens). I
> then found that the oscillator had died. I later took the supply from
> one leg of an IC and changed the osc.
>
> Coda.

I too discovered the DSP mod is clearly wrong as I sourced 9V and the DSP oscillator got very hot. However the FPU oscillator only gets hot if I use a 66MHz one, not slower ones.. Even when the oscillator is getting hot, the fpu itself is quite cool and produces accurate math. +5 is sourced from the large round capacitor near the power supply and I metered it to be sure. The master clock was changed from 32MHz to 40MHz (won't take any higher), and the videl external clock also has 40MHz going to it IIRC.. YMMV ;-)

Thanks,
Mark
http://www.atari-source.org

2228. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 19:52:50 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.06.15.19.52.50.937253@nosspamatari-source.com>
Source record: 13003

On Wed, 15 Jun 2005 12:37:58 -0700, Coda wrote:

>
> I did this *before* I had the CT60 obviously.
>
> Coda.

He did this to a second non-CT60 falcon. I think he has 3 of em ;-)

Mark
http://www.atari-source.org

2229. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-15 21:45:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.15.21.45.04.410561@charter.net>
Source record: 13005

On Wed, 15 Jun 2005 15:52:50 -0400, Mark D wrote:

> On Wed, 15 Jun 2005 12:37:58 -0700, Coda wrote:
>
>>
>> I did this *before* I had the CT60 obviously.
>>
>> Coda.
>
> He did this to a second non-CT60 falcon. I think he has 3 of em ;-)
>
> Mark
> http://www.atari-source.org

Dog. :-)

But that explains my question anyways. :-)

Thank everyone.

2230. WARNING! Check your batteries.

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 01:32:30 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1118885547.f539df6e6f43ba5a0cf4e186990008c3@teranews>
Source record: 13007

Hey all,

I just fired up one of my TT's and it started to smell funny. I quickly unplugged everything and took it apart. The battery had exploded some time ago and sprayed all over. Rust was all over the back. I'm now going to soak the board in some baking soda and water to remove the acid. It looks like there will be a lot of parts replacement back by the SCSI port. The battery connector is charred badly. Anyway going to try and resurrect this thing.

If anybody has access to schematics for a TT, please contact me...

I hope to save somebody elses bacon....

Move your batteries to the outside the case if possible and keep an eye on them...

Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2231. Re: Networking Questions

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 04:07:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42b125c611c4184@comcast.net>
Source record: 13018

>Anyone,
> First off I have my Falcon060 Networked to my Cable Modem via a Linksys
>4 port Router. I am using MagicNet with the Iconnect port. I am also
>using a EtherNEC for this connection to the Router. My question pertains to
>another Falcon that I have that does not have a CT60. It was accellerated
>and scores just as good if not better in most benchmarks than a STOCK TT030.
>I want to network this Falcon to my CT60'ed Falcon. Would the LAN port work??
>If so, where do I get the Cables and what software should I use?? Does MagicNET
>work for this?? With this type of connection will that Falcon be able to
>use the Internet at all or will I just be able to transfer files?? Also, I
>have a 1040STf that I want to network to my Falcon060. Reason, I have a
>MegaFile 60 that is pretty much full and I need to transfer the stuff to my
>Falcon060 to burn the stuff to a CD for a backup. Will MIDI cables work for
>this job?? What software will I need?? MagicNet, STING is actually all ready
>setup on the 1040STf for connection through a router but I do not have an
>extra EtherNEC. What about FTP software?? I use Fiffi on my Falcon060 and
>plan on using that on my other Falcon but that will probably not work on a
>1040STf. So what should I use for transfering these files over to my Falcon060
>If there are any good networking web pages out there that will help with
>these type of connections with the type of software that I have please let
>me know. NOW granted, I know these type of connections will probably not
>be the fastest connection possible. But it sure beats using FLOPPY's!!!
>
>Thanks,

Carey you could either use the ftp protacol for transfer or else try the
MagicNet version of BNet. Both work great transfering files to and from my
Hades and STe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2232. Re: Non compilation ST games?

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 04:08:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42b125c611c4185@comcast.net>
Source record: 13017

>Hi,
>
>I'm looking for a place that might have non compilation (Midway,
>Pompey Pirates, etc.) ST game disk dumps. Can anyone help?
>
>Thanx.

I would try some ST emulator sites. They usually have dumped disks online.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2233. Re: WARNING! Check your batteries.

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 05:35:00 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d8r35b$1r3$1@nemesis.news.tpi.pl>
Source record: 13008

Rory McMahon napisaďż˝(a):
> Hey all,
>
> I just fired up one of my TT's and it started to smell funny. I
> quickly unplugged everything and took it apart. The battery had
> exploded some time ago and sprayed all over. Rust was all over the
> back. I'm now going to soak the board in some baking soda and water to
> remove the acid. It looks like there will be a lot of parts
> replacement back by the SCSI port. The battery connector is charred
> badly. Anyway going to try and resurrect this thing.
>
> If anybody has access to schematics for a TT, please contact me...
>
> I hope to save somebody elses bacon....
>
> Move your batteries to the outside the case if possible and keep an
> eye on them...
>
> Rory

NO WATER!!! NEVER USE WATER!!!

Use clean alcohol instead. Vodka would do.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2234. Re: Reading non Atari Hard Drives on Ataris

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 05:40:47 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Ya8se.91231$lQ3.560@bignews5.bellsouth.net>
Source record: 13009

Thanks Uwe...

Will give it a try...

phantomm@bellsouth.net

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:3hac0vFg36kdU2@individual.net...
> Phantom wrote:
>
>> Is there any way possible to read any data on the drives before
>> partitioning them on
>> a Falcon?
>
> Provided that there are FAT-compatible partitions (i.e. FAT16 or
> FAT32, but no NTFS) on this drive you should be able to access them
> using HDDRIVER and MiNT or MagiC.
>
> --
> ---
> Dr. Uwe Seimet http://www.seimet.de

2235. MegaSTE Modem Ports

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 06:05:43 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <jy8se.91344$lQ3.27835@bignews5.bellsouth.net>
Source record: 13010

After looking thru my Mega STE Manual, I notice that the 2 modem ports
are wired abit different.

What was the reason, for this?

Should I stick with modem 1 or can modem 2 be used as wired?

In the future, I would like to use a Null Modem Cable on one of the
Modem
ports and use the other for Net access at the same time if possible.

Anythoughts?

phantomm@bellsouth.net

2236. Re: How to configure aranym/Linux?

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 09:03:41 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.62.0506161056030.4279@localhost.localdomain>
Source record: 13011

On Tue, 14 Jun 2005, Ludwig Maetzke wrote:

>> Changing to TOS404 (if you already own a copy) later is really simple.
> I don't get the trick with TOS 404. It does not recognize the hard disk
> image file from afros.zip. Must I create an image file with aranym and

One important thing to know: A major difference between EmuTOS and TOS404 is that EmuTOS has a builtin harddisk driver, TOS404 hasn't. When using TOS404 you should install a hard diskdriver. HDDRIVER is the best, try the demo version to get started.

--

Martin Tarenskeen

2237. Re: WARNING! Check your batteries.

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 09:10:54 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b1421f@news.broadpark.no>
Source record: 13012

Rory McMahon wrote:

> I just fired up one of my TT's and it started to smell funny. I
> quickly unplugged everything and took it apart. The battery had
> exploded some time ago and sprayed all over.

I had the same experience with an Apple II+ computer of mine.
Actually it exploded while I was using the machine! Sounded like
a loud firecracker pop or something. Fortunately it didn't damage
anything else, or cause any shortcircuits, but the battery itself
was ripped in two.

Anyone know *why* this sort of thing happens now and then?
I believe the particular battery was a 3.6 rechargeable type.
Makes me worry about the battery inside my Mega STe -I haven't
taken a close look at it, so does anyone know if it's a
rechargeable type or something else?

--
Hallvard

2238. Re: WARNING! Check your batteries.

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 10:47:03 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118918823.489921.322810@g14g2000cwa.googlegroups.com>
Source record: 13013

Soapy Water is FINE. As long as its perfectly dry when you plug it in
again. Vodka will leave a residue.

Coda.

2239. Re: WARNING! Check your batteries.

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 10:47:40 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118918860.072951.318490@f14g2000cwb.googlegroups.com>
Source record: 13014

TT schematics are available on my website www.janthomas.org.uk

Coda.

2240. AD: Atari Games of Summer! $5 & Up!

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 11:51:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506160447040.29206-100000@onyx.spiritone.com>
Source record: 13016
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Overworked? Stressed Out? Do Video Games only complicate your Life? The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST and Jaguar Games! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org Starting at $5 and Up!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2241. Re: 68881 (or 68882) co-processor for Mega

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 12:11:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.16.12.11.32.635158@charter.net>
Source record: 13015

On Wed, 15 Jun 2005 20:34:54 +0400, Carey Christenson wrote:

> Ronald,
> NO, this work was done on a C-Lab Falcon MK II that I acquired as a backup.
> I am not trying to boost this computer as much like my CT60'ed Falcon. Granted
> it does not score know where near what the CT60 does in alot of areas accept
> for the Graphics area. BUT, with a 40 percent playing of MP3's at 128 kbit/sec
> and 45 at 160 kbit/sec this computer is VERY useable now!!! Plus not to mention
> I am using the Eclipse on that Falcon computer so I dont have to worry about
> dealing with the CT60 and that issue at this point. WAITING for the SuperVidel.
>
> Thanks,

Gotcha Carey, thanks for the update!

BTW, as far as the SuperVidel goes...isn't every Falcon owner who is still
breathing waiting on one? Thats a "must have" item when it becomes
available... <grin>

See ya!

2242. Re: WARNING! Check your batteries.

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 13:46:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42b18287$0$305$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13019

"Coda" <smeg_007@hotmail.com> wrote in message
news:1118918823.489921.322810@g14g2000cwa.googlegroups.com...
> Soapy Water is FINE. As long as its perfectly dry when you plug it in
> again. Vodka will leave a residue.
>
> Coda.
>

In our old workshop we used soapywater since day 1, though only a spot on soap else it may leave a residue. A lot of manufactures of equipment also say the same.

Chris

2243. Re: WARNING! Check your batteries.

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 14:36:33 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1118932590.2af4c31351821dd52b19f70f8010d759@teranews>
Source record: 13020

Well, initially i use some water, scrubbed gently with soft toothbrush
and q-tip swab, then used 99% rubbing alcohol to the area and set it
in a window to dry. there is some damage to the SCSI port, floppy
motherboard connector and the 3 pin connector nearest the floppy is
trashed.

Vodka would've done ME some good... :)

Rory

On Thu, 16 Jun 2005 07:35:00 +0200, Adam Klobukowski <atari@gabo.pl>
wrote:
>
>NO WATER!!! NEVER USE WATER!!!
>
>Use clean alcohol instead. Vodka would do.

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2244. Re: WARNING! Check your batteries.

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 14:38:53 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3hdh7sFghfutU2@individual.net>
Source record: 13021

Hallvard Tangeraas wrote:
> Rory McMahon wrote:
>
>> I just fired up one of my TT's and it started to smell funny. I
>> quickly unplugged everything and took it apart. The battery had
>> exploded some time ago and sprayed all over.
>
>
> I had the same experience with an Apple II+ computer of mine.

Really? First Apple][+ I've heard of with a battery - unless it was on
an expansion card ;)

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

2245. Re: WARNING! Check your batteries.

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 15:08:15 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b195ee@news.broadpark.no>
Source record: 13022

RichardK wrote:
> Hallvard Tangeraas wrote:
>> Rory McMahon wrote:
>>
>>> I just fired up one of my TT's and it started to smell funny. I
>>> quickly unplugged everything and took it apart. The battery had
>>> exploded some time ago and sprayed all over.
>>
>>
>> I had the same experience with an Apple II+ computer of mine.
>
> Really? First Apple][+ I've heard of with a battery - unless it was on
> an expansion card ;)

Yes, a clock-card with a battery.

--
Hallvard

2246. 100 mhz. Rev. 6 68060 CPU's

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 16:05:08 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42b1cd6825a2800@adelphia.net>
Source record: 13027

Everyone,
I just asked Rodolphe if I could get one more 68060 rev. 6 100 mhz CPU and
he told me that he needed 2 more for a CT63 users, one for me and one for another
person and that he only needed 6 people to be able to place an order. That
means 2 more people are needed. Anyone willing to buy just the CPU's from
Rodolphe or place any other kinds of orders should jump on the band wagon now.
Come on if you have a CT60 now you know how fast they are. Going to this new
CPU will get you about a 50 percent increase in performance. You cant get any
better performance for just a few bucks out of the atari world. So if you
want another 100 mhz CPU or are needing one for your CT60 or CT63 be sure
to get ahold of Rodolphe.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

2247. Re: Networking Questions

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 17:28:40 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <UMhse.12728$F6.2734926@news.siol.net>
Source record: 13023

E
>>this job?? What software will I need?? MagicNet, STING is actually all
>>ready setup on the 1040STf for connection through a router but I do not
>>have an
>>extra EtherNEC. What about FTP software?? I use Fiffi on my Falcon060
>>and plan on using that on my other Falcon but that will probably not work
>>on a
>>1040STf. So what should I use for transfering these files over to my
>>Falcon060 If there are any good networking web pages out there that will
>>help with these type of connections with the type of software that I have
>>please let
>>me know. NOW granted, I know these type of connections will probably not
>>be the fastest connection possible. But it sure beats using FLOPPY's!!!
>>
>>Thanks,
>
> Carey you could either use the ftp protacol for transfer or else try the
> MagicNet version of BNet. Both work great transfering files to and from my
> Hades and STe.

Best way imho is PLIP cable. I had Falcon connected to TT (with riebl
Ethernet card and cable modem) for years. TT acted as router and ip
masquarading, so net acces from TT to Falcon was transparent...
HTTP,FTP,NFS whatever worked great. Speed was okay as well, up to 120kb/sec
(tt<>ct2 machine) 2 problems: it takes parallel port and require MiNT,
don't know if MagicNET would work with PLIP drivers. Magic surely can't act
as router/masquarading, but FTP access would surely be possible..

2248. Re: Logic v2.5 for Atari STe

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 17:51:15 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <gte3b15pik0bqrapbq1jh1b3i107ak7ell@4ax.com>
Source record: 13024

Hi Hallward

v2.5 gives TOS error 35 when launching. Could you try it out on your
ST?

I do not know what TOS error 35 means.

Thanks in advance.

Peter

On Tue, 14 Jun 2005 17:02:14 +0200, Hallvard Tangeraas <inv@lid.email>
wrote:

>The Ox That Rocks wrote:
>
>> Already received by Charles from Canada!
>
>OK.
>For anyone else interested -the files will still be there and can
>be freely downloaded any time.
>
>Note: these are NOT pirated copies of Notator Logic. I put them
>up there because you need the original Log-3 hardware dongle to
>be able to use it. You'll be wasting your time if you try to run
>the software without it.

2249. Re: Logic v2.5 for Atari STe

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 20:05:22 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118952322.506210.211460@g49g2000cwa.googlegroups.com>
Source record: 13025

35 usually means the executable is corrupt.

2250. Re: MegaSTE Modem Ports

Newsgroup: comp.sys.atari.st
Date: 2005-06-16 23:53:06 UTC
From: leaver@alpha.com.au
Message-ID: <42b210e2@news.alphalink.com.au>
Source record: 13026

On 16 Jun 2005 02:05:43 , "Phantom" wrote:
>
>After looking thru my Mega STE Manual, I notice that the 2 modem ports
>are wired abit different.
>
>What was the reason, for this?
>
>Should I stick with modem 1 or can modem 2 be used as wired?
>
>In the future, I would like to use a Null Modem Cable on one of the
>Modem
>ports and use the other for Net access at the same time if possible.
>
>Anythoughts?
>
>phantomm@bellsouth.net

Don't be mislead by the names. Use Serial 2 for preference. As with
Modem 2 it uses the much faster SCC chip, but it has more controls.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

2251. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 00:43:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506161739180.16681-100000@onyx.spiritone.com>
Source record: 13028
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Times are hard right now, not only for me, but for all Atari Dealers.
People are scared, living from paycheck to paycheck! If you want to help,
and even if you dont, your business is welcome. Buy from Bravo Sierra and
get a gift! Call Ben at (503)256-9974! Goto http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2252. Re: 4.2 Gig Baracuda Hard Drives on Falcons

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 05:03:49 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <jKsse.96571$lQ3.44170@bignews5.bellsouth.net>
Source record: 13029

Hi Uwe,

I have a ICD Link II, will this allow up to 1 gig per partition on a
1040STe or MegaSTE? Or
is there a limit within the TOS versions? I know the Falcon can handle
upto 1gig partitions.
But I'm not to fimilar with limits on the MegaSTe TOS 2.06 and 1040STe
Tos 1.62.

Anyhow, I'd like to know the max size drive I can use inside the MegaSTe
using the stock
Atari hard drive system and what the partition limits are with the
internal harddrive.

Thanks for any help,
phantomm@bellsouth.net

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:3habtvFg36kdU1@individual.net...
> Phantom wrote:
>
>> My Mega STe could use one inside, Anyone know if it will work on the
>> MegaSTe with stock MegaSTE hard drive setup, If I get a adapter or
>> does the
>> MegaSTe require a different type of internal hard drive?
>
> It might work, but with the MegaSTE's host adapter you will not be
> able to access more than 1 GByte. For more you need an ICD-compatible
> adapter like the LINK96/97.
>
> --
> ---
> Dr. Uwe Seimet http://www.seimet.de

2253. MEGASTE Graphics card wanted

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 05:07:56 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <8Osse.96592$lQ3.61909@bignews5.bellsouth.net>
Source record: 13030

Looking for a good Graphics card for a MegaSTE.
Something like a CrazyDots I or II or similar.

If you have one for sale/ trade contact me.

Overseas offers welcomed.

phantomm@bellsouth.net

2254. Re: 68881 (or 68882) co-processor for M

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 05:36:05 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <zctse.96726$lQ3.60262@bignews5.bellsouth.net>
Source record: 13031

Hey Folks,

I have a few 68882 FPUs from Falcons and I had intended on placing one
in my
MegaSTE TOS 2.06, but now I'm abit confused. Some say 68882 will work
with
no problems, others say get a 68881. My 68882s are 16Mhz, Which program
or
programs should I watch for if I install the 68882?

I mostly do Graphics/Video/ and Music work and was planning on putting
all the
CAD 2.0 and support software on this machine. Anyone know of a problem
with this setup.

I'd also like to test the FPU with some software to see what happens.

I also have a Vortex 386SX board installed with the 512K FastRam option.
I need the 80387SX Co-Processor for the board if anyone has a source for
it.

A nice graphics card would be cool as well if someone has one for
sale/trade.

Where are all those Crazy Dots cards, Reflex cards and the others?

phantomm@bellsouth.net

"David Leaver" <leaver@alphalink.com.au> wrote in message
news:42af931b@news.alphalink.com.au...
> On 14 Jun 2005 12:44:53 , Hallvard Tangeraas wrote:
>>David Leaver wrote:
>>> On 13 Jun 2005 18:36:13 , Hallvard Tangeraas wrote:
>>
>>>>Should I look for a 68881 or a 68882 for my Mega STe?
>>>
>>> In co-processor mode in a TT or Falcon the 68882 and 68881 are
>
> (snip)
>>
>>Thanks for clearing that up.
>>So I should really get hold of a 68881 then.
>
> I have a 68882 in my MSTe and haven't met any insuperable problems.
> For example, C libraries compiled with Lattice for HighWire work.
>
> David

>
> Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia

2255. Re: MEGASTE Graphics card wanted

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 05:44:50 UTC
From: BMaedicke@t-online.de
Message-ID: <1gyaigs.1g7nwxa1nfovywN%BMaedicke@t-online.de>
Source record: 13032

Phantom <phantomm@bellsouth.net> wrote:

> Looking for a good Graphics card for a MegaSTE.
> Something like a CrazyDots I or II or similar.

Look on german ebay:
<http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=8089&item=5209554
112&rd=1>

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

2256. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 05:46:55 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Imtse.96779$lQ3.70198@bignews5.bellsouth.net>
Source record: 13033

I do remember someone releasing a fix for some of the clock carts prior
to Y2K.

I have it here somewhere, just have to find it.

Not sure if it will work on the timekeeper.

It may also be on some FTP site.

phantomm@bellsouth.net

"kiselo zelje" <john.smith@macrosft.com> wrote in message
news:d7ikmjlps2@garrison.globalnet.hr...
> it should work, there used to be factory produced solution to this
> problem some time ago ;)
>
> On 29 May 2005 22:45:57 , "techie_alison" wrote:

2257. MegaST Video Shifter

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 05:55:45 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Zutse.96823$IQ3.62528@bignews5.bellsouth.net>
Source record: 13034

I acquired a JRI Genlock for a Mega ST awhile back.

To install, you have to remove the VideoShifter and plug the Genlock in its socket.

Now, they were suppose to make versions for the STE, maybe the MegaSTE.

My question is, Does the 1040STE and MegaSTE use the same type of VideoShifter as the MegaST?

And how about the TT and Falcon? Are they the same or different.

I have a Factory 4meg MegaST to put the JRI Genlock in. But if the videoshifter is the same in a 1040STE or MegaSTE, I may try to install it
in one of those instead. Especially the MegaSTE with the extra speed and colours, if there is enough space.

phantomm@bellsouth.net

2258. Re: MegaST Video Shifter

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 06:05:23 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <DKtse.19705$F7.12955@news-server.bigpond.net.au>
Source record: 13035

Phantom wrote:
> I acquired a JRI Genlock for a Mega ST awhile back.
>
> To install, you have to remove the VideoShifter and plug the Genlock in
> its socket.
>
> Now, they were suppose to make versions for the STE, maybe the MegaSTE.
>
> My question is, Does the 1040STE and MegaSTE use the same type of
> VideoShifter as the MegaST?
>
> And how about the TT and Falcon? Are they the same or different.
>
> I have a Factory 4meg MegaST to put the JRI Genlock in. But if the
> videoshifter is the same in a 1040STE or MegaSTE, I may try to install
> it
> in one of those instead. Especially the MegaSTE with the extra speed and
> colours, if there is enough space.

The MegaSTE has a completely redesigned shifter, called the GSTshifter
iirc.
The MegaST has the same shifter as the ST/F/FM/M and all the hardware
addons are only comptible with these machines.
TT and Falcon are both different again. Sorry:-(

Mark

2259. Re: 4.2 Gig Baracuda Hard Drives on Falcons

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 06:36:04 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3hf9alFgt606U1@individual.net>
Source record: 13036

Phantom wrote:

> I have a ICD Link II, will this allow up to 1 gig per partition on a
> 1040STe or MegaSTE? Or
> is there a limit within the TOS versions? I know the Falcon can handle
> upto 1gig partitions.
> But I'm not to fimilar with limits on the MegaSTe TOS 2.06 and 1040STe
> Tos 1.62.

TOS 1.62 limits the partition size to 512 MB. You need MagiC or MiNT to
lift this restriction.

> Anyhow, I'd like to know the max size drive I can use inside the MegaSTe
> using the stock

There is no maximum size for the drive's capacity, but only a maximum
size to the partition size (depending on TOS) and the capacity of the
drive you can acutally access. The latter depends on the host adapter
and the hard disk driver. Without an ICD compatible adapter you cannot
access more than 1 GB of a drive. With an ICD compatible adapter there
is no such limit, provided you use a hard disk driver that can access
more. AHDI, in particular, cannot access more than 1 GB of a SCSI hard
disk, regardless of your hardware.

--

Dr. Uwe Seimet http://www.seimet.de

2260. Re: 100 mhz. Rev. 6 68060 CPU's

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 07:08:53 UTC
From: mail@freeman-studio.com
Message-ID: <1118992133.136169.272640@g44g2000cwa.googlegroups.com>
Source record: 13037

Carey Christenson wrote:
> Everyone,
> I just asked Rodolphe if I could get one more 68060 rev. 6 100 mhz CPU and
> he told me that he needed 2 more for a CT63 users, one for me and one for another
> person and that he only needed 6 people to be able to place an order. That
> means 2 more people are needed. Anyone willing to buy just the CPU's from
> Rodolphe or place any other kinds of orders should jump on the band wagon now.
> Come on if you have a CT60 now you know how fast they are. Going to this new
> CPU will get you about a 50 percent increase in performance. You cant get any
> better performance for just a few bucks out of the atari world. So if you
> want another 100 mhz CPU or are needing one for your CT60 or CT63 be sure
> to get ahold of Rodolphe.

Ah, if only I had those "few bucks"! My 66MHz CT60's great, but... : (
I always seem to not have the cash on hand when these opportunities
arise. Wish I could help!

Mike Freeman
mike [at] freeman-studio [dot] com

2261. Re: MegaST Video Shifter

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 07:12:46 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <oFuse.104244$8S5.7079@bignews3.bellsouth.net>
Source record: 13038

Thanks for the info.

I'll install it into the MegaST4, It came out of one of these anyway.

phantomm@bellsouth.net

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:DKtse.19705$F7.12955@news-server.bigpond.net.au...
> Phantom wrote:
>> I acquired a JRI Genlock for a Mega ST awhile back.
>>
>> To install, you have to remove the VideoShifter and plug the Genlock
>> in
>> its socket.
>>
>> Now, they were suppose to make versions for the STE, maybe the
>> MegaSTE.
>>
>> My question is, Does the 1040STE and MegaSTE use the same type of
>> VideoShifter as the MegaST?
>>
>> And how about the TT and Falcon? Are they the same or different.
>>
>> I have a Factory 4meg MegaST to put the JRI Genlock in. But if the
>> videoshifter is the same in a 1040STE or MegaSTE, I may try to
>> install it
>> in one of those instead. Especially the MegaSTE with the extra speed
>> and
>> colours, if there is enough space.
>
> The MegaSTE has a completely redesigned shifter, called the GSTshifter
> iirc.
> The MegaST has the same shifter as the ST/F/FM/M and all the hardware
> addons are only comptible with these machines.
> TT and Falcon are both different again. Sorry:-(
>
> Mark

2262. The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 14:00:23 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <f4l5b15ofdla35m8j1v4us5ckaofa8uh7v@4ax.com>
Source record: 13039

Hi Freinds

I am investegating the opportunity to upgrade the 68000 CPU on my MegaSTe - but i cannot find it! Is it not in the same (large) shape and format as in a normal ST?

As for the HD disks i purchased the ED/HD interface hardware upgrade, containing both GAL and Clock crystal from www.wbsystemtechnik.de. However i have not had success in this project - propably because the manual is in german. The upgrade is complemented with a software disc, which, unfortunately, also seems rather undocumented.

In a another thread, somebody talks abaout a magic dip-switch to make everything work? Where is this?

Can anybody explain the function(s) of the jumpers located around the motherboard?

Thanks in advance.
Peter Feddersen

2263. Lords of Chaos Predecessor?

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 21:14:13 UTC
From: justisaur@gmail.com
Message-ID: <1119042853.158648.72390@o13g2000cwo.googlegroups.com>
Source record: 13040

Anyone remember Lords of Chaos? Well do you remember a little shareware piece that preceeded it? I think it was called Sorcerer or something, but I can't seem to find any info on it...

It was all played on one screen and you got a sorcerer with a totally random selection of spells, mostly summoning some monster or another, or you could summon magic trees which spread and magic slime which spread and ate whatever it touched, or magic fire, same deal. All the sorcerers were named with some prank call name like Ben Dover. You could play with multiple players or against PC sorcerers.

- Justisaur

2264. Re: Lords of Chaos Predecessor?

Newsgroup: comp.sys.atari.st
Date: 2005-06-17 21:38:04 UTC
From: justisaur@gmail.com
Message-ID: <1119044284.266180.9390@g14g2000cwa.googlegroups.com>
Source record: 13041

justisaur@gmail.com wrote:
> Anyone remember Lords of Chaos? Well do you remember a little
> shareware piece that preceeded it? I think it was called Sorcerer or
> something, but I can't seem to find any info on it...
>
> It was all played on one screen and you got a sorcerer with a totally
> random selection of spells, mostly summoning some monster or another,
> or you could summon magic trees which spread and magic slime which
> spread and ate whatever it touched, or magic fire, same deal. All the
> sorcerers were named with some prank call name like Ben Dover. You
> could play with multiple players or against PC sorcerers.

I think I found it.

Name was Chaos - The Battle of Wizards. IMHO a better game than Lords
of Chaos.

And for fun here's a little java version of it I found on the web as
well...

http://www.spectrum.lovely.net/Chaos.html

- Justisaur

2265. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-18 10:36:35 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <3hibpjFh9f9dU1@individual.net>
Source record: 13042

In article <f4l5b15ofdla35m8j1v4us5ckaofa8uh7v@4ax.com>,
The Ox That Rocks <diamikton@hotmail.com> wrote:
>
>I am investegating the opportunity to upgrade the 68000 CPU on my
>MegaSTe - but i cannot find it! Is it not in the same (large) shape
>and format as in a normal ST?

No. It is a square 68-pin PLCC package, which is BTW clearly labeled as
MC68000 ;-)

cu
Michael

2266. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-18 12:48:18 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b41814$1@news.broadpark.no>
Source record: 13043

The Ox That Rocks wrote:

> I am investegating the opportunity to upgrade the 68000 CPU on my
> MegaSTe - but i cannot find it! Is it not in the same (large) shape
> and format as in a normal ST?

It's a PLCC type (square shaped) IC as the one used in the STe.
You'll find it in front of the power supply. In my Mega STe it's
marked as follows, but I believe different variations of the
68000 were used:

http://home.c2i.net/w-460389/mste_68000.jpg

> As for the HD disks i purchased the ED/HD interface hardware upgrade,
> containing both GAL and Clock crystal from www.wbsystemtechnik.de.
> However i have not had success in this project - propably because the
> manual is in german. The upgrade is complemented with a software disc,
> which, unfortunately, also seems rather undocumented.

As far as I know, such an upgrade is completely unnecessary for
the Mega STe as it already has provisions for HD floppy drive
support (but not ED -who uses that anyway?), though not all Mega
STe machines have it enabled.

I have an older Mega STe which I want to use a HD floppy drive
with. The drive has been modified for use in an STe for use with
a HD/DD interface such as the one you have, but the Mega STe just
doesn't have the support for it yet.
From what I've read, if a Mega STe doesn't already have a
working HD floppy drive factory installed you have to:

1) buy a HD floppy drive of course. I'm not sure if just about
any "standard" PC type HD floppy drive will work, or if it has to
be (slightly) modified like mine if you don't use the one that
Atari put into Mega STe machine (I believe it was an Epson
something).

2) get a PAL chip marked "C301901-002" replacing the
"C301901-001" (note the suffix) which you most likely already
have. It's chip "UA-2" which you'll find right in front of the
power supply.

3) Don't quote me on this as I've (hopefully correctly)
translated this from German, using the information for the Mega
STe (old board) section of the "Chips'n Chips version X"
HYPertext file, but I believe the newer boards (*with* full HD
floppy support, delivered with HD floppy drives from the factory)

had a wire-trace between that PAL chip and the 68000 processor
which wasn't present on older boards, so a wire has to be
soldered between pin 19 of the "UA-2" PAL chip, and pin 19 of the
68000 processor ("U-7" chip). But again, don't quote me on this!
I take no responsibility of fried or malfunctioning Mega STe
boards!!!

4) Not to start that old discussion again, but *officially* you
need to change the disk controller chip (I haven't taken a note
of the chip number, but you'll find it underneath the ACSI/SCSI
interface board on the rear-right hand side of the motherboard.
Just remove the small board's screw and unplug it from the
multi-pin connector on the right hand side.

5) Officially from Atari, you need to replace the WD-1772 chip
with an "AJAX" (I can't remember the numbers on that chip, but
that's the nickname it has) which has been designed for the HD/ED
modes. The WD-1772 was built to handle just the DD mode, but
unofficially the WD1772-02-02 (not the suffix) has a higher
tolerance than other WD-1772 versions, and many people here have
reported it running fine in HD mode as well as DD mode.

6) If you want to add a "High desnity" option in addition to
"Single sided" and "Double sided" format options when choosing to
format a floppy disk from the TOS desktop, you need to flip up
the number 7 DIP switch (you'll find an 8 switch DIP block, which
is red in my machine) close to the TOS ROM/EPROMs in the
front-right hand side area of the motherboard.

> In a another thread, somebody talks abaout a magic dip-switch to make
> everything work? Where is this?

I assume you mean the DIP switch I just mentioned. It has nothing
to do with enabling or diabling HD floppy support. It just gives
you an extra format option. By flipping the switch ON you will
get that option in the format window even if you don't have a HD
floppy drive, the correct PAL chip or anything else related to HD
floppy support! Of course it won't format the floppy drive to HD
standards ;-)

> Can anybody explain the function(s) of the jumpers located around the
> motherboard?

I think a few of these are explained in the "Chips'n chips X"
HYPertext file. It's a HUGE HYP file, and you probably need a 4
Mbyte machine to run it, but I've also read it using a couple of
free Atari ST emulators in Windows ("GEMulator 2000" and "STEem
engine", the latter being the best one in my opinion).
I have the file here, so if it can't be found elsewhere I'll see
about uploading it (not sure if I have enough disk space, but
we'll see).

Hope this clears up a few things.
I would still like to get this information confirmed though.

--
Hallvard

2267. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-18 14:44:44 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b4335d@news.broadpark.no>
Source record: 13044

I've just made a photo available, showing the location of the
various ICs concerning the HD floppy drive and the other Mega STe
stuff that I've discussed in different threads lately.

Take a look here: http://home.c2i.net/w-460389/mste_overview.jpg

--
Hallvard

2268. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-18 16:31:16 UTC
From: Glenn Westerfield <gwesterfield@comcast.net>
Message-ID: <vfednYQhi9bL0SnfRVn-hw@comcast.com>
Source record: 13045
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Maybe, just maybe, nobody wants your 8-bit fossils. Doh!

You sure don't see this crap on Craigslist.

Glenn W.

Bravo Sierra Computers wrote:
> Times are hard right now, not only for me, but for all Atari Dealers.
> People are scared, living from paycheck to paycheck! If you want to help,
> and even if you dont, your business is welcome. Buy from Bravo Sierra and
> get a gift! Call Ben at (503)256-9974! Goto http://BensCatalogs.Atari.org
>
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
> http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

2269. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-18 16:59:20 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <8dk8b1lkfdrmifk5uloqmg0o5neav4nq5u@4ax.com>
Source record: 13046

Hi Hallward

Thanks! You are an exhaustive source of information. I will start
looking inside tonight and try to confirm your findings.

Peter Hjorth Feddersen

On Sat, 18 Jun 2005 14:48:18 +0200, Hallvard Tangeraas <inv@lid.email>
wrote:

>The Ox That Rocks wrote:
>
>> I am investegating the opportunity to upgrade the 68000 CPU on my
>> MegaSTe - but i cannot find it! Is it not in the same (large) shape
>> and format as in a normal ST?
>
>It's a PLCC type (square shaped) IC as the one used in the STe.
>You'll find it in front of the power supply. In my Mega STe it's
>marked as follows, but I believe different variations of the
>68000 were used:
>
>http://home.c2i.net/w-460389/mste_68000.jpg
>
>
>> As for the HD disks i purchased the ED/HD interface hardware upgrade,
>> containing both GAL and Clock crystal from www.wbsystemtechnik.de.
>> However i have not had success in this project - propably because the
>> manual is in german. The upgrade is complemented with a software disc,
>> which, unfortunately, also seems rather undocumented.
>
>As far as I know, such an upgrade is completely unnecessary for
>the Mega STe as it already has provisions for HD floppy drive
>support (but not ED -who uses that anyway?), though not all Mega
>STe machines have it enabled.
>
>I have an older Mega STe which I want to use a HD floppy drive
>with. The drive has been modified for use in an STe for use with
>a HD/DD interface such as the one you have, but the Mega STe just
>doesn't have the support for it yet.
> From what I've read, if a Mega STe doesn't already have a
>working HD floppy drive factory installed you have to:
>
>1) buy a HD floppy drive of course. I'm not sure if just about
>any "standard" PC type HD floppy drive will work, or if it has to
>be (slightly) modified like mine if you don't use the one that

>Atari put into Mega STe machine (I believe it was an Epson
>something).
>
>2) get a PAL chip marked "C301901-002" replacing the
>"C301901-001" (note the suffix) which you most likely already
>have. It's chip "UA-2" which you'll find right in front of the
>power supply.
>
>3) Don't quote me on this as I've (hopefully correctly)
>translated this from German, using the information for the Mega
>STe (old board) section of the "Chips'n Chips version X"
>HYPertext file, but I believe the newer boards (*with* full HD
>floppy support, delivered with HD floppy drives from the factory)
>had a wire-trace between that PAL chip and the 68000 processor
>which wasn't present on older boards, so a wire has to be
>soldered between pin 19 of the "UA-2" PAL chip, and pin 19 of the
>68000 processor ("U-7" chip). But again, don't quote me on this!
>I take no responsibility of fried or malfunctioning Mega STe
>boards!!!
>
>4) Not to start that old discussion again, but *officially* you
>need to change the disk controller chip (I haven't taken a note
>of the chip number, but you'll find it underneath the ACSI/SCSI
>interface board on the rear-right hand side of the motherboard.
>Just remove the small board's screw and unplug it from the
>multi-pin connector on the right hand side.
>
>5) Officially from Atari, you need to replace the WD-1772 chip
>with an "AJAX" (I can't remember the numbers on that chip, but
>that's the nickname it has) which has been designed for the HD/ED
>modes. The WD-1772 was built to handle just the DD mode, but
>unofficially the WD1772-02-02 (not the suffix) has a higher
>tolerance than other WD-1772 versions, and many people here have
>reported it running fine in HD mode as well as DD mode.
>
>6) If you want to add a "High desnity" option in addition to
>"Single sided" and "Double sided" format options when choosing to
>format a floppy disk from the TOS desktop, you need to flip up
>the number 7 DIP switch (you'll find an 8 switch DIP block, which
>is red in my machine) close to the TOS ROM/EPROMs in the
>front-right hand side area of the motherboard.
>
>
>> In a another thread, somebody talks abaout a magic dip-switch to make
>> everything work? Where is this?
>
>I assume you mean the DIP switch I just mentioned. It has nothing
>to do with enabling or diabling HD floppy support. It just gives
>you an extra format option. By flipping the switch ON you will
>get that option in the format window even if you don't have a HD

>floppy drive, the correct PAL chip or anything else related to HD
>floppy support! Of course it won't format the floppy drive to HD
>standards ;-)
>
>
>> Can anybody explain the function(s) of the jumpers located around the
>> motherboard?
>
>I think a few of these are explained in the "Chips'n chips X"
>HYPertext file. It's a HUGE HYP file, and you probably need a 4
>Mbyte machine to run it, but I've also read it using a couple of
>free Atari ST emulators in Windows ("GEMulator 2000" and "STEem
>engine", the latter being the best one in my opinion).
>I have the file here, so if it can't be found elsewhere I'll see
>about uploading it (not sure if I have enough disk space, but
>we'll see).
>
>Hope this clears up a few things.
>I would still like to get this information confirmed though.

2270. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-18 17:03:12 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <gqk8b1p5trvnla43137t6cfqmq3mdija0g@4ax.com>
Source record: 13047

Cool picture! Looks exactly like mine!

Peter Feddersen
On Sat, 18 Jun 2005 16:44:44 +0200, Hallvard Tangeraas <inv@lid.email>
wrote:

>I've just made a photo available, showing the location of the
>various ICs concerning the HD floppy drive and the other Mega STe
>stuff that I've discussed in different threads lately.
>
>Take a look here: http://home.c2i.net/w-460389/mste_overview.jpg

2271. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-18 23:31:25 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d92asc$1a0$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 13048

Hi there

Looks nothing like mine!!

> Cool picture! Looks exactly like mine!
>
> Peter Feddersen
> On Sat, 18 Jun 2005 16:44:44 +0200, Hallvard Tangeraas <inv@lid.email>
> wrote:
>
>>I've just made a photo available, showing the location of the
>>various ICs concerning the HD floppy drive and the other Mega STe
>>stuff that I've discussed in different threads lately.
>>
>>Take a look here: http://home.c2i.net/w-460389/mste_overview.jpg

--

Regards from STEve & his nice warm cosy PAK�d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2272. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 04:23:54 UTC
From: Al Whiteman <alsproshop@comcast.net>
Message-ID: <14-dnVYt3Zb-binfRVn-1A@comcast.com>
Source record: 12949
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On the other hand, maybe lots of people ARE interested in this mans product
and service.
Is the Delete Key broken on your keyboard??

"Glenn Westerfield" <gwesterfield@comcast.net> wrote in message
news:vfednYQhi9bL0SnfRVn-hw@comcast.com...
> Maybe, just maybe, nobody wants your 8-bit fossils. Doh!
>
> You sure don't see this crap on Craigslist.
>
> Glenn W.
>
> Bravo Sierra Computers wrote:
>> Times are hard right now, not only for me, but for all Atari Dealers.
>> People are scared, living from paycheck to paycheck! If you want to help,
>> and even if you dont, your business is welcome. Buy from Bravo Sierra and
>> get a gift! Call Ben at (503)256-9974! Goto http://BensCatalogs.Atari.org
>>
>> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>> http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
>>
>> I've got a fast turnaround rate. Usually, Once I receive payment your
>> order goes out the same day. Customers love the speedy service! I have
>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>
>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>
>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>> References/
>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
>> at
>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>> Received
>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>> Specify
>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>> (503)256-9974!!!
>>

2273. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 06:45:08 UTC
From: Jojo <mrbiggles909@yahoo.com>
Message-ID: <4v8te.14371$R21.7649@lakeread06>
Source record: 12950
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've considered buying games from this fellow, but I find the spelling and grammar problems in his ads to be a complete turn off. Anyone else feel this way? I guess subliminally I think the service will be bad, or something will go wrong with my order because the spelling and grammar abuse makes him appear incompetent (which probably isn't the case)... It's just not good business to present oneself in such a manner to potential customers.

2274. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 07:10:47 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <lku8b1h6cqlbaua4r0kaj2m3j8c7roum4p@4ax.com>
Source record: 12951

```
>
>2) get a PAL chip marked "C301901-002" replacing the
>"C301901-001" (note the suffix) which you most likely already
>have. It's chip "UA-2" which you'll find right in front of the
>power supply.
There is already a 002 GAL chip on the MB - and a WD1772ph-02-02
Floppy Controller.

Peter Hjorth Feddersen
```

2275. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 09:46:56 UTC
From: Jesrael <no@no>
Message-ID: <i-mdnVPyZsSJoijfRVn-ig@giganews.com>
Source record: 12952
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Not to rush to anyone's defense, but I sent this gentleman an e-mail with some concerns I had about trying to find a certain Atari product on his website. The reply I got was polite, professional, and friendly. I was impressed. If he had the products I was looking for, I would have surely bought them on the merit of his reply to my original concern.

--
Glenn

"Jojo" <mrbiggles909@yahoo.com> wrote in message
news:4v8te.14371$R21.7649@lakeread06...
> I've considered buying games from this fellow, but I find the spelling and
> grammar problems in his ads to be a complete turn off. Anyone else feel
> this way? I guess subliminally I think the service will be bad, or
> something will go wrong with my order because the spelling and grammar
> abuse makes him appear incompetent (which probably isn't the case)... It's
> just not good business to present oneself in such a manner to potential
> customers.
>

2276. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 11:45:11 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119181511.911025.29540@z14g2000cwz.googlegroups.com>
Source record: 12953

Show us yours and i'll show you mine... :-)

Coda.

2277. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 12:47:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.19.12.47.34.748557@charter.net>
Source record: 12954

On Sun, 19 Jun 2005 04:45:11 -0700, Coda wrote:

> Show us yours and i'll show you mine... :-)
>
> Coda.

Doesn't this belong in comp.sys.atari.st.p0rn? <grin>

2278. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 14:28:12 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d93vds$90b$2@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12955

Hi there

X-Post's removed

He is incompetent, i understand from past postings that he's legal
classified as retarded, couldn't even write your address on his own.

"Jojo" <mrbiggles909@yahoo.com> wrote in message
news:4v8te.14371$R21.7649@lakeread06...
> I've considered buying games from this fellow, but I find the spelling and
> grammar problems in his ads to be a complete turn off. Anyone else feel
> this way? I guess subliminally I think the service will be bad, or
> something will go wrong with my order because the spelling and grammar
> abuse makes him appear incompetent (which probably isn't the case)... It's
> just not good business to present oneself in such a manner to potential
> customers.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2279. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 14:28:12 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d93vdr$90b$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12956
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi there

and they all step forward in his defence, BOTH of them!!

> On the other hand, maybe lots of people ARE interested in this mans
> product and service.

> Is the Delete Key broken on your keyboard??

>> Maybe, just maybe, nobody wants your 8-bit fossils. Doh!
>>
>> You sure don't see this crap on Craigslist.

2280. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 14:39:32 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ZL2dnVjXT66dHijfRVn-qQ@comcast.com>
Source record: 12957
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:d93vdr$90b$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...

: and they all step forward in his defence, BOTH of them!!

IMHO, if you have NOT bought from him, then you have no business
making a comment at all, especially when you TOP POST!!! :o)

AND, it is spelled 'defense'.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2281. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 14:48:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.19.14.48.54.461073@charter.net>
Source record: 12958
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 19 Jun 2005 14:28:12 +0000, Steve Sweet wrote:

> Hi there
>
> and they all step forward in his defence, BOTH of them!!

Steve, you need to just relax and chill out, IMO. I've dealt with Bravo Sierra, as have others (more than 2) and have had good service from him.

Did you order something from him and not get treated fairly?

Thanks.

2282. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 15:04:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d941hg$7pa$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12959
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its...

Not here it seems, there is an outside of the united STATE, and using Billy
Bob's spell checker.

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:ZL2dnVjXT66dHijfRVn-qQ@comcast.com...
>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:d93vdr$90b$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
>
> : and they all step forward in his defence, BOTH of them!!
>
> IMHO, if you have NOT bought from him, then you have no business
> making a comment at all, especially when you TOP POST!!! :o)
>
> AND, it is spelled 'defense'.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2283. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 15:04:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d941hg$7pa$2@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12960
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Ronald

That's besides the point, he's spamming a non-commercial base with his
retarded and much repeated wares.

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.06.19.14.48.54.461073@charter.net...
> On Sun, 19 Jun 2005 14:28:12 +0000, Steve Sweet wrote:
>
>> Hi there
>>
>> and they all step forward in his defence, BOTH of them!!
>
> Steve, you need to just relax and chill out, IMO. I've dealt with Bravo
> Sierra, as have others (more than 2) and have had good service from him.
>
> Did you order something from him and not get treated fairly?
>
> Thanks.
>

2284. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 15:08:01 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b58a4f$1@news.broadpark.no>
Source record: 12961

The Ox That Rocks wrote:
>>
>>2) get a PAL chip marked "C301901-002" replacing the
>>"C301901-001" (note the suffix) which you most likely already
>>have. It's chip "UA-2" which you'll find right in front of the
>>power supply.
> There is already a 002 GAL chip on the MB - and a WD1772ph-02-02
> Floppy Controller.

Lucky guy! :-)
But you still can't read/write HD floppy disks, right?

Have you checked to see what kind of floppy drive is installed
-if it is indeed a HD capable drive or not?

Also, if you have a multimeter, see if there is a connection
between the IC pins I've mentioned in my previous postings.

--
Hallvard

2285. Re: A few items I'm in the market for

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 15:47:42 UTC
From: Andy Ball <null@not.valid>
Message-ID: <ysgte.6164$hK3.1375@newsread3.news.pas.earthlink.net>
Source record: 12962

Hello,

> Need a few good 68882 FPUs for a few Falcons.
> I have the 16mhz ones, need 33mhz or higher.

What physical package do you need? PLCC? PGA?
Does the Falcon let you set the FPU clock independently, or
does it just run at the same speed as the CPU?

> Also need a Math Co-processor for a ATonce 386SX board
> in my MegaSTe. Anyone have a suitable one?

Possibly. How fast is the 386sx in that board?

> Also looking for external CDROM cases with/without the
> CDROM drive.

You might have a look for some Sun 411 boxes. Make sure they
come with the drive mounting bracket though.

- Andy Ball

2286. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 15:51:42 UTC
From: Don Schmidt <RetiredEngineer@pnb.telco>
Message-ID: <11bb54d6ob8n92c@corp.supernews.com>
Source record: 12963
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've known Ben for over ten years. I've always found his handshake gold in
my book.

Don
Bear Cavern BBS
Retired, both of us.

"Al Whiteman" <alsproshop@comcast.net> wrote in message
news:14-dnVYt3Zb-binfRVn-1A@comcast.com...
> On the other hand, maybe lots of people ARE interested in this mans
> product and service.
> Is the Delete Key broken on your keyboard??
>
>
> "Glenn Westerfield" <gwesterfield@comcast.net> wrote in message
> news:vfednYQhi9bL0SnfRVn-hw@comcast.com...
>> Maybe, just maybe, nobody wants your 8-bit fossils. Doh!
>>
>> You sure don't see this crap on Craigslist.
>>
>> Glenn W.
>>
>> Bravo Sierra Computers wrote:
>>> Times are hard right now, not only for me, but for all Atari Dealers.
>>> People are scared, living from paycheck to paycheck! If you want to
>>> help, and even if you dont, your business is welcome. Buy from Bravo
>>> Sierra and
>>> get a gift! Call Ben at (503)256-9974! Goto
>>> http://BensCatalogs.Atari.org
>>>
>>> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>>> http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
>>>
>>> I've got a fast turnaround rate. Usually, Once I receive payment your
>>> order goes out the same day. Customers love the speedy service! I have
>>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>>
>>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>>
>>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>>> References/
>>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org

>>> or at
>>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>>> Received
>>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>>> Specify
>>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>>> (503)256-9974!!!
>>>
>
>

2287. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 16:09:42 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <gNKdndLeRZm-BSjfRVn-1A@comcast.com>
Source record: 12964
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:d941hg$7pa$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...

: Why its...
:
: Not here it seems, there is an outside of the united STATE,
: and using Billy Bob's spell checker.

That's great. Did you learn these wonderful come-backs in
the 3rd grade, or the 2nd grade.

BTW, is SWEET your name, or your state of being? :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2288. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 16:35:34 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b59ed3$1@news.broadpark.no>
Source record: 12965

Regarding that German text (from the "Chips'n chips version X"
HYP file) about getting HD floppy support with the Mega STe...
here's what it says (I'd appreciate it if someone understanding
German better than me could explain what it says):

---------- START ----------
Trotz HD-Laufwerk und Floppycontroller will der Rechner
nicht?

Es gibt insgesamt drei Boardlayouts vom MegaSTE, diese sind
nicht alle vom Werk aus HD-Diskettenlaufwerk-tauglich!

Hier ein Auszug aus der "Einbauanleitung fï¿½r das HD-Floppy
Upgra- de Kit" von ATARI:

AUSZUG Start
Beim MEGA STE muss noch ï¿½berprï¿½ft werden, ob eine Verbindung
von U7 (68000 CPU) Pin 32 zu UA02 (PAL20L8) Pin 19 besteht.
Falls nicht, bitte auf der Board-Unterseite einen kurzen
Draht einlï¿½ten. Ausser- dem muss das IC UA02 die Bezeichnung
C301901-002 aufgedruckt haben. Falls Sie ein IC mit der
Bezeichnung C301901-001 eingebaut haben, muss dieses
ausgetauscht werden. AUSZUG Ende

Anmerkung des Autors:
Wer zu faul ist, die Platine auszubauen, kann auch eine
Draht- brï¿½cke von Pin 19 UA02 zu Pin 10 U8 (Cache Ram)
ziehen. Kommt genau das gleiche bei raus, hat aber den
Vorteil, dass die Platine nicht ausgebaut werden muss. Den
PAL-Chip MUSS man aber zwingend ersetzen, wenn ein
C301901-001 PAL Baustein vorhanden ist!

Es ist egal, ob der Rechner einen DMA-Chip in 40 Pin
Dil-Ausfï¿½hrung oder in 44 Pin PLCC-4Ausfï¿½hrung hat, die
obengeschriebenen Massnahmen mï¿½ssen auf alle Fï¿½lle beachtet
werden! Das Pal gehï¿½rt(e) zum Lieferumfang des Original
HD-Floppy Upgrade Kit (incl TOS 2.06, AJAX Chip und EPSON
SMD340 Floppy)

Wenn die 1.44MB Floppy nicht zuverlï¿½ssig durchformatiert,
kann es am Netzteil des Computers liegen. Die Partnummer
muss mit -002 enden. Wenn es ein -001 Netzteil ist, muss die
mittlere Platinen- Schraube entfernt werden. Ausserdem muss
der Stehbolzen, in den die Schraube gedreht war, gegen die
Platine isoliert werden. Klingt zwar alles merkwï¿½rdig, ist
aber tatsï¿½chlich so. Bei der Gelegen- heit kannst du auch

gleich nachsehen, ob der "richtige" Optokopp- ler SHARP PC111 eingebaut ist. Wenn es ein CNY17 ist, kann der Bildschirm ein wenig flimmern.

2 Floppylaufwerke am internen Steckverbinder zu betreiben ist ganz einfach. Einfach das Laufwerk mit einer neu aufpressten Buchse am Floppykabel verbinden und korrekt(!) auf Driveselect B jumpern (ein- stellen) oder die Driveselect Jumper verï¿½ndern. Wird ein PC Floppykabel verwendet welches 4 um 180 Grad gedrehte Adern aufweisst mï¿½ssen beide Floppylaufwerke auf Driveselect 1 (also B) gejumpert werden, sofern die Laufwerke da mitspielen. Wenn es probleme gibt, muss das Kabel auf nichtgedrehte Buchsenbelegung durch aufsetzen einer neuen Buchse modifiziert werden!

Muss der Blitter aus irgendeinem Grund ausgebaut werden (nur dann wenn der Blitter (U205) eh gesockelt ist), mï¿½ssen hinterher die Lï¿½tlï¿½cher der Widerstï¿½nde R224 und R225 mit Drahtbrï¿½cken oder Null-Ohm Wider- stï¿½nden gebrï¿½ckt werden.

Speichermï¿½ssig ist ein MegaSTE ohne grï¿½ssere Umbauten bis auf 4 Mega- byte aufrï¿½stbar. Mehr Speicher geht nur mittels der FRAK und der PAK3 Beschleunigerkarte oder ï¿½ber die anfang Oktober 1997 erschie- nene MagnumSTE Karte fï¿½r alle MegaSTE Computer.
---------- END ----------

--
Hallvard

2289. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-19 18:31:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.19.18.31.32.586392@charter.net>
Source record: 12966
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 19 Jun 2005 08:51:42 -0700, Don Schmidt wrote:

> I've known Ben for over ten years. I've always found his handshake gold in
> my book.
>
> Don
> Bear Cavern BBS
> Retired, both of us.

Hey, Don! Off topic, but I was just curious - is the Bear Cavern BBS Atari
based or something else?

Thanks.

See ya.

2290. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 00:44:57 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <lm3cb1dnrbmm0sd38a73tfeqe3tlgk4l8f@4ax.com>
Source record: 12967

>AUSZUG Start
>Beim MEGA STE muss noch ï¿½berprï¿½ft werden, ob eine Verbindung
>von U7 (68000 CPU) Pin 32 zu UA02 (PAL20L8) Pin 19 besteht.
>Falls nicht, bitte auf der Board-Unterseite einen kurzen
>Draht einlï¿½ten. Ausser- dem muss das IC UA02 die Bezeichnung
>C301901-002 aufgedruckt haben. Falls Sie ein IC mit der
>Bezeichnung C301901-001 eingebaut haben, muss dieses
>ausgetauscht werden. AUSZUG Ende

This connection is not onboard! Iï¿½ve made the connection. But I am unsure about the numbering system of the 68000FN12F.
On your picture I started top right and counted left outer row - then inner row. Pin 26 is then reached outer row on the bottom of your left flank (marked with "26" on my mainboard). Pin 32 is the third from the bottom on the inner left flank!

2291. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 02:04:51 UTC
From: You <you@cogeco.ca>
Message-ID: <BEDB9C83.25E5%you@cogeco.ca>
Source record: 12968
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I checked out Ben's website and catalogs a couple of nights ago and I found
his website to be most difficult to read. I'm not terribly impressed with
his prices either.

Example:

SX212 1200 baud Modem $25 U.S.
SX212 1200 baud Modem $40 U.S.

At first I thought it was a double entry for the SX212 modem. I couldn't
figure out why one modem cost $15 more than the other when they are both
identical units. Then I figured it out: The $15 premium gets you a manual
and a box.

I have to say that I find Ben's shareware prices to be somewhat outrageous.
Ben wants $10 U.S. for a copy of a shareware program like BobTerm. If Ben
is actually getting people to pay $10 U.S. for a disk with one shareware
program on it, I'm going into the shareware distribution business!

Also, on the question of integrity, Ben had a contest where customers were
invited to submit "customer satisfaction" testimonials. The customer to
write and submit the best testimonial, in Ben's opinion, would receive a
cash prize of $25.

I was shocked to learn that Ben awarded the $25 cash prize to a very close
friend of his. Most reputable businesses exclude friends and family from
eligibility in contests. Not Ben! Ben even goes on to describe how much
of a friend the contest winner is.

Note to Ben Smith: Testimonials carry much more weight if they are written
by people that you don't actually have personal relations with.

Anyway, I don't anticipate that I will ever be ordering from Bravo Sierra
Computers.

> From: "Don Schmidt" <RetiredEngineer@pnb.telco>
> Organization: Posted via Supernews, http://www.supernews.com
> Newsgroups:
> comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.cl
> assic,rec.games.video.marketplace,pdx.forsale
> Date: Sun, 19 Jun 2005 08:51:42 -0700
> Subject: Re: Bravo Sierra want's Your Money!
>
> I've known Ben for over ten years. I've always found his handshake gold in
> my book.

>
> Don
> Bear Cavern BBS
> Retired, both of us.
>
>
> "Al Whiteman" <alsproshop@comcast.net> wrote in message
> news:14-dnVYt3Zb-binfRVn-1A@comcast.com...
>> On the other hand, maybe lots of people ARE interested in this mans
>> product and service.
>> Is the Delete Key broken on your keyboard??
>>
>>
>> "Glenn Westerfield" <gwesterfield@comcast.net> wrote in message
>> news:vfednYQhi9bL0SnfRVn-hw@comcast.com...
>>> Maybe, just maybe, nobody wants your 8-bit fossils. Doh!
>>>
>>> You sure don't see this crap on Craigslist.
>>>
>>> Glenn W.
>>>
>>> Bravo Sierra Computers wrote:
>>>> Times are hard right now, not only for me, but for all Atari Dealers.
>>>> People are scared, living from paycheck to paycheck! If you want to
>>>> help, and even if you dont, your business is welcome. Buy from Bravo
>>>> Sierra and
>>>> get a gift! Call Ben at (503)256-9974! Goto
>>>> http://BensCatalogs.Atari.org
>>>>
>>>> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>>>> http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
>>>>
>>>> I've got a fast turnaround rate. Usually, Once I receive payment your
>>>> order goes out the same day. Customers love the speedy service! I have
>>>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>>>
>>>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>>>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>>>
>>>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>>>> References/
>>>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
>>>> or at
>>>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>>>> Received
>>>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>>>> Specify
>>>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>>>> (503)256-9974!!!
>>>>

>>
>>
>
>

2292. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 02:18:52 UTC
From: Don Schmidt <RetiredEngineer@pnb.telco>
Message-ID: <11bc9sc9hhha5c1@corp.supernews.com>
Source record: 12969
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Your entry lost?

--
Don
Vancouver, USA

"You" <you@cogeco.ca> wrote in message news:BEDB9C83.25E5%you@cogeco.ca...
>I checked out Ben's website and catalogs a couple of nights ago and I found
> his website to be most difficult to read. I'm not terribly impressed
> with
> his prices either.
>
> Example:
>
> SX212 1200 baud Modem $25 U.S.
> SX212 1200 baud Modem $40 U.S.
>
> At first I thought it was a double entry for the SX212 modem. I couldn't
> figure out why one modem cost $15 more than the other when they are both
> identical units. Then I figured it out: The $15 premium gets you a
> manual
> and a box.
>
> I have to say that I find Ben's shareware prices to be somewhat
> outrageous.
> Ben wants $10 U.S. for a copy of a shareware program like BobTerm. If
> Ben
> is actually getting people to pay $10 U.S. for a disk with one shareware
> program on it, I'm going into the shareware distribution business!
>
> Also, on the question of integrity, Ben had a contest where customers were
> invited to submit "customer satisfaction" testimonials. The customer to
> write and submit the best testimonial, in Ben's opinion, would receive a
> cash prize of $25.
>
> I was shocked to learn that Ben awarded the $25 cash prize to a very close
> friend of his. Most reputable businesses exclude friends and family from
> eligibility in contests. Not Ben! Ben even goes on to describe how
> much
> of a friend the contest winner is.
>
> Note to Ben Smith: Testimonials carry much more weight if they are
> written

> by people that you don't actually have personal relations with.
>
> Anyway, I don't anticipate that I will ever be ordering from Bravo Sierra
> Computers.
>
>
>> From: "Don Schmidt" <RetiredEngineer@pnb.telco>
>> Organization: Posted via Supernews, http://www.supernews.com
>> Newsgroups:
>> comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.cl
>> assic,rec.games.video.marketplace,pdx.forsale
>> Date: Sun, 19 Jun 2005 08:51:42 -0700
>> Subject: Re: Bravo Sierra want's Your Money!
>>
>> I've known Ben for over ten years. I've always found his handshake gold
>> in
>> my book.
>>
>> Don
>> Bear Cavern BBS
>> Retired, both of us.
>>
>>
>> "Al Whiteman" <alsproshop@comcast.net> wrote in message
>> news:14-dnVYt3Zb-binfRVn-1A@comcast.com...
>>> On the other hand, maybe lots of people ARE interested in this mans
>>> product and service.
>>> Is the Delete Key broken on your keyboard??
>>>
>>>
>>> "Glenn Westerfield" <gwesterfield@comcast.net> wrote in message
>>> news:vfednYQhi9bL0SnfRVn-hw@comcast.com...
>>>> Maybe, just maybe, nobody wants your 8-bit fossils. Doh!
>>>>
>>>> You sure don't see this crap on Craigslist.
>>>>
>>>> Glenn W.
>>>>
>>>> Bravo Sierra Computers wrote:
>>>>> Times are hard right now, not only for me, but for all Atari Dealers.
>>>>> People are scared, living from paycheck to paycheck! If you want to
>>>>> help, and even if you dont, your business is welcome. Buy from Bravo
>>>>> Sierra and
>>>>> get a gift! Call Ben at (503)256-9974! Goto
>>>>> http://BensCatalogs.Atari.org
>>>>>
>>>>> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>>>>> http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
>>>>>
>>>>> I've got a fast turnaround rate. Usually, Once I receive payment your

>>>>> order goes out the same day. Customers love the speedy service! I have
>>>>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>>>>
>>>>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>>>>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>>>>
>>>>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>>>>> References/
>>>>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
>>>>> or at
>>>>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>>>>> Received
>>>>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>>>>> Specify
>>>>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>>>>> (503)256-9974!!!
>>>>>
>>>
>>>
>>
>>
>

2293. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 04:05:50 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <utrho2-qju.ln1@don.localnet>
Source record: 12970
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

["Followup-To:" header set to comp.sys.atari.8bit.]
On Sun, 19 Jun 2005 15:04:16 +0000 (UTC), Steve Sweet
<steve.sweet@btopenworld.com> wrote:
> Hi Ronald
>
> That's besides the point, he's spamming a non-commercial base with his
> retarded and much repeated wares.
>
WTF are you doing in an Atari newsgroup if you think they are retarded?

--
I cannot believe that God plays dice with the cosmos.
-- Albert Einstein, on the randomness of quantum mechanics

2294. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 05:04:47 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <shjcb1139iaannj6ri0mec8p0enojfk173@4ax.com>
Source record: 12971

>>AUSZUG Start
>>Beim MEGA STE muss noch ï¿½berprï¿½ft werden, ob eine Verbindung
>>von U7 (68000 CPU) Pin 32 zu UA02 (PAL20L8) Pin 19 besteht.
>>Falls nicht, bitte auf der Board-Unterseite einen kurzen
>>Draht einlï¿½ten. Ausser- dem muss das IC UA02 die Bezeichnung
>>C301901-002 aufgedruckt haben. Falls Sie ein IC mit der
>>Bezeichnung C301901-001 eingebaut haben, muss dieses
>>ausgetauscht werden. AUSZUG Ende
>
>This connection is not onboard! Iï¿½ve made the connection. But I am
>unsure about the numbering system of the 68000FN12F.
>On your picture I started top right and counted left outer row - then
>inner row. Pin 26 is then reached outer row on the bottom of your left
>flank (marked with "26" on my mainboard). Pin 32 is the third from the
>bottom on the inner left flank!

It did not work. Black sm124. I must have got the pins mixed up!

2295. Re: A few items I'm in the market for

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 05:40:28 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Dyste.110949$IQ3.69584@bignews5.bellsouth.net>
Source record: 12972

"Andy Ball" <null@not.valid> wrote in message
news:ysgte.6164$hK3.1375@newsread3.news.pas.earthlink.net...
> Hello,
>
> > Need a few good 68882 FPUs for a few Falcons.
> > I have the 16mhz ones, need 33mhz or higher.
>
> What physical package do you need? PLCC? PGA?
> Does the Falcon let you set the FPU clock independently, or
> does it just run at the same speed as the CPU?

Hmmm...You got me with that question. I have 4 Atari Falcons that I'd
like to
upgrade the FPUs in. One is a CT2B Falcon.

AFAIK, Stock Falcon FPUs run at the same speed of the CPU. About 16MHz
IIRC.
However, I think there is a way to run them Faster than the CPU.
But I don't know alot about what can be done to the FPUs in a stock
Falcon.

Some one setup and educate us on this subject.
I need some advice on how fast I can go and what type of FPU I need
in a stock Falcon and anyother tips and info one can share.

Andy,
Not sure if ya know anything about the Atari Falcon, here is some info.

The Centurbo II version B (CT2B) upgraded Falcon runs basically in 2
modes.
The Stock Falcon Mode and the Turbo TOS modes.

If my info is correct.This is the speed of a CT2B Falcon in Normal Mode,
compared to the CT2B Falcon in Turbo Mode.

NORMAL CT2B TURBO
------------------------ --------------------
CPU 16MHz 50MHz
BUS 16MHz 50MHz
FPU 32MHz 50MHz
DSP 32MHz 50MHz
FastRam- None 50MHz FAST RAM
VIDEL (INT) 32MHz 50MHz

The C2TB Falcon Upgrade has 2 basic modes of operation. The Turbo Modes
and the
stock standard mode. The Standard Mode suppose to run just like a normal

unmodified Falcon.
The Info in the NORMAL Column above should be the same for a Standard Stock Falcon
AFAIK. If something is not right, then someone correct me. I'm not 100% sure that a stock
Falcon FPU runs at 32Mhz as the CT2B has it's own FPU socket. So some one who
knows needs to confirm this.

Now in a normal Factory Atari Falcon there is a Socket for a optional FPU.
Some folks got the FPU when they bought the Falcon new, others installed one later
or not at all.

My upgraded Falcon with the CT2B board includes it's own FPU socket.
According to the CT2B docs I'm reading, the co-processor is 32-bit wired,
(16-bit on a basic Falcon)
According to the docs, I will need at least a 68882 33Mhz FPU to run at 50MHz.
Anything under that will not run correctly at that speed.

Now on my Fairly stock Falcons. I'm abit confused as to the type and speed I need.

I've read were folks have over clocked them and etc.
These Falcons are mostly stock, except for things like a TT Touch keyboard upgrade
and etc that shouldn't effect the speed of the machine.

I do have a Internal BlowUP Hard installed in one of them, which greatly improves
the Video Modes, It might increase the display speed slightly, but shouldn't
have any effect on the FPU AFAIK.

I'd like to run the fastest FPUs possible without problems. And if I have to change a clock or
something fairly simple, then I can do that. Also, I may be upgrading one or two of them
with modest upgrades. I have a Nemesis 25/50mhz that I might install in one.
This would allow the FPU to run faster IIRC.
So, I'd like to get the fastest ones that I can use in a stock Falcon that will run
at a higher speed if I upgrade, so I won't have to buy faster FPUs in the future if
I do install minor or major upgrades.

I could use some input on using FPUs in stock Falcons.
And also what the next highest 68882 FPU speed is over 33Mhz as I might

want to install one faster than 33mhz in my CT2B.

>
> > Also need a Math Co-processor for a ATonce 386SX board
> > in my MegaSTe. Anyone have a suitable one?
>
> Possibly. How fast is the 386sx in that board?

It is a 16MHz, 32Bit CMOS CPU. It is fitted with the optional 512KB
vortex FastRam.
I'd like to get the 80387SX Co-Processor for it. Then It would be a full
board. 8-)
It also operates with the Cache Ram of the MegaSTE.
I suppose the 80387SX Co-Processor also runs at 16mhz.

Not a bad little board actually. It can be installed in a 1040ST,
1040STE, MegaST and MegaSTE.

Would love to get it going in a Falcon. I have 2 FalconSpeed Boards that
are nice, but they only
have a 286. However, I'd bet that a 386 or maybe even a 486 would work.
But I'd have to
desolder the 286 chip and put a socket on the board. Thats a project of
mine thats been
on the back burner for some time. 8-)

Anyone out there that uses a FalconSpeed or other PC board emulator on a
Atari, I'd like
to hear from you. Send me a e-mail.

>
> > Also looking for external CDROM cases with/without the
> > CDROM drive.
>
> You might have a look for some Sun 411 boxes. Make sure they
> come with the drive mounting bracket though.

I've seen some of those. Actually I can make use of the early External
SCSI CDROM Drives with the Centronic ports on the back of the case.
These drives are usually old 1X or 2X speed. Doesn't matter to me
if the CDROM drive works or not.
If anyone has 1 or more of these and don't need them, send me a e-mail.

>
> - Andy Ball

Thanks for you input Andy.

phantomm@bellsouth.net

2296. Re: A few items I'm in the market for

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 06:29:39 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <nntte.23745$F7.15714@news-server.bigpond.net.au>
Source record: 12973

Phantom wrote:
> "Andy Ball" <null@not.valid> wrote in message
> news:ysgte.6164$hK3.1375@newsread3.news.pas.earthlink.net...
>
>>Hello,
>>
>> > Need a few good 68882 FPUs for a few Falcons.
>> > I have the 16mhz ones, need 33mhz or higher.
>>
>>What physical package do you need? PLCC? PGA?
>>Does the Falcon let you set the FPU clock independently, or
>>does it just run at the same speed as the CPU?
>
>
> Hmmm...You got me with that question. I have 4 Atari Falcons that I'd
> like to
> upgrade the FPUs in. One is a CT2B Falcon.

PLCC
>
> AFAIK, Stock Falcon FPUs run at the same speed of the CPU. About 16MHz
> IIRC.

Yes

> However, I think there is a way to run them Faster than the CPU.
> But I don't know alot about what can be done to the FPUs in a stock
> Falcon.
>
> Some one setup and educate us on this subject.
> I need some advice on how fast I can go and what type of FPU I need
> in a stock Falcon and anyother tips and info one can share.

General rule is you can get just under twice the speed from the chip
safely, that Motorola badge the 68882 at.

I.e

For 16mhz operation, 16mhz or higher
For 25mhz operation, 16mhz or higher
For 32mhz operation, 25mhz or higher
For 40mhz operation, 25mhz or higher
For 50mhz operation, 32mhz or higher

And so on, the chip required for the MegaSTE and Falcon is of the PLCC
variety that includes the CT2. Not sure of the TT, but fwir, the vast

majority of TT's had the co-pro from factory, and only really early
models were devoid.

The FPU clock on the Falcon/TT is asynchronys. So you can overclock the
FPU without interfering with the timing of other system components. The
CT2 is cranked pretty hard, and overclocking that, probably won't be
easy. Stock Falcon FPU is 16mhz IIRC. A stock CT2 is 50mhz FPU, so
putting a faster than 32mhz achieves nothing. The clock needs to be
replaced in order to do that.
>
> Andy,
> Not sure if ya know anything about the Atari Falcon, here is some info.
>
> The Centurbo II version B (CT2B) upgraded Falcon runs basically in 2
> modes.
> The Stock Falcon Mode and the Turbo TOS modes.
>
> If my info is correct.This is the speed of a CT2B Falcon in Normal Mode,
> compared to the CT2B Falcon in Turbo Mode.
>
> NORMAL CT2B TURBO
> ------------------------ --------------------
> CPU 16MHz 50MHz
> BUS 16MHz 50MHz
> FPU 32MHz 50MHz
> DSP 32MHz 50MHz
> FastRam- None 50MHz FAST RAM
> VIDEL (INT) 32MHz 50MHz
>
>
> The C2TB Falcon Upgrade has 2 basic modes of operation. The Turbo Modes
> and the
> stock standard mode. The Standard Mode suppose to run just like a normal
> unmodified Falcon.

16mhz

> The Info in the NORMAL Column above should be the same for a Standard
> Stock Falcon
> AFAIK. If something is not right, then someone correct me. I'm not 100%
> sure that a stock
> Falcon FPU runs at 32Mhz as the CT2B has it's own FPU socket. So some
> one who
> knows needs to confirm this.

50mhz
>
>
> Now in a normal Factory Atari Falcon there is a Socket for a optional
> FPU.
> Some folks got the FPU when they bought the Falcon new, others installed

> one later
> or not at all.

Also fwir, all Falcon's were sold without an FPU, except for some
developer models. Some places were authorised to fit them without
voiding the warranty, and were sold in that fashion.
>
> My upgraded Falcon with the CT2B board includes it's own FPU socket.
> According to the CT2B docs I'm reading, the co-processor is 32-bit
> wired,
> (16-bit on a basic Falcon)
> According to the docs, I will need at least a 68882 33Mhz FPU to run at
> 50MHz.
> Anything under that will not run correctly at that speed.

100% correct.
>
> Now on my Fairly stock Falcons. I'm abit confused as to the type and
> speed I need.

16mhz for stock
>
> I've read were folks have over clocked them and etc.
> These Falcons are mostly stock, except for things like a TT Touch
> keyboard upgrade
> and etc that shouldn't effect the speed of the machine.

Again, the FPU clock on the Falcon/TT is asynchronys.
>
> I do have a Internal BlowUP Hard installed in one of them, which greatly
> improves
> the Video Modes, It might increase the display speed slightly, but
> shouldn't
> have any effect on the FPU AFAIK.

None at all.
>
> I'd like to run the fastest FPUs possible without problems. And if I
> have to change a clock or
> something fairly simple, then I can do that.

That is exactly how you do it.

Also, I may be upgrading
> one or two of them
> with modest upgrades. I have a Nemesis 25/50mhz that I might install in
> one.
> This would allow the FPU to run faster IIRC.

Probably 25mhz, because unmodified the FPU runs at bus speed.

> So, I'd like to get the fastest ones that I can use in a stock Falcon
> that will run

> at a higher speed if I upgrade, so I won't have to buy faster FPUs in
> the future if
> I do install minor or major upgrades.
>
> I could use some input on using FPUs in stock Falcons.
> And also what the next highest 68882 FPU speed is over 33Mhz as I might
> want to install one faster than 33mhz in my CT2B.

40mhz iirc, but it will make no difference to you CT2, as it is already
running at 50mhz.
>
>
>
>> > Also need a Math Co-processor for a ATonce 386SX board
>> > in my MegaSTe. Anyone have a suitable one?
>>
>>Possibly. How fast is the 386sx in that board?
>
>
> It is a 16MHz, 32Bit CMOS CPU. It is fitted with the optional 512KB
> vortex FastRam.
> I'd like to get the 80387SX Co-Processor for it. Then It would be a full
> board. 8-)
> It also operates with the Cache Ram of the MegaSTE.
> I suppose the 80387SX Co-Processor also runs at 16mhz.
>
> Not a bad little board actually. It can be installed in a 1040ST,
> 1040STE, MegaST and MegaSTE.
>
> Would love to get it going in a Falcon. I have 2 FalconSpeed Boards that
> are nice, but they only
> have a 286. However, I'd bet that a 386 or maybe even a 486 would work.
> But I'd have to
> desolder the 286 chip and put a socket on the board. Thats a project of
> mine thats been
> on the back burner for some time. 8-)
>
> Anyone out there that uses a FalconSpeed or other PC board emulator on a
> Atari, I'd like
> to hear from you. Send me a e-mail.

I have a Falcon speed card, but no software:-(. Rarer than rocking horse
^&(*.
>
>
>> > Also looking for external CDROM cases with/without the
>> > CDROM drive.
>>
>>You might have a look for some Sun 411 boxes. Make sure they
>>come with the drive mounting bracket though.
>

>
> I've seen some of those. Actually I can make use of the early External
> SCSI CDROM Drives with the Centronic ports on the back of the case.
> These drives are usually old 1X or 2X speed. Doesn't matter to me
> if the CDROM drive works or not.
> If anyone has 1 or more of these and don't need them, send me a e-mail.

I have a few external SCSI enclosures, Aussie to far for you?

Mark

2297. OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 07:30:07 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Vdute.38829$zm.33882@bignews4.bellsouth.net>
Source record: 12974

I have a Overscan Board for a MegaST. However I have no software or
Docs for the installation.

Anyone have the docs and or the software?

Also, what results does this board allow and will it work in anything
other
than a Mega ST?

phantomm@bellsouth.net

2298. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 07:54:21 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <NCute.23811$F7.6184@news-server.bigpond.net.au>
Source record: 12975

Phantom wrote:
> I have a Overscan Board for a MegaST. However I have no software or
> Docs for the installation.
>
> Anyone have the docs and or the software?
>
> Also, what results does this board allow and will it work in anything
> other
> than a Mega ST?

I have them at home, I will zip and mail for you.

Anything with a video shifter afaik. ST/F/M/FM and MegaST.

Mark

2299. calcomat -> excel

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 08:07:18 UTC
From: "jc.dasse" <jc.dasse@wanadoo.fr>
Message-ID: <42b67941$0$3103$8fcfb975@news.wanadoo.fr>
Source record: 12976

body knows if one can transfer the data of Calcomat to Excel ?

Thanks

2300. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 10:30:28 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b69ac6@news.broadpark.no>
Source record: 12977

The Ox That Rocks wrote:
>
>>AUSZUG Start
>>Beim MEGA STE muss noch ï¿½berprï¿½ft werden, ob eine Verbindung
>>von U7 (68000 CPU) Pin 32 zu UA02 (PAL20L8) Pin 19 besteht.
>>Falls nicht, bitte auf der Board-Unterseite einen kurzen
>>Draht einlï¿½ten. Ausser- dem muss das IC UA02 die Bezeichnung
>>C301901-002 aufgedruckt haben. Falls Sie ein IC mit der
>>Bezeichnung C301901-001 eingebaut haben, muss dieses
>>ausgetauscht werden. AUSZUG Ende
>
> This connection is not onboard!

Please verify first if my understanding is correct (my German,
especially technical-German, isn't any good, so I might have
totally misunderstood), but I *think* that it means to connect
pin 32 of the 68000 processor to pin 19 of the UA-2 "PAL" chip.

> Iï¿½ve made the connection.

Good.

> But I am
> unsure about the numbering system of the 68000FN12F.

I see. Better not turn on the computer before that's been checked
out properly.

> On your picture I started top right and counted left outer row - then
> inner row. Pin 26 is then reached outer row on the bottom of your left
> flank (marked with "26" on my mainboard). Pin 32 is the third from the
> bottom on the inner left flank!

I used the pinout from the "Chips'n chips X" HYP file. I've taken
a screenshot of it which I've uploaded here:
http://home.c2i.net/w-460389/mste_68000_pinout.gif

If I'm not completely mistaken (again, someone correct me if I'm
wrong), pin 1 is denoted by a "dent" or a "hole" in the chip
itself. It's marked with an asterisk (*) in the pinout image.

--
Hallvard

2301. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 10:34:54 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119263694.659034.191590@g14g2000cwa.googlegroups.com>
Source record: 12978
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Don Schmidt wrote:
> Your entry lost?

Your entry won?

Coda.

2302. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 13:16:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506200609220.19365-100000@onyx.spiritone.com>
Source record: 12979
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Gosh Steve, does that mean that I'm your ArchNemesis? I guess that also
makes me your equal. Except I'm not retarded!

On Sun, 19 Jun 2005, Steve Sweet wrote:

> Hi there
>
> X-Post's removed
>
> He is incompetent, i understand from past postings that he's legal
> classified as retarded, couldn't even write your address on his own.
>
> "Jojo" <mrbiggles909@yahoo.com> wrote in message
> news:4v8te.14371$R21.7649@lakeread06...
> > I've considered buying games from this fellow, but I find the spelling and
> > grammar problems in his ads to be a complete turn off. Anyone else feel
> > this way? I guess subliminally I think the service will be bad, or
> > something will go wrong with my order because the spelling and grammar
> > abuse makes him appear incompetent (which probably isn't the case)... It's
> > just not good business to present oneself in such a manner to potential
> > customers.
>
> --
>
> (º·.¸(¨*·.¸ ¸.·*¨)¸.·º)
> «.·º·. Steve .·º·.»
> (¸.·º(¸.·¨* *¨·.¸)º·.¸)
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2303. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 13:58:10 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.20.13.58.07.268557@charter.net>
Source record: 12980

On Mon, 20 Jun 2005 07:54:21 +0000, Mark Bedingfield wrote:

> Phantom wrote:
>> I have a Overscan Board for a MegaST. However I have no software or
>> Docs for the installation.
>>
>> Anyone have the docs and or the software?
>>
>> Also, what results does this board allow and will it work in anything
>> other
>> than a Mega ST?
>
> I have them at home, I will zip and mail for you.
>
> Anything with a video shifter afaik. ST/F/M/FM and MegaST.
>
> Mark

Hmm, did that device work with both color and mono monitors or just mono?

Thanks.

2304. Atari Online News, Etc. #07-25

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 23:09:32 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1119308972.539399.165460@g14g2000cwa.googlegroups.com>
Source record: 12981

```
A-ONE #0725 06/17/05

~ OpenSolaris Launched! ~ People Are Talking! ~ Online Sales
Tax!
~ Announcing: STinGadel! ~ AOL Atop DoS Zombies! ~ VideoGame Expo!
~ Britain Hacker Warning! ~ MS Sues Pirate Stores! ~ Final Fantasy
XI!
~ Intermix To Settle Suit ~ Microsoft Under Fire! ~ More PSP Hacks!

-* EditPlus Sources Released! *-
-* Firefox Still Chipping Away At IE! *-
-* Hong Kong Plans To Enact Anti-Spam Law! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

2305. Atari Online News, Etc. #07-25

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 23:09:40 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1119308980.200105.256840@g14g2000cwa.googlegroups.com>
Source record: 12982

A-ONE #0725 06/17/05

~ OpenSolaris Launched! ~ People Are Talking! ~ Online Sales
Tax!
~ Announcing: STinGadel! ~ AOL Atop DoS Zombies! ~ VideoGame Expo!
~ Britain Hacker Warning! ~ MS Sues Pirate Stores! ~ Final Fantasy
XI!
~ Intermix To Settle Suit ~ Microsoft Under Fire! ~ More PSP Hacks!

-* EditPlus Sources Released! *-
-* Firefox Still Chipping Away At IE! *-
-* Hong Kong Plans To Enact Anti-Spam Law! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

2306. Re: calcomat -> excel

Newsgroup: comp.sys.atari.st
Date: 2005-06-20 23:59:44 UTC
From: Avatar_e <erwinried@gmail.com>
Message-ID: <1119311984.307377.223870@g47g2000cwa.googlegroups.com>
Source record: 12983

jc.dasse ha escrito:
> body knows if one can transfer the data of Calcomat to Excel ?
>
> Thanks

Calcomat can export to comma separated or something?

2307. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 00:32:16 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <keJte.24576$F7.1300@news-server.bigpond.net.au>
Source record: 12984

Ronald J. Hall wrote:
> On Mon, 20 Jun 2005 07:54:21 +0000, Mark Bedingfield wrote:
>
>
>>Phantom wrote:
>>
>>>I have a Overscan Board for a MegaST. However I have no software or
>>>Docs for the installation.
>>>
>>>Anyone have the docs and or the software?
>>>
>>>Also, what results does this board allow and will it work in anything
>>>other
>>>than a Mega ST?
>>
>>I have them at home, I will zip and mail for you.
>>
>>Anything with a video shifter afaik. ST/F/M/FM and MegaST.
>>
>>Mark
>
>
> Hmm, did that device work with both color and mono monitors or just mono?
>
> Thanks.
>
Both afaik, I have the manual, will check it out.

Mark

2308. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 04:23:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42b7c2d64e95e2@comcast.net>
Source record: 12996
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,
rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have done business with Ben before. Nice guy...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2309. Re: Networking Questions

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 04:32:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42b7c2d64e95e5@comcast.net>
Source record: 12995

>E
>>>this job?? What software will I need?? MagicNet, STING is actually all
>>>ready setup on the 1040STf for connection through a router but I do not
>>>have an
>>>extra EtherNEC. What about FTP software?? I use Fiffi on my Falcon060
>>>and plan on using that on my other Falcon but that will probably not work
>>>on a
>>>1040STf. So what should I use for transfering these files over to my
>>>Falcon060 If there are any good networking web pages out there that will
>>>help with these type of connections with the type of software that I have
>>>please let
>>>me know. NOW granted, I know these type of connections will probably not
>>>be the fastest connection possible. But it sure beats using FLOPPY's!!!
>>>
>>>Thanks,
>>
>> Carey you could either use the ftp protacol for transfer or else try the
>> MagicNet version of BNet. Both work great transfering files to and from my
>> Hades and STe.
>
> Best way imho is PLIP cable. I had Falcon connected to TT (with riebl
>Ethernet card and cable modem) for years. TT acted as router and ip
>masquarading, so net acces from TT to Falcon was transparent...
>HTTP,FTP,NFS whatever worked great. Speed was okay as well, up to 120kb/sec
>(tt<>ct2 machine) 2 problems: it takes parallel port and require MiNT,
>don't know if MagicNET would work with PLIP drivers. Magic surely can't act
>as router/masquarading, but FTP access would surely be possible..

Never heard of a PLIP cable. What is that? Can you buy them or do you have to
build it?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2310. Illinois Atari Club?

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 05:24:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506202156360.8825-100000@onyx.spiritone.com>
Source record: 12985
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello, everyone. I have a friend looking for an Atari Club for support in Illinois? 8 Bit and/or ST. He has no access to NewsGroups. If someone can E-Mail contact info I can forward it to his E-Mail! Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2311. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 09:00:30 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <mjkfb1dkv31fq576hujs2u3dtbp4lnordm@4ax.com>
Source record: 12986

Hi Hallward

Thanks to your excellent pinout of the 68000NF.
It tested the connection pin32 (U7) - pin19 (UA02) and it was already
implemented on the mainboard.
So it should work!

There are two options:
1/ Either the WD1772ph02-02 is not speci¿½ed correctly on my machine.
2/ The HD diskdrive (Teac FD235) is not working.

If it is option 1 - do you know where to get hold of an Ajax?
To test option 2, i will try with another HD drive - however it is not
easy to get hold of the Epson SMD340, which came with the original
upgrade kit.

Is there any possibility to upload the "Chips'n chips X" HYP file to
your FTP server, or is it copyrighted?. I think a lot Atarians could
benefit from this!

How is your MKS-80?

Sincerely
Peter, Denmark

>The Ox That Rocks wrote:
>>
>>>AUSZUG Start
>>>Beim MEGA STE muss noch ï¿½berprï¿½ft werden, ob eine Verbindung
>>>von U7 (68000 CPU) Pin 32 zu UA02 (PAL20L8) Pin 19 besteht.
>>>Falls nicht, bitte auf der Board-Unterseite einen kurzen
>>>Draht einlï¿½ten. Ausser- dem muss das IC UA02 die Bezeichnung
>>>C301901-002 aufgedruckt haben. Falls Sie ein IC mit der
>>>Bezeichnung C301901-001 eingebaut haben, muss dieses
>>>ausgetauscht werden. AUSZUG Ende
>>
>> This connection is not onboard!
>
>Please verify first if my understanding is correct (my German,
>especially technical-German, isn't any good, so I might have
>totally misunderstood), but I *think* that it means to connect
>pin 32 of the 68000 processor to pin 19 of the UA-2 "PAL" chip.
>
>
> > Iï¿½ve made the connection.
>

>Good.
>
>
>> But I am
>> unsure about the numbering system of the 68000FN12F.
>
>I see. Better not turn on the computer before that's been checked
>out properly.
>
>
>> On your picture I started top right and counted left outer row - then
>> inner row. Pin 26 is then reached outer row on the bottom of your left
>> flank (marked with "26" on my mainboard). Pin 32 is the third from the
>> bottom on the inner left flank!
>
>I used the pinout from the "Chips'n chips X" HYP file. I've taken
>a screenshot of it which I've uploaded here:
>http://home.c2i.net/w-460389/mste_68000_pinout.gif
>
>If I'm not completely mistaken (again, someone correct me if I'm
>wrong), pin 1 is denoted by a "dent" or a "hole" in the chip
>itself. It's marked with an asterisk (*) in the pinout image.

2312. Re: Atari Online News, Etc. #07-25

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 09:01:07 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <nHQte.21574$K5.6767@newsfe4-win.ntli.net>
Source record: 12987

"Dana @ A-ONE" <dpj@atarinews.org> wrote in message
news:1119308980.200105.256840@g14g2000cwa.googlegroups.com...
> \ \ | | | / / http://people.delphiforums.com/dpj/a-one.htm

Past issues seem unavailable.

2313. Re: Harlequin.acc

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 10:00:18 UTC
From: Jens M Andreasen <ja@linux.nu>
Message-ID: <pan.2005.06.21.10.00.07.815403@linux.nu>
Source record: 12988

On Sun, 12 Jun 2005 03:52:32 -0700, Coda wrote:

> I recently bought Lattice C also, mainly because of the number of huge
> manuals that help me when im C coding (its not my first language). If I
> knew where to get Gnu C information to the detail that the Lattice manuals
> contain, I would be using it already.

Coda!

The information you are looking for is in the 'man' files (man as in
manuaul.) Alternatively in 'info'.

But I agree, having the ringbound summary on ones desk makes programming
soo much easier. Lattice is an investment I will never regret. Not least
for the durable documentation.

>
> Coda.

2314. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 12:14:20 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b8049b@news.broadpark.no>
Source record: 12989

The Ox That Rocks wrote:

> It tested the connection pin32 (U7) - pin19 (UA02) and it was already
> implemented on the mainboard.
> So it should work!

Good. But there were also some other things that needed checking
according to that German text. But alas, my German is pretty
lousy, so it needs to be translated first to get the full meaning.

>
> There are two options:
> 1/ Either the WD1772ph02-02 is not specï¿½ed correctly on my machine.
> 2/ The HD diskdrive (Teac FD235) is not working.

A third option is that there might be some jumpers that need
changing around. Does the disk drive work in DD mode, or doesn't
it work at all?

> If it is option 1 - do you know where to get hold of an Ajax?

I think it may be available from Best electronics. I just ordered
the two MegaSTe PAL chips from them today.
Here's the "Atari custom ICs" page:
http://www.best-electronics-ca.com/custom-i.htm

If they don't have it there you could try asking them. I've never
dealt with them until a few days ago. Someone else in this group
recommended me to get in touch with them when I was asking where
I could get those two PAL chips, and I've seen them mentioned
many times here, so I assume they're one of the "good guys"
unlike certain other Atari ST dealers/companies...

> To test option 2, i will try with another HD drive - however it is not
> easy to get hold of the Epson SMD340, which came with the original
> upgrade kit.

Why would you need an Epson SMD-340?
I'm certainly not going to search for a special (and probably
very expensive) floppy drive when a standard PC drive should work
fine. At least it worked fine on my STe, so I assume it'll work
fine in the Mega STe as well. I've been using it in DD mode for a
few years already, and with the slight modification I'm pretty
sure it'll work in the Mega STe in HD mode as well.

> Is there any possibility to upload the "Chips'n chips X" HYP file to
> your FTP server, or is it copyrighted?. I think a lot Atarians could

> benefit from this!

I'll see what I can do.

> How is your MKS-80?

So we've been in touch before!?
In some MIDI related newsgroup or mailing list?
Actually, the MKS-80 was a friend of mine's, and I tried to fix
it for him.
On the other hand I have an MKS-70 which is working great!

--
Hallvard

2315. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 12:27:38 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <jj1gb1djjurb8vm5j3k89c9eeq8o7saqv4@4ax.com>
Source record: 12990

>> How is your MKS-80?
>
>So we've been in touch before!?
>In some MIDI related newsgroup or mailing list?
>Actually, the MKS-80 was a friend of mine's, and I tried to fix
>it for him.
>On the other hand I have an MKS-70 which is working great!

As a longtime Atari Logic/Notator user I would be hard pressed not to have been in contact with you before! (Probably in a Midi related NG). I just remember that you were well equipped on the Roland MKS range. I have MKS-7, 30, 50, 70 and 80. I bought the MKS 80 from a Norvegian guy - I guess it wasï¿½nt you!
I had problems with some of the Midi Signal diodes in them - so i shifted them all to blue ones! Cool.

Trying your link!

2316. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 12:46:22 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b80c1c$1@news.broadpark.no>
Source record: 12991

The Ox That Rocks wrote:

> Is there any possibility to upload the "Chips'n chips X" HYP file to
> your FTP server, or is it copyrighted?. I think a lot Atarians could
> benefit from this!

It's uploaded now: ftp://gem.win.co.nz/hall/info/chips_x.zip
Be aware however that it's a HUGE file at over 6 Mbytes!!

If you're interested in reading about how I modified a standard
Sony HD floppy drive for use with my STe (and now my Mega STe)
you can download that from here:
ftp://gem.win.co.nz/hall/hardware/sony_144.zip

--
Hallvard

2317. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 12:51:56 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b80d6a$1@news.broadpark.no>
Source record: 12993

I've mentioned that German "Chips'n chips version X" hypertext
(.HYP) file several times here, so due to popular demand I've
uploaded it here: ftp://gem.win.co.nz/hall/info/chips_x.zip

Be warned however that this is a huge file at over 6 Mbytes.

--
Hallvard

2318. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 12:53:32 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.21.12.53.32.145861@charter.net>
Source record: 12992

On Tue, 21 Jun 2005 00:32:16 +0000, Mark Bedingfield wrote:

> Both afaik, I have the manual, will check it out.
>
> Mark

Thanks Mark, I was just curious. Seemed like I remembered something like
this enhancement, but I thought it was for mono only.

2319. German text needs translating -anyone?

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 13:01:57 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b80fc3$1@news.broadpark.no>
Source record: 12994

A couple of others along with myself are looking into how to upgrade the Mega STe with a HD floppy drive among other things. I found some tips and information about this issue in the German "Chips'n chips version X" Hypertext (HYP) file.
(by the way, I've just uploaded that file (which contains a wealth of hardware information for all Atari ST computers) and it can be found here: ftp://gem.win.co.nz/hall/info/chips_x.zip)

Anyway, since my German (and especially technical-German) isn't that good I could need some help in understanding what it says. I've tried a rough word-by-word translation using Altavista's online translation service, but there are still quite a few things I don't understand.
Can someone out here help?
Thanks :-)

Here's that text:

---------- START ----------
Trotz HD-Laufwerk und Floppycontroller will der Rechner nicht?

Es gibt insgesamt drei Boardlayouts vom MegaSTE, diese sind nicht alle vom Werk aus HD-Diskettenlaufwerk-tauglich!

Hier ein Auszug aus der "Einbauanleitung fï¿½r das HD-Floppy Upgra- de Kit" von ATARI:

AUSZUG Start
Beim MEGA STE muss noch ï¿½berprï¿½ft werden, ob eine Verbindung von U7 (68000 CPU) Pin 32 zu UA02 (PAL20L8) Pin 19 besteht. Falls nicht, bitte auf der Board-Unterseite einen kurzen Draht einlï¿½ten. Ausser- dem muss das IC UA02 die Bezeichnung C301901-002 aufgedruckt haben. Falls Sie ein IC mit der Bezeichnung C301901-001 eingebaut haben, muss dieses ausgetauscht werden. AUSZUG Ende

Anmerkung des Autors:
Wer zu faul ist, die Platine auszubauen, kann auch eine Draht- brï¿½cke von Pin 19 UA02 zu Pin 10 U8 (Cache Ram) ziehen. Kommt genau das gleiche bei raus, hat aber den Vorteil, dass die Platine nicht ausgebaut werden muss. Den PAL-Chip MUSS man aber zwingend ersetzen, wenn ein C301901-001 PAL Baustein vorhanden ist!

Es ist egal, ob der Rechner einen DMA-Chip in 40 Pin Dil-Ausfï¿½hrung oder in 44 Pin PLCC-4Ausfï¿½hrung hat, die

obengeschriebenen Massnahmen mi¿½ssen auf alle Fi¿½lle beachtet werden! Das Pal gehi¿½rt(e) zum Lieferumfang des Original HD-Floppy Upgrade Kit (incl TOS 2.06, AJAX Chip und EPSON SMD340 Floppy)

Wenn die 1.44MB Floppy nicht zuverli¿½ssig durchformatiert, kann es am Netzteil des Computers liegen. Die Partnummer muss mit -002 enden. Wenn es ein -001 Netzteil ist, muss die mittlere Platinen- Schraube entfernt werden. Ausserdem muss der Stehbolzen, in den die Schraube gedreht war, gegen die Platine isoliert werden. Klingt zwar alles merkwi¿½rdig, ist aber tatsi¿½chlich so. Bei der Gelegen- heit kannst du auch gleich nachsehen, ob der "richtige" Optokopp- ler SHARP PC111 eingebaut ist. Wenn es ein CNY17 ist, kann der Bildschirm ein wenig flimmern.

2 Floppylaufwerke am internen Steckverbinder zu betreiben ist ganz einfach. Einfach das Laufwerk mit einer neu aufpressten Buchse am Floppykabel verbinden und korrekt(!) auf Driveselect B jumpern (ein- stellen) oder die Driveselect Jumper veri¿½ndern. Wird ein PC Floppykabel verwendet welches 4 um 180 Grad gedrehte Adern aufweisst mi¿½ssen beide Floppylaufwerke auf Driveselect 1 (also B) gejumpert werden, sofern die Laufwerke da mitspielen. Wenn es probleme gibt, muss das Kabel auf nichtgedrehte Buchsenbelegung durch aufsetzen einer neuen Buchse modifiziert werden!

Muss der Blitter aus irgendeinem Grund ausgebaut werden (nur dann wenn der Blitter (U205) eh gesockelt ist), mi¿½ssen hinterher die Li¿½tli¿½cher der Widerstï¿½nde R224 und R225 mit Drahtbri¿½cken oder Null-Ohm Wider- sti¿½nden gebri¿½ckt werden.

Speichermi¿½ssig ist ein MegaSTE ohne gri¿½ssere Umbauten bis auf 4 Mega- byte aufri¿½stbar. Mehr Speicher geht nur mittels der FRAK und der PAK3 Beschleunigerkarte oder i¿½ber die anfang Oktober 1997 erschie- nene MagnumSTE Karte fi¿½r alle MegaSTE Computer.
---------- END ----------

--
Hallvard

2320. Retrochallenge 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 16:05:24 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <16703f.d558ac@fmlynet.org>
Source record: 12997

From...
http://desnoyers.org/retrochallenge/

Introduction
Do you depend upon modern computers, or are you a creative spirit who can push the limits of your old hardware in order to fulfill your everyday needs? The Retrochallenge is where you find out. This competition promotes the use of vintage hardware by establishing up three challenges. You are encouraged to enter any or all of theses challenges, to judge the creative works of other participants, or simply join in the discussions on our mailing list.

What are these challenges? If you enjoy creating original artwork, music, or programs on your legacy computer, then the creative challenges are for you. Simply do what you normally do, then submit your work to be judged by your peers. The second challenge is simply using a qualifying computer through the month of July, in a competition to see can survive a month without the latest in gadgetry. The third challenges judges how well you could communicate with the outside world on a retrocomputer.

So what is the prize? The excitement of participating in the challenge (everyone gets that one), and the respect of your peers. In order to help you gain the recognition of your peers, MLAgazine has gratiously offered to publish an article about the winner.

(68000 computers get a x3 modifier compared to the standard '030 computers which will be a modifier of x1.)

You think you got what it takes? :)

Doctor Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

2321. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 21:34:29 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <qvGdnVhSvLyoGiXfRVn-3g@comcast.com>
Source record: 12998
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42b7c2d64e95e2@comcast.net...

: I have done business with Ben before. Nice guy...

Ed,

I agree that he is probably a great guy, but what people are saying
is that his continual posting and multiple posting of his ads does
give the impression that he is desparate to sell his goods.

The Apple II groups has a special place for such ads, and there
should be one for Atari 8 bit groups as well, if there isn't one
already. That would be the place to post his ads where people
would go if they were in the market for Atari items.

Of course, there are those who just need something to complain
about and we have those in all groups, not just in the Atari-8
group. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2322. Re: Atari Online News, Etc. #07-25

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 22:49:30 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1119394170.671348.189400@z14g2000cwz.googlegroups.com>
Source record: 12899

Some of the really older issues had to be removed due to space
limitations. If there is a specific issue, or issues that you'd like,
let me know and I can e-mail them to you.

-Dana @ A-ONE

2323. Re: German text needs translating -anyone?

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 23:03:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <Rc6dndT5ksk5ASXfRVnysg@pipex.net>
Source record: 12900

In message <42b80fc3$1@news.broadpark.no>, inv@lid.email said:

>Anyway, since my German (and especially technical-German) isn't
>that good I could need some help in understanding what it says.
>I've tried a rough word-by-word translation using Altavista's
>online translation service, but there are still quite a few
>things I don't understand.
>Can someone out here help?

DDP Translations to the rescue! :-) I've left in the original
German, but you may find it easier to read if you delete all lines
starting with the quote chevron.

-------------------- START ------------------
>Trotz HD-Laufwerk und Floppycontroller will der Rechner
>nicht?

Despite HD drive and floppy controller, the computer doesn't want
to know?

>Es gibt insgesamt drei Boardlayouts vom MegaSTE, diese sind
>nicht alle vom Werk aus HD-Diskettenlaufwerk-tauglich!

In total there are 3 board layouts of the MegaSTE, not all of
which are HD floppy drive capable ex-works.

>Hier ein Auszug aus der "Einbauanleitung f�r das HD-Floppy
>Upgra- de Kit" von ATARI:

Here an excerpt from the "Installation for the HD floppy upgrade
kit" from ATARI:

>AUSZUG Start
>Beim MEGA STE muss noch �berpr�ft werden, ob eine Verbindung
>von U7 (68000 CPU) Pin 32 zu UA02 (PAL20L8) Pin 19 besteht.
>Falls nicht, bitte auf der Board-Unterseite einen kurzen
>Draht einl�ten. Ausser- dem muss das IC UA02 die Bezeichnung
>C301901-002 aufgedruckt haben. Falls Sie ein IC mit der
>Bezeichnung C301901-001 eingebaut haben, muss dieses
>ausgetauscht werden. AUSZUG Ende

EXCERPT Start
With MEGA STE you still have to check whether a connection exists
from U7 (68000 CPU) pin 32 to UA02 (PAL20L8) pin 19. If not,
please solder in a short wire on the underside of the PCB (printed
circuit board). In addition the UA02 IC has to have the legend
C301901-002 printed on it. If you have a built-in IC with the

legend C301901-001, then this has to be substituted.
EXCERPT End

>Anmerkung des Autors:
>Wer zu faul ist, die Platine auszubauen, kann auch eine
>Draht- br&#65533;cke von Pin 19 UA02 zu Pin 10 U8 (Cache Ram)
>ziehen. Kommt genau das gleiche bei raus, hat aber den
>Vorteil, dass die Platine nicht ausgebaut werden muss. Den
>PAL-Chip MUSS man aber zwingend ersetzen, wenn ein
>C301901-001 PAL Baustein vorhanden ist!

Note by the author:
If you are too lazy to remove the PCB, you can also draw a wire bridge from pin 19 UA02 to pin 10 U8 (Cache Ram). This has exactly the same result, but has the advantage that you do not have to remove the board. However it is ESSENTIAL to replace the PAL chip if a C301901-001 PAL IC is present!

>Es ist egal, ob der Rechner einen DMA-Chip in 40 Pin
>Dil-Ausf&#65533;hrung oder in 44 Pin PLCC-4Ausf&#65533;hrung hat, die
>obengeschriebenen Massnahmen m&#65533;ssen auf alle F&#65533;lle beachtet
>werden! Das Pal geh&#65533;rt(e) zum Lieferumfang des Original
>HD-Floppy Upgrade Kit (incl TOS 2.06, AJAX Chip und EPSON
>SMD340 Floppy)

It is immaterial whether the computer has a DMA chip in 40-pin DIL format or 44-pin PLCC format, the arrangements described above must be followed in each case! The PAL belongs(ed) to the package of the original HD floppy upgrade kit (inc. TOS 2.06, AJAX chip and EPSON SMD340 Floppy).

>Wenn die 1.44MB Floppy nicht zuverl&#65533;ssig durchformatiert,
>kann es am Netzteil des Computers liegen. Die Partnummer
>muss mit -002 enden. Wenn es ein -001 Netzteil ist, muss die
>mittlere Platinen- Schraube entfernt werden. Ausserdem muss
>der Stehbolzen, in den die Schraube gedreht war, gegen die
>Platine isoliert werden. Klingt zwar alles merkw&#65533;rdig, ist
>aber tats&#65533;chlich so. Bei der Gelegen- heit kannst du auch
>gleich nachsehen, ob der "richtige" Optokopp- ler SHARP
>PC111 eingebaut ist. Wenn es ein CNY17 ist, kann der
>Bildschirm ein wenig flimmern.

If the 1.44 MB floppy does not format reliably all the way through, then this could be due to the power supply unit of the computer. The part number must end with -002. If it is a -001 power supply, then the central PCB-mounting screw [presumably of the power supply board - Translator] must be removed. In addition the pillar into which the screw fitted has to be insulated from the PCB. Although all this sounds strange, it is really the case. While you are at it, you can check whether the "correct" opto-coupler SHARP PC111 is present. If it is a CNY17, the screen may flicker a little.

>2 Floppylaufwerke am internen Steckverbinder zu betreiben
>ist ganz einfach. Einfach das Laufwerk mit einer neu
>aufpressten Buchse am Floppykabel verbinden und korrekt(!)
>auf Driveselect B jumpern (ein- stellen) oder die
>Driveselect Jumper ver�ndern. Wird ein PC Floppykabel
>verwendet welches 4 um 180 Grad gedrehte Adern aufweisst
>m�ssen beide Floppylaufwerke auf Driveselect 1 (also B)
>gejumpert werden, sofern die Laufwerke da mitspielen. Wenn
>es probleme gibt, muss das Kabel auf nichtgedrehte
>Buchsenbelegung durch aufsetzen einer neuen Buchse
>modifiziert werden!

It is simple to connect two floppy drives to the internal push-on connector. Just connect the drive with a new socket pressed onto the floppy cable and set the jumper on the drive correctly (!) to drive-select B, or alter the drive-select jumpers. If a PC floppy cable is being used that has four wires rotated through 180 degrees, then both floppy drives have to be jumpered to drive-select 1 (i.e. B), provided the drives go along with that. If there are problems with this, then the cable has to be modified to a non-rotated socket connection by fitting a new socket!

>Muss der Blitter aus irgendeinem Grund ausgebaut werden (nur
>dann wenn der Blitter (U205) eh gesockelt ist), m�ssen
>hinterher die L�tl�cher der Widerst�nde R224 und R225 mit
>Drahtbr�cken oder Null-Ohm Wider- st�nden gebr�ckt werden.

If the blitter has to be removed for some reason (only if the blitter (U205) is socketed in any case), then afterwards the solder holes of the resistors R224 and R225 have to be bridged with wire straps or zero-ohm resistors.

>Speicherm�ssig ist ein MegaSTE ohne gr�ssere Umbauten bis auf
>4 Mega- byte aufr�stbar. Mehr Speicher geht nur mittels der
>FRAK und der PAK3 Beschleunigerkarte oder �ber die anfang
>Oktober 1997 erschie- nene MagnumSTE Karte f�r alle MegaSTE
>Computer.

Memory-wise a MegaSTE can be upgraded without much work up to 4 Megabytes. More memory is only possible with the FRAK and the PAK3 accelerator card or the new MagnumSTE card for all MegasSTE computers that first appeared in October 1997.

---------- END ----------

2324. Re: Illinois Atari Club?

Newsgroup: comp.sys.atari.st
Date: 2005-06-21 23:21:59 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1119396128.7fefeaa6755409e8fa943ac1813c1965@teranews>
Source record: 12901
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

www.scatarians.org

On Mon, 20 Jun 2005 22:24:01 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>Hello, everyone. I have a friend looking for an Atari Club for support in
>Illinois? 8 Bit and/or ST. He has no access to NewsGroups. If someone can
>E-Mail contact info I can forward it to his E-Mail! Thanx! ===Ben===
>
>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
>Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
>http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
>Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
>Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2325. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-22 01:26:53 UTC
From: You <you@cogeco.ca>
Message-ID: <BEDE369D.262F%you@cogeco.ca>
Source record: 12902
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

No, my entry didn't lose. I didn't have an entry because I've never done
business with Bravo Sierra Computers.

I can recognize and appreciate Ben's KISS philosophy when it comes to his
posts and website content. However, this approach makes his post and
website very difficult to read if you're not viewing the content in a
40-column browser.

If I might make a suggestion, Ben may wish to have two versions of his
website content. Perhaps if Ben created content for 40-column viewers and
for regular viewers, he wouldn't get so much flack over how his
advertisements appear.

It would probably go a long way in improving the outward appearance of his
business as well.

Call me naive, but if Ben put a little more effort into making his business
look professional, he wouldn't have to spam as much.

Just my opinion.

> From: "Coda" <smeg_007@hotmail.com>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit,comp.sys.atari.st
> Date: 20 Jun 2005 03:34:54 -0700
> Subject: Re: Bravo Sierra want's Your Money!
>
> Don Schmidt wrote:
>> Your entry lost?
>
> Your entry won?
>
> Coda.
>

2326. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-22 06:22:09 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <CI7ue.122061$IQ3.30734@bignews5.bellsouth.net>
Source record: 12903

Hey Mark,

That would be most helpful if you could e-mail the docs and software
for the OverScan Board.

I just installed the JRI Genlock in my MegaST4. (Not tested yet)
Only took about 30 minutes. This will be nice, it has a remote control
and
lots of ports. RCA Video In and Out, RCA Audio out, Monitor ports and
etc.

I'd like to have a Good Graphics Card to see if I could get more than
16 colors out of basic displays. However there are some software
tricks to get more than 16 colours displayed at one time.

I believe the OverScan board gets rid of the white border around the
display.

It may benefit some when using the Genlock, if it doesn't already do
that.

Anyway just to make sure, my OverScan board has 2 ICs and a few Caps.
And 10 different colored wires to solder. So without the docs, I have no
clue where the wires are to be soldered. I suppose the software is
fairly small?

phantomm@bellsouth.net

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:NCute.23811$F7.6184@news-server.bigpond.net.au...
> Phantom wrote:
>> I have a Overscan Board for a MegaST. However I have no software or
>> Docs for the installation.
>>
>> Anyone have the docs and or the software?
>>
>> Also, what results does this board allow and will it work in anything
>> other
>> than a Mega ST?
>
> I have them at home, I will zip and mail for you.
>
> Anything with a video shifter afaik. ST/F/M/FM and MegaST.
>
> Mark

2327. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-22 07:29:36 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Ar8ue.256$oJ.234@news-server.bigpond.net.au>
Source record: 12904

Phantom wrote:
> Hey Mark,
>
> That would be most helpful if you could e-mail the docs and software
> for the OverScan Board.
>
> I just installed the JRI Genlock in my MegaST4. (Not tested yet)
> Only took about 30 minutes. This will be nice, it has a remote control
> and
> lots of ports. RCA Video In and Out, RCA Audio out, Monitor ports and
> etc.
>
> I'd like to have a Good Graphics Card to see if I could get more than
> 16 colors out of basic displays. However there are some software
> tricks to get more than 16 colours displayed at one time.

Only in still images, spc and spu (spectrum) can do it. FWIR there were
demo's that did 32 colours, maybe 256. But for the purposes of video
capture, I don't think so. You may have issues with the capture software
while running the Overscan cct as well.
>
> I believe the OverScan board gets rid of the white border around the
> display.

Sort of, but not really;-). It just pushes them out
>
> It may benefit some when using the Genlock, if it doesn't already do
> that.
>
> Anyway just to make sure, my OverScan board has 2 ICs and a few Caps.
> And 10 different colored wires to solder. So without the docs, I have no
> clue where the wires are to be soldered. I suppose the software is
> fairly small?

One double density floppy disk, I am e-mailing my home account, so I
don't forget;-).
>
> phantomm@bellsouth.net
>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:NCute.23811$F7.6184@news-server.bigpond.net.au...
>
>>Phantom wrote:
>>
>>>I have a Overscan Board for a MegaST. However I have no software or

>>>Docs for the installation.
>>>
>>>Anyone have the docs and or the software?
>>>
>>>Also, what results does this board allow and will it work in anything
>>>other
>>>than a Mega ST?
>>
>>I have them at home, I will zip and mail for you.
>>
>>Anything with a video shifter afaik. ST/F/M/FM and MegaST.
>>
>>Mark
>
>
>

2328. Re: German text needs translating -anyone?

Newsgroup: comp.sys.atari.st
Date: 2005-06-22 11:38:41 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42b94dc2$1@news.broadpark.no>
Source record: 12907

xlator@cix.compulink.co.uk wrote:
> In message <42b80fc3$1@news.broadpark.no>, inv@lid.email said:

> DDP Translations to the rescue! :-) I've left in the original
> German, but you may find it easier to read if you delete all lines
> starting with the quote chevron.

Thanks! Much appreciated.
Here's a summary of all that. If someone finds it incorrect,
please correct me!

------------ SUMMARY START -------------------------
Despite having installed a High-density capable floppy drive and
a floppy disk controller chip, why won't it work?

There are 3 different Mega STe motherboards variations available.
Not all of them are capable of high-density floppy support
(without modifications? Not capable of supporting HD floppy
drives at all???)

You have to check if there is a connection between pin 32 of the
68000 CPU chip (U7) and pin 19 of the PAL20L8 chip (UA-02):

68000 processor (U7) PAL20L8 (UA-02)

Pin 32 Pin 19

You could use a multimeter for this.
If there's no connection you need to make one, by soldering a
wire between the two ICs, from underneath the Mega STe motherboard.
Also, if the "UA-02" position chip is marked "C301901-001" you
need to exchange it with a new chip marked "C301901-002" (note
the "-002" suffix).

Note:
If you're not bothered to remove the Mega STe motherboard from
the lower part of the plastic casing you can solder a wire
between pin 19 of the PAL20L8 chip (UA-02) and pin 10 of the
cache RAM chip (U-8). This will give the exact same result as
above, but with the advantage of not having to remove the Mega
STe motherboard.
However, it is ABSOLUTELY ESSENTIAL that you replace the PAL chip
with the "-002" suffix type if you have a "C301901-001".

If you're still having problems (e.g. high density formatting not
working reliably), the problem could be due to the Mega STe
power-supply unit. The part number should end with a "-002" suffix.

If it's got a "-001" suffix you will have to remove a certain screw
(NOTE: from here on the translation gets a bit sketchy and I
could need some more details from people who know more about the
subject than I do).

------------------- SUMMARY END ----------------------

--
Hallvard

2329. Re: Help ordering new 100mHz 060

Newsgroup: comp.sys.atari.st
Date: 2005-06-22 12:27:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.22.12.27.08.553632@charter.net>
Source record: 12908

On Wed, 22 Jun 2005 07:27:48 +0000, Rustynutt wrote:

> Read somewhere one more order is needed to get a set issued. Looked on
> his website, and didn't see the 100mHz 060's a being available, or are
> these the newer CT63" he is getting? Will they work in the CT060?
> Hell, i'll order one, if just to put it in a box next to the rest of
> the stuff I haven't installed yet. Just point me in the right
> direction, i'm too inebriated at the moment for figure it out.
> Have a good working PAL splitter box and Expose card for sale. I want
> retail for it. I use it with a dual standard Aiwa VCR, works perfect.
> Still better than most capture cards available for PC, especially if
> your using it on a 40Mhz Mighty Sonic full or ram, or Afterburner full
> of ram. One of those might be for sale as well, retail.
> Mike

Whats retail for an Expose card these days? I've no idea. Thanks!

2330. Re: Retrochallenge 2005

Newsgroup: comp.sys.atari.st
Date: 2005-06-22 15:31:45 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119454305.516234.262970@g14g2000cwa.googlegroups.com>
Source record: 12906

Great idea!

Dont think I would win though :P

Coda.

2331. Re: Help ordering new 100mHz 060

Newsgroup: comp.sys.atari.st
Date: 2005-06-22 18:13:41 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42b9aa52$0$30781$626a14ce@news.free.fr>
Source record: 12905

No more CT63 available !
All are sold.
Same about CTCM

For 060 rev.6 I will check that later...

Regards

Rustynutt wrote:
> Read somewhere one more order is needed to get a set issued. Looked on
> his website, and didn't see the 100mHz 060's a being available, or are
> these the newer CT63" he is getting? Will they work in the CT060?
> Hell, i'll order one, if just to put it in a box next to the rest of
> the stuff I haven't installed yet. Just point me in the right
> direction, i'm too inebriated at the moment for figure it out.
> Have a good working PAL splitter box and Expose card for sale. I want
> retail for it. I use it with a dual standard Aiwa VCR, works perfect.
> Still better than most capture cards available for PC, especially if
> your using it on a 40Mhz Mighty Sonic full or ram, or Afterburner full
> of ram. One of those might be for sale as well, retail.
> Mike

2332. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-22 22:17:49 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3hu6ccFj1477U1@individual.net>
Source record: 12909
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bill Garber wrote:

> Of course, there are those who just need something to complain
> about and we have those in all groups, not just in the Atari-8
> group. :o)

I just wish he'd learn how to use an apostrophe.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

2333. ST-Falcon Cartridge PCBs

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 00:48:14 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <4Dnue.46080$zm.46033@bignews4.bellsouth.net>
Source record: 12910

I have a few cartridge based projects I'd like to get into.

However, I need some fairly bare Atari ST/E- Falcon

Cartridge PCBs.

If someone has a few of these for sale/trade contact me
by e-mail.

Also, I recently got ahold of a original complete PCBoard
Designer package for the Atari ST.

Was wondering if anyone here has used this to make a
complete PCB design?

Also, it seems to only run in Mono.

Has anyone tried running it on a TT or Falcon in a 640x480 color mode?

I know some programs that will work like this as they only check the
actual resolution and not the number or colors.

Not tried this one like this yet. But it would sure help to run it in a
color resolution.

Regarding the Cartridges, E-mail me at phantomm@bellsouth.net
Overseas offers included, as it seems alot of stuff like this is hard
to get in the US now.

If the Cartridge PCBs are no longer available, I would go as far as
having some made up, if someone could point me in the right
place to get it done.

I need a source for this anyway as I have a few completed boards
that I would like to get reproduced, if it will be cost affective.

phantomm@bellsouth.net

2334. Re: ST-Falcon Cartridge PCBs

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 07:29:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ba6480$0$292$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12911

"Phantom" <phantomm@bellsouth.net> wrote in message
news:4Dnue.46080$zm.46033@bignews4.bellsouth.net...
>
>
> I have a few cartridge based projects I'd like to get into.
>
> However, I need some fairly bare Atari ST/E- Falcon
>
> Cartridge PCBs.
>
> If someone has a few of these for sale/trade contact me
> by e-mail.
>
> Also, I recently got ahold of a original complete PCBoard
> Designer package for the Atari ST.
>
> Was wondering if anyone here has used this to make a
> complete PCB design?
>
> Also, it seems to only run in Mono.
>
> Has anyone tried running it on a TT or Falcon in a 640x480 color mode?
>
>
> I know some programs that will work like this as they only check the
> actual resolution and not the number or colors.
>
> Not tried this one like this yet. But it would sure help to run it in a
> color resolution.
>
> Regarding the Cartridges, E-mail me at phantomm@bellsouth.net
> Overseas offers included, as it seems alot of stuff like this is hard
> to get in the US now.
>
> If the Cartridge PCBs are no longer available, I would go as far as
> having some made up, if someone could point me in the right
> place to get it done.
>
> I need a source for this anyway as I have a few completed boards
> that I would like to get reproduced, if it will be cost affective.
>
>
> phantomm@bellsouth.net
>

>

I got some 2600 PCB's from best, you could try there. I can design PCB's and have they made , or make proto-types, though with the "pro" PCB's you pay per sheet so those little boards you will end up with a lot of them.

Chris

>

2335. Re: ST-Falcon Cartridge PCBs

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 08:51:46 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050623095200168O7%derryck@cixcoukinvalid>
Source record: 12912

On 2005-06-23 01:48:14 +0100, "Phantom" <phantomm@bellsouth.net> said:

> Also, I recently got ahold of a original complete PCBoard
> Designer package for the Atari ST.

If that's the program I remember from several! years ago it came on two
disks? Copy-protected too.

> Was wondering if anyone here has used this to make a
> complete PCB design?

That's what it's for ;-)

> Also, it seems to only run in Mono.
>
> Has anyone tried running it on a TT or Falcon in a 640x480 color mode?

I have a feeling that it wrote directly to screen memory, but...

> Not tried this one like this yet. But it would sure help to run it in a
> color resolution.

You should instead try Scooter, which runs in up to 256 colours, and is
also GEM-compliant.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

2336. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 08:52:42 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050623095256752 49%derryck@cixcoukinvalid>
Source record: 12913

On 2005-06-22 23:17:49 +0100, RichardK <atari@NOSPAMbtconnect.com> said:

> I just wish he'd learn how to use an apostrophe.

Grocers' English :-(

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

2337. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 08:58:44 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050623095858500 73%derryck@cixcoukinvalid>
Source record: 12914

On 2005-06-22 08:29:36 +0100, Mark Bedingfield
<mark@nomorespamplease.computercom.com.au> said:

>> I believe the OverScan board gets rid of the white border around the display.
>
> Sort of, but not really;-). It just pushes them out

Hmm, it turns the border into usable pixels!

If this is the commercial Overscan board it's very good.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

2338. DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 11:01:55 UTC
From: dark_willow1981@lycos.com
Message-ID: <1119523494.724096.267870@g14g2000cwa.googlegroups.com>
Source record: 12915

I have just got an ethernec for my TT and want to connect it to a 512k cable broadband link (Blueyonder/Telewest), who use DHCP. I checked through the arhices here and saw this has come up efore, and that there is no DHCP supporting software for the Atari without mint so a router is the best thing to do.

Any thoughts on which one is best and affordable? Anyone else with a similar set up with Blueyonder?

Also, are there any that also have a decent firewall as the new Blueyonder cable modems don't have them built in anymore:(

2339. Re: DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 11:27:18 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119526038.418021.172520@g43g2000cwa.googlegroups.com>
Source record: 12916

There are loads of decent cable routers available, and theyre not
expensive anymore, unless you go for the latest wireless spec stuff.

Look here on ebuyer:
http://www.ebuyer.com/customer/products/index.html?action=UFNTaG93UmVzdWx0cw%3D%3D

Loads to choose from, some with hubs and wireless, some not.
If you want a reliable well known brand router with a stateful packet
inspection FW, no wireless, but 4 lan ports you could do a lot worse
than this:
http://www.ebuyer.com/customer/products/index.html?rb=8378734850&action=c2hvd19wcm9kdWN0X2
92ZXJ2aWV3&product_uid=45295

Coda

2340. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 12:03:10 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <42baa3c4$0$15970$afc38c87@news.optusnet.com.au>
Source record: 12917

Ronald J. Hall wrote:
> On Tue, 21 Jun 2005 00:32:16 +0000, Mark Bedingfield wrote:
>
>
>
>>Both afaik, I have the manual, will check it out.
>>
>>Mark
>
>
> Thanks Mark, I was just curious. Seemed like I remembered something like
> this enhancement, but I thought it was for mono only.
>
Aha, colour and Mono, Page 9.

Drivers are here;

http://www.members.optusnet.com.au/~startreks/Drivers/

The manual is huge, it will take quite a while to scan and upload. First thing is to plug the scanner back in;-).

Mark

2341. Re: DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 12:53:29 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119531209.623352.49420@g44g2000cwa.googlegroups.com>
Source record: 12918

That first link seems to be too long and doesnt work properly.

Coda.

2342. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 14:28:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.23.14.28.22.746165@charter.net>
Source record: 12919

On Thu, 23 Jun 2005 22:03:10 +1000, Mark Bedingfield wrote:

> Aha, colour and Mono, Page 9.
>
> Drivers are here;
>
> http://www.members.optusnet.com.au/~startreks/Drivers/
>
> The manual is huge, it will take quite a while to scan and upload. First
> thing is to plug the scanner back in;-).
>
> Mark

Thanks Mark, guess I was thinking about something else. Its good to know
that it does both.

I wouldn't mind getting one for my Mega ST then! :-)

2343. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 14:53:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506230748380.17315-100000@onyx.spiritone.com>
Source record: 12920
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This coming July is my Christmas in July sale. I'm asking for Charity. Business has never been so slow. I'm way behind on my bills and I need to catch up. Summer is the slowest time of year. I've never had it so bad. If Business doesn't pick up soon, there is going to be one less Atari Dealer. A pastor of mine taught, "Make your needs known and Help will come!" I'm not asking for a hand out, I just want to earn your Business & make you a satisfied customer. While business is slow, I relax by playing Atari Video Games. I don't mind waiting since I have the best customers. So goto

http://BenSells.Atari.org

So E-Mail Atari@aracnet.com or Call Ben anytime at (503)256-9974!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2344. AD: Atari Games of Summer! $5 & Up!

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 14:56:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506230753130.17315-100000@onyx.spiritone.com>
Source record: 12921
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Overworked? Stressed Out? Do Video Games only complicate your Life? The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST and Jaguar Games! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org Games Starting at $5 & Up!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2345. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 17:07:26 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119545396.803399.247120@z14g2000cwz.googlegroups.com>
Source record: 12922

Hallvard,

I have just noticed that the GAL listing for programming your own is
available on Rodolphes website -
http://www.czuba-tech.com/old/museum.htm

Coda.

2346. Re: ST-Falcon Cartridge PCBs

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 19:27:48 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <I_Due.8$Zo.5@bignews3.bellsouth.net>
Source record: 12923

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200506230952001680 7%derryck@cixcoukinvalid...
> On 2005-06-23 01:48:14 +0100, "Phantom" <phantomm@bellsouth.net> said:

> If that's the program I remember from several! years ago it came on
> two disks? Copy-protected too.

Well, its on one disk and yes copy protected.
>
>> Was wondering if anyone here has used this to make a
>> complete PCB design?
>
> That's what it's for ;-)

Yes I know thats what its for, I have a degree in electronics.

>
> You should instead try Scooter, which runs in up to 256 colours, and
> is also GEM-compliant.

I have Scooter, but PC Board Designer looks better in my opinion.

I was just wondering if anyone here had used it to complete a PCB
project?
phantomm@bellsouth.net

> --
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /
>
>

2347. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 19:29:15 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <J%Due.9$Zo.0@bignews3.bellsouth.net>
Source record: 12924

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:20050623095858500 73%derryck@cixcoukinvalid...
> On 2005-06-22 08:29:36 +0100, Mark Bedingfield
> <mark@nomorespamplease.computercom.com.au> said:
>
>>> I believe the OverScan board gets rid of the white border around the
>>> display.
>>
>> Sort of, but not really;-). It just pushes them out
>
> Hmm, it turns the border into usable pixels!
>
> If this is the commercial Overscan board it's very good.

It's the commercial board.
phantomm@bellsouth.net

>
> --
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /
>
>

2348. Game.Machines Book - 33 years of gaming history (including Atari ST)

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 20:21:38 UTC
From: John Stringer <john.stringer1@*NOSPAM*ntlworld.com>
Message-ID: <2306200521191289 71%john.stringer1@*NOSPAM*ntlworld.com>
Source record: 12925

Hi,

Some of you may be interested in a new book that has been published by a small specialist publisher. The book reviews and discusses over 200 home computers and consoles, including the Atari 8bit, 16 bit and console ranges. It manages to pull off the unusual combination of being really well designed (224 full colour pages) and informative (lots of interesting facts about the systems, key titles and market history).

Anyway you read more about the book and also have a look at some example pages at my web site:

http://www.jcec.co.uk/book.html

I'm in regular contact with the author, a really friendly ex-games journalist, if you have questions.

Cheers
John

2349. [GAME] pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 20:38:42 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <i7jro2-ts6.ln1@manoir.racoon.city>
Source record: 12926

Hello everybody,

I restarted from original Doom code, to have a cleaner base, than the
current 0.31 which was going worse than ever. I also compiled it with
a recent SDL version with many bug fixes.

Now, you have:
- Totally dynamic about resolution choice and changes, no more zoomed
320x200. You really can have Doom in 640x400 (or more). With the GEM
video driver, you can change the window size, and the game follows.

- The engine always draw in 8 bits, then SDL convert it to the screen
format. It should be faster in 8 bits mode with FastRam, because the
screen is entirely built in Fast, then c2p-ized to STRam, so less bytes
transfered from Fast to ST-Ram.

- Many memory leaks fixes with Valgrind/x86 under Linux.

For SDL, there is also support for Centscreen and Blowup resolutions, and
current Screenblaster 3 mode, I need people to test them.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2350. Re: DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-23 21:38:38 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <suadncXW_bdCtibfRVnyig@eclipse.net.uk>
Source record: 12927

<dark_willow1981@lycos.com> wrote in message
news:1119523494.724096.267870@g14g2000cwa.googlegroups.com...
> I have just got an ethernec for my TT and want to connect it to a 512k
> cable broadband link (Blueyonder/Telewest), who use DHCP. I checked
> through the arhices here and saw this has come up efore, and that there
> is no DHCP supporting software for the Atari without mint so a router
> is the best thing to do.
>
> Any thoughts on which one is best and affordable? Anyone else with a
> similar set up with Blueyonder?
>

Our local Tesco Metro had some cable routers, looked reasonable price.
Apparently not all stores have them..

> Also, are there any that also have a decent firewall as the new
> Blueyonder cable modems don't have them built in anymore:(
>

I don't think any of the cable routers firewalls are "decent".... Make sure
you don;t use the DMZ address and route only the ports you need.

2351. Re: OVERSCAN Board for MegaST

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 00:06:14 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <W7Iue.2018$oJ.873@news-server.bigpond.net.au>
Source record: 12928

Phantom wrote:
> "Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
> news:200506230958585007 3%derryck@cixcoukinvalid...
>
>>On 2005-06-22 08:29:36 +0100, Mark Bedingfield
>><mark@nomorespamplease.computercom.com.au> said:
>>
>>
>>>>I believe the OverScan board gets rid of the white border around the
>>>>display.
>>>
>>>Sort of, but not really;-). It just pushes them out
>>
>>Hmm, it turns the border into usable pixels!
>>
>>If this is the commercial Overscan board it's very good.
>
>
> It's the commercial board.

Made by the people who wrote NVDI, and Screenblaster for the Falcon.

Mark

2352. Re: DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 00:20:37 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.06.24.00.20.37.909626@nosspamatari-source.com>
Source record: 12929

On Thu, 23 Jun 2005 04:27:18 -0700, Coda wrote:

> There are loads of decent cable routers available, and theyre not
> expensive anymore, unless you go for the latest wireless spec stuff.
>

I got my Linksys 802.11b router for -$15 after rebate. Yes that's right,
they paid me to take their router :-D

Thanks,
Mark

2353. Re: DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 02:21:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.24.02.21.07.239814@charter.net>
Source record: 12930

On Thu, 23 Jun 2005 22:38:38 +0100, David Wade wrote:

> I don't think any of the cable routers firewalls are "decent".... Make sure
> you don;t use the DMZ address and route only the ports you need.

Also, make sure you update the firmware on any device you do wind up with.

BTW, offtopic, but why don't you think any of the cable routers firewalls
are "decent"? (accepting as a given that there is no such thing as being
totally secure). :-)

2354. Re: Illinois Atari Club?

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 06:33:30 UTC
From: Andy Ball <null@not.valid>
Message-ID: <_ONue.8581$jX6.6667@newsread2.news.pas.earthlink.net>
Source record: 12931
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello Ben,

BS> I have a friend looking for an Atari Club for support
> in Illinois? 8 Bit and/or ST.

I'll send you an email address or two. Out of interest,
where in Illinois does your friend live?

- Andy Ball

2355. Re: Game.Machines Book - 33 years of gaming history (including Atari ST)

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 06:37:24 UTC
From: John Stringer <john.stringer1@ntlworld.com>
Message-ID: <1119595044.646393.263970@g49g2000cwa.googlegroups.com>
Source record: 12932

BTW if you mention this newsgroup in the order there is a discount of
£1 GBP.

2356. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 08:00:29 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42bbbd9e@news.broadpark.no>
Source record: 12933

Coda wrote:
> Hallvard,
>
> I have just noticed that the GAL listing for programming your own is
> available on Rodolphes website -
> http://www.czuba-tech.com/old/museum.htm

Darn! A couple of days late -I just ordered the two PAL chips
from Best electronics. Oh well, perhaps someone else can benefit
from those files.

PS: the above website says "GAL" chips, but I've been told
they're "PAL" chips.

Anyway I downloaded them out of curiosity, but am a bit puzzled
as to which chips they are for. These are the files:

MODE_26.JED
MODE_HD.JED
MSTE_881.JED
MSTE_UA2.JED

I suppose "MSTE_881.JED" is the GAL needed for use with a 68881
co-processor, and should be inserted in position UB-1 (C301903-001).
And the "MSTE_UA2.JED" is probably the UA-2 chip needed for HD
floppy drive support with the "-002" suffix (C301901-002).

But I have no idea what the other two are for. There were no docs
with the file.
Can someone clear this up?

--
Hallvard

2357. Re: Illinois Atari Club?

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 08:04:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506240100500.5818-100000@onyx.spiritone.com>
Source record: 12934
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Fri, 24 Jun 2005, Andy Ball wrote:

>
> Hello Ben,
>
> BS> I have a friend looking for an Atari Club for support
> > in Illinois? 8 Bit and/or ST.
>
> I'll send you an email address or two. Out of interest,
> where in Illinois does your friend live?

Princeton. Thank You but I have enough info from everyone replies.

==Thanx==
===Ben===

> - Andy Ball
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2358. CT60-63 : WEB site update

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 11:21:15 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42bbecaa$0$30780$626a14ce@news.free.fr>
Source record: 12935

www.czuba-tech.com

-Photo for 060 fitting with the new heatsink+fan and connection of the fan.

-Photo & info about how to solder the 060 on CT63.
WARNING : important risk of destruction if these infos are not followed !

Merci

2359. Re: [GAME] pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 15:33:16 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d9h96n$u0$1@nemesis.news.tpi.pl>
Source record: 12936

Patrice Mandin napisaďż˝(a):

<cut>

It hangs on my Falcon CT60, under FreeMiNT and under SingleTOS, under
060 anr 030 mode, just after initialisation (I was able to see splash
some times, but then I got message about bus error (or bombs under
SingleTOS). Under NAes Doom restored pallette but under Xaaes everything
went black.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2360. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 18:03:41 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1119636221.688942.308880@g14g2000cwa.googlegroups.com>
Source record: 12937

Adam Klobukowski wrote:
> Patrice Mandin napisa³(a):
>
> <cut>
>
> It hangs on my Falcon CT60, under FreeMiNT and under SingleTOS, under
> 060 anr 030 mode, just after initialisation (I was able to see splash
> some times, but then I got message about bus error (or bombs under
> SingleTOS). Under NAes Doom restored pallette but under Xaaes everything
> went black.
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

My experience:
CT60, NVDI, NAES, NTHING, MINT : the welcome screen appears. After a
while NAES restarts

CT60, TOS: doom plays well, but desperately slow (at 95Mhz, boosted mb)

2361. Re: Illinois Atari Club?

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 18:37:16 UTC
From: Andy Ball <null@not.valid>
Message-ID: <wpYue.8696$jX6.7202@newsread2.news.pas.earthlink.net>
Source record: 12938
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

BS> Thank You but I have enough info from everyone replies.

Jolly good. I'll shut up then. ;-)

- Andy.

2362. Eiffel LCD

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 19:34:03 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1119641634.1a2a7d69adb29b56749e5f6c4d95de62@teranews>
Source record: 12939

Hi all,

Ok I've put together a LCD from Didier's Eiffel page using a 4x20 LCD
(Vikay 2420STELYGBN). When I fire up the machine I get mostly
scrolling garbage with the date time etc thrown in randomly. Its not
pretty, but I guess its working somewhat. What is needed to fix/modify
so I can get this thing stop scrolling like a out of sync monitor?

Suggestions?

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2363. Re: DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-24 23:13:12 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <w6Odna8Q4eMRDiHfRVnyrw@eclipse.net.uk>
Source record: 12940

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.06.24.02.21.07.239814@charter.net...
> On Thu, 23 Jun 2005 22:38:38 +0100, David Wade wrote:
>
> > I don't think any of the cable routers firewalls are "decent".... Make
sure
> > you don;t use the DMZ address and route only the ports you need.
>
> Also, make sure you update the firmware on any device you do wind up with.
>
> BTW, offtopic, but why don't you think any of the cable routers firewalls
> are "decent"? (accepting as a given that there is no such thing as being
> totally secure). :-)
>
I guess it depends what you are after. They don't seem to add much over and
above the security you get from NAT. If you are talking Windows boxes and
catching out-bound traffic from a PC then they don't know which app has
made the connection. What is trying to connect to port 25. Is it Outlook
Express/Eudora/Firebird which is probably OK, or some Trojan, in which case
its probably not OK.

In order to figure this out you need to run the firewall on the end device.
However even if you run a fire wall on your PC things don't get much better
because many of the firewalls prompt when they are not sure. I estimate that
> 99% of PC users don't know which applications should connect on which
port...

I also think that protective apps such as firewalls, anti-virus, and spy
guards is that the induce a false sense of security. Users click without
thinking what they are doing, because they expect to be safe, rather than
thinking "is this something I should be doing". Safe Computing is a
combination of applications + culture. Most folks don;to think...

Dave.

2364. Atari Online News, Etc. #07-26

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 01:07:58 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1119661678.382128.104410@g43g2000cwa.googlegroups.com>
Source record: 12941

A-ONE #0727 06/24/05

~ Yahoo Shuts Chat Rooms ~ People Are Talking! ~ PM Doom Updated!
~ Spain Busts 'P. Power' ~ File-Swapping To Stay? ~ NeoOffice/J For
Mac!
~ Google Online Payments ~ Retro Challenge 2005! ~ Jack Kilby Dies
~ AOL Content Now Free! ~ No Media Player Fails! ~ New Flash
Drives!

-* eBay Encourages Seller Sites *-
-* Library Web Access Better Than Ever *-
-* Hotmail Takes Tougher Stance Against Spam! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

2365. aranym/AFROS a heap of shit?

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 05:43:07 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <pan.2005.06.25.05.43.06.78637@gmx.de>
Source record: 12942

Hi,

the developers of this shit claim that aranym is something better than an emulator, but in fact it is worse: With EmuTOS/MinT/XaAES only about 20 per cent of the Programs that run in MagicMac are working. papyrus X of course not.
Already the name "Atari running on any machine" is a lie because it doesn't work with an Atari ROM Image as the test with TOS 404 and a disk image which another user sent to me proved. Only as a diskettes computer.
To the aranym/AFROS developers: Fuck your wives, rape your girl-friends, make children and keep your hands off things like compilers and assemblers which you have no idea of!

regards, Ludwig

2366. Re: aranym/AFROS a heap of shit?

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 06:16:57 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d9isvj$600$1@nemesis.news.tpi.pl>
Source record: 12943

Ludwig Maetzke napisaďż˝(a):
> Hi,
>
> the developers of this shit claim that aranym is something better than an
> emulator, but in fact it is worse: With EmuTOS/MinT/XaAES only about 20
> per cent of the Programs that run in MagicMac are working. papyrus X of
> course not.
> Already the name "Atari running on any machine" is a lie
> because it doesn't work with an Atari ROM Image as the test with TOS 404
> and a disk image which another user sent to me proved. Only as a diskettes
> computer.
> To the aranym/AFROS developers: Fuck your wives, rape your
> girl-friends, make children and keep your hands off things like compilers
> and assemblers which you have no idea of!

If I would be Aranym developer you would be facing court charges.
Becouse I'm not, you're just facing my killfile.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2367. Re: aranym/AFROS a heap of shit?

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 06:37:04 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <pan.2005.06.25.06.37.03.32602@gmx.de>
Source record: 12944

Hi Adam,

> If I would be Aranym developer you would be facing court charges.
I can easily imagine that people who have no idea of compilers and
assemblers are better in court charges.

regards, Ludwig

2368. Re: aranym/AFROS a heap of shit?

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 06:38:43 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <WY6ve.5512$Bm.3521@bignews5.bellsouth.net>
Source record: 12945

You have Balls my friend.

If it doesn't work as claimed, let em know it!

Hee heh...

"Ludwig Maetzke" <Ludwig.Maetzke@gmx.de> wrote in message
news:pan.2005.06.25.06.32.03.863119@gmx.de...
> Hi Adam,
>
>> If I would be Aranym developer you would be facing court charges.
>> Becouse I'm not, you're just facing my killfile.
> ACK. Killing them is the only way to get rid of Atari users.
>
> regards, Ludwig
>

2369. Wanted Broken Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 06:43:25 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <i17ve.5558$Bm.296@bignews5.bellsouth.net>
Source record: 12946

Still in the market for Broken Atari Hardware.

Computers, Upgrades, Drives and old stuff no longer
wanted.

Got something Atari no longer wanted?

Contact me at:
phantomm@bellsouth.net

2370. Re: ST-Falcon Cartridge PCBs

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 08:59:06 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050625100120168O7%derryck@cixcoukinvalid>
Source record: 12947

On 2005-06-23 20:27:48 +0100, "Phantom" <phantomm@bellsouth.net> said:

>
> "Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message news:

>> If that's the program I remember from several! years ago it came on two
>> disks? Copy-protected too.
>
> Well, its on one disk and yes copy protected.

OK, maybe the second disk I remembered had the output drivers etc on, anyway...

>>> Was wondering if anyone here has used this to make a
>>> complete PCB design?
>>
>> That's what it's for ;-)
>
> Yes I know thats what its for, I have a degree in electronics.

Forgive me, but your question was vague.

>> You should instead try Scooter, which runs in up to 256 colours, and is
>> also GEM-compliant.
>
> I have Scooter, but PC Board Designer looks better in my opinion.

Personal preference of course, but the latter program is restricted as
to what hardware it runs on.

> I was just wondering if anyone here had used it to complete a PCB project?

I made some small boards with it years and years ago.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

2371. Re: aranym/AFROS a heap of shit?

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 10:51:10 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119696670.267525.16180@z14g2000cwz.googlegroups.com>
Source record: 12948

Maybe your just not smart enough to get it to work (IE, an IQ over 10).
Considering your profane outburst I would bet money on it.

For the sensible people in here: I have experimented with
Aranym/MiNT/Xaaes and have had complete success, even with programs
that will NOT run on my Falcon.

Coda

2372. Re: DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 11:00:08 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119697208.573467.133200@g47g2000cwa.googlegroups.com>
Source record: 12849

Yeah I agree with the PC that if you have serious security issues then
you need to spend a LOT of dough on something like a seperate box
running Checkpoint, or you could do what I did and have a seperate
linux box running IPChains or maybe that freeware firewall, I forget
the name now. For most of us, a cheap generic router running the (and
not brilliant either) connexant firmware will do an adequate job.

In this case the user here in question wants to connect their TT/Falcon
(whoever heard of spyware or virii that make outbound network
connections? :-)) - so then in this case the firewall is superfluous.

Coda

2373. Re: Eiffel LCD

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 11:01:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119697298.181431.180020@g47g2000cwa.googlegroups.com>
Source record: 12850

No, but I'd like you to explain what your signature means. Im baffled.

Coda

2374. Re: DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 12:56:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.25.12.56.39.739202@charter.net>
Source record: 12851

On Sat, 25 Jun 2005 00:13:12 +0100, David Wade wrote:

> I guess it depends what you are after. They don't seem to add much over and
> above the security you get from NAT. If you are talking Windows boxes and
> catching out-bound traffic from a PC then they don't know which app has
> made the connection. What is trying to connect to port 25. Is it Outlook
> Express/Eudora/Firebird which is probably OK, or some Trojan, in which case
> its probably not OK.
>
> In order to figure this out you need to run the firewall on the end device.
> However even if you run a fire wall on your PC things don't get much better
> because many of the firewalls prompt when they are not sure. I estimate that
>> 99% of PC users don't know which applications should connect on which
> port...
>
> I also think that protective apps such as firewalls, anti-virus, and spy
> guards is that the induce a false sense of security. Users click without
> thinking what they are doing, because they expect to be safe, rather than
> thinking "is this something I should be doing". Safe Computing is a
> combination of applications + culture. Most folks don;to think...
>
> Dave.

Hmm, have to agree with most of what you say - considering you're talking
about Windoze machines. :-)

I use a Dlink hardware router here, firmware updated, with a Mandriva
Linux setup. I run Shorewall as the firewall as well. Again, given that
nothing is totally secure, still...I feel *fairly* secure with this setup.

:-)

2375. OT: Was Re: Eiffel LCD, now SB email...

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 14:18:32 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1119709102.89c53299565765e48819e5dc953f5a9c@teranews>
Source record: 12852

Hi,

Apologies for off topic post in advance...

Strong Bad is a flash animation cartoon that receives emails from
people. One day he get 400,000 virii. The machine throws up a BSOD
with the text from my sig. There are others and some are quite funny.
Here is the url for those whose interest is piqued. Requires a machine
with flash installed.

http://homestarrunner.com/sbemail118.html

take off the 118.html part to see all of the emails...

We now return to our regularly scheduled program...

On 25 Jun 2005 04:01:38 -0700, "Coda" <smeg_007@hotmail.com> wrote:

>No, but I'd like you to explain what your signature means. Im baffled.
>
>Coda

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2376. Re: OT: Was Re: Eiffel LCD, now SB email...

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 14:56:07 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119711367.836242.102140@g44g2000cwa.googlegroups.com>
Source record: 12853

Thanks for the explanation. I looked at the cartoon earlier, some of it is quite funny.

Coda.

2377. AJAX chip

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 16:43:52 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <7b2rb1lg1ejamqim8rle7dmdrhg3k11285@4ax.com>
Source record: 12854

Hi

If anyone has a spare AJAX chip - i would like to buy it!

Write to
diamikton@REMOVEhotmail.com

Peter Hjorth Feddersen, Denmark

2378. Re: DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 19:56:17 UTC
From: dark_willow1981@lycos.com
Message-ID: <1119729377.299444.133830@g43g2000cwa.googlegroups.com>
Source record: 12855

Thanks for all the info. I went for the basic Linksys router, no
firewall but with NAT and the rest, so fingers crossed:)

2379. Re: aranym/AFROS a heap of shit?

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 20:01:16 UTC
From: dark_willow1981@lycos.com
Message-ID: <1119729676.365002.79410@o13g2000cwo.googlegroups.com>
Source record: 12856

If you dont like it then don't use it, rather than slagging off people who have put in far more effort than yourself.

btw: I've had no problems with Aranym bar speed, but then I'm not using FVDI.

2380. Re: aranym/AFROS a heap of shit?

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 20:35:57 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2005.06.25.20.35.57.233318@notspamatari-source.com>
Source record: 12857

On Sat, 25 Jun 2005 08:32:05 +0200, Ludwig Maetzke wrote:

> Hi Adam,
>
>> If I would be Aranym developer you would be facing court charges.
>> Becouse I'm not, you're just facing my killfile.
> ACK. Killing them is the only way to get rid of Atari users.
>
> regards, Ludwig

Nothing to see here.. Move on.. Don't feed the trolls.

Mark
http://www.atari-source.org

2381. Re: AJAX chip

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 20:39:13 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Ugjve.2725$qm.120@bignews6.bellsouth.net>
Source record: 12858

I have a new one for the Falcon.

phantomm@bellsouth.net

"The Ox That Rocks" <diamikton@hotmail.com> wrote in message
news:7b2rb1lg1ejamqim8rle7dmdrhg3k11285@4ax.com...
> Hi
>
> If anyone has a spare AJAX chip - i would like to buy it!
>
>
> Write to
> diamikton@REMOVEhotmail.com
>
>
> Peter Hjorth Feddersen, Denmark

2382. Wanted RGB Monitor

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 20:41:48 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <gjjve.2726$qm.714@bignews6.bellsouth.net>
Source record: 12859

Folks, I'm looking for a Magnavox Pro. RGB monitor.
It will work on a ST and Atari 8-bit.

Needs to be in good working condition.

If you have one for sale or trade, contact me...

Thanks,
phantomm@bellsouth.net

2383. Re: Wanted Broken Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 21:16:22 UTC
From: Andy Ball <null@not.valid>
Message-ID: <GQjve.9473$hK3.2398@newsread3.news.pas.earthlink.net>
Source record: 12860

Hello,

P> Still in the market for Broken Atari Hardware.
>
> Computers, Upgrades, Drives and old stuff no longer
> wanted.

It might be helpful to mention where you are, so that people
can gauge whether shipping is likely to be prohibitive.

- Andy Ball

2384. Re: A few items I'm in the market for

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 21:25:39 UTC
From: Andy Ball <null@not.valid>
Message-ID: <nZjve.9271$NX4.7222@newsread1.news.pas.earthlink.net>
Source record: 12861

Hello Mark,

MB> PLCC

Thanks.

MB> For 50mhz operation, 32mhz or higher

I know I don't have any more 50 MHz 68882s. I probably don't have any 32 MHz either. From the sound of things the original poster already has 16 MHz ones, so I'm probably not going to be much help. I will have a dig through some old machines though just to be sure.

- Andy.

2385. Re: A few items I'm in the market for

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 21:31:34 UTC
From: Andy Ball <null@not.valid>
Message-ID: <W2kve.9177$jX6.8896@newsread2.news.pas.earthlink.net>
Source record: 12862

Hello,

P> It is a 16MHz...I'd like to get the 80387SX Co-
> Processor for it.

Last time I checked, I did have some 16 MHz 80387sx chips.
If nobody has thrown them away, I will be happy to send you
one.

P> Would love to get it going in a Falcon. I have 2 Falcon
> -Speed Boards that are nice, but they only have a 286.
> However, I'd bet that a 386 or maybe even a 486 would
> work. But I'd have to desolder the 286 chip and put a
> socket on the board.

486 and 386 chips are not pin-compatible with the 286 (even
though the 386sx chip is similar in some ways).

- Andy Ball.

2386. Re: DHCP and all that jazz

Newsgroup: comp.sys.atari.st
Date: 2005-06-25 22:51:23 UTC
From: john.smith@macrosft.com
Message-ID: <d9kn5a$i7l$1@garrison.globalnet.hr>
Source record: 12863

sure, smc routers wit built in adsl modem sell for about 65 eur here and work nicely ;)

On 23 Jun 2005 04:01:55 , dark_willow1981@lycos.com wrote:
>I have just got an ethernec for my TT and want to connect it to a 512k
>cable broadband link (Blueyonder/Telewest), who use DHCP. I checked
>through the arhices here and saw this has come up efore, and that there
>is no DHCP supporting software for the Atari without mint so a router
>is the best thing to do.
>
>Any thoughts on which one is best and affordable? Anyone else with a
>similar set up with Blueyonder?
>
>Also, are there any that also have a decent firewall as the new
>Blueyonder cable modems don't have them built in anymore:(
>
>.

2387. H2o F030 game from EKO is out

Newsgroup: comp.sys.atari.st
Date: 2005-06-26 02:26:43 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <42be1261$0$28119$636a15ce@news.free.fr>
Source record: 12864

Hi,

Everyone knows that, there were only a few games on Falcon030, some of them
are prety rare and never go outside they onw contry.
To such an extent that many Falcon030 owners think about some of this
games they never existed!
H2o from EKo in fact is one of them, it really exists, do you want a
irrefutable proof?
Then go here: http://eko.planet-d.net

H2o is there and it's a EXCELLENT game, have a good fun with it :)

Xerus / ProToS

PS: do not hesitate to write your greetings to the team, especially if you
enjoy this game, thanks for them!

--
[ProToS] on ircnet
chan #atari.fr #atariscne

2388. Re: Wanted Broken Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2005-06-26 02:40:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <tzove.8204$Bm.6905@bignews5.bellsouth.net>
Source record: 12865

No Problem...

I am in the USA.

I will pay shipping on items of course and overseas stuff is fine
with me no matter what other folks say.

"Andy Ball" <null@not.valid> wrote in message
news:GQjve.9473$hK3.2398@newsread3.news.pas.earthlink.net...
>
> Hello,
>
> P> Still in the market for Broken Atari Hardware.
> >
> > Computers, Upgrades, Drives and old stuff no longer
> > wanted.
>
> It might be helpful to mention where you are, so that people
> can gauge whether shipping is likely to be prohibitive.
>
> - Andy Ball

2389. Adspeed instructions?

Newsgroup: comp.sys.atari.st
Date: 2005-06-26 13:43:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.26.13.43.38.978263@charter.net>
Source record: 12866

Hmm, for the life of me, I can't seem to find my original Adspeed instructions and installation guide.

I've got the Adspeed itself, and the floppy disks/software that came with it.

Can anyone point me to to a site where these can be read or downloaded? I googled for it, found stuff all over, but not these exactly.

Thanks everyone! :-)

2390. 100 mhz. 68060 Rev. 6

Newsgroup: comp.sys.atari.st
Date: 2005-06-26 14:47:28 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42beea3610fad0@adelphia.net>
Source record: 12871

To everyone,
Rodolphe sent out an e-mail earlier this week about anyone interested in
in a 100 mhz 68060 Rev. 6 CPU's to let him know. I forget how many he needs
to make this order possible. But lets not let him down!!! Seems to me like
6 was all that he needed, but at a price of 110 euros you cant beat it. So if
your looking for that last little bit of horsepower from your CT60 you need
one of these CPU's along with a CTCM. So get in contact with Rodolphe right
away while you still can.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

2391. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-26 15:56:46 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndbtk1u.fsh.nospam@localhost.localdomain>
Source record: 12867
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Visiting a local drugstore (Het Kruidvat) I saw they were selling "Atari Flashback" gameconsoles for less than 35 euro.

--

Martin Tarenskeen

2392. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-26 18:53:55 UTC
From: Krystal <dark_willow1981@lycos.com>
Message-ID: <7RCve.30593$Vo6.25246@fe3.news.blueyonder.co.uk>
Source record: 12868

Martin Tarenskeen wrote:
> Visiting a local drugstore (Het Kruidvat) I saw they were selling "Atari
> Flashback" gameconsoles for less than 35 euro.
>

I have one of them, to be quite honest, not that impressed with them
though:(

2393. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-26 21:56:26 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <ewFve.90835$PR6.52865@tornado.texas.rr.com>
Source record: 12869

I just got one for $20.00, I dont think its actually made by atari and the games are okay but not exact. Its supposed to resemble the 7800 but it really doesnt.
It looks big on the box but is really kinda tiny.
I got it just for the name anyway.
Mo

"Martin Tarenskeen" <nospam@telebyte.nl> wrote in message news:slrndbtk1u.fsh.nospam@localhost.localdomain...
> Visiting a local drugstore (Het Kruidvat) I saw they were selling "Atari
> Flashback" gameconsoles for less than 35 euro.
>
> --
>
> Martin Tarenskeen

2394. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-26 22:17:21 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1119824241.291268.40270@o13g2000cwo.googlegroups.com>
Source record: 12870

I tested it on my CT60 powered Falcon, and I too see it hanging at the
splash screen.
I am using FreeMiNT/XaAES+NVDI.

/Joakim

2395. Re: ST-Falcon Cartridge PCBs

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 02:41:34 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <AGJve.8477$Zo.4762@bignews3.bellsouth.net>
Source record: 12872

Reason I was asking about making PCB boards is that I have a few
projects that I'd like to put on PCB boards and reproduce them if I
can find a cost effective source here in the US to reproduce them.

Anyone here had experience doing something similar here in the US
that could suggest a company or two that could re-produce a small
quanity of working boards?

BTW, these project boards range from the ST to the Falcon.
But I can't say what they do.

phantomm@bellsouth.net

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200506251001201680 7%derryck@cixcoukinvalid...
>
>> I was just wondering if anyone here had used it to complete a PCB
>> project?
>
> I made some small boards with it years and years ago.
>
> --
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /
>
>

2396. Re: ST-Falcon Cartridge PCBs

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 07:32:05 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <d9o9u4ier1@gemini.csx.cam.ac.uk>
Source record: 12873

"Phantom" <phantomm@bellsouth.net> wrote in message
news:AGJve.8477$Zo.4762@bignews3.bellsouth.net...
> Reason I was asking about making PCB boards is that I have a few
> projects that I'd like to put on PCB boards and reproduce them if I
> can find a cost effective source here in the US to reproduce them.
>
>
> Anyone here had experience doing something similar here in the US
> that could suggest a company or two that could re-produce a small
> quanity of working boards?

Although based in the UK I used a Canadian company called Myro PCB (
www.myropcb.com), they charge in US Dollars. IIRC there was a $50
setup fee for the artwork and it was $0.21 Dollars per square inch for
double sided, plated through hole PCB's with solder resist and Top
side silk screen. The price does vary with lead time, I went for the
standard two weeks although you could get it a little cheaper if you
go for a longer time.
Having said that if your PCB software does not produce Gerber files
including board outlines I don't know if they will be able to
manufacture them. My project required four boards per unit (supplied
as one artwork file (panel)), I had enough boards produced for ten
units supplied as 40 pieces in total so that they arrived as
individual milled to shape PCB's.
They even accecpt PayPal.

Stephen Moss

2397. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 07:37:45 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1119857865.543115.28370@z14g2000cwz.googlegroups.com>
Source record: 12874

Just to mention:
nuQuake runs as a charm without crash (some screen flickering when the
console is on the screen)

Joe Iron wrote:
> Adam Klobukowski wrote:
> > Patrice Mandin napisa³(a):
> >
> > <cut>
> >
> > It hangs on my Falcon CT60, under FreeMiNT and under SingleTOS, under
> > 060 anr 030 mode, just after initialisation (I was able to see splash
> > some times, but then I got message about bus error (or bombs under
> > SingleTOS). Under NAes Doom restored pallette but under Xaaes everything
> > went black.
> >
> > --
> > Semper Fidelis
> >
> > Adam Klobukowski
> > atari@gabo.pl
>
> My experience:
> CT60, NVDI, NAES, NTHING, MINT : the welcome screen appears. After a
> while NAES restarts
>
> CT60, TOS: doom plays well, but desperately slow (at 95Mhz, boosted mb)

2398. Re Harlekin 3

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 11:42:35 UTC
From: Maurice Veale <BJ@abod.co.uk>
Message-ID: <op.ss01g9jqg4fohd@81-174-207-254.pth-as15.dial.plus.net>
Source record: 12875

Hi
I bought the multi accessory Harlekin3 many years ago. I gave up on it for serious use when I couldn't get the Manager to show beyond the end of Dec 2000 without a lot of hassle.
I called Hisoft in the UK over 2 years ago and they told me they no longer sold or supported Harlekin, had parted company with the author of Harlekin and had no contact address for him. Now promted by a post & response on comp.sys.atari.st I've found the simple work around
and I can start using it after all these years - GREAT. I have it working on a TT and on Gemulator 2000.
Here's the problem & work around for anyone else who needs it. If there's a simpler one please let me know. If there is an update or patch to fix this please let me know.
In the Manager module of Harlekin3 you can show data by Day, Month, or Year. You can move forward/backward one day, month or year as you choose. Advancing by a year it is only possible to go as far as Dec 2000 and no further rendering the manager very inconvenient to use for diary date functions.
Here's the workaround: Delete Harlekins "date_f.prg" from the auto folder - I can't get it to work after 2000. When Harlekin is up and running - in the main Harlekin window click on the calendar icon or date line in the top bar. Set the date to todays date (any date)- click OK.Open the Manager module or click on the open Manager window (don't close the main Harlekin window before doing this). The top bar of Manager should now update to show the system date you just entered but the Diary function may show some previous date. Single click on the calendar icon in the second bar at top of the Manager module. The diary function should also now update. You can now advance through that year by day or month.
To advance to any year after 2000 repeat the above procedure. Going backwards is easier use one month at a time or the above procedure. It is very much faster to do it than it is to describe it in words.
Strangely you can advance one day at a time from 1999 to any date after 2000 so the code must be there in the program.
16/32 Systems still have Harlekin3 for sale - its a bargain at the asking price.

regards
Maurice

2399. aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 11:56:25 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <pan.2005.06.27.11.56.24.231752@gmx.de>
Source record: 12876

Hi,

after I flamed so heavily against aranym/afros, friendly Francois le Coat sent me an email with a link where to download a hard disk image for aranym/TOS 404 prepared with the HD Driver Demo. With this I was able to run aranym with TOS 404 that detected the C: image.
I am sorry for having stated things about aranym that are wrong. I was so angry because if I don't get a usable Atari-Emulation on Linux I must buy MS Windows and one of the proved Atari emulators for it. I was also able to to get host file access with Beta DOS instead of MinT which I had toggled of expecting better compatibility. But this problem remains on my Linux system as horribly as before. Only about 20 per cent of the programs that run with MagiCMac are working. Can I fix this by changing some settings?
Any advice welcome.

regards Ludwig

2400. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 13:16:17 UTC
From: "O.L." <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <42bffb3e$1@sune250-cri-s01>
Source record: 12877

Ludwig Maetzke wrote:
> Hi,
>
> after I flamed so heavily against aranym/afros, friendly Francois le Coat
> sent me an email with a link where to download a hard disk image for
> aranym/TOS 404 prepared with the HD Driver Demo. With this I was able to
> run aranym with TOS 404 that detected the C: image.
> I am sorry for having stated things about aranym that are wrong. I was so
> angry because if I don't get a usable Atari-Emulation on Linux I must buy
> MS Windows and one of the proved Atari emulators for it. I was also able
> to to get host file access with Beta DOS instead of MinT which I had
> toggled of expecting better compatibility. But this problem remains on my
> Linux system as horribly as before. Only about 20 per cent of the programs
> that run with MagiCMac are working. Can I fix this by changing some
> settings?
Most problems come with fVDI for 2 reasons:
- There is no vectorial font support compare to speedogdos or NVDI and
some software need it as Papyrus X
- Video acces is not avaible, all software directing acces video will crash

Solution: Remove fVDI, add vectorial font with speedogdos. Removing fVDI
will do able to use Falcon video mode with direct video acces (Videl),
compatibility will be highly better, but speed will be very bad
unfortunatly, and high video resolution not allowed (the same as a
Falcon in fact)

Olivier

> Any advice welcome.
>
> regards Ludwig

2401. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 14:07:53 UTC
From: rand@cd.chalmers.se
Message-ID: <d9p17p$oa0$1@eol.dd.chalmers.se>
Source record: 12878

In article <pan.2005.06.27.11.56.24.231752@gmx.de>,
Ludwig Maetzke <Ludwig.Maetzke@gmx.de> wrote:
>Hi,
>
>after I flamed so heavily against aranym/afros, friendly Francois le Coat
>sent me an email with a link where to download a hard disk image for
...
>Linux system as horribly as before. Only about 20 per cent of the programs
>that run with MagiCMac are working. Can I fix this by changing some
>settings?
>Any advice welcome.

If you tell us what programs you have trouble with, we may be able to
help you. Perhaps there is indeed some setting etc that would help, and
otherwise it might at least be possible to let you know if there's any
chance of those programs ever working under ARAnyM.

The ARAnyM developers definitely want to fix bugs!
(But it's entirely possible that the programs in question won't work
for reasons that aren't actually bugs.)

The best place to talk about your problems with ARAnyM is likely the
ARAnyM user mailing list (see aranym.atari.org).
But if you don't want to join that, feel free to email me.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2402. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 14:32:56 UTC
From: rand@cd.chalmers.se
Message-ID: <d9p2moopj1@eol.dd.chalmers.se>
Source record: 12879

In article <42bffb3e$1@sune250-cri-s01>,
O.L. <olivier.landemarre@BIDON.utbm.fr> wrote:
>Ludwig Maetzke wrote:
...
>Most problems come with fVDI for 2 reasons:
>- There is no vectorial font support compare to speedogdos or NVDI and
>some software need it as Papyrus X

This is not really a problem, since NVDI works perfectly well together
with fVDI, as does SpeedGDOS (not old versions).

And the very latest version of fVDI actually does support vector fonts
(using FreeType2), but this is still in its very early stages and not
a whole lot of software realizes the vector font support is in there
(I'm working on implementing/faking support for the various mechanisms
used to detect it).
I still haven't gotten my web site up and running again, so the only
way to get hold of the latest fVDI version is to send me an email (or
download the sources via CVS and build it yourself ;-).

>- Video acces is not avaible, all software directing acces video will crash

This _shouldn't_ be a problem for GEM software, but I have also seen
programs do that (including big commercial packages) for no good reason.
:-(

Often they only do it to check the screen layout (plot a pixel or two
and read back the contents of the frame buffer). But it's entirely
possible to do that using 100% VDI functions, which does work fine
under ARAnyM+fVDI.

Hmm. I just had an idea!
It might be possible to allow restricted reading from the screen for
the purposes mentioned above. If we fool the software into reading
from a fake frame buffer, it might be possible to intercept those
accesses in the same way we intercept hardware accesses, and do the
necessary blits from the real screen on the native side.
I need to try this out...

>Solution: Remove fVDI, add vectorial font with speedogdos. Removing fVDI

Or keep fVDI and add vector font support with SpeedGDOS or NVDI. ;-)

You need to remove NVDI's standard screen driver for this to work
(they're called something like *DRV.SYS, IIRC).
I don't think SpeedGDOS requires anything special done, but it does
need to be run after fVDI, as does NVDI.

>will do able to use Falcon video mode with direct video acces (Videl),
>compatibility will be highly better, but speed will be very bad

The speed could be improved a bit, but I don't think any of us who
work on ARAnyM see that as a priority.

When you can use fVDI with ARAnyM's native code support, things are
a _lot_ faster (absolutely blazing speed with the recently developed,
but still not 100% finished, OpenGL screen driver) and you can have
32 bit colour in high resolutions.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2403. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 14:56:19 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <d9p3v6$9s2$1@upsn250.cri.u-psud.fr>
Source record: 12880

Hi,

O.L. wrote :
> Ludwig Maetzke wrote:
>> Only about 20 per cent of the programs
>> that run with MagiCMac are working. Can I fix this by changing some
>> settings?
>
> Most problems come with fVDI for 2 reasons:
> - There is no vectorial font support compare to speedogdos or NVDI and
> some software need it as Papyrus X
> - Video acces is not avaible, all software directing acces video will crash
>
> Solution: Remove fVDI, add vectorial font with speedogdos. Removing fVDI
> will do able to use Falcon video mode with direct video acces (Videl),
> compatibility will be highly better, but speed will be very bad
> unfortunatly, and high video resolution not allowed (the same as a
> Falcon in fact)

Olivier is right. With the http://eureka.atari.org/xa-my-aes.zip boot
disk image, there's the way to access to the most compatible config
of ARAnyM. In this configuration, most of the 'Falcon programs' will
work.

The way to proceed is to boot with the image under MyAeS (default)
and to disable fVDI TSR, renaming C:/AUTO/FVDI.PRG. Then you should
use the 'configTOS_4.04' example (instead of default 'config') with the
original ROM image.

You will then boot in a 640x480 resolution with 256 colors, and almost
be able to do what you would do with the real original Falcon.

This is the good way to be sure about what ARAnyM can do, and what
it can't ...

I hope it'll help.

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

2404. Re: aranym/AFROS a heap of shit?

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 15:52:33 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <d9p7bo$q5m$1@news.uni-kl.de>
Source record: 12881

Ludwig Maetzke schrieb:
> Hi,
>
> the developers of this shit claim that aranym is something better than an
> emulator, but in fact it is worse: With EmuTOS/MinT/XaAES only about 20
> per cent of the Programs that run in MagicMac are working. papyrus X of
> course not.
> Already the name "Atari running on any machine" is a lie
> because it doesn't work with an Atari ROM Image as the test with TOS 404
> and a disk image which another user sent to me proved. Only as a diskettes
> computer.
> To the aranym/AFROS developers: Fuck your wives, rape your
> girl-friends, make children and keep your hands off things like compilers
> and assemblers which you have no idea of!

Kann es sein, dass du einen kleinen Dachschaden hast?

Matthias

2405. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 17:41:02 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2005.06.27.17.41.02.560018@notspamatari-source.com>
Source record: 12882

On Mon, 27 Jun 2005 13:56:25 +0200, Ludwig Maetzke wrote:

> Hi,
>
> after I flamed so heavily against aranym/afros, friendly Francois le Coat
> sent me an email with a link where to download a hard disk image for
> aranym/TOS 404 prepared with the HD Driver Demo. With this I was able to
> run aranym with TOS 404 that detected the C: image.
> I am sorry for having stated things about aranym that are wrong. I was so
> angry because if I don't get a usable Atari-Emulation on Linux I must buy
> MS Windows and one of the proved Atari emulators for it. I was also able
> to to get host file access with Beta DOS instead of MinT which I had
> toggled of expecting better compatibility. But this problem remains on my
> Linux system as horribly as before. Only about 20 per cent of the programs
> that run with MagiCMac are working. Can I fix this by changing some
> settings?
> Any advice welcome.
>

So rather than simply ask for help or admit that you're clueless, as TOS 4.04 will guaranteed need an HD driver just like it does on a REAL atari, no instead you yell and curse out the community? You're forever flagged in my book as a complete ass. I don't know if I'll ever offer you even the slightest bit of respect again. You're just LUCKY that other people around here are SO MUCH NICER than they ever should be. And your comments about compilers and assemblers was just fucking hilarious! I mean it's such a stupid comment that it goes out of its way to prove how ignorant you are. It's really quite simple, Aranym is not perfect out of the box and requires quite a bit of configuration usually - this is mostly due to how EXTREMELY FLEXIBLE IT IS. There isn't shit for falcon games that work on MagiCMac or MagiCPC, but they CAN WORK on Aranym. Has ANYTHING you EVER USED ON THE ATARI including THE HARDWARE ITSELF ever worked 100% properly without requiring you screwing with everything? No! That's practically the spirit of Atari itself ;-) So that's my $0.02. I felt someone needed to remind you of what trash you are.

Mark

2406. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 17:45:30 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42c03b39$1@news.broadpark.no>
Source record: 12883

Hallvard Tangeraas wrote:
> Coda wrote:
>> Hallvard,
>>
>> I have just noticed that the GAL listing for programming your own is
>> available on Rodolphes website -
>> http://www.czuba-tech.com/old/museum.htm
>
> Darn! A couple of days late -I just ordered the two PAL chips
> from Best electronics. Oh well, perhaps someone else can benefit
> from those files.

Received the two chips in the mail today -boy, that was quick!
Looks like a reputable and serious company to me: quick replies,
quick sending of the items and good packing. They even do Paypal,
which is good for me, living outside of the USA.

Ok, so I have the new chips here: a GAL chip (they've been
referred to as GAL chips many places, but I've recently been told
they are PAL chips and can be reprogrammed if needed, just like
EPROMs) for high-density floppy drive support, and one GAL for
68881 math co-processor support.

The high-desnity floppy GAL is a "TIBPAL20L8-25CNT" chip by texas
instruments. I suppose (but don't quote me on this as I'm only
guessing!) that this is a "20L8" GAL chip?
Furthermore, it's marked with the numbers "C301901-002" which I
believe is the Atari part number.

From the abovementioned GAL data file archive available at
Rodolphe's site, the data belonging to it must be the
"MSTE_UA2.JED" file.

Moving on, I received another PAL/GAL. This one is for 68881
support and goes in a socket marked "UB-1" which you'll find if
you remove the leftmost ribbon-cable from the motherboard to the
VME-card connector.
It's a chip marked "TIBPAL16L8-25CN" which I assume is the same
as a "16L8" PAL, but again.... you guessed it! -don't quote me on
this. This is also a Texas instruments chip.
Further markings (as an Atari identification part number I'm
sure) is: "C301903-001".
The correct data file for that chip from the abovementioned
archive should be "MSTE_881.JED".

I would be very interested to hear if anyone with a GAL
programmer is successful at reprogramming these chips, or blank
ones, so they don't need to buy chips from Atari dealers like I did.

I've been in touch with Rodolpe, who's behind the website with
those files. He's explained that the two other files are for some
other projects, though I'm not sure what. Apparently they have
nothing to do with the Mega STe.

OK. I'm working on my Mega STe as I'm writing this. I've inserted
the two new chips. The connecting wire between the high-density
GAL and the 68000 microprocessor is already there as I did that a
couple of weeks ago, but I read something strange in the German
"Chips'n chips X" file. In German it says:

```
-----------------------------------------------------
Wenn die 1.44MB Floppy nicht zuverlï¿½ssig durchformatiert,
kann es am Netzteil des Computers liegen. Die Partnummer
muss mit -002 enden. Wenn es ein -001 Netzteil ist, muss die
mittlere Platinen- Schraube entfernt werden. Ausserdem muss
der Stehbolzen, in den die Schraube gedreht war, gegen die
Platine isoliert werden. Klingt zwar alles merkwï¿½rdig, ist
aber tatsï¿½chlich so. Bei der Gelegen- heit kannst du auch
gleich nachsehen, ob der "richtige" Optokopp- ler SHARP
PC111 eingebaut ist. Wenn es ein CNY17 ist, kann der
Bildschirm ein wenig flimmern.
-----------------------------------------------
```

And translated by DDP (from the discussion thread "Re: German
text needs translating -anyone?" on the 21st of June 2005), it means:

```
-------------------------------------
If the 1.44 MB floppy does not format reliably all the way
through, then this could be due to the power supply unit of the
computer. The part number must end with -002. If it is a -001
power supply, then the central PCB-mounting screw [presumably of
the power supply board - Translator] must be removed. In addition
the pillar into which the screw fitted has to be insulated from
the PCB. Although all this sounds strange, it is really the case.
While you are at it, you can check whether the "correct"
opto-coupler SHARP PC111 is present. If it is a CNY17, the screen
may flicker a little.
-------------------------------------
```

This really has me puzzled!!!!
I have absolutely no idea which screw they're talking about. Yes,
my power supply does have a "-001" suffix. There's a big, printed
label which rates the input/output voltages, power rating etc.,
then there's a small, white paper sticker next to it which I
assume is the Atari part number. It reads "C301379-001".

What I've done now is open it up.
After removing the power supply from the Mega STe motherboard

(careful!!! The power connector that goes from it to the motherboard is really hard to remove. I had to wedge a screwdriver in between, so be really careful that it doesn't slip and scartch up the motherboard!!!!!).... I removed the screws on each side of the metal enclosure. There are 4 in all.
Then remove the two (long) top screws that go through the cooling fan (you can leave the two lower screws alone).
When that's done you can slide the top metal-cover off the power supply unit.

OK. I'm looking at the power supply circuitry now. Let's see.....
Yes, there is a mounting screw in the centre area of the power supply circuit board. It's next to a black/yellow transformer (there are two transformers in total -this is the biggest one. The smaller one is closer to the power switch).
This must be the screw they're talking about. But I don't feel like removing it just yet. I'm going to re-assemble it, and try out the computer first.

But while I'm at it I'm also going to check for that opto-isolator. I do find a "Sharp PC-111" as one of the two chips on the circuit board. It's towards the opposite end of the switch/fan, and is an 8-pin IC.

OK, ready to try things out. I'm not bothered to re-assemble the metal cover to the power supply (in case I have to open it again), so I carefully re-insert it on the Mega STe motherboard, re-plug the cables, as well as the cables for the hard drive, floppy drive etc.

Keeping my fingers crossed while turning on the power.....
Ouch!!! the screen flickers and I hear a loud "brrrrrrr!!!". Not a good sign, so I immediately turn off the machine, unplug it, and open it up again to see if there's something I've missed.

Ah!!! The monitor connector was plugged in the wrong way (a bit worn after having been unplugged so many times). This is better. The TOS 2.06 "Atari" and its logo comes up along with the memory test. The AUTO programs, ACCessories etc. load. Booting never seemed this long!!!! I'm holding my breath as I insert a 720Kb (DD) floppy that has worked fine before. Yup. The files, come up, so at least I haven't damaged anything :-)

Then comes the ultimate test: I've prepared a HD floppy disk on the PC, with a variety of files. I insert it in the Mega STe floppy drive and hold my breath for what seems like an eternity........

YES!!!! It reads the HD floppy disk. It works!! I'm overjoyed :-) I can finally use "normal" floppy disks (a bit behind I must admit in a time when Macs aren't even equipped with floppy drives, but better late than never... ;-)

Ready for step 2: I try to format the floppy from the TOS 2.06 desktop (yes, the approproate DIP switch on the motherboard is turned on for the HD format option).
Formatting defaults to "double density" for some reason, so I assume there's no detection of any kind as to what kind of floppy has been inserted (bummer!!! I spent a long time working on the STe (not a MEGA STe, but a plain STe that is) to be able to automatically detect the floppy used -maybe something can be done with the Mega STe in order to make it work here as well).

OK, I select "high density", then click on "Start". After a while a message comes up saying I have 1459200 bytes available, which must be a good sign :-)
I copy a few files over from the hard drive to the newly formatted floppy, then insert the floppy into the PC's disk drive. Yup, I can read the files just fine :-)

So in summary: I've managed to give my Mega STe high-density floppy drive support! Hopefully this (long winding and detailed) "story" will help others make it work, without the black smoke risks I've taken ;-)

All's that left now is to get hold of a 68881 and see if I can be just as successful to get that working.
Anyone have a 68881 for sale? Not a 68882 as I've read here that they can cause problems with some programs.

--
Hallvard

2407. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 19:19:34 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <42c05146$0$3127$8fcfb975@news.wanadoo.fr>
Source record: 12884

Hi Mark,

Mark D wrote:
> So rather than simply ask for help or admit that you're clueless, as
> TOS 4.04 will guaranteed need an HD driver just like it does on a REAL
> atari, no instead you yell and curse out the community? You're forever
> flagged in my book as a complete ass.

Please calm down ... The error was acknowledged. So it is almost
forgiven. You know that this person was horrified by having to
install Windows on his Linux Box ... He was on a no way end, and
desperate ... Words have gone much further than his real thoughts.

In France, we have real rude words for each other sometimes.
But all ends with a great banquet, everyone laughing and a
dumb bard ;) The diplomacy would expect you to forgive, noticing
that he is not speaking his mother tongue, and that it is probably
a real pain to express himself clearly.

Anyway, he was really rude. I wish that nobody will ever express
himself that way again. That's a real shame on him :(

Best regards Mark,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

2408. Re: The 68000 on Mega STe and HD disks

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 19:29:49 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42c053ac$1@news.broadpark.no>
Source record: 12885

These threads are getting a bit confusing as I now have 3 or 4
threads concerning more or less the same subject.
I've just successfully made my Mega STe work with HD floppy disks!!!
Go to the thread "Re: Mega STe DMA, HD floppy and other hardware
issues" and read how I did it.

By the way, did you download the "Chips'n chips X" file from my
site? Was it of any use to you?

--
Hallvard

2409. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 19:34:37 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42c054cc@news.broadpark.no>
Source record: 12886

Hallvard Tangeraas wrote:

> YES!!!! It reads the HD floppy disk. It works!! I'm overjoyed :-)

A correction/addendum to my previous message...
I tried running "Hcopy" (an MSDOS compatible formatter/copier
which I prefer to the TOS desktop formatter) and it froze every
single time.

I removed the 68881 GAL chip I had just received (I popped it
into its socket even though I haven't gotten hold of a 68881
yet), and it worked fine.
So it seems like that 68881 GAL causes problems if it's installed
on its own. Just thought I'd mention it.

--
Hallvard

2410. Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 20:59:07 UTC
From: J&#65533;rgen Strobel <odity@odity>
Message-ID: <11c0vgmhevi7vbc@corp.supernews.com>
Source record: 12890

Hy NG,
i have the problem, that i get many times i try to write back a Image of a Demo to a DD-disk. I try WOSCopier and MakeDisk. The disks are most of the time 80 Tracks 10 Sectors...
I have no problems with the Game images or Utilities images.
Are there other tools to write not standart ST-Disk images back to Floppy?
Thanks for help
Tolkin

2411. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 21:20:40 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <f0r0c1p82u2gh1g1au64b9nkeas8iugmn7@4ax.com>
Source record: 12887

Hi Hallward

Congrats! Nice work!
Unfortunately i did not manage to get my MegaSTe in HD mode, even
though I have the correct PAL chip and cleared the connection to the
68000.
So now I have ordered an AJAX chip to replace the WD1778ph-02-02.

Is it your modified HD-drive you are using? As I can see on your drive
description, there are not any circuitry alterationï¿½s although the
physical alterations may com in handy!

Do you think that my german TOS2.05 is the problem. Iï¿½m working on
purchasing some new ROMï¿½s and program the english version of TOS2.06
into them.

Sincerely
Peter, Danmark

2412. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 22:16:28 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.06.27.22.16.28.338988@nosspamatari-source.com>
Source record: 12888

On Mon, 27 Jun 2005 21:19:34 +0200, Francois LE COAT wrote:

> Hi Mark,
>
> Mark D wrote:
>> So rather than simply ask for help or admit that you're clueless, as
>> TOS 4.04 will guaranteed need an HD driver just like it does on a REAL
>> atari, no instead you yell and curse out the community? You're forever
>> flagged in my book as a complete ass.
>
> Please calm down ... The error was acknowledged. So it is almost
> forgiven. You know that this person was horrified by having to
> install Windows on his Linux Box ... He was on a no way end, and
> desperate ... Words have gone much further than his real thoughts.
>
> In France, we have real rude words for each other sometimes.
> But all ends with a great banquet, everyone laughing and a
> dumb bard ;) The diplomacy would expect you to forgive, noticing
> that he is not speaking his mother tongue, and that it is probably
> a real pain to express himself clearly.
>
> Anyway, he was really rude. I wish that nobody will ever express
> himself that way again. That's a real shame on him :(
>

LOL,

Francois, you're probably right. I guess I just don't understand other cultures completely sometimes. But it still ticks me off a bit ;-) I just imagined myself being on the receiving end of that over Gim or something without even being given the chance to properly help someone out with it. But the difference is, Gim is a piece of crap whereas Aranym isn't, despite the arguments over emulators, etc. Aranym is HUGELY useful to me so I don't want to see developers get offended and quit.

And I understand especially French rudeness as it's a bit more toned down than that. He just had some exceptionally harsh things to say - things which simply cannot be taken out of context.. They are what they are.

Thanks Francois,

Mark

2413. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 22:21:21 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42c07be0$1@news.broadpark.no>
Source record: 12889

The Ox That Rocks wrote:
> Hi Hallward
>
> Congrats! Nice work!

Thanks! :-)

> Unfortunately i did not manage to get my MegaSTe in HD mode, even
> though I have the correct PAL chip and cleared the connection to the
> 68000.

Did you check your power supply as mentioned in that other
posting of mine? Might be worth trying out.

> So now I have ordered an AJAX chip to replace the WD1778ph-02-02.

That might be a good idea anyway, but I would assume that a
1772-02-02 should at least work now and then if not always. If
you had no trace of it even once being able to read a HD floppy I
think the problem is elsewhere.
I've been told by Best electronics that many Mega STe machines
have problems with HD floppy drives, being RF interferences or
other things. Try moving the floppy drive cable to another
location inside the machine, or even try it out without the top
plastic casing.

> Is it your modified HD-drive you are using?

Yes. I'm curious however if a non-modified HD floppy drive would
work. But I assume that in any case the drive 0/1 issue still
exists, so that would have to be done.
As for the other modifications, I'm not sure.

> As I can see on your drive
> description, there are not any circuitry alterationï¿½s although the
> physical alterations may com in handy!

Yes -it's absolutely not necessary to cut the casing!
I know this is common practice for many Atari users -to use a
craft knife and cut a big, ugly hole just because the eject
button is different.
Personally I don't want my computer to look "butchered", but
that's just me ;-)

> Do you think that my german TOS2.05 is the problem. Iï¿½m working on
> purchasing some new ROMï¿½s and program the english version of TOS2.06
> into them.

Hmm..... could be! I know that there are some issues with 2.05,
but not sure what.
Could it be that TOS 2.05 doesn't have the HD support that 2.06
has? In any case I think you can use a HD cookie setter program
instead, in the AUTO folder, or just run it once, manually.

> Peter, Danmark

That's not far away from here ;-)
Almost neighbours. hehe..

--
Hallvard

2414. Re: Re Harlekin 3

Newsgroup: comp.sys.atari.st
Date: 2005-06-27 23:14:43 UTC
From: Maurice Veale <BJ@abod.co.uk>
Message-ID: <op.ss1xitu4g4fohd@81-174-209-227.pth-as2.dial.plus.net>
Source record: 12891

Small update:
I find that when I return to the Manager window I have to move the window (a very small move is enough) so that the top bar updates. This is easy to do because the move bar is near the calendar icon.
Alternative method: Assuming you have Manager module window active. Use ALT+CONTROL + H to switch to main modules window. Change date as described. Hold down the ALT & CONTROL keys press S then H then S. You should now be back in the Manager as active window. Click the Calendar icon and dates should now be updated. This may be the faster method, it uses Harlekins built in macros to switch active windows.

As always only try this if you assume total responsibility for all effects. It works well
for me. Be aware that in Gemulator on Windows 98 changing the date in Harlekin as described
also changes the Windows 98 system date. That may or may not be desirable but it is easily
reversed either from Harlekin or in Windows.

regards
BJ

On Mon, 27 Jun 2005 12:42:35 +0100, Maurice Veale <BJ@abod.co.uk> wrote:

> Hi
> I bought the multi accessory Harlekin3 many years ago. I gave up on it

2415. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 05:59:32 UTC
From: J&#65533;rgen Strobel <odity@odity>
Message-ID: <11c1ppuhcgck523@corp.supernews.com>
Source record: 12892

This belongs to the ST.NICC Demo for example. It runs in Steem, but i can
not get it to work on a real st... :(
"J&#65533;rgen Strobel" <odity@odity> schrieb im Newsbeitrag
news:11c0vgmhevi7vbc@corp.supernews.com...
| Hy NG,
| i have the problem, that i get many times i try to write back a Image of a
| Demo to a DD-disk. I try WOSCopier and MakeDisk. The disks are most of the
| time 80 Tracks 10 Sectors...
| I have no problems with the Game images or Utilities images.
| Are there other tools to write not standart ST-Disk images back to Floppy?
| Thanks for help
| Tolkin
|
|

2416. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 06:21:31 UTC
From: mail@freeman-studio.com
Message-ID: <1119939691.935218.170040@o13g2000cwo.googlegroups.com>
Source record: 12893

On my CT60 Falcon I can get past Doom's splash screen, but it freezes (as did previous versions) shortly into the game (both playing and with the demo before you play). Heretic does the same, but it lets me make it much farther in. I've actually gotten a number of levels in before it happened. Don't know if it makes the difference, but I'm running it on Magic instead of Mint.

Mike Freeman
mike [at] freeman-studio [dot] com

2417. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 06:29:13 UTC
From: mail@freeman-studio.com
Message-ID: <1119940153.036898.115330@f14g2000cwb.googlegroups.com>
Source record: 12894

Oh, one more thing...

What do you do to enable the GEM mode in Doom? I read the instructions, but I must be missing something, because no matter what I try typing into the .ttp parameter box, I can only get 320x200 fullscreen mode. The same with other Linux ports (such as M Player) that are supposed to have a GEM mode. Could someone give me a line that I can more or less cut and paste into it to get the GEM mode running on any of these programs? Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

2418. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 07:05:45 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <d9qt64rmm1@nemesis.news.tpi.pl>
Source record: 12895

mail@freeman-studio.com napisał(a):
> Oh, one more thing...
>
> What do you do to enable the GEM mode in Doom? I read the instructions,
> but I must be missing something, because no matter what I try typing
> into the .ttp parameter box, I can only get 320x200 fullscreen mode.
> The same with other Linux ports (such as M Player) that are supposed to
> have a GEM mode. Could someone give me a line that I can more or less
> cut and paste into it to get the GEM mode running on any of these
> programs? Thanks!

SDL programs are configured with ENVIRONMENT strings, not in parameters.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2419. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 07:20:42 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <d9qtkn$mq4$1@gemini.csx.cam.ac.uk>
Source record: 12896

"J�rgen Strobel" <odity@odity> wrote in message
news:11c0vgmhevi7vbc@corp.supernews.com...
> Hy NG,
> i have the problem, that i get many times i try to write back a
Image of a
> Demo to a DD-disk. I try WOSCopier and MakeDisk. The disks are most
of the
> time 80 Tracks 10 Sectors...
> I have no problems with the Game images or Utilities images.
> Are there other tools to write not standart ST-Disk images back to
Floppy?

I have also encountered this problem, my conclusion was that the PC floppy drive will not write more than 720K to the disk, as disks were often formatted like this to squeeze upto 800K onto them the result is that the software fails to write back the final track/sectors to the floppy and returns an error message instead.
If there is a real solution to this I would also like to know what it is, a work around is to look at the files in the image and try to remove any you don't need such as large text instrunction files, or duplicates of the program file
(eg oni in the root directory and the Auto folder) if you can get it down to 720K copy the files to a blank disk image and then write that back to a normal floppy.

Stephen Moss

2420. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 07:33:21 UTC
From: "O.L." <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <42c0fc61$1@sune250-cri-s01>
Source record: 12897

Hello Johan
> In article <42bffb3e$1@sune250-cri-s01>,
> O.L. <olivier.landemarre@BIDON.utbm.fr> wrote:
>
>>Ludwig Maetzke wrote:
>
> ...
>
>>Most problems come with fVDI for 2 reasons:
>>- There is no vectorial font support compare to speedogdos or NVDI and
>>some software need it as Papyrus X
>
>
> This is not really a problem, since NVDI works perfectly well together
> with fVDI, as does SpeedGDOS (not old versions).
>
> And the very latest version of fVDI actually does support vector fonts
> (using FreeType2), but this is still in its very early stages and not
> a whole lot of software realizes the vector font support is in there
> (I'm working on implementing/faking support for the various mechanisms
> used to detect it).
> I still haven't gotten my web site up and running again, so the only
> way to get hold of the latest fVDI version is to send me an email (or
> download the sources via CVS and build it yourself ;-).
I will be very interesting in, because I could test PapyrusX and some
other softwares!
>
>
>>- Video acces is not avaible, all software directing acces video will crash
>
>
> This _shouldn't_ be a problem for GEM software, but I have also seen
> programs do that (including big commercial packages) for no good reason.
> :-(
In fact this is not a good reason because in AES there is no way to do
any video access all is in VDI, in fact all VDI software should not use
video direct access! AES have nothing to do with this except manage
windows and screen semaphore. Yes a lot of software done this sort of
trouble, I think some for video detection perhaps, Calamus for example
do this (Calamus is very strangly write and not clean at all I think, a
part possible for it's protection)
>
> Often they only do it to check the screen layout (plot a pixel or two
> and read back the contents of the frame buffer). But it's entirely

> possible to do that using 100% VDI functions, which does work fine
> under ARAnyM+fVDI.
I do exactly this in screen.ldg, but now there is EDDI cookie to find
video format.
>
> Hmm. I just had an idea!
> It might be possible to allow restricted reading from the screen for
> the purposes mentioned above. If we fool the software into reading
> from a fake frame buffer, it might be possible to intercept those
> accesses in the same way we intercept hardware accesses, and do the
> necessary blits from the real screen on the native side.
> I need to try this out...
Already just support logbase() physbase() with by default a buffer of
the size of the screen and support changing it, there is an option in
fVDI to do this for a part I don't know if all is support, but some
software can run when this option is avaible (Calamus can start for
example), this is done by MagicPC, this buffer is even use by this
software to save restore mouse background (I think when VDI write
something in the screen, it copy it in this buffer), when you use a
software writing directly on screen, and you move mouse I can see what
the software have draw!
>
>
>>Solution: Remove fVDI, add vectorial font with speedogdos. Removing fVDI
>
>
> Or keep fVDI and add vector font support with SpeedGDOS or NVDI. ;-)
>
> You need to remove NVDI's standard screen driver for this to work
> (they're called something like *DRV.SYS, IIRC).
> I don't think SpeedGDOS requires anything special done, but it does
> need to be run after fVDI, as does NVDI.
>
>
>>will do able to use Falcon video mode with direct video acces (Videl),
>>compatibility will be highly better, but speed will be very bad
>
>
> The speed could be improved a bit, but I don't think any of us who
> work on ARAnyM see that as a priority.
>
> When you can use fVDI with ARAnyM's native code support, things are
> a _lot_ faster (absolutely blazing speed with the recently developed,
> but still not 100% finished, OpenGL screen driver) and you can have
> 32 bit colour in high resolutions.
>
Yes really I wan't to see it! I have probably to compil Aranym too.

Olivier

2421. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 17:16:53 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <UKednUB8AJeYG1zfRVnyvQ@pipex.net>
Source record: 12898

In message <11c0vgmhevi7vbc@corp.supernews.com>, odity@odity said:

>i have the problem, that i get many times i try to write back a Image of a
>Demo to a DD-disk. I try WOSCopier and MakeDisk. The disks are most of the
>time 80 Tracks 10 Sectors...
>I have no problems with the Game images or Utilities images.
>Are there other tools to write not standart ST-Disk images back to Floppy?
>Thanks for help

Hi Tolkin!

Assuming you are doing this on the Atari, try FastCopy III or Pro.
It was shareware but I have seen it on various PD disks. I must
admit I have not tried its 'Image copy' function but it ought to
work.

Regards, /Peter/

2422. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 17:23:13 UTC
From: J&#65533;rgen Strobel <odity@odity>
Message-ID: <11c31rhirb7fod1@corp.supernews.com>
Source record: 12799

Hy, do you mean to copy the image of a disk to a normal Atari ST Formatted disk, and then write the image "unpacked" onto another disk using the Atari ST?
So on which kind of PD-Disk is it? Or where it can be?
I will look for it ;)
Thanks for help..
Tolkin
<xlator@cix.compulink.co.uk> schrieb im Newsbeitrag news:UKednUB8AJeYG1zfRVnyvQ@pipex.net...
| In message <11c0vgmhevi7vbc@corp.supernews.com>, odity@odity said:
|
| >i have the problem, that i get many times i try to write back a Image of a
| >Demo to a DD-disk. I try WOSCopier and MakeDisk. The disks are most of the
| >time 80 Tracks 10 Sectors...
| >I have no problems with the Game images or Utilities images.
| >Are there other tools to write not standart ST-Disk images back to Floppy?
| >Thanks for help
|
| Hi Tolkin!
|
| Assuming you are doing this on the Atari, try FastCopy III or Pro.
| It was shareware but I have seen it on various PD disks. I must
| admit I have not tried its 'Image copy' function but it ought to
| work.
|
| Regards, /Peter/
|

2423. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 17:31:02 UTC
From: Simon <nospam@nospam.com>
Message-ID: <42c18986$0$32347$636a15ce@news.free.fr>
Source record: 12800

Jï¿½rgen Strobel wrote:

> Are there other tools to write not standart ST-Disk images back to Floppy?

The way I do it:
- buy a Null-Modem serial cable
- plug the ST to the PC thru the serial ports
- download Ghostlink and run it on both machines at 19200bps
- donwload "MSA2ST" for Atari, or other tools for .ST images
- now you should be able to access your PC drives as if they were ST drives, and thus can use easily the real ST to write back any kind of MSA/ST file stored on the PC.

Problems:
- it's rather slow
- not sure about this if you run XP on the PC

Cheers
Simon

2424. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 17:35:16 UTC
From: Simon <nospam@nospam.com>
Message-ID: <42c18a85$0$32353$636a15ce@news.free.fr>
Source record: 12801

Simon wrote:
> - donwload "MSA2ST" for Atari, or other tools for .ST images

Sorry, that was "MSA 2 3", you can get it here
http://www.zhell.co.uk/download.html

HTH
Simon

2425. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 20:09:49 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119989389.734301.317250@f14g2000cwb.googlegroups.com>
Source record: 12802

>I've been told by Best electronics that many Mega STe machines
>have problems with HD floppy drives, being RF interferences or
>other things. Try moving the floppy drive cable to another

On my MSTe and TT, I cannot have the 17" monitor sitting on top of the
case. If it is, the floppy disk drive doesnt behave at all.

Coda.

2426. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 20:43:48 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <4dp8p2-crb.ln1@manoir.racoon.city>
Source record: 12803

Le Tue, 28 Jun 2005 08:29:13 +0200, mail a ï¿½critï¿½:

> What do you do to enable the GEM mode in Doom? I read the instructions,
> but I must be missing something, because no matter what I try typing
> into the .ttp parameter box, I can only get 320x200 fullscreen mode. The
> same with other Linux ports (such as M Player) that are supposed to have
> a GEM mode. Could someone give me a line that I can more or less cut and
> paste into it to get the GEM mode running on any of these programs?

Under MiNT, you can add the line 'setenv SDL_VIDEODRIVER gem' in mint.cnf,
or run a shell in tos2win to modify the environment variables. Maybe
something like this is possible under Magic. Unfortunately, this is not
easy to do under TOS; using a front-end application (todo) could be a
solution.

For the crashes people experiment, it seems to be a bug in IKBD SDL
driver, so try GEM video driver if you can. I am investigating this. And I
also made many fixes in the game engine, v0.41 is ready (along with
Heretic), waiting for the IKBD problem to be solved.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2427. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 21:08:04 UTC
From: J&#65533;rgen Strobel <odity@odity>
Message-ID: <11c3f14d7lf12a4@corp.supernews.com>
Source record: 12804

XP should not be the problem... my old Notebook uses DR-Dos and Windows 98..
Should work... maybe ;)
"Simon" <nospam@nospam.com> schrieb im Newsbeitrag
news:42c18986$0$32347$636a15ce@news.free.fr...
| J&#65533;rgen Strobel wrote:
|
| > Are there other tools to write not standart ST-Disk images back to
Floppy?
|
| The way I do it:
| - buy a Null-Modem serial cable
| - plug the ST to the PC thru the serial ports
| - download Ghostlink and run it on both machines at 19200bps
| - donwload "MSA2ST" for Atari, or other tools for .ST images
| - now you should be able to access your PC drives as if they were ST
| drives, and thus can use easily the real ST to write back any kind of
| MSA/ST file stored on the PC.
|
| Problems:
| - it's rather slow
| - not sure about this if you run XP on the PC
|
| Cheers
| Simon
|

2428. ARAnyM segfaults, no matter what I do...

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 22:10:45 UTC
From: Chris Wilkinson <blobster@SPAMOFF.con>
Message-ID: <42c1c92a$1@dnews.tpgi.com.au>
Source record: 12805

Hi there,

I have compiled it, installed it from RPM, tried x86_64 and i386/i586,
but no matter what I do ARAnyM starts, finds all the stuff it requires,
and then segfaults...

I'm running SuSE 9.2 Pro on an Athlon64 3000+, using a fairly clean SuSE
setup.

I've tried mailing to the aranym list, but no-one answered my question.
I see a few aranym threads in here so this is my last chance...

Does anyone have an idea what I can do to stop these segfaults? All I
want to do is run a virtual Atari on my Linux setup, because I miss my
Falcon030! (sold it to a guy in Australia!) :-)

--
Kind regards,

Chris Wilkinson, Brisbane, Australia.
Anyone wishing to email me directly can remove the obvious
spamblocker, and replace it with t p g <dot> c o m <dot> a u

Software patents are killing YOUR freedom, STOP THEM NOW!
http://swpat.ffii.org/ http://nosoftwarepatents.com/

2429. Atari Flashback 2.0 Brings Back The Magic

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 22:58:55 UTC
From: "J.Kock" <kock@kockens.pp.se>
Message-ID: <1fl3c1ddihtqn9cod09l03n719966q57tp@4ax.com>
Source record: 12806

http://www.classicgaming.com/features/articles/flashback2/

\ J.Kock - SysOp on Kockens BBS +4640500160 - Atari ONLY!
\ kock@kockens.pp.se - info@kockenswebdesign.com
\ www.kockenswebdesign.com - come.to/kockensbbs
\ Member 224 Svenska Atariklubben SAK
\ Proud member of APS and JCU!! ICQ:1295365

2430. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-28 23:32:50 UTC
From: mail@freeman-studio.com
Message-ID: <1120001570.807534.46470@o13g2000cwo.googlegroups.com>
Source record: 12807

Patrice Mandin wrote:
> Le Tue, 28 Jun 2005 08:29:13 +0200, mail a écrit :
>
> > What do you do to enable the GEM mode in Doom? I read the instructions,
> > but I must be missing something, because no matter what I try typing
> > into the .ttp parameter box, I can only get 320x200 fullscreen mode. The
> > same with other Linux ports (such as M Player) that are supposed to have
> > a GEM mode. Could someone give me a line that I can more or less cut and
> > paste into it to get the GEM mode running on any of these programs?
>
> Under MiNT, you can add the line 'setenv SDL_VIDEODRIVER gem' in mint.cnf,
> or run a shell in tos2win to modify the environment variables. Maybe
> something like this is possible under Magic. Unfortunately, this is not
> easy to do under TOS; using a front-end application (todo) could be a
> solution.
>
> For the crashes people experiment, it seems to be a bug in IKBD SDL
> driver, so try GEM video driver if you can. I am investigating this. And I
> also made many fixes in the game engine, v0.41 is ready (along with
> Heretic), waiting for the IKBD problem to be solved.

I added the SDL_VIDEODRIVER=gem variable to Magic, and now when I run
Doom, after all the initialization stuff, it briefly opens a small GEM
window, but then the whole screen goes black and nothing else is ever
displayed.

Anyone else had success with running Doom in a GEM window with Magic? I
know it's many times faster in Magic than in TOS, so the added
stability and functionality would be a welcomed sight!

Mike Freeman
mike [at] freeman-studio [dot] com

2431. Re: Atari® Flashback 2.0 Brings Back The Magic

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 01:03:17 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <oos3c19oh0f4tu5fisv4hs34s8hlm7no81@4ax.com>
Source record: 12808

If anybody here is near Chicago on July 16th, you can test the retail version of it (first time anywhere) at the 8-Bit Classics booth at VGS. Here is the press release:

Atari Video Club/Jaguar Community United is proud to announce that with help from Corey Koltz of 8-bit Classics (http://www.8bitclassics.com) and Curt Vendel of the Atari Museum http://www.atarimuseum.com/) that The Atari Flashback 2.0 game console will take it's first midwestern appearance at The 2005 Video Game Summit in July before it's inital release in August. This will be it's first public showing in full retail form. The Atari Flashback 2.0 made it's first southwestern appearence at the Okalohma Video Game Expo on June 18t(before that it was shown at the Electrontic Entertainment Expo back in May). The Atari Flashback 2.0 features 40 built in 2600 games all using actual 2600 technology (some games are classics but there are a few new homebrew games included). Plus the controllers are interchangable with classic Atari controllers. Stop by the 8-bit classics table at VGS'05 to check out The Atari Flashback 2.0 and flashback to the 70's when you got your first 2600.

The 2005 Video Game Summit will be on July 16th,2005 from 9am to 6pm Fairfield inn and Suites (Heron point building), 645 West North Ave, Lombard, IL 60148.

Join the Video Game Summit mailing list for updates on the event (VideoGameSummit-Subscribe@yahoogroups.com) Visit the VGS website: http://avc.atari-users.net/Events/FestVGS.html

For more information about Video Game Summit contact Daniel Iacovelli at AtariVideoClub@yahoo.com.

On Wed, 29 Jun 2005 00:58:55 +0200, J.Kock <kock@kockens.pp.se> wrote:

>http://www.classicgaming.com/features/articles/flashback2/

2432. Atari ST Web Browser Wanted.

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 02:15:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506272200170.28050-100000@onyx.spiritone.com>
Source record: 12809

Where can I find a Web Brorser for my Atari ST? I have 4 Megs but I want
to avoid Cab. I need one to do PayPal. Advanced enough to do PayPal.
E-Mail Atari@aracnet.com Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2433. Re: ARAnyM segfaults, no matter what I do...

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 03:52:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.29.03.52.49.949290@charter.net>
Source record: 12810

On Wed, 29 Jun 2005 08:10:45 +1000, Chris Wilkinson wrote:

> Hi there,
>
> I have compiled it, installed it from RPM, tried x86_64 and i386/i586,
> but no matter what I do ARAnyM starts, finds all the stuff it requires,
> and then segfaults...
>
> I'm running SuSE 9.2 Pro on an Athlon64 3000+, using a fairly clean SuSE
> setup.
>
> I've tried mailing to the aranym list, but no-one answered my question.
> I see a few aranym threads in here so this is my last chance...
>
> Does anyone have an idea what I can do to stop these segfaults? All I
> want to do is run a virtual Atari on my Linux setup, because I miss my
> Falcon030! (sold it to a guy in Australia!) :-)

Have you tried downloading the pre-setup ISO and burning it? Worked for
me. Even used it on my laptop. :-)

2434. Re: Atari ST Web Browser Wanted.

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 03:54:12 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.06.29.03.54.12.418781@nosspamatari-source.com>
Source record: 12811

On Tue, 28 Jun 2005 19:15:39 -0700, Bravo Sierra Computers wrote:

> Where can I find a Web Brorser for my Atari ST? I have 4 Megs but I want
> to avoid Cab. I need one to do PayPal. Advanced enough to do PayPal.
> E-Mail Atari@aracnet.com Thanx! ===Ben===
>

Cab is currently your only choice. I'd suggest buying a PC. $299 at
Walmart (or less if you get some older one). You could also get by using
an old dirt cheap PPC mac (under $100). Rumors abound that CAB can do
Paypal but only under MiNT which won't work out with 4MB. You'll have to
get a Falcon or a TT to even try, and I've never gotten it to work in CAB
despite other people's reports. If you check a local college, decent PC's
and Macs are often trashed and free.

Mark

2435. Re: ARAnyM segfaults, no matter what I do...

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 03:59:40 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.06.29.03.59.39.956126@nosspamatari-source.com>
Source record: 12812

On Wed, 29 Jun 2005 08:10:45 +1000, Chris Wilkinson wrote:

> Hi there,
>
> I have compiled it, installed it from RPM, tried x86_64 and i386/i586,
> but no matter what I do ARAnyM starts, finds all the stuff it requires,
> and then segfaults...
>
> I'm running SuSE 9.2 Pro on an Athlon64 3000+, using a fairly clean SuSE
> setup.
>
> I've tried mailing to the aranym list, but no-one answered my question.
> I see a few aranym threads in here so this is my last chance...
>
> Does anyone have an idea what I can do to stop these segfaults? All I
> want to do is run a virtual Atari on my Linux setup, because I miss my
> Falcon030! (sold it to a guy in Australia!) :-)

I have Aranym on AMD64 too. What you need to use is the i386 NON-JIT
version. The debian package has aranym, aranym-jit and aranym-mmu in the
same deb package. Aranym is supposed to work on AMD64 for non-jit
binaries but I've never gotten it to work and even one of the dev's
hasn't on my system. You also need the 32bit compatibility libraries for
SDL but it sounds like you already have em.

My working binary is on http://aoi.atari-source.com/~mduckworth/aranym

Thanks,
Mark

2436. Re: Atari ST Web Browser Wanted.

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 04:55:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.29.04.55.07.395803@charter.net>
Source record: 12813

On Tue, 28 Jun 2005 23:54:12 -0400, Mark D wrote:

> On Tue, 28 Jun 2005 19:15:39 -0700, Bravo Sierra Computers wrote:
>
>> Where can I find a Web Brorser for my Atari ST? I have 4 Megs but I want
>> to avoid Cab. I need one to do PayPal. Advanced enough to do PayPal.
>> E-Mail Atari@aracnet.com Thanx! ===Ben===
>>
>
> Cab is currently your only choice. I'd suggest buying a PC. $299 at
> Walmart (or less if you get some older one). You could also get by using
> an old dirt cheap PPC mac (under $100). Rumors abound that CAB can do
> Paypal but only under MiNT which won't work out with 4MB. You'll have to
> get a Falcon or a TT to even try, and I've never gotten it to work in CAB
> despite other people's reports. If you check a local college, decent PC's
> and Macs are often trashed and free.
>
> Mark

What about HighWire? I've never tried it (yet) but I hear its up and
coming.

Thanks.

2437. Re: Atari ST Web Browser Wanted.

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 05:49:22 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.06.29.05.49.19.944646@nosspamatari-source.com>
Source record: 12814

On Wed, 29 Jun 2005 00:55:07 -0400, Ronald J. Hall wrote:

> On Tue, 28 Jun 2005 23:54:12 -0400, Mark D wrote:
>
>> On Tue, 28 Jun 2005 19:15:39 -0700, Bravo Sierra Computers wrote:
>>
>>> Where can I find a Web Brorser for my Atari ST? I have 4 Megs but I want
>>> to avoid Cab. I need one to do PayPal. Advanced enough to do PayPal.
>>> E-Mail Atari@aracnet.com Thanx! ===Ben===
>>>
>>
>> Cab is currently your only choice. I'd suggest buying a PC. $299 at
>> Walmart (or less if you get some older one). You could also get by using
>> an old dirt cheap PPC mac (under $100). Rumors abound that CAB can do
>> Paypal but only under MiNT which won't work out with 4MB. You'll have to
>> get a Falcon or a TT to even try, and I've never gotten it to work in CAB
>> despite other people's reports. If you check a local college, decent PC's
>> and Macs are often trashed and free.
>>
>> Mark
>
> What about HighWire? I've never tried it (yet) but I hear its up and
> coming.
>

Need SSL. Highwire is not quite there, but very close.

Mark

2438. Re: ST-Falcon Cartridge PCBs

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 07:12:30 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <yQrwe.7602$Xv.2275@bignews4.bellsouth.net>
Source record: 12815

Thanks for the info.

Much appreciated.

phantom

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:d9o9u4ier1@gemini.csx.cam.ac.uk...

> Although based in the UK I used a Canadian company called Myro PCB (
> www.myropcb.com), they charge in US Dollars. IIRC there was a $50
> setup fee for the artwork and it was $0.21 Dollars per square inch for
> double sided, plated through hole PCB's with solder resist and Top
> side silk screen. The price does vary with lead time, I went for the
> standard two weeks although you could get it a little cheaper if you
> go for a longer time.
> Having said that if your PCB software does not produce Gerber files
> including board outlines I don't know if they will be able to
> manufacture them. My project required four boards per unit (supplied
> as one artwork file (panel)), I had enough boards produced for ten
> units supplied as 40 pieces in total so that they arrived as
> individual milled to shape PCB's.
> They even accecpt PayPal.
>
> Stephen Moss
>
>

2439. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 07:47:10 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1120031230.817360.26270@f14g2000cwb.googlegroups.com>
Source record: 12816

I'd like to thank you Patrice for your efforts. You're doing a great
work !!!!

2440. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 08:56:21 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1120035381.596674.235720@g49g2000cwa.googlegroups.com>
Source record: 12817

i tried setting "SDL_VIDEODRIVER gem" in mint.cnf, and this results in
a black screen. I then try swapping apps with ALT+CTRL+TAB, and then I
see a small GEM window for a fraction of a sec, then a crash.

/Joakim

2441. Re: Atari® Flashback 2.0 Brings Back The Magic

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 12:05:06 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120046706.880750.35440@z14g2000cwz.googlegroups.com>
Source record: 12818

Where can I get me one of those in the UK?

2442. Re: Harlekin 3

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 12:53:24 UTC
From: Maurice Veale <BJ@abod.co.uk>
Message-ID: <op.tbwrd2hsg4fohd@81-174-207-178.pth-as15.dial.plus.net>
Source record: 12819

Small update:
I find that when I return to the Manager window I have to move the window (a very small move is
enough) so that the top bar updates. This is easy to do because the move bar is near the calendar
icon.
Alternative method: Assuming you have Manager module window active. Use ALT+CONTROL + H to
switch to main modules window. Change date as described. Hold down the ALT & CONTROL keys press
S then H then S. You should now be back in the Manager as active window. Click the Calendar icon
and dates should now be updated. This may be the faster method, it uses Harlekins built in macros
to switch active windows.

As always only try this if you assume total responsibility for all effects. It works well
for me. Be aware that in Gemulator on Windows 98 changing the date in Harlekin as described
also changes the Windows 98 system date. That may not be desirable but it is easily
reversed either from Harlekin or in Windows.

regards
Maurice

--
Using Opera's revolutionary e-mail client: http://www.opera.com/mail/

2443. Re: Atari ST Web Browser Wanted.

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 13:54:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.29.13.54.12.948723@charter.net>
Source record: 12820

On Wed, 29 Jun 2005 01:49:22 -0400, Mark D wrote:

>> What about HighWire? I've never tried it (yet) but I hear its up and
>> coming.
>>
>
> Need SSL. Highwire is not quite there, but very close.
>
> Mark

Cool. I'm looking forward to trying it out. :-)

2444. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 14:55:24 UTC
From: toothy_grin@theglaholts.net
Message-ID: <wDywe.1102$Si3.868@fe06.lga>
Source record: 12821

Greetings, everyone!

I am very pleased to announce that STinGadel, the Atari ST multi-user Citadel-type bbs program, is now in 'Beta' mode. I've put up my bbs, Cold Winter Knights, using the software as the official beta site.

I would like to welcome anyone and everyone to log in and give it a test run. Please remember that it *is* on an Atari 1040STe, and as such, it may be a bit slow, relative to today's supra-high-speed machines.

STinGadel's features:
"Room"-based citadel-type bbs system: Each room is a message topic. One can 'goto' each room with new messages, or just 'jump' to a specific room. One can read messages with "F" (read all forward), "R" (Read all reverse), "L" (Latest # of messages), and "N" (New since you last read the room).
* Up to 24 simultaneous connections allowed; each connection is continuously 'polled'.
* VT100-enabled "IRC"-like chat mode.
* Up to 128 rooms
* Sysop-configurable: message memory cache (for speedy message reading/access), message base size, userbase size, menus.
* Note: There is *no* console mode. All connections *must* be from and through STinG for the moment. I *may* add a console mode, but the stock ST's screen drawing subsystem is *SO* slow, and thus everyone else would slow down.

Requirements:
* Atari ST machine (only originals have been tested; I would like TT or Falcon testers, if anyone is even remotely interested)
* 4 MB memory. (for speed purposes, almost everything is contained in memory, requiring a great deal of free space)
* 10 MB hard drive space -- probably not a problem
* STinG connection. Theoretically, a continuous modem connection *would* work, but who would want that, really -- I'd *HIGHLY* recommend an ethernet (I use EtherNEC personally) connection.
* A static IP, if you want people to be able to log in. :)

Log into Cold Winter Knights BBS with a VT100/ANSI/XTERM connection by telnetting to bbs.coldwinterknights.net

Also, I'm going to continuously update the web site (http://www.coldwinterknights.net) with big sightings, fix-lists, etc, suggestions to be implemented, etc.

One final note, if I may: Remember that it *is* in Beta. I fully expect it to crash during the beta testing period. If you attempt to telnet in and find it hanging, or cannot connect, and so on, that means it's down until I can figure out what went wrong. Thanks for reading, and happy Atari-ing!!

2445. Re: Atari® Flashback 2.0 Brings Back The Magic

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 14:58:12 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005062916003516807%derryck@cixcoukinvalid>
Source record: 12822

On 2005-06-29 13:05:06 +0100, "Coda" <smeg_007@hotmail.com> said:

> Where can I get me one of those in the UK?

This was on demo at the Cheshunt Computer Club meeting last week :-)

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

2446. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 15:08:58 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005062916080675249%derryck@cixcoukinvalid>
Source record: 12823

On 2005-06-27 18:45:30 +0100, Hallvard Tangeraas <inv@lid.email> said:

> OK. I'm looking at the power supply circuitry now. Let's see.....
> Yes, there is a mounting screw in the centre area of the power supply
> circuit board. It's next to a black/yellow transformer (there are two
> transformers in total -this is the biggest one. The smaller one is
> closer to the power switch).
> This must be the screw they're talking about. But I don't feel like
> removing it just yet.

Reading between the lines, could be that this screw is meant to ground
a pad which is meant to control output from the PSU. Next time you have
the unit out see if you can verify this?

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

2447. Re: Atari® Flashback 2.0 Brings Back The Magic

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 15:17:58 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120058278.642364.127580@o13g2000cwo.googlegroups.com>
Source record: 12824

I would come, but as I live in the South West now, its a bit far.

Anyway, where was that one purchased?

Coda.

2448. Re: Atari® Flashback 2.0 Brings Back The Magic

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 15:34:51 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050629163221168O7%derryck@cixcoukinvalid>
Source record: 12825

On 2005-06-29 16:17:58 +0100, "Coda" <smeg_007@hotmail.com> said:

> I would come, but as I live in the South West now, its a bit far.

Sure - I couldn't stop myself from a little shameless promotion of the club ;-)

> Anyway, where was that one purchased?

Shiuming brought it along, I don't know where he got it from though.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

2449. Call Out to Dan DeHulster

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 16:36:50 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42c2f85636554e0@adelphia.net>
Source record: 12848

To anyone,
Does anyone in this newsgroup know of a guy by the name of Dan DeHulster??
I used to be in contact with him for years. But after late last summer when
we all finally found out that Dennis Vermiere had died, he had informed me
of this. Which I had suspected all along. I never heard from him agian. I
have tried to e-mail him at 2 different e-mail addresses but he does not
respond. The messages do not get bounced so he has to be getting them. Any
help on this matter would be greatly appreciated.

Thanks,

--
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with DDR SDRam
Ethernat card 10/100 mbit & 2 USB ports

2450. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 17:18:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <S4adnXHzj-R8Sl_fRVnyjA@pipex.net>
Source record: 12826

In message <11c31rhirb7fod1@corp.supernews.com>, odity@odity said:

>Hy, do you mean to copy the image of a disk to a normal Atari ST Formatted
>disk, and then write the image "unpacked" onto another disk using the Atari
>ST?

No, what I meant is downloading the image onto a hard disk on the
Atari and then doing an image copy to the floppy. But if you don't
have a hard drive on the Atari or it is not connected to the web,
this won't work.

If you only have connection on the PC, the problem is that the
latest PC OSs won't read or write extended floppy formats - but
Windows 98 will, so perhaps you could use your laptop? Format
the disk to 10 sectors 80 (or more?) tracks on the Atari and W98
should read the disk OK, so you can write the *.msa file to it.

Otherwise, there are apps that allow you to split a file into two
or more chunks, and reconstitute them later. There must be one for
the PC, hopefully compatible with the Atari ZIPSPLIT.PRG and ZIP-RBLD.PRG.

>So on which kind of PD-Disk is it? Or where it can be?
>I will look for it ;)

Your best bet is on the Belgian Atari server
ftp://chapelie.rma.ac.be/atari
but it should be in some Maus groups too.

The alternative is to link the Atari to the PC via a null modem cable,
as Simon describes in his message.

2451. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 17:46:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c2de1d$0$6466$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12751

> I have also encountered this problem, my conclusion was that the PC
> floppy drive will not write more than 720K to the disk,

Most of the drives I tested years ago wouldn't do anything over the generic
format, which is pretty sad really in this day and age.

> If there is a real solution to this I would also like to know what it

buy a better drive ;-)

Chris

2452. [UTD] July Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 18:12:10 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <42c2e47a$0$911$8fcfb975@news.wanadoo.fr>
Source record: 12750

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". You will have to
fetch it at :

http://eureka.atari.org/eurka507.zip
That is the Complete Common Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny045.zip
Is the OpenGL Extension (requires previous package)

The main novelty of this release is the add of 43 3D
FMU shapes coming from the K3DSurf software from
Abderrahman Taha.

I wish you big fun with all this new STuff !

Best regards,

-- François LE COAT
Author of Eureka 2.12
http://eureka.atari.org

2453. Adspeed docs...

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 18:58:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.29.18.58.53.182253@charter.net>
Source record: 12749

Okay, nobody seems to know where to look for docs/installation text etc,
for this accelerator, so is anyone using this accelerator and have the
docs? I'd be fully willing to reimburse someone for copying and mailing
them to me. Thanks!

--
_/_/_/

2454. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 19:20:47 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120072847.040181.153900@g44g2000cwa.googlegroups.com>
Source record: 12752

Can you change the port that it listens on?

Coda.

2455. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 19:31:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <KGCwe.2491$p%3.15777@typhoon.sonic.net>
Source record: 12827
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit Michael Current <hunmanik@earthlink.net> wrote:
> 1985
> February 6: Namco, Ltd. (of Japan) purchased the Atari Coin-Operated Games
> division of Atari Games, Inc. from Warner Communications, Inc.

Namco!? WOAH! Why hadn't I heard _that_ before!?
(I guess cuz I stick around comp.sys.atari.8bit and not any arcade-related
groups ;^))

> 1986
> (after July 3): A group of Atari Games employees purchased Namco America's
> controlling interest in the company. Atari Games became independent of any
> corporate parent. (Both Namco America and Warner Communications remained
> major investors.) [NOTE- MC has not been able to document this transaction
> directly.] Hide Nakajima remained president of Atari Games.

Ah, if this is true, it was quite short-lived, which might help explain
why I hadn't heard about it. :)

<snip>
> 1999
> Atari Games released San Francisco Rush 2049. This turned out to be the last
> coin-operated arcade game sporting the Atari Games name and logo.

DAMN! That would've been the one I worked on! *sniffle*

It would've had much more natural looking dust and smoke, if I had gotten
my hands on it. :^)

<snip>
> TODAY: The Atari copyrights/trademarks/patents secured by Atari Games Corp.
> from Warner Communications in 1985, along with all Atari Games Corp. and
> Midway Games West properties created since 1985, are owned by the Midway Games
> West unit of Midway Games. Midway Games, Inc. is based in Chicago, Illinois,
> USA: http://www.midway.com/

So they're not dead, yet. :)

Still, though, what a ride. Thanks for contributing this, Michael!
(Hey, ever edit stuff over at Wikipedia? :))

--
-bill! Picn*x14 --- Linux Anniversary Picnic & BBQ!
bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August 14th
http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP & volunteer!

2456. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 19:39:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <%NCwe.2492$p%3.15668@typhoon.sonic.net>
Source record: 12828
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit dark_willow1981@lycos.com wrote:
> Atari now is just a brand logo used by a games comapny that is
> themselves very small.

See someone else's comment on the size of Infogrames. (I'll take their word for it :^))

> There is no way I can see that they are going to
> build a new hardware,

Except, they already _did_. I mean, it's not a PS2, but...

http://www.atari.com/us/games/atari_flashback/7800

and:

http://www.classicgaming.com/features/articles/flashback2/

The latter is _actually_ an Atari-compatible device (whereas the original Atari Flashback is based on a Nintendo-NES-on-a-chip).

> People won't Q up to play PacMan on the PSP or Xbox 360,

Define "people." There are a lot of us out here. The first disc I bought when I got my original PlayStation was the Williams arcade classics disc (the one with Joust and Sinistar).

Aside from Super Mario World, the only cartridges I have for my Gameboy Advance SP are classic arcade game compliations. (Pretty much every game I have _for_ my GBASP were made before the _original_ GB came out!)

> but they won't mind paying a few quid to download it to their phone.

And that's where people like me come in. >:^) I write cellphone games for a small company in the Bay Area.

--
-bill! Picn*x14 --- Linux Anniversary Picnic & BBQ!
bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August 14th
http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP & volunteer!

2457. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 19:44:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <SSCwe.2493$p%3.15673@typhoon.sonic.net>
Source record: 12829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit mail@freeman-studio.com wrote:
> There is no support for past Atari products at all. Just a means to use
> past Atari ideas and better name recognition to make PC games.

Except for all of the classic games they're re-releasing...

http://www.atari.com/us/genre/arcade

* "Retro Atari" for the Gameboy DS (which is apparently pretty awesome,
though I've never even tried a DS, let alone this game)

* Atari Anthology for PS2 & XBox

* Atari: 80 classic games in one (Windows)

* Atari Arcade (Windows)

* Atari Anniversary Edition (Windows)

* Atari Flashback (a stand-alone console with built-in games;
not so well-received)

* Atari Flashback 2.0 (coming this summer; highly anticipated)

--
-bill! Picn*x14 --- Linux Anniversary Picnic & BBQ!
bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August 14th
http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP & volunteer!

2458. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 20:05:17 UTC
From: J&#65533;rgen Strobel <odity@odity>
Message-ID: <11c5vnsflc3sp3b@corp.supernews.com>
Source record: 12831

Hy, i have tried it with my Win98 and Dos "Slave-Book" but that was not
succesfull :(
I have a HD on the ST, but no cable for it :(And i do not know if it
works...
But i will try the Seriel cable and the MSA Writer... Maybe this work ...
Thanks
Tolkin
<xlator@cix.compulink.co.uk> schrieb im Newsbeitrag
news:S4adnXHzj-R8Sl_fRVnyjA@pipex.net...
| In message <11c31rhirb7fod1@corp.supernews.com>, odity@odity said:
|
| >Hy, do you mean to copy the image of a disk to a normal Atari ST
Formatted
| >disk, and then write the image "unpacked" onto another disk using the
Atari
| >ST?
|
| No, what I meant is downloading the image onto a hard disk on the
| Atari and then doing an image copy to the floppy. But if you don't
| have a hard drive on the Atari or it is not connected to the web,
| this won't work.
|
| If you only have connection on the PC, the problem is that the
| latest PC OSs won't read or write extended floppy formats - but
| Windows 98 will, so perhaps you could use your laptop? Format
| the disk to 10 sectors 80 (or more?) tracks on the Atari and W98
| should read the disk OK, so you can write the *.msa file to it.
|
| Otherwise, there are apps that allow you to split a file into two
| or more chunks, and reconstitute them later. There must be one for
| the PC, hopefully compatible with the Atari ZIPSPLIT.PRG and ZIP-RBLD.PRG.
|
| >So on which kind of PD-Disk is it? Or where it can be?
| >I will look for it ;)
|
| Your best bet is on the Belgian Atari server
| ftp://chapelie.rma.ac.be/atari
| but it should be in some Maus groups too.
|
| The alternative is to link the Atari to the PC via a null modem cable,
| as Simon describes in his message.
|

2459. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 20:06:35 UTC
From: J&#65533;rgen Strobel <odity@odity>
Message-ID: <11c5vq86lh52b8c@corp.supernews.com>
Source record: 12830

I have tried it with a Disc Drive which came from a Atari STE, but it wont work with the PC ... Damn thing...
"exxos" <exxos@home.co.uk> schrieb im Newsbeitrag news:42c2de1d$0$6466$cc9e4d1f@news-text.dial.pipex.com...
|
| > I have also encountered this problem, my conclusion was that the PC
| > floppy drive will not write more than 720K to the disk,
|
|
| Most of the drives I tested years ago wouldn't do anything over the generic
| format, which is pretty sad really in this day and age.
|
|
| > If there is a real solution to this I would also like to know what it
|
| buy a better drive ;-)
|
| Chris
|
|
|

2460. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 20:26:47 UTC
From: toothy_grin@theglaholts.net
Message-ID: <buDwe.20940$B_3.7871@fe05.lga>
Source record: 12832

Verily, it was written by Coda <smeg_007@hotmail.com>:
> Can you change the port that it listens on?
>
> Coda.
>

Not yet, but that's a great idea - and pretty easy addition. I will
get to it as soon as possible!

For the record, the Beta board is down at the moment; someone connected
via a terminal that asked for some strange telnet information that I
need to deal with. I'll be working on it when i get home from work and
get it back to going again.

2461. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 20:44:30 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <MN-dnXb01OGzlV7fRVnygQ@eclipse.net.uk>
Source record: 12833

"J�rgen Strobel" <odity@odity> wrote in message
news:11c5vnsflc3sp3b@corp.supernews.com...
> Hy, i have tried it with my Win98 and Dos "Slave-Book" but that was not
> succesfull :(
> I have a HD on the ST, but no cable for it :(And i do not know if it
> works...
> But i will try the Seriel cable and the MSA Writer... Maybe this work ...
> Thanks
> Tolkin

May I suggest the following:-

1) make a PARCP cable and get a copy of the software. It works very well.
Its much quicker than any of the serial solutions I have tried.
The software is cheap (will work as unreged)., the cable is easy to make, I
chopped the "centronics" connector from a printer and soldered a D25 on to
replace and make the cable, and its reliable.
2) Assuming you have a "reasonably" sized ST (say 2Meg) create a RAM Disk on
the STE.
3) copy the image to the ST using PARCP and unpack on the STE.

As I have a hard disk, I have not tried using a RAM disk but I can't see why
it won't work, unless you have a base (1 meg) atari.

Dave

2462. Re: Atari ST Web Browser Wanted.

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 20:47:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <XeidnTpnAedalV7fRVnyjA@eclipse.net.uk>
Source record: 12834

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2005.06.29.05.49.19.944646@nosspamatari-source.com...
> On Wed, 29 Jun 2005 00:55:07 -0400, Ronald J. Hall wrote:
>
> > On Tue, 28 Jun 2005 23:54:12 -0400, Mark D wrote:
> >
> >> On Tue, 28 Jun 2005 19:15:39 -0700, Bravo Sierra Computers wrote:
> >>
> >>> Where can I find a Web Brorser for my Atari ST? I have 4 Megs but I
want
> >>> to avoid Cab. I need one to do PayPal. Advanced enough to do PayPal.
> >>> E-Mail Atari@aracnet.com Thanx! ===Ben===
> >>>
> >>
> >> Cab is currently your only choice. I'd suggest buying a PC. $299 at
> >> Walmart (or less if you get some older one). You could also get by
using
> >> an old dirt cheap PPC mac (under $100). Rumors abound that CAB can do
> >> Paypal but only under MiNT which won't work out with 4MB. You'll have
to
> >> get a Falcon or a TT to even try, and I've never gotten it to work in
CAB
> >> despite other people's reports. If you check a local college, decent
PC's
> >> and Macs are often trashed and free.
> >>
> >> Mark
> >
> > What about HighWire? I've never tried it (yet) but I hear its up and
> > coming.
> >
>
> Need SSL. Highwire is not quite there, but very close.

But doesn't Highwire needs multi tasking OS (Magic or Mint) and NVDI? In 4
Megs!

>

> Mark
>
>

2463. Paskud -> IDE -> Compact Flash card - anyone tried this?

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 20:48:04 UTC
From: Mike Mee <usenet@NOSPAM.mikemee.plus.NOSPAM.com>
Message-ID: <MPG.1d2d148248c16836989680@usenet.plus.net>
Source record: 12835

Thinking of replacing my ancient and noisy 100MB h/drive with ICDLink etc on my Mega STE if (and only if) I can get the following working.

In theory:

1) Paskud Interface into cartridge port
2) Instead of attaching IDE device, attach an IDE->Compact Flash card reader from various sources on eBay
3) Insert 128/256/512 Compact Flash cards as and when needed and boot off the drives ...

Anyone else tried this .. I've emailed Paskud and he's said in theory that this is possible, but he's not yet tried it himself?

Short of buying one and sending it to him to confirm, I don't want to take the giant leap .... (albeit a peaceful one compared to my current h/drive!)

2464. Re: pmdoom 0.40

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 20:54:43 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <jdebp2-heb.ln1@manoir.racoon.city>
Source record: 12836

Le Wed, 29 Jun 2005 10:56:21 +0200, GokMasE a ï¿½critï¿½:

> i tried setting "SDL_VIDEODRIVER gem" in mint.cnf, and this results in a
> black screen. I then try swapping apps with ALT+CTRL+TAB, and then I see
> a small GEM window for a fraction of a sec, then a crash.

Remember the GEM driver is usable only with 8 bits or higher depth (256
colours or True colour modes).

Good news: I found the bug in the SDL IKBD driver.

Bad news: I think this is not related. I had problems in previous versions
with the audio, so I think I will make it back switchable on/off.

About Magic: I don't have it, so I can not test anything. I will try to
fix SDL stuff with Magic users, but it will take time.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2465. 80 column boot screen question

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 21:16:04 UTC
From: atarifan@atari.falcon
Message-ID: <d9v32k$nk0$1@News.Dal.Ca>
Source record: 12837

when i first got my falcon, the boot screen would say 'atari' and would have the memory countdown below it - all in an 80 column screen. suddenly it displays the above but in a 40 column screen. how can i restore the 80 column boot screen?

2466. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 21:25:59 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c311ae$0$6467$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12838

"J�rgen Strobel" <odity@odity> wrote in message
news:11c5vq86lh52b8c@corp.supernews.com...
>I have tried it with a Disc Drive which came from a Atari STE, but it wont
> work with the PC ... Damn thing...

```
the drive select needs to be altered, you may have better luck using the
twisted cable and maybe trying drive B: on the PC.

> "exxos" <exxos@home.co.uk> schrieb im Newsbeitrag
> news:42c2de1d$0$6466$cc9e4d1f@news-text.dial.pipex.com...
> |
> | > I have also encountered this problem, my conclusion was that the PC
> | > floppy drive will not write more than 720K to the disk,
> |
> |
> | Most of the drives I tested years ago wouldn't do anything over the
> generic
> | format, which is pretty sad really in this day and age.
> |
> |
> | > If there is a real solution to this I would also like to know what it
> |
> | buy a better drive ;-)
> |
> | Chris
> |
> |
> |
>
>
```

2467. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 22:19:22 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120083562.872991.243620@f14g2000cwb.googlegroups.com>
Source record: 12839

Wasnt me! :-)

The reason why I would need it to listen on a different port is that I already run telnet on port 23, but actually I cant think of a reason why I cant move the telnet service instead.

2468. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 22:21:01 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42c31ece@news.broadpark.no>
Source record: 12841

Derryck Croker wrote:

> On 2005-06-27 18:45:30 +0100, Hallvard Tangeraas <inv@lid.email> said:
>
>> OK. I'm looking at the power supply circuitry now. Let's see.....
>> Yes, there is a mounting screw in the centre area of the power supply
>> circuit board.

> Reading between the lines, could be that this screw is meant to ground
> a pad which is meant to control output from the PSU. Next time you have
> the unit out see if you can verify this?

Control the output? I'm not sure what you mean.
Are you saying this is a fine adjustment for one of the output
voltages?

Right now the Mega STe has been put together again, but if I get
hold of a 68881 I'll be opening up the machine again to install
that, though I'm not sure about opening up the PSU again, but
we'll see. I'll post the results here if I do.

Any other Mega STe users who can look into it?

--
Hallvard

2469. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 22:21:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120083698.679485.92090@g43g2000cwa.googlegroups.com>
Source record: 12840
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

All of those examples you mentioned fall under the category:

> .... Just a means to use
> past Atari ideas ...

Where is the innovation?

Coda

2470. Re: 80 column boot screen question

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 22:29:24 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c3207b$0$6474$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12842

<atarifan@atari.falcon> wrote in message news:d9v32k$nk0$1@News.Dal.Ca...
> when i first got my falcon, the boot screen would say 'atari' and would
> have the memory countdown below it - all in an 80 column screen. suddenly
> it displays the above but in a 40 column screen. how can i restore the 80
> column boot screen?

clearing the NVRAM solves most odd problems like that.

2471. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 22:30:18 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1120084218.359592.152830@f14g2000cwb.googlegroups.com>
Source record: 12843

I believe that this is correct. TOS 2.06 is the first to have built-in
support for HD floppies.

Galen

2472. Re: Paskud -> IDE -> Compact Flash card - anyone tried this?

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 22:45:53 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1120085153.720818.282420@g49g2000cwa.googlegroups.com>
Source record: 12844

Uwe Siemet did some testing of CF cards and noted that they behave pretty much the same as IDE drives do. Thus I think you can assume the IDE interface would work. It's on my to-do list to try, but I've got CDRW problems at present to deal with.

One thing to note is that CF cards are only good for a few hundred thousand write cycles. You will need to also use a RAM disk for Internet (and other) caches if you want the CF card to last more than a year or two. As a read-only drive, life expectancy exceeds 10 years.

Galen

2473. Re: 80 column boot screen question

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 22:50:11 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1120085411.578511.197560@g49g2000cwa.googlegroups.com>
Source record: 12845

This option is set in the NVRAM among other things. You require one of the many programs that can alter the NVRAM. I use bootconf.cpx myself.

Galen

2474. Re: Paskud -> IDE -> Compact Flash card - anyone tried this?

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 23:33:44 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120088024.664899.31470@g49g2000cwa.googlegroups.com>
Source record: 12846

Or you could go for the CF Micro-drives instead. As these are mechanical you dont have the CF's flash write limitations, but you do inherit the potential problems of normal harddrives. Saying that I know of a handful of pro photographers that have been abusing these cards for years without problems. You may get one reasonably cheap. Last time I looked, in certain capacities they were cheaper than the Flash based equivalent (maybe 4/5Gb?).

FYI, I had problems with my Stacy, an SCSI=>IDE converter, an IDE=>CF converter, and a Viking 512mb CF card. I have a new CF card which I have to try out, but the Stacy has gone to a better home now so I'll do the testing on the MegaSTe (same crappy host adapter though). I guess this is what let the experiment down, and I reckon you'll have better success with the Paskud IDE adapter.

2475. Re: ARAnyM segfaults, no matter what I do...

Newsgroup: comp.sys.atari.st
Date: 2005-06-29 23:57:47 UTC
From: Chris Wilkinson <blobster@SPAMOFF.con>
Message-ID: <42c333ba$1@dnews.tpgi.com.au>
Source record: 12847

Hi there,

Mark D wrote:
> On Wed, 29 Jun 2005 08:10:45 +1000, Chris Wilkinson wrote:
>
>>I have compiled it, installed it from RPM, tried x86_64 and i386/i586,
>>but no matter what I do ARAnyM starts, finds all the stuff it requires,
>>and then segfaults...
>
> I have Aranym on AMD64 too. What you need to use is the i386 NON-JIT
> version. The debian package has aranym, aranym-jit and aranym-mmu in the
> same deb package. Aranym is supposed to work on AMD64 for non-jit
> binaries but I've never gotten it to work and even one of the dev's
> hasn't on my system. You also need the 32bit compatibility libraries for
> SDL but it sounds like you already have em.

Yes, all the required 32-bit libs are there. I was hoping that I could
continue to use JIT, since it ran very nicely on my older AthlonXP.
I've downloaded 0.9.0beta2 x86_64 compiled for SuSE 9.2 Pro and it
doesn't work either, which makes me wonder why a package created for
x86_64 doesn't work *on* x86_64 hardware and the same OS it was quite
possibly compiled on...odd is what it is! :-(

> My working binary is on http://aoi.atari-source.com/~mduckworth/aranym

I'll have a bit more of a play, then maybe give your binary a go.
Thanks.

--
Kind regards,

Chris Wilkinson, Brisbane, Australia.
Anyone wishing to email me directly can remove the obvious
spamblocker, and replace it with t p g <dot> c o m <dot> a u

Software patents are killing YOUR freedom, STOP THEM NOW!
http://swpat.ffii.org/ http://nosoftwarepatents.com/

2476. Re: Adspeed docs...

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 02:10:42 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1120097442.066753.237670@g14g2000cwa.googlegroups.com>
Source record: 12753

Ron,
Let me look for the docs, I might have them somewhere.
Rory
Ronald J. Hall wrote:
> Okay, nobody seems to know where to look for docs/installation text etc,
> for this accelerator, so is anyone using this accelerator and have the
> docs? I'd be fully willing to reimburse someone for copying and mailing
> them to me. Thanks!
>
> --
> _/_/_/_

2477. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 02:42:36 UTC
From: Jorge <user@nospam.com>
Message-ID: <d9vm6saqb1@blue.rahul.net>
Source record: 12754

"exxos" <exxos@home.co.uk> writes:

>> I have also encountered this problem, my conclusion was that the PC
>> floppy drive will not write more than 720K to the disk,
>
>Most of the drives I tested years ago wouldn't do anything over the generic
>format, which is pretty sad really in this day and age.

This is technically not possible (unless you are talking about USB floppies or such). The *drive* has no idea about the track layout of the disk. Any drive supports extended formats with more or bigger sectors than nomal for this reason. As a matter of fact, some "extended formats" are windows standard, Microsoft used those formats for software distributed on floppies.

A specific drive might have a limitation on the number of tracks, but *not* in the number of bytes and sectors per track. The limit per track is exactly the same for all drives and it depends only on the density.

The problem is most of the time the OS. That's why you need to use Win 95,98, Linux or plain pure DOS. In some cases it might be a limitation of the controller as well. But the drive should never be a problem for an image consisting on 80 tracks.

--

PASTI http://pasti.fxatari.com

2478. Re: Adspeed docs...

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 03:08:50 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.30.03.08.50.702654@charter.net>
Source record: 12755

On Wed, 29 Jun 2005 19:10:42 -0700, Rory.A.McMahon wrote:

> Ron,
> Let me look for the docs, I might have them somewhere.
> Rory

Thanks Rory, I appreciate it! :-)

--
_/_/_/

2479. Re: Call Out to Dan DeHulster

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 03:10:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.30.03.10.08.744431@charter.net>
Source record: 12756

On Wed, 29 Jun 2005 20:36:50 +0400, Carey Christenson wrote:

> To anyone,
> Does anyone in this newsgroup know of a guy by the name of Dan DeHulster??
> I used to be in contact with him for years. But after late last summer when
> we all finally found out that Dennis Vermiere had died, he had informed me
> of this. Which I had suspected all along. I never heard from him agian. I
> have tried to e-mail him at 2 different e-mail addresses but he does not
> respond. The messages do not get bounced so he has to be getting them. Any
> help on this matter would be greatly appreciated.
>
> Thanks,

Also, did anyone find out what actually happened to Dennis?

--
_/_/_/

2480. Re: Paskud -> IDE -> Compact Flash card - anyone tried this?

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 06:27:06 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <da03lh$bj6$1@nemesis.news.tpi.pl>
Source record: 12757

Mike Mee napisał(a):
> Thinking of replacing my ancient and noisy 100MB h/drive with ICDLink etc
> on my Mega STE if (and only if) I can get the following working.
>
> In theory:
>
> 1) Paskud Interface into cartridge port
> 2) Instead of attaching IDE device, attach an IDE->Compact Flash card
> reader from various sources on eBay
> 3) Insert 128/256/512 Compact Flash cards as and when needed and boot
> off the drives ...
>
> Anyone else tried this .. I've emailed Paskud and he's said in theory
> that this is possible, but he's not yet tried it himself?
>
> Short of buying one and sending it to him to confirm, I don't want to
> take the giant leap .... (albeit a peaceful one compared to my current
> h/drive!)

Keep in mind that Paskud interface is not compatibile with AHDI/XHDI
(so, no Magic or MiNT or any AHDI/XHDI tool).

But yes, it should work with Comact Flash cards.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2481. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 06:41:49 UTC
From: toothy_grin@theglaholts.net
Message-ID: <NuMwe.2034$394.1783@fe07.lga>
Source record: 12758

Verily, it was written by Coda <smeg_007@hotmail.com>:
> Wasnt me! :-)
>
> The reason why I would need it to listen on a different port is that I
> already run telnet on port 23, but actually I cant think of a reason
> why I cant move the telnet service instead.

grin I know it wasn't you -- it actually was someone on a MOO that
I talk to all the time. Fortunately, he was able to tell me just what
he did..

And, through the research of that, I completely revamped the telnet
preprocessing negotation/handshake routine. It is now far *FAR* more
durable and bullet-evasive than before. (it's in beta, after all, so
I can't say 'bullet-proof' *JUST* yet.. heh)

Anyway, it's back up now.

Again, thanks for the suggestion, Coda - it's on my short (but ever
growing) list of additional features. :)

2482. Re: Atari® Flashback 2.0 Brings Back The Magic

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 07:10:23 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <da05pa$m87$1@gemini.csx.cam.ac.uk>
Source record: 12759

"Coda" <smeg_007@hotmail.com> wrote in message
news:1120058278.642364.127580@o13g2000cwo.googlegroups.com...
> I would come, but as I live in the South West now, its a bit far.
>
> Anyway, where was that one purchased?
>

Amazon are selling them IIRC £30 a pop

Stephen Moss

2483. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 07:20:51 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <da06gj$131$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12760

Hi Derryck

>> OK. I'm looking at the power supply circuitry now. Let's see.....
>> Yes, there is a mounting screw in the centre area of the power supply
>> circuit board. It's next to a black/yellow transformer (there are two
>> transformers in total -this is the biggest one. The smaller one is closer
>> to the power switch).
>> This must be the screw they're talking about. But I don't feel like
>> removing it just yet.
>
> Reading between the lines, could be that this screw is meant to ground a
> pad which is meant to control output from the PSU. Next time you have the
> unit out see if you can verify this?

Its most likely just an issue with a local ground loop and removing the
screw eliminates this and the attendant noise /instability.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2484. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 07:32:06 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c39fd9$0$13696$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12761

> The problem is most of the time the OS. That's why you need to use Win
> 95,98, Linux or plain pure DOS. In some cases it might be a limitation of
> the controller as well. But the drive should never be a problem for an
> image consisting on 80 tracks.

Not when your using a drive on a ST, its the drive.

Chris

2485. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 10:10:31 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <da0gen$fi4$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12762

If wanting to 'dump' as .ST disk image onto a disk which can be
used/bootable on an Atari ST, do the following;

1. Use DOS or a WIN95/98 DOS box as your O/S, you have to boot from a HDD!!
2. Add the crucial command to your config.sys file for this to work;
DRIVPARM=/D:0 /C /H:2 /I /S:11 /T:85
3. Get hold of the DOS application ST2DISK, here;
http://www.8hz.com/stdisk/

That's it!! Do note that once that DRIVPARM entry is made that you won't be
able to use your disk drive with normal 720K or 1.44Mb disks so it's best to
'REM' it out except when you're using it. That means that you have to boot
from a hard disk, as the PC will balk the moment the disk parameters are
changed if trying to boot from floppy.

If wanting to run on anything higher than WIN98, forget it!! Also, this
procedure is shaky on even WIN98 with some of those older 'integrated' baby
AT motherboards. This is confirmed as working on an IBM ThinkPad 755C
laptop, and also a Toshiba Tecra 8000 laptop. My oldish 98 desktop PC
didn't like it one bit with the drive going crazy after a few images and
needing a reboot. These laptop drives will also go to 11 sectors and 84
tracks. Actually, most older FDD drives will do 84ish tracks but the newer
PC ones today aren't really Shugart industry standard drives so I've avoided
them but they may work..

Also.. The creme de la creme of disk controllers are the Promise IDE/FDD
Cache controller range as these support ALL of the weird and wonderful disk
standards right down to SSSD.

Hope this helps. You can take any .ST image, namely the Automation cracks,
and they work on an ST.

2486. F/A: Atari Falcon 030 With extras

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 10:32:21 UTC
From: Mark Phillips <moongravy@ntlworld.com>
Message-ID: <2005063011343716807%moongravy@ntlworldcom>
Source record: 12763

Ebay Auction for:

Atari falcon with large hard drive and CD writer.
Includes NVDI, Magic & screenblaster hardware.
Finishes Friday.

http://tinyurl.com/bn89y

2487. Re: Atari® Flashback 2.0 Brings Back The Magic

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 11:16:22 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120130182.853964.227440@f14g2000cwb.googlegroups.com>
Source record: 12764

I had a look on amazon.co.uk yesterday, and they dont have them (or at least I couldnt find them). They do have the V1 flashback at 24.99 but who would want one of those?

Coda.

2488. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 11:31:21 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050630123049168O7%derryck@cixcoukinvalid>
Source record: 12765

On 2005-06-29 23:21:01 +0100, Hallvard Tangeraas <inv@lid.email> said:

>
>> Reading between the lines, could be that this screw is meant to ground
>> a pad which is meant to control output from the PSU. Next time you have
>> the unit out see if you can verify this?
>
> Control the output? I'm not sure what you mean.
> Are you saying this is a fine adjustment for one of the output voltages?

See Steve's reply, I was thinking this might have controlled a current,
NOT voltage! limit. But then again a jumper would have been a better
choice.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

2489. Atari Games of Summer! $5 & Up!

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 12:49:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506300545320.1756-100000@onyx.spiritone.com>
Source record: 12766
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Overworked? Stressed Out? Do Video Games only complicate your Life? The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST and Jaguar Games! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org Games Starting at $5 & Up!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2490. Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 12:52:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506300549120.1756-100000@onyx.spiritone.com>
Source record: 12767
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off Games / Software, Hardware & Books for Classic Atari 8 Bit and
Atari ST Computer lines plus Jaguar Consoles and Games! And if your a
Regular Customer, Reward yourself with another 10% off.A Whopping 30% off!
Some items I have only One, Two or Too Few of! Some I have Lots of! Got
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm My New Atari's for Sale!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2491. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 13:18:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.30.13.18.45.897390@charter.net>
Source record: 12768

On Thu, 30 Jun 2005 06:41:49 +0000, Bill Glaholt rmv underscore wrote:

> Again, thanks for the suggestion, Coda - it's on my short (but ever
> growing) list of additional features. :)

Love to see somebody do this (multi-line)with the software I use for my
BBS (BBS Express! ST). I'm afraid it would be a major job though. :-(

--
_/_/_/

2492. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 13:48:18 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120139298.923431.175630@g14g2000cwa.googlegroups.com>
Source record: 12769
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Theres no such thing as XMAS, spamboy.

2493. ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 14:38:59 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <NYSdnfay48NwlFnfRVn-gA@inreach.com>
Source record: 12770

I have a ICD host card that worked up until the major roof leaking and flooding my machines. I was using it on my TT, which itself is ok, but the card died. Does anyone know if anyplace can repair the card? I tried ICD and got no answer back from them at all.

--

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
About my Car
http://www.bishopcarfund.netfirms.com/

2494. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 15:09:15 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3iig8rFlifkjU1@individual.net>
Source record: 12771

Starlord wrote:

> I have a ICD host card that worked up until the major roof leaking and
> flooding my machines. I was using it on my TT, which itself is ok, but the
> card died. Does anyone know if anyplace can repair the card? I tried ICD and
> got no answer back from them at all.

There is no way to use the TT's SCSI port instead? This is faster and
more powerful than ACSI with the ICD adapter anyway.
--

Dr. Uwe Seimet http://www.seimet.de

2495. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 15:48:22 UTC
From: toothy_grin@theglaholts.net
Message-ID: <avUwe.1210$Si3.554@fe06.lga>
Source record: 12772

Verily, it was written by Ronald J. Hall <dark_lord@charter.net>:
> On Thu, 30 Jun 2005 06:41:49 +0000, Bill Glaholt rmv underscore wrote:
>
>> Again, thanks for the suggestion, Coda - it's on my short (but ever
>> growing) list of additional features. :)
>
> Love to see somebody do this (multi-line)with the software I use for my
> BBS (BBS Express! ST). I'm afraid it would be a major job though. :-(

Heh, it was indeed. the original STadel/Inner Sanctum code was purely
single-user. I had to rip out the original guts, due to the fact
that it was single-user was *so* infused into the system as a whole.

I can imagine it would be a similar experience for BBS/Express. I
remember logging into a lot of Express boards, though. It'd be nice to
see one of them back in action. :)

2496. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 16:09:55 UTC
From: J�rgen Strobel <odity@odity>
Message-ID: <11c86agnnje5n4b@corp.supernews.com>
Source record: 12773

I have not forgot the DS0/DS1 Switch...
the Pc have read and write to the Drive, but the problem with the
non-standart formats was still there, so i say it haven�t worked... :(

"exxos" <exxos@home.co.uk> schrieb im Newsbeitrag
news:42c311ae$0$6467$cc9e4d1f@news-text.dial.pipex.com...
|
| "J�rgen Strobel" <odity@odity> wrote in message
| news:11c5vq86lh52b8c@corp.supernews.com...
| >I have tried it with a Disc Drive which came from a Atari STE, but it
wont
| > work with the PC ... Damn thing...
|
| the drive select needs to be altered, you may have better luck using the
| twisted cable and maybe trying drive B: on the PC.
|
|
|
|
| > "exxos" <exxos@home.co.uk> schrieb im Newsbeitrag
| > news:42c2de1d$0$6466$cc9e4d1f@news-text.dial.pipex.com...
| > |
| > | > I have also encountered this problem, my conclusion was that the PC
| > | > floppy drive will not write more than 720K to the disk,
| > |
| > |
| > | Most of the drives I tested years ago wouldn't do anything over the
| > generic
| > | format, which is pretty sad really in this day and age.
| > |
| > |
| > | > If there is a real solution to this I would also like to know what
it
| > |
| > | buy a better drive ;-)
| > |
| > | Chris
| > |
| > |
| > |
| >
| >
|

2497. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 16:16:50 UTC
From: J&#65533;rgen Strobel <odity@odity>
Message-ID: <11c86ne3hef4dea@corp.supernews.com>
Source record: 12775

I will try this solution too.
After the weekend i can say if it works. #Time is very limited under the week ;)#
I never have a problem writing "cracked" game disks back to a real ST. I tried the Diks you mentioned, and others too.
The only #damn##grrr#mistdinger#ill#things-Images which will not work the way i want are many of the newer and bigger Demos ;)
So i have to work out a few solutions...
Thanks so much for help
Tolkin

"techie_alison" <techie_alison2000@yahoo.com> schrieb im Newsbeitrag news:da0gen$fi4$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
| If wanting to 'dump' as .ST disk image onto a disk which can be
| used/bootable on an Atari ST, do the following;
|
| 1. Use DOS or a WIN95/98 DOS box as your O/S, you have to boot from a HDD!!
| 2. Add the crucial command to your config.sys file for this to work;
| DRIVPARM=/D:0 /C /H:2 /I /S:11 /T:85
| 3. Get hold of the DOS application ST2DISK, here;
| http://www.8hz.com/stdisk/
|
| That's it!! Do note that once that DRIVPARM entry is made that you won't be
| able to use your disk drive with normal 720K or 1.44Mb disks so it's best to
| 'REM' it out except when you're using it. That means that you have to boot
| from a hard disk, as the PC will balk the moment the disk parameters are
| changed if trying to boot from floppy.
|
| If wanting to run on anything higher than WIN98, forget it!! Also, this
| procedure is shaky on even WIN98 with some of those older 'integrated' baby
| AT motherboards. This is confirmed as working on an IBM ThinkPad 755C
| laptop, and also a Toshiba Tecra 8000 laptop. My oldish 98 desktop PC
| didn't like it one bit with the drive going crazy after a few images and
| needing a reboot. These laptop drives will also go to 11 sectors and 84
| tracks. Actually, most older FDD drives will do 84ish tracks but the newer
| PC ones today aren't really Shugart industry standard drives so I've avoided
| them but they may work..

```
|
| Also.. The creme de la creme of disk controllers are the Promise IDE/FDD
| Cache controller range as these support ALL of the weird and wonderful
disk
| standards right down to SSSD.
|
| Hope this helps. You can take any .ST image, namely the Automation
cracks,
| and they work on an ST.
|
|
|
```

2498. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 16:18:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.30.16.18.27.659297@charter.net>
Source record: 12774

On Thu, 30 Jun 2005 15:48:22 +0000, Bill Glaholt rmv underscore wrote:

> I can imagine it would be a similar experience for BBS/Express. I
> remember logging into a lot of Express boards, though. It'd be nice to
> see one of them back in action. :)

I was afraid of that. Wish I was a better programmer/had more time. I'd
love to do it.

I logged into your BBS this morning - looks like you've got a good running
start on it. As a fellow Sysop, I know how much work is involved in
running and maintaining a BBS. :-)

As far as seeing a BBS Express! ST board back in action, just telnet to
mine: 24.177.23.74

Like you, I'm beta-testing from where it had been down so long but the
majority of things are okay now.

See ya! :-)

--
_/_/_/

2499. Re: ARAnyM segfaults, no matter what I do...

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 17:33:35 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2005.06.30.17.33.35.896167@notspamatari-source.com>
Source record: 12776

On Thu, 30 Jun 2005 09:57:47 +1000, Chris Wilkinson wrote:

> Hi there,
>
> Mark D wrote:
>> On Wed, 29 Jun 2005 08:10:45 +1000, Chris Wilkinson wrote:
>>
>>>I have compiled it, installed it from RPM, tried x86_64 and i386/i586,
>>>but no matter what I do ARAnyM starts, finds all the stuff it requires,
>>>and then segfaults...
>>
>> I have Aranym on AMD64 too. What you need to use is the i386 NON-JIT
>> version. The debian package has aranym, aranym-jit and aranym-mmu in the
>> same deb package. Aranym is supposed to work on AMD64 for non-jit
>> binaries but I've never gotten it to work and even one of the dev's
>> hasn't on my system. You also need the 32bit compatibility libraries for
>> SDL but it sounds like you already have em.
>
> Yes, all the required 32-bit libs are there. I was hoping that I could
> continue to use JIT, since it ran very nicely on my older AthlonXP.
> I've downloaded 0.9.0beta2 x86_64 compiled for SuSE 9.2 Pro and it
> doesn't work either, which makes me wonder why a package created for
> x86_64 doesn't work *on* x86_64 hardware and the same OS it was quite
> possibly compiled on...odd is what it is! :-(
>
>> My working binary is on http://aoi.atari-source.com/~mduckworth/aranym
>
> I'll have a bit more of a play, then maybe give your binary a go.
> Thanks.

Don't know.. It must work for someone ;) just not me ;) Maybe we have
socket 754 versus 939 or 940 and there's differences.

Anyway, a lot of things run faster on amd64 in 32bit mode. Maybe you
should consider running 32 bit linux?

Thanks,
Mark

2500. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 19:00:48 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <da1fh0$2rq$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12777

ello J�rgen :-)

This might help too;
<http://mysite.wanadoo-members.co.uk/x3peri_mental/STIMAGE2.htm>

Let us know how you get on. It would be good if there was a site out there with original .ST images other than games? The archiving of these seems to have slipped behind a bit to be lost forever.

2501. 68000 DIVU/DIVS cycle accurate timing

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 19:18:45 UTC
From: Jorge <user@nospam.com>
Message-ID: <da1gil$h4p$1@blue.rahul.net>
Source record: 12778
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations,comp.sys.m68k,comp.sys.mac.misc,alt.games.mame

Below is attached source code for computing the exact number of cycles
taken by a specific division on the Motorola 68000 CPU. As far as I know
this information was not (publicly) available before.

Current emulators for 68000-based machines (Amiga, Atari ST, MAC, MAME,
etc) reached an amazing level of accuracy. The exact timing of the
division instructions remained as one of the main inaccuracies because
this is not documented in the available manuals. Hopefully, with this
issue solved now, 68000 emulation can take one-step forward.

The code and algorithm was only partially tested. It is not feasible to
do an exhaustive test on real hardware in a single machine.

Please note the cross-post in several newsgroups before replying.
Thanks to Toni Wilen (WinUAE), Russ Hayward (Steem) and Leonard (Saint).

The source code below is also available at:

http://pasti.fxatari.com/docs/div68kCycleAccurate.c

Jorge Cwik

```
================================
div68kCycleAccurate.c
================================

/*
* Compute exact number of CPU cycles taken
* by DIVU and DIVS on a 68000 processor.
*
* Copyright (c) 2005 by Jorge Cwik, pasti@fxatari.com
*
* This is free software; you can redistribute it and/or modify
* it under the terms of the GNU General Public License as published by
* the Free Software Foundation; either version 2 of the License, or
* (at your option) any later version.
*
* This software is distributed in the hope that it will be useful,
* but WITHOUT ANY WARRANTY; without even the implied warranty of
* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
* GNU General Public License for more details.
*
* You should have received a copy of the GNU General Public License
* along with this software; if not, write to the Free Software
* Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
*
```

```
*/

/*

The routines below take dividend and divisor as parameters.
They return 0 if division by zero, or exact number of cycles otherwise.

The number of cycles returned assumes a register operand.
Effective address time must be added if memory operand.

For 68000 only (not 68010, 68012, 68020, etc).
Probably valid for 68008 after adding the extra prefetch cycle.

Best and worst cases for register operand:
(Note the difference with the documented range.)

DIVU:

Overflow (always): 10 cycles.
Worst case: 136 cycles.
Best case: 76 cycles.

DIVS:

Absolute overflow: 16-18 cycles.
Signed overflow is not detected prematurely.

Worst case: 156 cycles.
Best case without signed overflow: 122 cycles.
Best case with signed overflow: 120 cycles

*/

// Change this depending on architecture
// This code assumes long is 32 bits and short is 32 bits

typedef unsigned long DWORD;
typedef unsigned short WORD;
typedef signed long LONG;
typedef signed short SHORT;

//
// DIVU
// Unsigned division
//

unsigned getDivu68kCycles( DWORD dividend, WORD divisor)
{
unsigned mcycles;
DWORD hdivisor;
int i;

if( (WORD) divisor == 0)
return 0;
```

```
// Overflow
if( (dividend >> 16) >= divisor)
return (mcycles = 5) * 2;

mcycles = 38;
hdivisor = divisor << 16;

for( i = 0; i < 15; i++)
{
DWORD temp;
temp = dividend;

dividend <<= 1;

// If carry from shift
if( (LONG) temp < 0)
{
dividend -= hdivisor;
}

else
{
mcycles += 2;
if( dividend >= hdivisor)
{
dividend -= hdivisor;
mcycles--;
}
}
}

return mcycles * 2;
}

//
// DIVS
// Signed division
//

unsigned getDivs68kCycles( LONG dividend, SHORT divisor)
{
unsigned mcycles;
unsigned aquot;
int i;

if( (SHORT) divisor == 0)
return 0;

mcycles = 6;

if( dividend < 0)
mcycles++;

// Check for absolute overflow
if( ((DWORD) abs( dividend) >> 16) >= (WORD) abs( divisor))
```

```
{
return (mcycles + 2) * 2;
}

// Absolute quotient
aquot = (DWORD) abs( dividend) / (WORD) abs( divisor);

mcycles += 55;

if( divisor >= 0)
{
if( dividend >= 0)
mcycles--;
else
mcycles++;
}

// Count 15 msbits in absolute of quotient

for( i = 0; i < 15; i++)
{
if( (SHORT) aquot >= 0)
mcycles++;
aquot <<= 1;
}

return mcycles * 2;
}
```

2502. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 19:34:38 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <E76dnaG486LI11nfRVn-jg@inreach.com>
Source record: 12779

I've used both ports, the host card had an old BIG (size not storage) ibm drive on it and it worked fine with the host. Plus as my bootup was set up with ICH ult's I don't have the catching now nor the extra folders beyond the 64 limit without the host. I wanted to fire up that drive and see if I could recover the files I put on it and transfer them to the 2ga one inside the machine.

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message news:3iig8rFlifkjU1@individual.net...
> Starlord wrote:
>
>> I have a ICD host card that worked up until the major roof leaking and
>> flooding my machines. I was using it on my TT, which itself is ok, but
>> the
>> card died. Does anyone know if anyplace can repair the card? I tried ICD
>> and
>> got no answer back from them at all.
>
> There is no way to use the TT's SCSI port instead? This is faster and
> more powerful than ACSI with the ICD adapter anyway.
> --
> ---
> Dr. Uwe Seimet http://www.seimet.de

2503. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 19:57:31 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42c44ea8$1@news.broadpark.no>
Source record: 12780

I was surprised to see that the Mega STe doesn't automatically
detect if a HD or a DD floppy is inserted into the drive, or is it?

When formatting a HD floppy using the TOS desktop formatter,
"double density" came up as default as it always has.

Using Ecopy I found some settings regarding this issue. Can't
remember the exact details as I'm not in front of the Mega STe
right now, but there was an "automatic" setting as well as
several "high bit" and "low bit" settings.

Anyone know more about this?

--
Hallvard

2504. Re: 68000 DIVU/DIVS cycle accurate timing

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 21:38:20 UTC
From: Heikki Orsila <user@host.invalid>
Message-ID: <da1ooc$2njp$1@news.cc.tut.fi>
Source record: 12781
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations,comp.sys.m68k,comp.sys.mac.misc,alt.games.mame

In comp.sys.amiga.emulations Jorge <user@nospam.com> wrote:
> // Change this depending on architecture
> // This code assumes long is 32 bits and short is 32 bits

> typedef unsigned long DWORD;
> typedef unsigned short WORD;
> typedef signed long LONG;
> typedef signed short SHORT;

There's a portable method for this in C99. #include <stdint.h> and then use
uint16_t, int16_t, uint32_t and int32_t.

--
Heikki Orsila Barbie's law:
heikki.orsila@iki.fi "Math is hard, let's go shopping!"
http://www.iki.fi/shd

2505. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 21:45:31 UTC
From: J&#65533;rgen Strobel <odity@odity>
Message-ID: <11c8pvvi8b2rbb9@corp.supernews.com>
Source record: 12782

Hy, i have found this side yesterday, and tried a few progs there, but none of them worked with the demos i wanted to view :(
But i stay tuned on this, so if i find dth. i will tell.
Bye
Tolkin
"techie_alison" <techie_alison2000@yahoo.com> schrieb im Newsbeitrag news:da1fh0$2rq$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
| ello J&#65533;rgen :-)
|
| This might help too;
| <http://mysite.wanadoo-members.co.uk/x3peri_mental/STIMAGE2.htm>
|
| Let us know how you get on. It would be good if there was a site out there
| with original .ST images other than games? The archiving of these seems to
| have slipped behind a bit to be lost forever.
|
|

2506. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 22:03:50 UTC
From: toothy_grin@theglaholts.net
Message-ID: <a%Zwe.13526$2S.4461@fe03.lga>
Source record: 12783

Verily, it was written by Ronald J. Hall <dark_lord@charter.net>:
> On Thu, 30 Jun 2005 15:48:22 +0000, Bill Glaholt rmv underscore wrote:
>
>> I can imagine it would be a similar experience for BBS/Express. I
>> remember logging into a lot of Express boards, though. It'd be nice to
>> see one of them back in action. :)
>
> I was afraid of that. Wish I was a better programmer/had more time. I'd
> love to do it.
>
> I logged into your BBS this morning - looks like you've got a good running
> start on it. As a fellow Sysop, I know how much work is involved in
> running and maintaining a BBS. :-)

:) Yup. Did it for eight years from '88 to '96. And, I'm being the masochist and bringing up another.. JUST BECAUSE I CAN!!!! (*wild-eyed manic grin*)

>
> As far as seeing a BBS Express! ST board back in action, just telnet to
> mine: 24.177.23.74

Are you using an EtherNEC, then? If I may ask, how is Express seeing the connection?

2507. Re: ARAnyM segfaults, no matter what I do...

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 22:16:11 UTC
From: Chris Wilkinson <blobster@SPAMOFF.con>
Message-ID: <42c46d67$1@dnews.tpgi.com.au>
Source record: 12784

Hi there,

Mark D wrote:
> On Thu, 30 Jun 2005 09:57:47 +1000, Chris Wilkinson wrote:
>
>>>My working binary is on http://aoi.atari-source.com/~mduckworth/aranym
>>
>>I'll have a bit more of a play, then maybe give your binary a go.
>>Thanks.

Sadly it didn't work either...drat! :-(

> Don't know.. It must work for someone ;) just not me ;) Maybe we have
> socket 754 versus 939 or 940 and there's differences.

Mines a 754...

> Anyway, a lot of things run faster on amd64 in 32bit mode. Maybe you
> should consider running 32 bit linux?

32-bit software runs fine, but 64-bit works notably faster for the
stuff I do. I have a nice POV-ray render, which takes a 6000x6000
pixel JPEG, textures that onto a 3000x3000 pixel height field map,
and uses area-lights, depth-of-field, media, to render to 720x576
with +A0.0, in under a minute. Meanwhile the same scene rendered
on a 32-bit version takes almost 3 minutes. When I'm animating as
many as 500 frames with this scene I'd rather use 64-bit so it will
not take all day to render. After the render is finished I'm left
with 500 frames at 900kB each. ffmpeg can take those frames and
compile them into a high-quality mpeg2 VOB video file in under
30 seconds. Again the 32-bit version of ffmpeg takes longer, at
around a minute...

64-bit or bust sorry... :-)

--
Kind regards,

Chris Wilkinson, Brisbane, Australia.
Anyone wishing to email me directly can remove the obvious
spamblocker, and replace it with t p g <dot> c o m <dot> a u

Software patents are killing YOUR freedom, STOP THEM NOW!
http://swpat.ffii.org/ http://nosoftwarepatents.com/

2508. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 23:48:51 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <zx%we.3766$Qo.146@fed1read01>
Source record: 12785
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

You're having such a hard time because your prices are too high. Lower them until sales pick up. Match the economic times. Collectors don't have the expendable income like they did a few years ago. Compare prices on ebay now to what they were before the tech bust. They're like 1/3 what they used to be.

2509. Re: 80 column boot screen question

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 23:52:31 UTC
From: atarifan@atari.falcon
Message-ID: <da20jvcri1@News.Dal.Ca>
Source record: 12787

thanks.

> From: "Galen" <atarigalen@yahoo.com>
>This option is set in the NVRAM among other things. You require one of
>the many programs that can alter the NVRAM. I use bootconf.cpx myself.

2510. Re: 80 column boot screen question

Newsgroup: comp.sys.atari.st
Date: 2005-06-30 23:53:16 UTC
From: atarifan@atari.falcon
Message-ID: <da20lccri2@News.Dal.Ca>
Source record: 12786

thanks.

> From: "exxos" <exxos@home.co.uk>
>clearing the NVRAM solves most odd problems like that.

2511. Re: Atari® Flashback 2.0 Brings Back The Magic

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 00:30:50 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1120177850.249568.149180@g47g2000cwa.googlegroups.com>
Source record: 12788

It is interesting that classic controllers can be used with the Flashback 2. If the reverse is true, it might well be worth getting a Flashback just for some spare joysticks (and the occasional gaming session, of course).

Galen

2512. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 01:12:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.01.01.12.09.437457@charter.net>
Source record: 12789

On Thu, 30 Jun 2005 22:03:50 +0000, Bill Glaholt rmv underscore wrote:

> :) Yup. Did it for eight years from '88 to '96. And, I'm being the
> masochist and bringing up another..JUST BECAUSE I CAN!!!! (*wild-eyed
> manic grin*)

I fully understand. I did it from roughly somewhere around '89/90 to about
'98/99 or so.

> Are you using an EtherNEC, then? If I may ask, how is Express seeing
> the connection?

Absolutely you can ask! I'm using the Lantronix UDS10, a serial port to
LAN converter that works great with Atari computers. I heard about it
first from the Atari 8-bitters, who were using it both for BBSs and as
clients directly. It costs more than the EtherNEC (I have one of those
too, btw, bought from Rory), so I don't really know which is the better
way to go. It doesn't tie up a cartridge port, it does have a nice web
based configuration, etc, etc,.. I never tried the etherNEC, to be honest.
It just looked like one of those "gizmos" that I would want to have
someday. I may wind up using it for my Falcon though, until some of
the newer Falcon projects get completed. <grin>

As far as Express seeing the connection, the UDS10 sends a signal from the
LAN to the STs serial port just like a modem would. In fact, thats one of
the options in the config that you have to have set for it to work "modem
emulation". It took me a couple of tries to get it right, with lots of
help from here and comp.sys.atari.8bit, and Marius Diepenhorst (sp?) but I
got it in the end. I had to take the *.mdm files from Express and edit
them, basically taking out all the modem AT* and string commands leaving
it pretty well blank...and that was it, we were up and running.

If you want to see a picture of the UDS10, you can see one at my website
(see sig below).There are also screen shots (not good quality though,
gonna replace those when I can) of the hardware the BBS is running on, as
well as captures from an actual session.

Well, guess I got a little long-winded in my reply there, sorry. I get all
excited talking about Atari, ya know? :-)

See ya!

--
_/_/_/

2513. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 01:47:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <If1xe.7723$ho.5255@bignews6.bellsouth.net>
Source record: 12790

I have a suggestion:

If you can find someone near to you that has a similar card, Maybe
they would let you borrow it long enough to transfer your files over.

As far as fixing the board, Just about anything can be fixed but
it depends on the amount of damage. ICs for these boards can
be hard to find if ICD made there own special versions.

A ICD (THE LINK) or (THE LINK II) would be good replacements.
If you can find them. I use a LINK II with my 1040STE and have
never had a problem with any SCSI hard drive that I've used with it.
Those Links are in good small plastic cases.
Originally they came with ICDs hard drive utilities. And its not bad
software to use on 1040STe/MegaSTe/etc. Not knocking HD Driver,
Its good also. Use it on one of my Falcons.

BTW, if you decide not to keep that damaged board. In stead of
throwing it out. Give/sell or trade it to me. I tinker on all kinds of
Atari hardware when I have the time. Don't know if I could fix it
without looking at it. But might could use a chip or something off
of it, if they are not all fried.

phantomm@bellsouth.net

"Starlord" <starlord@despammed.com> wrote in message
news:E76dnaG486LI11nfRVn-jg@inreach.com...
> I've used both ports, the host card had an old BIG (size not storage)
> ibm drive on it and it worked fine with the host. Plus as my bootup
> was set up with ICH ult's I don't have the catching now nor the extra
> folders beyond the 64 limit without the host. I wanted to fire up that
> drive and see if I could recover the files I put on it and transfer
> them to the 2ga one inside the machine.
>
> "Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
> news:3iig8rFlifkjU1@individual.net...
>> Starlord wrote:
>>
>>> I have a ICD host card that worked up until the major roof leaking
>>> and
>>> flooding my machines. I was using it on my TT, which itself is ok,
>>> but the
>>> card died. Does anyone know if anyplace can repair the card? I tried
>>> ICD and
>>> got no answer back from them at all.
>>

>> There is no way to use the TT's SCSI port instead? This is faster and
>> more powerful than ACSI with the ICD adapter anyway.
>> --
>> --
>> Dr. Uwe Seimet http://www.seimet.de
>
>

2514. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 02:07:29 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <wOCdnS-m0cfxOFnfRVn-oQ@comcast.com>
Source record: 12791
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"MrBiggles" <mrbiggles909@yahoo.com> wrote in message
news:zx%we.3766$Qo.146@fed1read01...
> You're having such a hard time because your prices are too high. Lower
> them until sales pick up. Match the economic times. Collectors don't have
> the expendable income like they did a few years ago. Compare prices on
> ebay now to what they were before the tech bust. They're like 1/3 what
> they used to be.

My other critical advice for him would be not to use Xmas in July as an
advertisement. It might offend some religous people (I'm a little
dissapointed but not offended) because the primary meaning of Xmas is a
religious celebration, not a means to market merchandise (remember, "Have
you made my Father's house a den of merchandise?")

I realize that many companies do market at Xmas time, however I think "Xmas
in July" sale is taking it too far.

Just some helpful criticism, not a flame.

2515. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 03:28:02 UTC
From: Al Whiteman <alsproshop@comcast.net>
Message-ID: <4vCdndb5XofYJVnfRVn-3w@comcast.com>
Source record: 12792
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
"> My other critical advice for him would be not to use Xmas in July as an
> advertisement. It might offend some religous people (I'm a little
> dissapointed but not offended) because the primary meaning of Xmas is a
> religious celebration, not a means to market merchandise (remember, "Have
> you made my Father's house a den of merchandise?")
>
> I realize that many companies do market at Xmas time, however I think
> "Xmas in July" sale is taking it too far.
>
> Just some helpful criticism, not a flame.
>

No, Xmas is Gifts, Party's, Egg-nog, and decorations.

Christmas is the religious celebration.
```

2516. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 03:40:16 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <goednel4JNFfJlnfRVn-gw@inreach.com>
Source record: 12793

There's not another Atari user in the whole Rosamond, Calif. area.

It took me amost a year to get this card when I first moved here. Don't know
which chip fried, but a single drop of water did it.

I was lucky my TT didn't fry, as it is the 1040ST keyboard is trashed and
has to be replaced too.

"Phantom" <phantomm@bellsouth.net> wrote in message
news:If1xe.7723$ho.5255@bignews6.bellsouth.net...
>I have a suggestion:
>
> If you can find someone near to you that has a similar card, Maybe
> they would let you borrow it long enough to transfer your files over.
>
> As far as fixing the board, Just about anything can be fixed but
> it depends on the amount of damage. ICs for these boards can
> be hard to find if ICD made there own special versions.
>
> A ICD (THE LINK) or (THE LINK II) would be good replacements.
> If you can find them. I use a LINK II with my 1040STE and have
> never had a problem with any SCSI hard drive that I've used with it.
> Those Links are in good small plastic cases.
> Originally they came with ICDs hard drive utilities. And its not bad
> software to use on 1040STe/MegaSTe/etc. Not knocking HD Driver,
> Its good also. Use it on one of my Falcons.
>
> BTW, if you decide not to keep that damaged board. In stead of
> throwing it out. Give/sell or trade it to me. I tinker on all kinds of
> Atari hardware when I have the time. Don't know if I could fix it
> without looking at it. But might could use a chip or something off
> of it, if they are not all fried.
>
> phantomm@bellsouth.net
>
> "Starlord" <starlord@despammed.com> wrote in message
> news:E76dnaG486LI11nfRVn-jg@inreach.com...
>> I've used both ports, the host card had an old BIG (size not storage)
>> ibm drive on it and it worked fine with the host. Plus as my bootup was
>> set up with ICH ult's I don't have the catching now nor the extra folders
>> beyond the 64 limit without the host. I wanted to fire up that drive and
>> see if I could recover the files I put on it and transfer them to the 2ga
>> one inside the machine.
>>
>> "Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message

```
>> news:3iig8rFlifkjU1@individual.net...
>>> Starlord wrote:
>>>
>>>> I have a ICD host card that worked up until the major roof leaking and
>>>> flooding my machines. I was using it on my TT, which itself is ok, but
>>>> the
>>>> card died. Does anyone know if anyplace can repair the card? I tried
>>>> ICD and
>>>> got no answer back from them at all.
>>>
>>> There is no way to use the TT's SCSI port instead? This is faster and
>>> more powerful than ACSI with the ICD adapter anyway.
>>> --
>>> ---------------------------------------------------------------------
>>> Dr. Uwe Seimet http://www.seimet.de
>>
>>
>
>
```

2517. Booter

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 05:49:52 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <4Q4xe.10675$oJ.7590@news-server.bigpond.net.au>
Source record: 12794

I am looking for a program called booter, written by Holger Janz. Anyone have to hand? It is a MegaSTE configuration type program, and can execute a floppy boot sector. Ideal for running games at 16mhz, hopefully it can set the floppy seek rate too. I need to play Millennium 2.2 again;-).

Mark

2518. Re: Booter

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 10:15:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <da353ofhu1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12795

Hi Mark

Floppy boot sectors don't need extra software in order to be able to execute
if they are executable software, they do it all on their own.

>I am looking for a program called booter, written by Holger Janz. Anyone
>have to hand? It is a MegaSTE configuration type program, and can execute a
>floppy boot sector. Ideal for running games at 16mhz, hopefully it can set
>the floppy seek rate too. I need to play Millennium 2.2 again;-).
>
> Mark

--

(��.�(�*�.� ..*)..)
..... Steve .....
(..(..* *..)...)

2519. Re: Booter

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 11:09:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120216174.674511.216830@g43g2000cwa.googlegroups.com>
Source record: 12796

Steve, the point he is making is that at reset the MSTe defaults to
8mhz, which then is what youre stuck at. With Booter you can set 16mhz,
then boot the game.

Coda.

2520. [GAME] pmdoom 0.41

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 13:17:10 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <mbsfp2-ur.ln1@manoir.racoon.city>
Source record: 12797

Hello,

I made a new bugfixed version:

Emulate Pause key with Alt+P.
Status bar zoomed in big resolutions.
Work with old Shareware versions.
Caches sounds instead of loading them all at start.
Audio can be switched off.
And many more!

The more important fix is being able to switch audio off, which should
prevent most crashed at start.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2521. Re: pmdoom 0.41

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 13:30:51 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1120224651.854704.27270@o13g2000cwo.googlegroups.com>
Source record: 12798

Great to hear you're keeping on working on this! I will try and give
this new version a go at NAS this weekend. Thanks :)

/Joakim

2522. Re: ARAnyM segfaults, no matter what I do...

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 15:07:36 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2005.07.01.15.07.36.345090@notspamatari-source.com>
Source record: 12699

On Fri, 01 Jul 2005 08:16:11 +1000, Chris Wilkinson wrote:

> Hi there,
>
> Mark D wrote:
>> On Thu, 30 Jun 2005 09:57:47 +1000, Chris Wilkinson wrote:
>>
>>>>My working binary is on http://aoi.atari-source.com/~mduckworth/aranym
>>>
>>>I'll have a bit more of a play, then maybe give your binary a go.
>>>Thanks.
>
> Sadly it didn't work either...drat! :-(
>
>> Don't know.. It must work for someone ;) just not me ;) Maybe we have
>> socket 754 versus 939 or 940 and there's differences.
>
> Mines a 754...
>
>> Anyway, a lot of things run faster on amd64 in 32bit mode. Maybe you
>> should consider running 32 bit linux?
>
> 32-bit software runs fine, but 64-bit works notably faster for the
> stuff I do. I have a nice POV-ray render, which takes a 6000x6000
> pixel JPEG, textures that onto a 3000x3000 pixel height field map,
> and uses area-lights, depth-of-field, media, to render to 720x576
> with +A0.0, in under a minute. Meanwhile the same scene rendered
> on a 32-bit version takes almost 3 minutes. When I'm animating as
> many as 500 frames with this scene I'd rather use 64-bit so it will
> not take all day to render. After the render is finished I'm left
> with 500 frames at 900kB each. ffmpeg can take those frames and
> compile them into a high-quality mpeg2 VOB video file in under
> 30 seconds. Again the 32-bit version of ffmpeg takes longer, at
> around a minute...
>
> 64-bit or bust sorry... :-)

Aha,

So you are getting the advantages of 64bit. Oh well ;-) It was an idea.

Anyway, definitely no JIT for now, and you'll have to run a 32bit binary
of AraNYM compiled for non-JIT. That's currently the only way I can get
it to work, but unfortunately I run Gentoo instead of Suse so I won't be
able to help too much.

Thanks,
Mark

2523. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 16:26:36 UTC
From: toothy_grin@theglaholts.net
Message-ID: <09exe.3437$iv3.2353@fe02.lga>
Source record: 12700

Verily, it was written by Ronald J. Hall <dark_lord@charter.net>:
> On Thu, 30 Jun 2005 22:03:50 +0000, Bill Glaholt rmv underscore wrote:
>> Are you using an EtherNEC, then? If I may ask, how is Express seeing
>> the connection?
>
> Absolutely you can ask! I'm using the Lantronix UDS10, a serial port to
> LAN converter that works great with Atari computers. I heard about it
> first from the Atari 8-bitters, who were using it both for BBSs and as

Hm! Question for you, then: do you know if there is anyone doing any
work on BBS Express, or is the source released to the public? If it's in
C, it shouldn't be too much of a problem to port over STinGadel's telnet
server code into BBS Express. The only problem then would be to convert
all the single-user code that BBS Express uses to a multi-aware version.

> clients directly. It costs more than the EtherNEC (I have one of those
> too, btw, bought from Rory), so I don't really know which is the better
> way to go. It doesn't tie up a cartridge port, it does have a nice web

There would be pros and cons to both approaches; as you mentioned, not
using an EtherNEC frees up your cartridge port for other ventures.
However, using EtherNEC exploits the power of STinG and the availability
and use of multiply-connected users. (no 'busy singals' as it were :))

> based configuration, etc, etc,.. I never tried the etherNEC, to be honest.
> It just looked like one of those "gizmos" that I would want to have
> someday. I may wind up using it for my Falcon though, until some of
> the newer Falcon projects get completed. <grin>

It's really *really* nice. Opens up the internet to your ST in ways
the original ST's designers would have *never* considered. The only
pity is that the original designers didn't design the cartridge port
as well as it could have been.. For example, the 8-bit xl's expansion
port. Of course, the cart port was only originally intended to be read-
only, but thanks to some very original and imaginative designers
(a la EtherNEC, the cartrdige-to-IDE connectors, etc.), it has become
far more than it was originally designed to be.

> As far as Express seeing the connection, the UDS10 sends a signal from the
> LAN to the STs serial port just like a modem would. In fact, thats one of
> the options in the config that you have to have set for it to work "modem
> emulation". It took me a couple of tries to get it right, with lots of
> help from here and comp.sys.atari.8bit, and Marius Diepenhorst (sp?) but I
> got it in the end. I had to take the *.mdm files from Express and edit
> them, basically taking out all the modem AT* and string commands leaving
> it pretty well blank...and that was it, we were up and running.

Okay, so it basically emulates a modem, complete with the Carrier
Detect, RTS/CTS etc, and is otherwise a fancy interface for a null-modem
serial cable. That's pretty cool.. I wondered how the C-64 telnet-able
bbses were doing their thing.. heh

> If you want to see a picture of the UDS10, you can see one at my website
> (see sig below).There are also screen shots (not good quality though,
> gonna replace those when I can) of the hardware the BBS is running on, as
> well as captures from an actual session.
>
> Well, guess I got a little long-winded in my reply there, sorry. I get all
> excited talking about Atari, ya know? :-)

Not a problem at *all*!! In fact, I'm feeling pretty much the same way..
To actually get the ST to do what I had imagined it doing just tickles
me pink! :D

2524. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 18:25:01 UTC
From: Jorge <user@nospam.com>
Message-ID: <da41pt$61e$1@blue.rahul.net>
Source record: 12701

"exxos" <exxos@home.co.uk> writes:

>> The problem is most of the time the OS. That's why you need to use Win
>> 95,98, Linux or plain pure DOS. In some cases it might be a limitation of
>> the controller as well. But the drive should never be a problem for an
>> image consisting on 80 tracks.
>
>Not when your using a drive on a ST, its the drive.

No, at least not for images with 80 tracks. Again, a bare drive has no relation to the number of sector or track layout. Saying that a specific drive doesnt support 10 (or 11) sectors per track doesnt make any sense. It would be the same as saying that a drive doesnt support files in Japanese. The drive doesnt know neither cares about the internal layout of a track. The only exception is drives with their own controller as USB drives.

A specific drive might have a limitation on the number of tracks though. Some drives cannot access more than 80 tracks. And most ST drives cannot access more than 82 tracks.

So if you cannot write an ST or MSA image with an ST, its either because it has more than 80 tracks, or the problem is somewhere else (could be the software). The only other possibility is if you are attempting to write an image that doesnt fit in any DD drive at all. For example, you can manually create an image with 15 sectors per tracks and use it under emulators; but obviously you cannot write it back to a physical DD disk.

And of course that you cannot write a double sided image with a single sided drive.

--

PASTI http://pasti.fxatari.com

2525. Re: Booter

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 19:02:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <da440f$b1d$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12702

Hi Coda

Hm!, i had that dilemma with my machine, i wrote a bootsector to sort that,
in fact i wrote a few, or rather customised it to set screen res and boot
speed and cache and other stuff.

What's the chances of my finding it i wonder?

Hey as i recall isn't that one of the many features of NoRoach??

> Steve, the point he is making is that at reset the MSTe defaults to
> 8mhz, which then is what youre stuck at. With Booter you can set 16mhz,
> then boot the game.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2526. Re: Paskud -> IDE -> Compact Flash card - anyone tried this?

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 19:20:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c5idnZJc_PDuCljfRVnysw@pipex.net>
Source record: 12703

In message <MPG.1d2d148248c16836989680@usenet.plus.net>,
usenet@NOSPAM.mikemee.plus.NOSPAM.com said:

>Thinking of replacing my ancient and noisy 100MB h/drive with ICDLink etc
>on my Mega STE if (and only if) I can get the following working.
>
>In theory:
>
>1) Paskud Interface into cartridge port
>2) Instead of attaching IDE device, attach an IDE->Compact Flash card
>reader from various sources on eBay
>3) Insert 128/256/512 Compact Flash cards as and when needed and boot
>off the drives ...

I seem to remember reading somewhere that the Atari cartridge port
was read-only (due to insufficient number of connection lines). Or
has the Paskud Interface overcome this limitation?

Regards, /Peter/

2527. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 20:12:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.01.20.12.04.128945@charter.net>
Source record: 12704

On Fri, 01 Jul 2005 16:26:36 +0000, Bill Glaholt rmv underscore wrote:

> Hm! Question for you, then: do you know if there is anyone doing any
> work on BBS Express, or is the source released to the public? If it's in
> C, it shouldn't be too much of a problem to port over STinGadel's telnet
> server code into BBS Express. The only problem then would be to convert
> all the single-user code that BBS Express uses to a multi-aware version.

As per Starlord, I was told that Rich Sanchez, the last owner, released a final version into the public domain.

I'm no programmer, so what you're describing sounds like a big deal to me <smile>.

> There would be pros and cons to both approaches; as you mentioned, not
> using an EtherNEC frees up your cartridge port for other ventures.
> However, using EtherNEC exploits the power of STinG and the availability
> and use of multiply-connected users. (no 'busy singals' as it were :))

I fully agree, pros and cons for both. Bottom line, in a lot of ways to me is that the EtherNEC is cheaper, plus (and a big one) is supported by an actual Atarian. (Rory M.) :-)

Though, to be fair, what few times I contacted Lantronix for help, they were nice, quick, and accurate.

> It's really *really* nice. Opens up the internet to your ST in ways
> the original ST's designers would have *never* considered. The only
> pity is that the original designers didn't design the cartridge port
> as well as it could have been.. For example, the 8-bit xl's expansion
> port. Of course, the cart port was only originally intended to be read-
> only, but thanks to some very original and imaginative designers
> (a la EtherNEC, the cartrdige-to-IDE connectors, etc.), it has become
> far more than it was originally designed to be.

So it is with almost all Atari hardware. Over-achievers to the max. :-)

> Okay, so it basically emulates a modem, complete with the Carrier
> Detect, RTS/CTS etc, and is otherwise a fancy interface for a null-modem
> serial cable. That's pretty cool.. I wondered how the C-64 telnet-able
> bbses were doing their thing.. heh

Yep, that basically describes it.

> Not a problem at *all*!! In fact, I'm feeling pretty much the same way..
> To actually get the ST to do what I had imagined it doing just tickles
> me pink! :D

I hear ya! When I shut my BBS down in '98/99 because 3 ISPs showed up in our county (and correspondingly calls dropped off), I was really bummed out. Now, I'm feeling pretty good about my BBS Express! ST running Mega ST again.

See ya! :-)

--
_/_/_/

2528. 3 upgraded STFM's left to clear

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 20:37:22 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c5a947$0$6482$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12705

Hi all,

I have the last 3 upgraded STFM's to clear, Open to resonable offers on
these machines as I need to clear out some space as im very limited!
I am in the UK, I will ship overseas, though you can expect to pay £60 for
cheapest shipping before anyone asks. I can take paypal (with surcharge) or
cash or even cheque, you can collect or pay postage cost.

Anyone wants to contact my direct, just use my name and the website name,
make sure you get my name in the body of the E-mail else it could end up
anywhere or even lost.

http://www.cps-electronics.co.uk/web/clearance.asp

Chris

2529. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 21:45:07 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c5b91b$0$6484$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12706

> No, at least not for images with 80 tracks. Again, a bare drive has no
> relation to the number of sector or track layout. Saying that a specific
> drive doesnt support 10 (or 11) sectors per track doesnt make any sense.

I dont know why, im not saying I do, but some drives will not format anything over normal tracks and sectors. Its a problem which I have seen on many PC's and Ataris, swapping the drive is the only cure. the only drive which I found which was fully upto the job was the MPF920 or in general any sony drive in MPF series. thats why people use them!! I'm sure there are other drives on the market by now which will do the job, though I tested a hell of a lot of drives and only the MPF920 did the FULL job. you may get the odd few tracks or maybe the odd extra sector or 2 out of a generic drive but I have only ever seen the sony drive do this fully. If you can offer a explination as to why a PC and atari will not format a extended floppy on particular drives,then im all ears into hearing a explination.

The PC's I had over the years would laugh at extended drives, drive capable or not, though I wasn't worried about that since I only wanted them for my ST.

> It would be the same as saying that a drive doesnt support files in
> Japanese. The drive doesnt know neither cares about the internal layout of
> a track. The only exception is drives with their own controller as USB
> drives.
>

If the chips they use don't support 10,11 sectors then the drive aint going to do it, probably cost cutting cheap chips on drives is all it is. most drives will probably go 10 sectors, not may ever got to 11 sectors. if I remember right 1.44s were 18 sectors, most drives will go 20 sectors, almost none will go 22 sectors... I guess its your definition of "extended" I always went for the most extended drives, only found the MPF series to beat all the rest, thats why I used um for years!

> A specific drive might have a limitation on the number of tracks though.
> Some drives cannot access more than 80 tracks. And most ST drives cannot
> access more than 82 tracks.

Some drives can't do more than 80tracks, its the drive, I am aware that most PC controllers wont do it anyway, though on a ST they will. I paid £60 out for a top of the range floppy drive a few years back, anything over normal 1.44 format and it just wouldn't do it, just crap drives. Some drives are pretty good, I think TEAC supported some nice extended formats, not as good as the sony drive tho.

>
> So if you cannot write an ST or MSA image with an ST, its either because
> it has more than 80 tracks, or the problem is somewhere else (could be the
> software). The only other possibility is if you are attempting to write an
> image that doesnt fit in any DD drive at all. For example, you can
> manually create an image with 15 sectors per tracks and use it under
> emulators; but obviously you cannot write it back to a physical DD disk.

thats something else, you only need to do a basic format to try a drive on a PC or ST. If you have the right drive on a ST then you can write any images. There is nothing worse than having a 800K image and have the drive grunt at you cos it can't do it... change the drive for a better one and all is fine..

>
> And of course that you cannot write a double sided image with a single
> sided drive.
>

ohhhhhh yesssss you can, lol..... ;-)

Actually a lot of my 1.44's are formatted to 22 sectors 83 tracks, I think that gave a nice 1.88 format..... I wonder if you are refering to 720K drives actually, most of them were good for extended formats, the epson drives were very good at even more extended formats, probably the sony 720's aswell.....

Chris

>

Chris

>
> --
> ------------------------------
> PASTI http://pasti.fxatari.com
>

2530. Re: pmdoom 0.41

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 22:00:03 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <30rgp2-3t2.ln1@manoir.racoon.city>
Source record: 12707

Le Fri, 01 Jul 2005 15:30:51 +0200, GokMasE a ï¿½critï¿½:

> Great to hear you're keeping on working on this! I will try and give
> this new version a go at NAS this weekend. Thanks :)

I think you'd better try it before, if you don't want to be laughed at if
it crashes in front of many people :-)).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2531. eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 22:05:36 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <da4eng$6m2$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12708

Hi there,

As I delve deeper into the Atari scene, it all seems to be changing over the last 3-6 months or so on eBay. Perhaps the feeling is that more people are jumping on the lets-sell-something bandwagon.

What's got my attention here is this lot for an Ultimate Ripper from Power Computing for £35!! http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=5214856682&rd=1 The rom images are freely available on the net, with the 2 socket eprom boards available from 16/32 for £7.50. Admittedly an eprom burner is needed and some simple programming skills to segment up the image for the roms, but £35!! for something that was sold for £17.95 by 1993.

My latest eBay blunder has been an STE bought as 'excellent' which turned out to be cracked right through the case down the left hand side, and the most yellow ST I have out of 4.

I was wondering by asking here what the best sources you think are for Atari ST kit? I'm becoming very wary of eBay as years ago people were friendly, notifications of packages sent were common place. It's like going down to your local buy-rite store now. Still some good kit on there but occasionally waaayyy overpriced and not particularly brilliant customer service. The main offenders seem to be the BIG sellers with thousands of sales, get-em in get-em out. The small sellers still remain excellent and often become good contacts.

Rant over, just interested to see how other people find it and get their kit?

Thanks,

Aly, Cambridge UK

2532. Re: 3 upgraded STFM's left to clear

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 22:10:23 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <da4f0f$7ds$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12709

"exxos" <exxos@home.co.uk> wrote in message
news:42c5a947$0$6482$cc9e4d1f@news-text.dial.pipex.com...
> Hi all,

Wow!! Good kit on the site, my search may be over.

Where are you based Chris?

2533. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 22:25:46 UTC
From: S1500 <s1500@nospam.comcast.net>
Message-ID: <6e-dnSAPsJhrX1jfRVn-vg@comcast.com>
Source record: 12710
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I wonder if he does a Martin Luther King Jr. day sale.

"I have a dream....of 20% off all Atari 2600 titles!"

>
> My other critical advice for him would be not to use Xmas in July as an
> advertisement. It might offend some religous people (I'm a little
> dissapointed but not offended) because the primary meaning of Xmas is a
> religious celebration, not a means to market merchandise (remember, "Have
> you made my Father's house a den of merchandise?")

2534. Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 22:38:21 UTC
From: Mille Babic <atari@sverige.REMOVETHIS.nu>
Message-ID: <xBjxe.28378$d5.181590@newsb.telia.net>
Source record: 12711

Hi all!

There's a schematic PDF containing Rodolphe Czuba PowerPC project at my homepage.
Its aimed for the Nordic ATARI Computer Show in Gothenburg, Sweden tomorrow where Rodolphe him self will show off this project for the first time in public.

http://mille.atari.org

Mille Babic

2535. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 22:38:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c5c597$0$6470$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12712

> Hi there,
>

So there are Atari tech girls out there then ? ;-)

> As I delve deeper into the Atari scene, it all seems to be changing over
> the
> last 3-6 months or so on eBay. Perhaps the feeling is that more people
> are
> jumping on the lets-sell-something bandwagon.
>
> What's got my attention here is this lot for an Ultimate Ripper from Power
> Computing for £35!!
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=52148566
> 82&rd=1 The rom images are freely available on the net, with the 2 socket
> eprom boards available from 16/32 for £7.50. Admittedly an eprom burner
> is
> needed and some simple programming skills to segment up the image for the
> roms, but £35!! for something that was sold for £17.95 by 1993.
>

hes living in hopes there, tho he has for the starting price at £5, someone
will probably may pay that for it. Techie ppl can easily build one, but
most people arn't, if they want it bad enough they will pay for it.....
though saying that only some totally loony person would pay £35 for
one..... *looks out of window* hmmmm.....

> My latest eBay blunder has been an STE bought as 'excellent' which turned
> out to be cracked right through the case down the left hand side, and the
> most yellow ST I have out of 4.
>

indeed, you have to be carefull, even though its offtopic, but it amazes me
how insurance car right-offs with the front totally mashed in are listed as
"MINT CONDICTION" and going for the price of a new car.... I mean who is
going to buy a car with a crushed engine when they can buy a working one for
the same cash ?!?! me thinks im missing something somewhere.....

> I was wondering by asking here what the best sources you think are for
> Atari
> ST kit?

my website ;-)))) actually I dont sell any kits but the 1.44 controllers
now... my upgrading atari days are at a close, hence me other post about
clearning off STFM's too..... *sigh*

>I'm becoming very wary of eBay as years ago people were friendly,
> notifications of packages sent were common place. It's like going down to
> your local buy-rite store now. Still some good kit on there but
> occasionally waaayyy overpriced and not particularly brilliant customer
> service. The main offenders seem to be the BIG sellers with thousands of
> sales, get-em in get-em out. The small sellers still remain excellent and
> often become good contacts.
>

oh yes, I brought a fone cable from one such guy, he was WAY in over his head, his sales were in the 10,000's and so were his negative feedbacks... the product was very poor and he even shiped pirate CD's with it and you couldn't even use the cable cos the software was so much out of date...

I've had trouble with new commers to Ebay, mostly ppl trying to con u, they are clueless and nothing ever gets sortout out. One time I listed a item twice by mistake, honest mistake, one guy bid on it and I cancled the auction, he played hell about it going on on how he promissed it to his friend who has paid him for it so he must have it, and if I dont sell it him he would take me to court and demand compensation... it went on for months, he dragged Ebay, paypal anyone he could get in touch with let alone the piles of abusive e-mails I got every hour... also threatend to come over to our house and take the item by force, I mean seesh, where do these people get off, he never even paid for it cos I ended the auction..... its not the first time ive had to deal with people like these either....
Then theres the people who try to fake the paypay payments to you, which drags out over and over.. they all seem very nice etc but fail to understand that im not *that* thick and going to accept a fake payment, then they send it again... and again... and again..... fake fake fake!!! more months of wasted time..... then eventually they get abusive cos you have not sent them the goods and then drag you though ebay and paypal, then back to abuse E-mails.....you have to ask is it really worth the bother in selling stuff.....

I have a few general items on Ebay now, though I dont like to chuck stuff out, its probably going to be a whole lot easier than trying to sell it.... I've even sent stuff to people FOR FREE and they compalin cos the item is faulty (when you said it was) and they want to take you to court cos you have sold them something which is faulty..... they failing to realise they haven't even paid for it..... then its back to abuse..... its never ending..... so really no matter what I have or its value its going in the bin in future.

> Rant over, just interested to see how other people find it and get their
> kit?
>

Very wary of anything form Ebay!! Most ppl (like me) just shout out hear, if you can get past the trolls then you are off to a good start. if you want anything just shout out on the forums, do homework first and see how regular they are, or if anyone known actually knows them..... there are a lot of known regulars in here among other places so its the safest place to start I think!

> Aly, Cambridge UK

When do you think were gonna have some more storms ;-) the last one shook our house the thunder was that LOUD!

Chris
>

2536. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 22:41:22 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <saadnTEIMuNPWFjfRVn-jg@comcast.com>
Source record: 12713
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"S1500" <s1500@nospam.comcast.net> wrote in message
news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
: I wonder if he does a Martin Luther King Jr. day sale.
:
: "I have a dream....of 20% off all Atari 2600 titles!"

I have a dream as well, of a good working 2600 for
less than $500. Anyone?, Please??

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2537. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 23:08:13 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.01.23.08.13.319080@nosspamatari-source.com>
Source record: 12714

On Fri, 01 Jul 2005 22:38:21 +0000, Mille Babic wrote:

> Hi all!
>
> There's a schematic PDF containing Rodolphe Czuba PowerPC project at my
> homepage.
> Its aimed for the Nordic ATARI Computer Show in Gothenburg, Sweden tomorrow
> where Rodolphe him self will show off this project for the first time in
> public.
>

Why Why why why? There's already the Pegasos? Why not build something
out of that? It's already completely open, based on this design it looks
like the only lacking part is the PCI-X on the Pegasos. It seems like a
redundant work effort, but if this brings me closer to a powerpc based
Atari clone, so be it :) I want one.

Mark
http://www.atari-source.org

2538. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 23:16:36 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.01.23.16.35.315370@nosspamatari-source.com>
Source record: 12716

On Fri, 01 Jul 2005 22:05:36 +0000, techie_alison wrote:

> Hi there,
>
> As I delve deeper into the Atari scene, it all seems to be changing over the
> last 3-6 months or so on eBay. Perhaps the feeling is that more people are
> jumping on the lets-sell-something bandwagon.
>
> What's got my attention here is this lot for an Ultimate Ripper from Power
> Computing for ï¿½35!!
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=52148566
> 82&rd=1 The rom images are freely available on the net, with the 2 socket
> eprom boards available from 16/32 for ï¿½7.50. Admittedly an eprom burner is
> needed and some simple programming skills to segment up the image for the
> roms, but ï¿½35!! for something that was sold for ï¿½17.95 by 1993.
>
> My latest eBay blunder has been an STE bought as 'excellent' which turned
> out to be cracked right through the case down the left hand side, and the
> most yellow ST I have out of 4.
>
> I was wondering by asking here what the best sources you think are for Atari
> ST kit? I'm becoming very wary of eBay as years ago people were friendly,
> notifications of packages sent were common place. It's like going down to
> your local buy-rite store now. Still some good kit on there but
> occasionally waaayyy overpriced and not particularly brilliant customer
> service. The main offenders seem to be the BIG sellers with thousands of
> sales, get-em in get-em out. The small sellers still remain excellent and
> often become good contacts.
>
> Rant over, just interested to see how other people find it and get their
> kit?
>
> Thanks,
>
> Aly, Cambridge UK

I've done about 20 sales and 60 purchases in total on eBay. Never had a
problem from years ago till now. Bought from all types of sellers big and
small, all types of equipment from high ticket common retail items like an
Apple Powerbook G4 to the rarest of stuff including a Falcon.

It all comes down to making a reasonable assessment of whether or not the
pictures of the items are stock pictures, making a reasonable assessment
of the seller's desire to satisfy customer complaints, and in general
being very careful. If you sell something and someone from Indonesia

with poor English skills sends you an email and asks if he can buy it...
You can almost taste the fraud.

Perhaps I've just gotten lucky, but I discriminate very harshly and do my homework and eBay has never mistreated me. That's the lesson to be learned really, be skeptical of everything and bid and sell very carefully.

The one thing I got semi-screwed on was I bought some BMW software on eBay that the dealerships use. Basically diagnostic/troubleshooting manuals and parts lists. It was only $15 and lo and behold when it arrived it was burned to CD-R. But it was such a professionally done job I decided to let it go ;-) - Besides I had the software that I need that BMW does NOT sell to consumers ;-) And after the price I paid for their car, I figure I should be entitled to it ;-)

eBay has had by far the bottom end prices on all things that I've bought. Compared to other places it can't be beat, that is if you're sure you want something and don't want to return it ;-)

Thanks,
Mark
http://www.atari-source.org

2539. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 23:17:52 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.01.23.17.51.806558@nosspamatari-source.com>
Source record: 12715
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Fri, 01 Jul 2005 18:41:22 -0400, Bill Garber wrote:

>
> "S1500" <s1500@nospam.comcast.net> wrote in message
> news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
> : I wonder if he does a Martin Luther King Jr. day sale.
> :
> : "I have a dream....of 20% off all Atari 2600 titles!"
>
> I have a dream as well, of a good working 2600 for
> less than $500. Anyone?, Please??

This doesn't seem so implausible. I see these at garage sales and flea
markets all the time!

Mark
http://www.atari-source.org

2540. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 23:22:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c5d00f$0$6482$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12717
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"S1500" <s1500@nospam.comcast.net> wrote in message
news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
>I wonder if he does a Martin Luther King Jr. day sale.
>
> "I have a dream....of 20% off all Atari 2600 titles!"

lol, I just hope it dont snow!

2541. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 23:24:54 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <da4jc6$l1o$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12718

>
> So there are Atari tech girls out there then ? ;-)

Yep :-) Pic sent to your mail account so you can vouch for me <vbg> :-)

>
> hes living in hopes there, tho he has for the starting price at £5,
someone
> will probably may pay that for it. Techie ppl can easily build one, but
> most people arn't, if they want it bad enough they will pay for it.....
> though saying that only some totally loony person would pay £35 for
> one..... *looks out of window* hmmmm.....

quite likely, plenty of 'em, wanting £60 for 17" monitors in the Free-Ads
when they're selling 'em for £49.95 at PC World. Oooh, there goes another
boat load of innocent souls.

>
> indeed, you have to be carefull, even though its offtopic, but it amazes
me
> how insurance car right-offs with the front totally mashed in are listed
as
> "MINT CONDICTION" and going for the price of a new car.... I mean who is
> going to buy a car with a crushed engine when they can buy a working one
for
> the same cash ?!?! me thinks im missing something somewhere.....
>

Never have quite figured that out, either brilliant sales tactics or, there
goes that boat loads of poor sods again.

>
> my website ;-)))) actually I dont sell any kits but the 1.44 controllers
> now... my upgrading atari days are at a close, hence me other post about
> clearning off STFM's too..... *sigh*
>

Oh do keep some back :-) An STFM, a Mega, an STE, just for the collection
in 50 years time.

>
>
> oh yes, I brought a fone cable from one such guy, he was WAY in over his
> head, his sales were in the 10,000's and so were his negative feedbacks...
> the product was very poor and he even shiped pirate CD's with it and you
> couldn't even use the cable cos the software was so much out of date...

>

Ya nods, saying that tho about the 10,000's sellers, some of these ones in Hong Kong are quite good, have had a few gems from over there.

> I've had trouble with new commers to Ebay, mostly ppl trying to con u, they
> are clueless and nothing ever gets sortout out. One time I listed a item
> twice by mistake, honest mistake, one guy bid on it and I cancled the
> auction, he played hell about it going on on how he promissed it to his
> friend who has paid him for it so he must have it, and if I dont sell it him
> he would take me to court and demand compensation... it went on for months,

Sad tw@t.

> he dragged Ebay, paypal anyone he could get in touch with let alone the
> piles of abusive e-mails I got every hour... also threatend to come over to
> our house and take the item by force, I mean seesh, where do these people
> get off, he never even paid for it cos I ended the auction..... its not the
> first time ive had to deal with people like these either....

Mind boggles. Talk about self inflicted stress. I just let the STE thing drop, what's the point in doing that to yourself? Life's too short.

> Then theres the people who try to fake the paypay payments to you, which
> drags out over and over.. they all seem very nice etc but fail to understand
> that im not *that* thick and going to accept a fake payment, then they send
> it again... and again... and again..... fake fake fake!!! more months of
> wasted time..... then eventually they get abusive cos you have not sent them
> the goods and then drag you though ebay and paypal, then back to abuse
> E-mails.....you have to ask is it really worth the bother in selling
> stuff.....

<amazed>

>
> I have a few general items on Ebay now, though I dont like to chuck stuff
> out, its probably going to be a whole lot easier than trying to sell it....
> I've even sent stuff to people FOR FREE and they compalin cos the item is
> faulty (when you said it was) and they want to take you to court cos you
> have sold them something which is faulty..... they failing to realise
> they haven't even paid for it..... then its back to abuse..... its never
> ending..... so really no matter what I have or its value its going in the
> bin in future.

You can't complain about stuff that's FREE, sheeesh!! Off to someone in Cambridge this weekend to pickup some of their Acorn stuff, specifically the mice I'm after as they're bus driven and wayyy better than ST ones (yessss, people, Acorn mice work on ST's ;-)) He's going to get a bottle of wine to say 'thanks'. You can't fcuk up the good will of people within society, it's wrong, it disheartens me to think that people just don't get it. Then they wonder why everyone else is so fed up in the street.

> Very wary of anything form Ebay!! Most ppl (like me) just shout out hear,
> if you can get past the trolls then you are off to a good start. if you want
> anything just shout out on the forums, do homework first and see how regular
> they are, or if anyone known actually knows them..... there are a lot of
> known regulars in here among other places so its the safest place to start I
> think!

Noted. must be on my best behaviour :-)

> When do you think were gonna have some more storms ;-) the last one shook
> our house the thunder was that LOUD!

Oooh thunder storms, they're well cool!! Hopefully very very soon. Thanks to global warming anyhow. Must get me kite out, that's one of the things on the to-do list in my life. :-))))))))) (thinking servo remote controlled reel). Wanna come?? :-)

> Chris
> >

Aly

2542. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 23:27:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507011626020.14833-100000@onyx.spiritone.com>
Source record: 12721
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Just for you. ===Ben===

On Fri, 1 Jul 2005, S1500 wrote:

> I wonder if he does a Martin Luther King Jr. day sale.
>
> "I have a dream....of 20% off all Atari 2600 titles!"
>
> >
> > My other critical advice for him would be not to use Xmas in July as an
> > advertisement. It might offend some religous people (I'm a little
> > dissapointed but not offended) because the primary meaning of Xmas is a
> > religious celebration, not a means to market merchandise (remember, "Have
> > you made my Father's house a den of merchandise?")
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2543. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 23:29:24 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c5d1b6$0$6483$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12719

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2005.07.01.23.16.35.315370@nosspamatari-source.com...
> On Fri, 01 Jul 2005 22:05:36 +0000, techie_alison wrote:
>
>> Hi there,
>>
>> As I delve deeper into the Atari scene, it all seems to be changing over
>> the
>> last 3-6 months or so on eBay. Perhaps the feeling is that more people
>> are
>> jumping on the lets-sell-something bandwagon.
>>
>> What's got my attention here is this lot for an Ultimate Ripper from
>> Power
>> Computing for &#65533;35!!
>> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=52148566
>> 82&rd=1 The rom images are freely available on the net, with the 2
>> socket
>> eprom boards available from 16/32 for &#65533;7.50. Admittedly an eprom burner
>> is
>> needed and some simple programming skills to segment up the image for the
>> roms, but &#65533;35!! for something that was sold for &#65533;17.95 by 1993.
>>
>> My latest eBay blunder has been an STE bought as 'excellent' which turned
>> out to be cracked right through the case down the left hand side, and the
>> most yellow ST I have out of 4.
>>
>> I was wondering by asking here what the best sources you think are for
>> Atari
>> ST kit? I'm becoming very wary of eBay as years ago people were
>> friendly,
>> notifications of packages sent were common place. It's like going down
>> to
>> your local buy-rite store now. Still some good kit on there but
>> occasionally waaayyy overpriced and not particularly brilliant customer
>> service. The main offenders seem to be the BIG sellers with thousands of
>> sales, get-em in get-em out. The small sellers still remain excellent
>> and
>> often become good contacts.
>>
>> Rant over, just interested to see how other people find it and get their
>> kit?
>>

>> Thanks,
>>
>> Aly, Cambridge UK
>
>
> I've done about 20 sales and 60 purchases in total on eBay. Never had a
> problem from years ago till now. Bought from all types of sellers big and
> small, all types of equipment from high ticket common retail items like an
> Apple Powerbook G4 to the rarest of stuff including a Falcon.
>
> It all comes down to making a reasonable assessment of whether or not the
> pictures of the items are stock pictures, making a reasonable assessment
> of the seller's desire to satisfy customer complaints, and in general
> being very careful. If you sell something and someone from Indonesia
> with poor English skills sends you an email and asks if he can buy it...
> You can almost taste the fraud.
>
> Perhaps I've just gotten lucky, but I discriminate very harshly and do my
> homework and eBay has never mistreated me. That's the lesson to be
> learned really, be skeptical of everything and bid and sell very
> carefully.
>
> The one thing I got semi-screwed on was I bought some BMW software on eBay
> that the dealerships use. Basically diagnostic/troubleshooting manuals
> and parts lists. It was only $15 and lo and behold when it arrived it was
> burned to CD-R. But it was such a professionally done job I decided to let
> it go ;-) - Besides I had the software that I need that BMW does NOT sell
> to consumers ;-) And after the price I paid for their car, I figure I
> should be entitled to it ;-)
>
> eBay has had by far the bottom end prices on all things that I've bought.
> Compared to other places it can't be beat, that is if you're sure you want
> something and don't want to return it ;-)
>
> Thanks,
> Mark
> http://www.atari-source.org

I feel a emotie is in order.....

http://emoties.murphology.com/strips/displayimage.php?pos=-35

chris

>

2544. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 23:30:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507011628300.14833-100000@onyx.spiritone.com>
Source record: 12722
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Bill, try Video 61. They have 2600. ===Ben===

On Fri, 1 Jul 2005, Bill Garber wrote:

>
> "S1500" <s1500@nospam.comcast.net> wrote in message
> news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
> : I wonder if he does a Martin Luther King Jr. day sale.
> :
> : "I have a dream....of 20% off all Atari 2600 titles!"
>
> I have a dream as well, of a good working 2600 for
> less than $500. Anyone?, Please??
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> --
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> --
> Email - willy46pa@comcast.net
> --
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2545. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-01 23:35:18 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <qsqdnZDlTqjrT1jfRVn-jg@comcast.com>
Source record: 12720
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2005.07.01.23.17.51.806558@nosspamatari-source.com...
: On Fri, 01 Jul 2005 18:41:22 -0400, Bill Garber wrote:
:
: >
: > "S1500" <s1500@nospam.comcast.net> wrote in message
: > news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
: > : I wonder if he does a Martin Luther King Jr. day sale.
: > :
: > : "I have a dream....of 20% off all Atari 2600 titles!"
: >
: > I have a dream as well, of a good working 2600 for
: > less than $500. Anyone?, Please??
:
: This doesn't seem so implausible. I see these at garage sales and flea
: markets all the time!
:
: Mark
: http://www.atari-source.org

True, I can get a great system for around $80-$100
with quite a few carts, but around here, (SE,PA),
there aren't many old Atari systems to be found.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
```

2546. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 00:10:56 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c5db68$0$6470$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12723

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:da4jc6$l1o$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> >
>> So there are Atari tech girls out there then ? ;-)
>
> Yep :-) Pic sent to your mail account so you can vouch for me <vbg> :-)
>

ahh yes, very sexy indeed ;-) the small black rubber boots are a nice pro
touch :-) but enough about the simm socket.... lol...

> quite likely, plenty of 'em, wanting £60 for 17" monitors in the Free-Ads
> when they're selling 'em for £49.95 at PC World. Oooh, there goes another
> boat load of innocent souls.

..... and from any other shop half the price of PC world :P

>
>>
>> indeed, you have to be carefull, even though its offtopic, but it amazes
> me
>> how insurance car right-offs with the front totally mashed in are listed
> as
>> "MINT CONDICTION" and going for the price of a new car.... I mean who is
>> going to buy a car with a crushed engine when they can buy a working one
> for
>> the same cash ?!?! me thinks im missing something somewhere.....
>>
>
> Never have quite figured that out, either brilliant sales tactics or,
> there
> goes that boat loads of poor sods again.

I guess it takes all sorts!

>
>>
>> my website ;-)))) actually I dont sell any kits but the 1.44 controllers
>> now... my upgrading atari days are at a close, hence me other post about
>> clearning off STFM's too...... *sigh*
>>
>
> Oh do keep some back :-) An STFM, a Mega, an STE, just for the collection
> in 50 years time.

Oh I intend too, I have my Falcon with its CT60..... still n bits I might had... 2 years running I think now.... (in bits that is) A veloce STE from TUS (STE with 68020 CPU and running a bit faster with TOS 206, 1.44 drive (natually)) When I get around to it I will upgrade a STFM for my own use, will make a nice addition to my collection..... I have a ST... needs a very good clean and a PSU! also have a jaguar (no CD tho) with a massive collection of 2 games, plus a 2600 consol with a few games too... I was going to blo a 4MB eprom and add loads of switches to make it selectable, since the games were only like 32K (I think) you could fit a fair few ona 4MB chip..... never got around to that either :-\ no TT..... I do have a Milan 040 in the loft, never got around to seeing if it actually worked... I got it as faulty , though looked like broken simm socket, to which I replaced... but never tested it..... its on my "to do" list tho...

> Ya nods, saying that tho about the 10,000's sellers, some of these ones in
> Hong Kong are quite good, have had a few gems from over there.

Yeah me too, I seem to get my batteries from over there.....

>> he would take me to court and demand compensation... it went on for
> months,
>
> Sad tw@t.

yup, and BTW, the URL aint valid :P

>
>> he dragged Ebay, paypal anyone he could get in touch with let alone the
>> piles of abusive e-mails I got every hour... also threatend to come over
> to
>> our house and take the item by force, I mean seesh, where do these people
>> get off, he never even paid for it cos I ended the auction..... its not
> the
>> first time ive had to deal with people like these either....
>
> Mind boggles. Talk about self inflicted stress. I just let the STE thing
> drop, what's the point in doing that to yourself? Life's too short.

life is very much too short, I'm pretty stressed these days, I try to keep out of things as much as possible now, 9 times out of 10 I try to help someone and all you get back is piles of abuse, this is not limited to the atari groups either... you should see some of the arguments which have happend over the years! its never ending :-(

> You can't complain about stuff that's FREE, sheeesh!! Off to someone in
> Cambridge this weekend to pickup some of their Acorn stuff, specifically
> the
> mice I'm after as they're bus driven and wayyy better than ST ones
> (yessss,

lol, cool stuff, theres a guy in london who I write too, hes like 70 I think, really nice guy, you should see the stuff he has collected!!! his whole house is piled full of old computers, you name it hes probably got it, hes not online though, been trying to get him to get on the net for years...

hes old and set in his ways ;-) one wonders if a dragon 32 can get on the internet., hmmm.....

> people, Acorn mice work on ST's ;-)) He's going to get a bottle of wine
> to
> say 'thanks'. You can't fcuk up the good will of people within society,
> it's wrong, it disheartens me to think that people just don't get it.
> Then
> they wonder why everyone else is so fed up in the street.

yup, my goodwill just keeps going down and down, but I try not to sink too low, its hard when you get constant attack of abuse from ppl for years and years...there are still good ppl out there, just few and far between these days it seems... most ppl are either ungreatfull or just plain unresonable...

>
>>
>> Very wary of anything form Ebay!! Most ppl (like me) just shout out
>> hear,
>> if you can get past the trolls then you are off to a good start. if you
> want
>> anything just shout out on the forums, do homework first and see how
> regular
>> they are, or if anyone known actually knows them..... there are a lot of
>> known regulars in here among other places so its the safest place to
>> start
> I
>> think!
>>
>
> Noted. must be on my best behaviour :-)

hehe, yeah always best to try to behave in public.... just beware of the anti troll squad, they get a bit OTT at times ;-) still.... funny tho, lol...
I got classed as a troll in some newgroups not to long ago.... that wasn't so funny :-(

>
>>
>> When do you think were gonna have some more storms ;-) the last one
>> shook
>> our house the thunder was that LOUD!
>
> Oooh thunder storms, they're well cool!! Hopefully very very soon.
> Thanks
> to global warming anyhow. Must get me kite out, that's one of the things
> on
> the to-do list in my life. :-)))))))))

ahhhhhhh, well this is what you want!

http://www.tcbouk.org.uk/corby2000/index.htm

even though you can't see me, im in the group foto, far right at the
back....

http://www.electricstuff.co.uk/uktesla99.html

same on this one, I like to hide, lol, though I did get my name mentioned
that time :-)

(thinking servo remote controlled
> reel). Wanna come?? :-)

yeah sure, better go out and do something before the offtopic patrol walk
past, lol

Chris

>
>> Chris
>> >
>
> Aly
>
>

2547. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 00:36:30 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c5e15f$0$6468$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12724

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2005.07.01.23.08.13.319080@nosspamatari-source.com...
> On Fri, 01 Jul 2005 22:38:21 +0000, Mille Babic wrote:
>
>> Hi all!
>>
>> There's a schematic PDF containing Rodolphe Czuba PowerPC project at my
>> homepage.
>> Its aimed for the Nordic ATARI Computer Show in Gothenburg, Sweden
>> tomorrow
>> where Rodolphe him self will show off this project for the first time in
>> public.
>>
>
> Why Why why why? There's already the Pegasos? Why not build something
> out of that? It's already completely open, based on this design it looks
> like the only lacking part is the PCI-X on the Pegasos. It seems like a
> redundant work effort, but if this brings me closer to a powerpc based
> Atari clone, so be it :) I want one.
>
> Mark
> http://www.atari-source.org

insane, but cool :) I want one too ;-)

Chris

>

2548. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 01:54:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.02.01.54.51.922539@charter.net>
Source record: 12725

On Sat, 02 Jul 2005 01:36:30 +0100, exxos wrote:
>> It seems like a
>> redundant work effort, but if this brings me closer to a powerpc based
>> Atari clone, so be it :) I want one.
>>
>> Mark
>> http://www.atari-source.org
>
> insane, but cool :) I want one too ;-)
>
> Chris

If we're already starting a potential buyers list, sign me on as well!

:-)

--
_/_/_/

2549. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 01:57:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.02.01.57.02.722428@charter.net>
Source record: 12726

On Fri, 01 Jul 2005 23:24:54 +0000, techie_alison wrote:

>>
>> So there are Atari tech girls out there then ? ;-)
>
> Yep :-) Pic sent to your mail account so you can vouch for me <vbg> :-)

Well now thats hardly fair! What about the rest of us? <grin>

--
_/_/_/

2550. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 02:32:15 UTC
From: justahack <justahack@comcast.net>
Message-ID: <9q6dna2k7-ZdYVjfRVn-tg@comcast.com>
Source record: 12727
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Might happen

"S1500" <s1500@nospam.comcast.net> wrote in message
news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
>I wonder if he does a Martin Luther King Jr. day sale.
>
> "I have a dream....of 20% off all Atari 2600 titles!"
>
>>
>> My other critical advice for him would be not to use Xmas in July as an
>> advertisement. It might offend some religous people (I'm a little
>> dissapointed but not offended) because the primary meaning of Xmas is a
>> religious celebration, not a means to market merchandise (remember, "Have
>> you made my Father's house a den of merchandise?")

2551. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 02:57:03 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <_nnxe.3874$Qo.1781@fed1read01>
Source record: 12728
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Son of man wrote:
> "MrBiggles" <mrbiggles909@yahoo.com> wrote in message
> news:zx%we.3766$Qo.146@fed1read01...
>
>>You're having such a hard time because your prices are too high. Lower
>>them until sales pick up. Match the economic times. Collectors don't have
>>the expendable income like they did a few years ago. Compare prices on
>>ebay now to what they were before the tech bust. They're like 1/3 what
>>they used to be.
>
>
> My other critical advice for him would be not to use Xmas in July as an
> advertisement. It might offend some religous people (I'm a little
> dissapointed but not offended) because the primary meaning of Xmas is a
> religious celebration, not a means to market merchandise (remember, "Have
> you made my Father's house a den of merchandise?")
>
> I realize that many companies do market at Xmas time, however I think "Xmas
> in July" sale is taking it too far.
>
> Just some helpful criticism, not a flame.

Actually, it's well known that Xmas was hijacked from the pagans to aid
in the transistion to christianity. For all we know, Jesus' real
birthday could be in July!

2552. Re: Booter

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 03:28:37 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <42c6088e$0$10105$afc38c87@news.optusnet.com.au>
Source record: 12729

Coda wrote:
> Steve, the point he is making is that at reset the MSTe defaults to
> 8mhz, which then is what youre stuck at. With Booter you can set 16mhz,
> then boot the game.
>

And hopefully retain the seek rate, so I can play Millenium;-)Also hear
it is handy for F1GP.

Mark

2553. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 03:34:15 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <42c609de$0$10105$afc38c87@news.optusnet.com.au>
Source record: 12730

Mille Babic wrote:
> Hi all!
>
> There's a schematic PDF containing Rodolphe Czuba PowerPC project at my
> homepage.
> Its aimed for the Nordic ATARI Computer Show in Gothenburg, Sweden tomorrow
> where Rodolphe him self will show off this project for the first time in
> public.
>
> http://mille.atari.org
>
> Mille Babic
>
>
PCIe and DDR2? Holy crap.

Mark

2554. Re: 68000 DIVU/DIVS cycle accurate timing

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 03:59:11 UTC
From: mojaveg@mojaveg.iwvisp.com
Message-ID: <20050701.7A47078.11B49@mojaveg.iwvisp.com>
Source record: 12731
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations,comp.sys.m68k,comp.sys.mac.misc,alt.games.mame

```
Heikki Orsila <user@host.invalid> writes:
> In comp.sys.amiga.emulations Jorge <user@nospam.com> wrote:
> > // Change this depending on architecture
> > // This code assumes long is 32 bits and short is 32 bits
>
> > typedef unsigned long DWORD;
> > typedef unsigned short WORD;
> > typedef signed long LONG;
> > typedef signed short SHORT;
>
> There's a portable method for this in C99. #include <stdint.h>
> and then use uint16_t, int16_t, uint32_t and int32_t.

Speaking of those, does anyone have a public domain
copy of such a file?
```

2555. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 04:17:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c644ee94a4c4@comcast.net>
Source record: 12742

>Visiting a local drugstore (Het Kruidvat) I saw they were selling "Atari
>Flashback" gameconsoles for less than 35 euro.

Yes, I am hoping to get a good look at it at the Vide Game Summit in Illinois,
USA in a couple of weeks...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2556. Re: Atari ST Web Browser Wanted.

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 04:25:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c644ee94a4c5@comcast.net>
Source record: 12747

>Where can I find a Web Brorser for my Atari ST? I have 4 Megs but I want
>to avoid Cab. I need one to do PayPal. Advanced enough to do PayPal.
>E-Mail Atari@aracnet.com Thanx! ===Ben===

YOu need to install Mint/Mintnet adn then get Cab with the Mintnet Cab.ovl file. I am told the Mintnet ovl file has secure sockets and works great. I cannot test it right at the moment, since my Mintnet partition was loaded with error for some reason and I have to re-install it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2557. Re: Atari® Flashback 2.0 Brings Back The Magic

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 04:28:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c644ee94a4c6@comcast.net>
Source record: 12748

>If anybody here is near Chicago on July 16th, you can test the retail
>version of it (first time anywhere) at the 8-Bit Classics booth at
>VGS. Here is the press release:
>

Yes, I am going and can't wait to test it out.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2558. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 04:29:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c644ee94a4c7@comcast.net>
Source record: 12744

>I have a ICD host card that worked up until the major roof leaking and
>flooding my machines. I was using it on my TT, which itself is ok, but the
>card died. Does anyone know if anyplace can repair the card? I tried ICD and
>got no answer back from them at all.
>

Unfortunately ICD is no longer in business. I would contact Best Electronics
or B&C Computers...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2559. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 04:34:22 UTC
From: "Aaron J. Bossig" <linkvb06@SpammersWillBeExecuted.ptd.net>
Message-ID: <Xns96875D19C2E6linkvb06SpammersWill@204.186.200.105>
Source record: 12732
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

MrBiggles <mrbiggles909@yahoo.com> wrote in
news:_nnxe.3874$Qo.1781@fed1read01:

> Actually, it's well known that Xmas was hijacked from the pagans to
> aid in the transistion to christianity. For all we know, Jesus' real
> birthday could be in July!
>

Most historians place it in August, although some say it might have
been in March.

--

Aaron J. Bossig

http://www.GodsLabRat.com
http://www.dvdverdict.com

2560. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 04:35:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c644ee94a4c8@comcast.net>
Source record: 12745

>On Fri, 01 Jul 2005 22:38:21 +0000, Mille Babic wrote:
>
>> Hi all!
>>
>> There's a schematic PDF containing Rodolphe Czuba PowerPC project at my
>> homepage.
>> Its aimed for the Nordic ATARI Computer Show in Gothenburg, Sweden tomorrow
>> where Rodolphe him self will show off this project for the first time in
>> public.
>>
>
>Why Why why why? There's already the Pegasos? Why not build something
>out of that? It's already completely open, based on this design it looks
>like the only lacking part is the PCI-X on the Pegasos. It seems like a
>redundant work effort, but if this brings me closer to a powerpc based
>Atari clone, so be it :) I want one.
>
>Mark
>http://www.atari-source.org
>

Geeez, I would get on also. I would love a much faster Atari computer.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2561. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 04:37:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c644ee94a4c9@comcast.net>
Source record: 12746

>in article pan.2005.07.01.23.08.13.319080@nosspamatari-source.com, Mark D
>wrote on 7/1/2005 7:08 PM:
>
>> Why Why why why? There's already the Pegasos? Why not build something
>> out of that? It's already completely open, based on this design it looks
>> like the only lacking part is the PCI-X on the Pegasos. It seems like a
>> redundant work effort, but if this brings me closer to a powerpc based
>> Atari clone, so be it :) I want one.
>
>For starters Pegasos can't deliver a dev machine if their life depended on
>it. One was promised twice over a year a go now I think! Forget Pegasos...
>they are a dead end. We need someone that can deliver the goods . ;-)))
>

Thanks Lonney for the info. I was wondering just what happened to that project.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2562. Re: Wanted RGB Monitor

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 04:39:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c644ee94a4ca@comcast.net>
Source record: 12743

>
>Folks, I'm looking for a Magnavox Pro. RGB monitor.
>It will work on a ST and Atari 8-bit.
>
>Needs to be in good working condition.
>
>If you have one for sale or trade, contact me...
>
>Thanks,
>phantomm@bellsouth.net
>

For the 8-bit just get a Commodore monitor cable and a Video converter. Than
get ANY SVGA monitor and it will work. For the ST fet the ST-VGA monitor
adapter and use any SVGA monitor in mono.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2563. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 05:33:26 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <DFpxe.17493$du.13445@bignews1.bellsouth.net>
Source record: 12733

Hmmmm.... If you are in CA then you are fairly close
to Best Electronics and B&C, also ATY Computers if Alex still works on
Atari stuff, he would be your best bet at getting it fixed locally.

Heck, I don't know if Best and B&C are still in business or not.
If so, one of them should have either a replacment or something
to get ya going.

Which board is it, I believe they made a few different versions.

Should be stamped on the top side of the board, some are labeled around
the edge of the board

Does it have a on board battery clock?

Phantomm

"Starlord" <starlord@despammed.com> wrote in message
news:goednel4JNFfJlnfRVn-gw@inreach.com...
> There's not another Atari user in the whole Rosamond, Calif. area.
>
> It took me amost a year to get this card when I first moved here.
> Don't know which chip fried, but a single drop of water did it.
>
> I was lucky my TT didn't fry, as it is the 1040ST keyboard is trashed
> and has to be replaced too.
>
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:If1xe.7723$ho.5255@bignews6.bellsouth.net...
>>I have a suggestion:
>>
>> If you can find someone near to you that has a similar card, Maybe
>> they would let you borrow it long enough to transfer your files over.
>>
>> As far as fixing the board, Just about anything can be fixed but
>> it depends on the amount of damage. ICs for these boards can
>> be hard to find if ICD made there own special versions.
>>
>> A ICD (THE LINK) or (THE LINK II) would be good replacements.
>> If you can find them. I use a LINK II with my 1040STE and have
>> never had a problem with any SCSI hard drive that I've used with it.
>> Those Links are in good small plastic cases.
>> Originally they came with ICDs hard drive utilities. And its not bad
>> software to use on 1040STe/MegaSTe/etc. Not knocking HD Driver,
>> Its good also. Use it on one of my Falcons.

>>
>> BTW, if you decide not to keep that damaged board. In stead of
>> throwing it out. Give/sell or trade it to me. I tinker on all kinds
>> of
>> Atari hardware when I have the time. Don't know if I could fix it
>> without looking at it. But might could use a chip or something off
>> of it, if they are not all fried.
>>
>> phantomm@bellsouth.net
>>
>> "Starlord" <starlord@despammed.com> wrote in message
>> news:E76dnaG486LI11nfRVn-jg@inreach.com...
>>> I've used both ports, the host card had an old BIG (size not
>>> storage) ibm drive on it and it worked fine with the host. Plus as
>>> my bootup was set up with ICH ult's I don't have the catching now
>>> nor the extra folders beyond the 64 limit without the host. I wanted
>>> to fire up that drive and see if I could recover the files I put on
>>> it and transfer them to the 2ga one inside the machine.
>>>
>>> "Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
>>> news:3iig8rFlifkjU1@individual.net...
>>>> Starlord wrote:
>>>>
>>>>> I have a ICD host card that worked up until the major roof leaking
>>>>> and
>>>>> flooding my machines. I was using it on my TT, which itself is ok,
>>>>> but the
>>>>> card died. Does anyone know if anyplace can repair the card? I
>>>>> tried ICD and
>>>>> got no answer back from them at all.
>>>>
>>>> There is no way to use the TT's SCSI port instead? This is faster
>>>> and
>>>> more powerful than ACSI with the ICD adapter anyway.
>>>> --
>>>> ---
>>>> Dr. Uwe Seimet
>>>> http://www.seimet.de
>>>
>>>
>>
>>
>
>

2564. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 06:56:42 UTC
From: swe@atari.org
Message-ID: <j0qxe.71$cE1.16841@news.siol.net>
Source record: 12734

> There's a schematic PDF containing Rodolphe Czuba PowerPC project at my
> homepage.
> Its aimed for the Nordic ATARI Computer Show in Gothenburg, Sweden
> tomorrow where Rodolphe him self will show off this project for the first
> time in public.

Hm i thought sign "confidenal" means its not to be displayed in public?
Hope Rodolphe agreed with this...

Janez

2565. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 07:24:11 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120289051.755187.157380@g47g2000cwa.googlegroups.com>
Source record: 12735

I heard that the Pegasos boards wont be around much longer, and its incredibly difficult to get hold of one now. Dont know how much of that is true.

I want a hawk.

Coda.

2566. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 07:27:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120289273.118760.174910@z14g2000cwz.googlegroups.com>
Source record: 12736
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sure, but it doesnt really matter. Celebrating His birthday is all that matters (for us) and shiny new toys to play with for the pagans. Everyone wins.

Coda

2567. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 07:56:22 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c64888$0$6474$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12737
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Coda" <smeg_007@hotmail.com> wrote in message
news:1120289273.118760.174910@z14g2000cwz.googlegroups.com...
> Sure, but it doesnt really matter. Celebrating His birthday is all that
> matters (for us) and shiny new toys to play with for the pagans.
> Everyone wins.
>
> Coda
>

its just not the same as it used to be, I dont get those atari games in my
stocking anymore :(

Chris

2568. Re: Atari ST Web Browser Wanted.

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 09:17:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507020208270.23508-100000@onyx.spiritone.com>
Source record: 12738

On Tue, 28 Jun 2005, Mark D wrote:

> On Tue, 28 Jun 2005 19:15:39 -0700, Bravo Sierra Computers wrote:
>
> > Where can I find a Web Brorser for my Atari ST? I have 4 Megs but I want
> > to avoid Cab. I need one to do PayPal. Advanced enough to do PayPal.
> > E-Mail Atari@aracnet.com Thanx! ===Ben===
> >
>
> Cab is currently your only choice. I'd suggest buying a PC. $299 at
> Walmart (or less if you get some older one). You could also get by using
> an old dirt cheap PPC mac (under $100). Rumors abound that CAB can do
> Paypal but only under MiNT which won't work out with 4MB. You'll have to
> get a Falcon or a TT to even try, and I've never gotten it to work in CAB
> despite other people's reports. If you check a local college, decent PC's
> and Macs are often trashed and free.
>
> Mark

Dear Mark, and everybody listening. No more replies are necessary. A
friend is helping me get a Falcon. Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2569. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 10:34:13 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <da5qsv$jo4$1@nemesis.news.tpi.pl>
Source record: 12739

Mille Babic napisaďż˝(a):
> Hi all!
>
> There's a schematic PDF containing Rodolphe Czuba PowerPC project at my
> homepage.
> Its aimed for the Nordic ATARI Computer Show in Gothenburg, Sweden tomorrow
> where Rodolphe him self will show off this project for the first time in
> public.
>
> http://mille.atari.org

Nice, but I do not see Falcon bus connector there ;)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2570. Re: Paskud -> IDE -> Compact Flash card - anyone tried this?

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 11:14:20 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <Q_qdnY2nXoyR6lvfRVnyrA@eclipse.net.uk>
Source record: 12740

<xlator@cix.compulink.co.uk> wrote in message
news:c5idnZJc_PDuCljfRVnysw@pipex.net...
> In message <MPG.1d2d148248c16836989680@usenet.plus.net>,
usenet@NOSPAM.mikemee.plus.NOSPAM.com said:
>
> >Thinking of replacing my ancient and noisy 100MB h/drive with ICDLink etc
> >on my Mega STE if (and only if) I can get the following working.
> >
> >In theory:
> >
> >1) Paskud Interface into cartridge port
> >2) Instead of attaching IDE device, attach an IDE->Compact Flash card
> >reader from various sources on eBay
> >3) Insert 128/256/512 Compact Flash cards as and when needed and boot
> >off the drives ...
>
> I seem to remember reading somewhere that the Atari cartridge port
> was read-only (due to insufficient number of connection lines). Or
> has the Paskud Interface overcome this limitation?

Strictlyt it is. However there are tricks you can use to write to it. You
have to loose some of the address space, but its possible. Otherwise things
like the Ethernec could not work..

>
> Regards, /Peter/
>

2571. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 11:49:17 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050702124852168O7%derryck@cixcoukinvalid>
Source record: 12741

On 2005-07-02 01:10:56 +0100, "exxos" <exxos@home.co.uk> said:

> http://www.electricstuff.co.uk/uktesla99.html
>
> same on this one, I like to hide, lol, though I did get my name
> mentioned that time :-)

Were you at Amberley last year? I attended as a first-timer and was
astounded by the sparks to be seen :-)

The group there would have made a killing selling Telsa coil kits :-)

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

2572. Re: 68000 DIVU/DIVS cycle accurate timing

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 13:57:55 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <da630jngi1@gateix.bernstein.loc>
Source record: 12661

Hi,

>> typedef unsigned long DWORD;
>> typedef unsigned short WORD;
>> typedef signed long LONG;
>> typedef signed short SHORT;
>
> There's a portable method for this in C99. #include <stdint.h> and then use
> uint16_t, int16_t, uint32_t and int32_t.

The include file portab.h of the DR gem bindinmg also defines such integer
types of known size like WORD, ...

Regars
Michael

2573. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 14:00:00 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <8e7dc1d62hs6t6n8i2n3n9pkpp3fhnhu8f@4ax.com>
Source record: 12649

On Mon, 27 Jun 2005 13:56:25 +0200, Ludwig Maetzke
<Ludwig.Maetzke@gmx.de> wrote:

>Hi,
>
>after I flamed so heavily against aranym/afros

Please don't jump the gun too easily.

>I am sorry for having stated things about aranym that are wrong. I was so
>angry because if I don't get a usable Atari-Emulation on Linux I must buy
>MS Windows and one of the proved Atari emulators for it.

Why? There are decent emulators in Linux, apart from aranym. StonX,
Steem and Hatari are the ones off the top of my head right now.

> Only about 20 per cent of the programs
>that run with MagiCMac are working. Can I fix this by changing some
>settings?
>Any advice welcome.

Try the emulators I listed above. They might run the programs you
want.

>
>regards Ludwig

P.S. I don't pass judgement easily on people, but you should have been
more patient. A simple post like "Can you please tell me how to run
XXXX and YYYY ... Can you help? " would be better. As anyone who is or
was involved in the creation of an emulator can tell you that it's a
very difficult job. What the aranym people do is very different from
what you want. You want perfect emulation. They don't do that. It's
very easy to flame other people's work. Try the other emulators. If
they don't cover you, you can do the best thing and turn on your Atari
:)

George (rubbing his hands, awaiting for the Falcon + CT60 to arrive ;)

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

2574. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 14:56:45 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <NWxxe.36477$pU.7165@tornado.ohiordc.rr.com>
Source record: 12650

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42c644ee94a4c7@comcast.net...
>
> Unfortunately ICD is no longer in business. I would contact Best
Electronics
> or B&C Computers...
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
ICD.com lives.

2575. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 15:00:47 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <da66mf$oc6$1@gateix.bernstein.loc>
Source record: 12662

Hi,

> Why Why why why? There's already the Pegasos?

Is this the PPC computer sold as Amiga with a board from bplan?

> Why not build something out of that?

I agree with you in using an existing board is a better way than develop one for such a small market. I had some nice ideas how to build a PPCTOS based on Linux drivers, Aranyms 68k emulator and EmuTOS to make a Atari clone. My idea dont need an underlying OS like aranym. But there is not much time left for such ideas and the last years also not enough money to by a Pegasos.

Regards
Michael

2576. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 15:18:21 UTC
From: toothy_grin@theglaholts.net
Message-ID: <1fyxe.11392$Si3.5293@fe06.lga>
Source record: 12651

Verily, it was written by Ronald J. Hall <dark_lord@charter.net>:
> As per Starlord, I was told that Rich Sanchez, the last owner, released a
> final version into the public domain.
>
> I'm no programmer, so what you're describing sounds like a big deal to me
> <smile>.

If you can get a hold of the source code, I'd be happy to look it over
and see what it would take to revamp it towards STinG. I can't promise
any results other than "yeah it can be done," or "sorry, that's just
way too much work". But I'd be glad to oblige a fellow ST sysop!! ;)

Of course, if it's entirely written in assembler, I can already say it's
too much work! If it's in C or maybe GFA Basic, that'd be different..

2577. Re: Where is Shiraz Shivji and Jack Tramiel?

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 15:29:03 UTC
From: Rein <dziewon@xs4all.nl>
Message-ID: <opstalapv888m2v9@e9z6m0>
Source record: 12652

FWIW the family-name is Trzmiel [or bumble-bee in Polish?) and Jack must
be Jacek [little Hyacinth!]....

pozdrowienia , Rein

Op Sun, 29 May 2005 15:01:20 +0200 schreef Pawel Kaznowski <vlg@o2.pl>:

> w poscie 1117335182.415668.170570@g14g2000cwa.googlegroups.com,
> anticorpoutlaw@msn.com od anticorpoutlaw@msn.com napisal 29.5.2005 4:53:
>
>> I think Jack turns 76 this year (if his reported year of birth is
>> 1929)...but then again there's dispute on what his birth name was
>> (either Idek Tramielski or Idek Trzmiel).
>>
>
> Two years ago all family TRAMIEL was here in Poland!
>
> There was all of his sons: LEONARD, GARY and of course the most famous
> SAM
> The Last President ;)
>
> vulgar
>

--
Gemaakt met Opera's revolutionaire e-mailprogramma:
http://www.opera.com/m2/

2578. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 15:48:02 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <57SdnYlS8fPIKlvfRVn-tA@inreach.com>
Source record: 12653

It's a bit of a drive to get up north to best, if they are still around, I'm down here in the desert. it's an ADSCSI PLUS ST and yes it has the clock battery. My boot system and all formatting was done with the ICD tools. It was a shot in the dark.

"Phantom" <phantomm@bellsouth.net> wrote in message news:DFpxe.17493$du.13445@bignews1.bellsouth.net...
> Hmmmm.... If you are in CA then you are fairly close
> to Best Electronics and B&C, also ATY Computers if Alex still works on
> Atari stuff, he would be your best bet at getting it fixed locally.
>
> Heck, I don't know if Best and B&C are still in business or not.
> If so, one of them should have either a replacment or something
> to get ya going.
>
> Which board is it, I believe they made a few different versions.
>
> Should be stamped on the top side of the board, some are labeled around
> the edge of the board
>
> Does it have a on board battery clock?
>
> Phantomm
>
> "Starlord" <starlord@despammed.com> wrote in message
> news:goednel4JNFfJlnfRVn-gw@inreach.com...
>> There's not another Atari user in the whole Rosamond, Calif. area.
>>
>> It took me amost a year to get this card when I first moved here. Don't
>> know which chip fried, but a single drop of water did it.
>>
>> I was lucky my TT didn't fry, as it is the 1040ST keyboard is trashed and
>> has to be replaced too.
>>
>>
>> "Phantom" <phantomm@bellsouth.net> wrote in message
>> news:If1xe.7723$ho.5255@bignews6.bellsouth.net...
>>>I have a suggestion:
>>>
>>> If you can find someone near to you that has a similar card, Maybe
>>> they would let you borrow it long enough to transfer your files over.
>>>
>>> As far as fixing the board, Just about anything can be fixed but
>>> it depends on the amount of damage. ICs for these boards can

>>> be hard to find if ICD made there own special versions.
>>>
>>> A ICD (THE LINK) or (THE LINK II) would be good replacements.
>>> If you can find them. I use a LINK II with my 1040STE and have
>>> never had a problem with any SCSI hard drive that I've used with it.
>>> Those Links are in good small plastic cases.
>>> Originally they came with ICDs hard drive utilities. And its not bad
>>> software to use on 1040STe/MegaSTe/etc. Not knocking HD Driver,
>>> Its good also. Use it on one of my Falcons.
>>>
>>> BTW, if you decide not to keep that damaged board. In stead of
>>> throwing it out. Give/sell or trade it to me. I tinker on all kinds of
>>> Atari hardware when I have the time. Don't know if I could fix it
>>> without looking at it. But might could use a chip or something off
>>> of it, if they are not all fried.
>>>
>>> phantomm@bellsouth.net
>>>
>>> "Starlord" <starlord@despammed.com> wrote in message
>>> news:E76dnaG486LI11nfRVn-jg@inreach.com...
>>>> I've used both ports, the host card had an old BIG (size not storage)
>>>> ibm drive on it and it worked fine with the host. Plus as my bootup was
>>>> set up with ICH ult's I don't have the catching now nor the extra
>>>> folders beyond the 64 limit without the host. I wanted to fire up that
>>>> drive and see if I could recover the files I put on it and transfer
>>>> them to the 2ga one inside the machine.
>>>>
>>>> "Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
>>>> news:3iig8rFlifkjU1@individual.net...
>>>>> Starlord wrote:
>>>>>
>>>>>> I have a ICD host card that worked up until the major roof leaking
>>>>>> and
>>>>>> flooding my machines. I was using it on my TT, which itself is ok,
>>>>>> but the
>>>>>> card died. Does anyone know if anyplace can repair the card? I tried
>>>>>> ICD and
>>>>>> got no answer back from them at all.
>>>>>
>>>>> There is no way to use the TT's SCSI port instead? This is faster and
>>>>> more powerful than ACSI with the ICD adapter anyway.
>>>>> --
>>>>> ---
>>>>> Dr. Uwe Seimet http://www.seimet.de
>>>>
>>>>
>>>
>>>
>>
>>

>
>

2579. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 16:47:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.02.16.47.40.971397@charter.net>
Source record: 12654

On Sat, 02 Jul 2005 15:18:21 +0000, Bill Glaholt rmv underscore wrote:

> If you can get a hold of the source code, I'd be happy to look it over
> and see what it would take to revamp it towards STinG. I can't promise
> any results other than "yeah it can be done," or "sorry, that's just
> way too much work". But I'd be glad to oblige a fellow ST sysop!! ;)

Sadly, I don't know if the source code is available or what its written in.

> Of course, if it's entirely written in assembler, I can already say it's
> too much work! If it's in C or maybe GFA Basic, that'd be different..

I understand... :-)

--
_/_/_/

2580. Re: Atari ST Web Browser Wanted.

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 17:59:46 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11cdlgi5ko3rb7a@corp.supernews.com>
Source record: 12655

```
On 2 Jul 2005 02:17:43 -, Bravo Sierra Computers wrote:
>On Tue, 28 Jun 2005, Mark D wrote:
>
>> On Tue, 28 Jun 2005 19:15:39 -0700, Bravo Sierra Computers wrote:
>>
>> > Where can I find a Web Brorser for my Atari ST? I have 4 Megs but I want
>> > to avoid Cab. I need one to do PayPal. Advanced enough to do PayPal.
>> > E-Mail Atari@aracnet.com Thanx! ===Ben===
>> >
>>
>> Cab is currently your only choice. I'd suggest buying a PC. $299 at
>> Walmart (or less if you get some older one). You could also get by using
>> an old dirt cheap PPC mac (under $100). Rumors abound that CAB can do
>> Paypal but only under MiNT which won't work out with 4MB. You'll have to
>> get a Falcon or a TT to even try, and I've never gotten it to work in CAB
>> despite other people's reports. If you check a local college, decent PC's
>> and Macs are often trashed and free.
>>
>> Mark
>
>Dear Mark, and everybody listening. No more replies are necessary. A
>friend is helping me get a Falcon. Thanx! ===Ben===
>
>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
>Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
>http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
>Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
>Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>
>.
I have a CT60 Falcon with Mintnet/Cab SSL OVL and still haven't been
able to use Paypal, so good luck. I think Javascript re-directs
are used. Keep at it Highwire team!
```

2581. ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 21:38:19 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1120340301.2cc250f02286ff4b545bd0c1b14c5a0b@teranews>
Source record: 12656

Hi all,

Looking for Hybrid Arts ADAP II software. I have the hardware, but no
software. You can send it to: remove nospam:

rorymcmahon@nospamgmail.com

Thanks
Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2582. Re: 68000 DIVU/DIVS cycle accurate timing

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 22:02:44 UTC
From: Jorge <user@nospam.com>
Message-ID: <da72u4alu1@blue.rahul.net>
Source record: 12658
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations,comp.sys.m68k,comp.sys.mac.misc,alt.games.mame

```
> There's a portable method for this in C99. #include <stdint.h> and then
> use uint16_t, int16_t, uint32_t and int32_t.

Thanks for the suggestion. But unfortunately many popular compilers are not
C99 compliant and don't support <stdint.h>.

I guess I could include it conditionally, but I'm not aware of any predefined
macro for testing the presence of stdint. Not sure is worth anyway. But feel
free to change the typedefs and include it for your own use.

Btw, there are two mistakes in the code. One is just a typo in the comment,
the other is an actual bug but is exposed only in some compilers:

<snip>
***** div68kCycleAccurate.c

// Change this depending on architecture
// This code assumes long is 32 bits and short is 16 bits

***** old\div68kCycleAccurate.c

// Change this depending on architecture
// This code assumes long is 32 bits and short is 32 bits

***** div68kCycleAccurate.c
mcycles = 38;
hdivisor = ((DWORD) divisor) << 16;

for( i = 0; i < 15; i++)
***** old\div68kCycleAccurate.c
mcycles = 38;
hdivisor = divisor << 16;

for( i = 0; i < 15; i++)
*****
<snip>

The missing cast is normally not relevant when the default int size is 32-bits,
that's why I missed it in the PC. But it is usually significant when the
default int size is 16-bits. And for performance reasons 16-bits is the default
int size in many 68000 compilers. For the tests on real 68000 hardware I used
assembler code, so I missed it again.

The corrected version follows:

Jorge
```

```
================================
div68kCycleAccurate.c
================================

/*
* Compute exact number of CPU cycles taken
* by DIVU and DIVS on a 68000 processor.
*
* Copyright (c) 2005 by Jorge Cwik, pasti@fxatari.com
*
* This is free software; you can redistribute it and/or modify
* it under the terms of the GNU General Public License as published by
* the Free Software Foundation; either version 2 of the License, or
* (at your option) any later version.
*
* This software is distributed in the hope that it will be useful,
* but WITHOUT ANY WARRANTY; without even the implied warranty of
* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
* GNU General Public License for more details.
*
* You should have received a copy of the GNU General Public License
* along with this software; if not, write to the Free Software
* Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
*
*/

/*

The routines below take dividend and divisor as parameters.
They return 0 if division by zero, or exact number of cycles otherwise.

The number of cycles returned assumes a register operand.
Effective address time must be added if memory operand.

For 68000 only (not 68010, 68012, 68020, etc).
Probably valid for 68008 after adding the extra prefetch cycle.

Best and worst cases for register operand:
(Note the difference with the documented range.)

DIVU:

Overflow (always): 10 cycles.
Worst case: 136 cycles.
Best case: 76 cycles.

DIVS:

Absolute overflow: 16-18 cycles.
Signed overflow is not detected prematurely.

Worst case: 156 cycles.
Best case without signed overflow: 122 cycles.
Best case with signed overflow: 120 cycles
```

```
*/

// Change this depending on architecture
// This code assumes long is 32 bits and short is 16 bits

typedef unsigned long DWORD;
typedef unsigned short WORD;
typedef signed long LONG;
typedef signed short SHORT;

//
// DIVU
// Unsigned division
//

unsigned getDivu68kCycles( DWORD dividend, WORD divisor)
{
unsigned mcycles;
DWORD hdivisor;
int i;

if( (WORD) divisor == 0)
return 0;

// Overflow
if( (dividend >> 16) >= divisor)
return (mcycles = 5) * 2;

mcycles = 38;
hdivisor = ((DWORD) divisor) << 16;

for( i = 0; i < 15; i++)
{
DWORD temp;
temp = dividend;

dividend <<= 1;

// If carry from shift
if( (LONG) temp < 0)
{
dividend -= hdivisor;
}

else
{
mcycles += 2;
if( dividend >= hdivisor)
{
dividend -= hdivisor;
mcycles--;
}
}
}
```

```
return mcycles * 2;
}

//
// DIVS
// Signed division
//

unsigned getDivs68kCycles( LONG dividend, SHORT divisor)
{
unsigned mcycles;
unsigned aquot;
int i;

if( (SHORT) divisor == 0)
return 0;

mcycles = 6;

if( dividend < 0)
mcycles++;

// Check for absolute overflow
if( ((DWORD) abs( dividend) >> 16) >= (WORD) abs( divisor))
{
return (mcycles + 2) * 2;
}

// Absolute quotient
aquot = (DWORD) abs( dividend) / (WORD) abs( divisor);

mcycles += 55;

if( divisor >= 0)
{
if( dividend >= 0)
mcycles--;
else
mcycles++;
}

// Count 15 msbits in absolute of quotient

for( i = 0; i < 15; i++)
{
if( (SHORT) aquot >= 0)
mcycles++;
aquot <<= 1;
}

return mcycles * 2;
}
--
------------------------------
PASTI http://pasti.fxatari.com
```

2583. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 22:04:08 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c70f05$0$6468$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12657

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200507021248521680 7%derryck@cixcoukinvalid...
> On 2005-07-02 01:10:56 +0100, "exxos" <exxos@home.co.uk> said:
>
>> http://www.electricstuff.co.uk/uktesla99.html
>>
>> same on this one, I like to hide, lol, though I did get my name
>> mentioned that time :-)
>
> Were you at Amberley last year? I attended as a first-timer and was
> astounded by the sparks to be seen :-)

I haven't gone to the Amberley events, infact I only went to a few of the
Corby events, I know they have them in Derby now which is only a few miles
up the road from me, not been to any since Corby though..

>
> The group there would have made a killing selling Telsa coil kits :-)
>

Maybe, anyone could put together a kit, though its the time involved, plus
cost of parts, it soon adds up to a fair old sum..... Even though most
people dont like the saying, but if they dont have the skill to build one,
then they shouldn't build one!

I think on the 99 corby event the UK record was set, I think they got up to
10feet or something like that, and that thing was LOUD! very good to see
also ;-)

Everyone (well kinda) are getting into the solid state coils now, a lot
harder but gives ppl summert to do I suppose ;-))

Chris

> --
> Derryck
>
> / The Cheshunt Computer Club /
> / http://ccc.atari.org /
> / The essential accessory for your Atari /
>

2584. Re: 68000 DIVU/DIVS cycle accurate timing

Newsgroup: comp.sys.atari.st
Date: 2005-07-02 23:43:44 UTC
From: Heikki Orsila <user@host.invalid>
Message-ID: <da78rg$244r$1@news.cc.tut.fi>
Source record: 12659
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations,comp.sys.m68k,comp.sys.mac.misc,alt.games.mame

```
In comp.sys.m68k Jorge <user@nospam.com> wrote:
> I guess I could include it conditionally, but I'm not aware of any predefined
> macro for testing the presence of stdint.

It's usually done in 'configure' script:

cat > tmpfile.c <<EOF
#include <stdint.h>
#include <stdlib.h>
#include <stdio.h>
int main(void) {return 0;}
EOF
gcc -c tmpfile.c >/dev/null 2>/dev/null
if test "$?" != "0" ; then
has_stdint="no"
else
has_stdint="yes"
fi

--
Heikki Orsila Barbie's law:
heikki.orsila@iki.fi "Math is hard, let's go shopping!"
http://www.iki.fi/shd
```

2585. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 00:54:21 UTC
From: Mille Babic <atari@sverige.REMOVETHIS.nu>
Message-ID: <1HGxe.141373$dP1.494695@newsc.telia.net>
Source record: 12660

<swe@atari.org> skrev i meddelandet news:j0qxe.71$cE1.16841@news.siol.net...
>
>> There's a schematic PDF containing Rodolphe Czuba PowerPC project at my
>> homepage.
>> Its aimed for the Nordic ATARI Computer Show in Gothenburg, Sweden
>> tomorrow where Rodolphe him self will show off this project for the first
>> time in public.
>
> Hm i thought sign "confidenal" means its not to be displayed in public?
> Hope Rodolphe agreed with this...
>
>
> Janez

Yes, he actally told me to put it on my homepage thus some French users in a forum could download it. A forum there his friend Emrik (also here at NAS) is at. NAS is the release place for the project.

Rodolphe was here and explained the project for us with mine rgb-canon and laptop at NAS for a hour of time.

The word confidential comes from the time before the release.

The concept relay on Open Software and units that schematics are available for developers and so on. I would not say that this is a ATARI only project, but could be used as that. Its a base for every type of platforms with a "open mind"

Mille Babic

2586. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 06:48:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <gTLxe.2944$p%3.17385@typhoon.sonic.net>
Source record: 12663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit Coda <smeg_007@hotmail.com> wrote:
> All of those examples you mentioned fall under the category:

>> .... Just a means to use
>> past Atari ideas ...

> Where is the innovation?

Ahh.. THAT'S what you meant by "to use past Atari ideas." You shoulda just
said "innovation" :^)

Yeah, no real argument here. :^(

--
-bill! Picn*x14 --- Linux Anniversary Picnic & BBQ!
bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August 14th
http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP & volunteer!

2587. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 08:13:19 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <4a7fc11pnohoumk6jkpl3cfb93qkf386q9@4ax.com>
Source record: 12664

Finally, the HD drive works! Even under TOS2.05. I found an old Sony
drive in an old PC.
I did the modifications suggested by Hallvard.
The hardest part was to find the DS0 - DS1 selection circuit.
Anyway - now it works.
Thanks to Hallvard!

Peter, Denmark

On Tue, 28 Jun 2005 00:21:21 +0200, Hallvard Tangeraas <inv@lid.email>
wrote:

>The Ox That Rocks wrote:
>> Hi Hallward
>>
>> Congrats! Nice work!
>
>Thanks! :-)
>
>> Unfortunately i did not manage to get my MegaSTe in HD mode, even
>> though I have the correct PAL chip and cleared the connection to the
>> 68000.
>
>Did you check your power supply as mentioned in that other
>posting of mine? Might be worth trying out.
>
>
>> So now I have ordered an AJAX chip to replace the WD1778ph-02-02.
>
>That might be a good idea anyway, but I would assume that a
>1772-02-02 should at least work now and then if not always. If
>you had no trace of it even once being able to read a HD floppy I
>think the problem is elsewhere.
>I've been told by Best electronics that many Mega STe machines
>have problems with HD floppy drives, being RF interferences or
>other things. Try moving the floppy drive cable to another
>location inside the machine, or even try it out without the top
>plastic casing.
>
>
>> Is it your modified HD-drive you are using?
>
>Yes. I'm curious however if a non-modified HD floppy drive would
>work. But I assume that in any case the drive 0/1 issue still
>exists, so that would have to be done.

>As for the other modifications, I'm not sure.
>
>
>> As I can see on your drive
>> description, there are not any circuitry alterationï¿½s although the
>> physical alterations may com in handy!
>
>Yes -it's absolutely not necessary to cut the casing!
>I know this is common practice for many Atari users -to use a
>craft knife and cut a big, ugly hole just because the eject
>button is different.
>Personally I don't want my computer to look "butchered", but
>that's just me ;-)
>
>
>> Do you think that my german TOS2.05 is the problem. Iï¿½m working on
>> purchasing some new ROMï¿½s and program the english version of TOS2.06
>> into them.
>
>Hmm..... could be! I know that there are some issues with 2.05,
>but not sure what.
>Could it be that TOS 2.05 doesn't have the HD support that 2.06
>has? In any case I think you can use a HD cookie setter program
>instead, in the AUTO folder, or just run it once, manually.
>
>
>> Peter, Danmark
>
>That's not far away from here ;-)
>Almost neighbours. hehe..

2588. Re: Atari ST Web Browser Wanted.

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 08:55:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c7d9d81acb801@comcast.net>
Source record: 12678

>>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
>>Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
>>http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
>>Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
>>Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>>
>>.
>I have a CT60 Falcon with Mintnet/Cab SSL OVL and still haven't been
>able to use Paypal, so good luck. I think Javascript re-directs
>are used. Keep at it Highwire team!

Hmmm??? I guess some things have changed. Javascript may be the answer.
Hopefully Highwire will get it soon...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2589. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 08:57:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c7d9d81acb802@comcast.net>
Source record: 12680

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:42c644ee94a4c7@comcast.net...
>>
>> Unfortunately ICD is no longer in business. I would contact Best
>Electronics
>> or B&C Computers...
>>
>>
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>
>ICD.com lives.

Isn't that URL just for information purposes only??

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2590. Re: ST floppies to PC - experts

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 09:01:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c7d9d81acb803@comcast.net>
Source record: 12679

> Is there any really good programm for transfer Atari ST floppies to PC?
>
> Forget Image and STimage - work not with 20 Sector/track formats.
>
> Wfdcopy is even worse - in XP can handle 10 Sector/track. Ignore errors is
>solved total falsche....
>
> Best is probably Makedisk, but still not perfect....
>
> Any suggestions ? Any source codes for improve - but only DOS programs (Win
>is crappy for such task) ?
>
> Pera Putnik

Are already formated floppies? If you have a ST with TOS 1.4 or above,
floppies formatted in the ST can be read on a PC. There are programs that will
format floppies in the older Atari's that put a PC sector on the disk.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2591. Re: ARAnyM segfaults, no matter what I do...

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 09:59:02 UTC
From: Chris Wilkinson <blobster@SPAMOFF.con>
Message-ID: <42c7b516$1@dnews.tpgi.com.au>
Source record: 12665

Hi there,

Mark D wrote:
> On Fri, 01 Jul 2005 08:16:11 +1000, Chris Wilkinson wrote:
>
>
>>Hi there,
>>
>>Mark D wrote:
>>
>>>>On Thu, 30 Jun 2005 09:57:47 +1000, Chris Wilkinson wrote:
>>>
>>>
>>>>>>>My working binary is on http://aoi.atari-source.com/~mduckworth/aranym
>>>>
>>>>I'll have a bit more of a play, then maybe give your binary a go.
>>>>Thanks.
>>
>>Sadly it didn't work either...drat! :-(
>>
>>
>>>Don't know.. It must work for someone ;) just not me ;) Maybe we have
>>>socket 754 versus 939 or 940 and there's differences.
>>
>>Mines a 754...
>>
>>
>>>Anyway, a lot of things run faster on amd64 in 32bit mode. Maybe you
>>>should consider running 32 bit linux?
>>
>>32-bit software runs fine, but 64-bit works notably faster for the
>>stuff I do.
>>64-bit or bust sorry... :-)
>
> Aha,
>
> So you are getting the advantages of 64bit. Oh well ;-) It was an idea.
>
> Anyway, definitely no JIT for now, and you'll have to run a 32bit binary
> of AraNYM compiled for non-JIT. That's currently the only way I can get
> it to work, but unfortunately I run Gentoo instead of Suse

Yes, SuSE provide an ARAnyM compiled for x86_64, on SuSE 9.2 (which I
use), but the blighter doesn't work...its beyond me.. <sigh>...

--
Kind regards,

Chris Wilkinson, Brisbane, Australia.
Anyone wishing to email me directly can remove the obvious
spamblocker, and replace it with t p g <dot> c o m <dot> a u

Software patents are killing YOUR freedom, STOP THEM NOW!
http://swpat.ffii.org/ http://nosoftwarepatents.com/

2592. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 12:27:11 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42c7d9a1@news.broadpark.no>
Source record: 12666

The Ox That Rocks wrote:

> Finally, the HD drive works! Even under TOS2.05. I found an old Sony
> drive in an old PC.
> I did the modifications suggested by Hallvard.
> The hardest part was to find the DS0 - DS1 selection circuit.
> Anyway - now it works.
> Thanks to Hallvard!

You're welcome :-)
That's great news!

I suppose you have the same problem as me, where the computer
doesn't automatically detect when to format HD instead of DD.

Strange actually, since the computer obviously can distinguish
between HD and DD floppy disks when reading/writing, so why not
know what kind of disk to format as well?

--
Hallvard

2593. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 12:39:58 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3iq4kvFmii8vU1@individual.net>
Source record: 12667

Hallvard Tangeraas wrote:

> I suppose you have the same problem as me, where the computer doesn't
> automatically detect when to format HD instead of DD.
>
> Strange actually, since the computer obviously can distinguish between
> HD and DD floppy disks when reading/writing, so why not know what kind
> of disk to format as well?

This depends on the hardware. I'm not sure about the details, but as far as I remember STs/STEs with HD floppy detect the media type (DD/HD) by trying to read, and by changing the FDC clock frequency in case of a read error. So this is a try and error approach that fails when the floppy disk is unformatted, because there will always be a read error. TT/Falcon have "proper" HD floppy disk hardware and do not suffer from this problem.

--

Dr. Uwe Seimet http://www.seimet.de

2594. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 12:45:21 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <da8ml1$5m4$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12668

ROFL

Atari 520 st Computer >> £200

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=5215341977&rd=1

Sorry, had to post this to keep in with thread as perfect example.

2595. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 13:05:44 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42c7e2a9$1@news.broadpark.no>
Source record: 12669

Uwe Seimet wrote:

> Hallvard Tangeraas wrote:
>
>> I suppose you have the same problem as me, where the computer doesn't
>> automatically detect when to format HD instead of DD.

> This depends on the hardware. I'm not sure about the details, but as far
> as I remember STs/STEs with HD floppy detect the media type (DD/HD) by
> trying to read, and by changing the FDC clock frequency in case of a
> read error.

Do you know if it's possible to modify the hardware so that the
computer already "knows" what kind of floppy is used by reading
the status of the HD-detect switch?

--
Hallvard

2596. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 13:19:03 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3iq6u7Fmcvf9U1@individual.net>
Source record: 12670

Hallvard Tangeraas wrote:

> Do you know if it's possible to modify the hardware so that the computer
> already "knows" what kind of floppy is used by reading the status of the
> HD-detect switch?

I don't know if this is possible but I doub it, because this is such an
obviously useful modification that somebody would already have done it.

--

Dr. Uwe Seimet http://www.seimet.de

2597. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 13:36:01 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120397761.027424.180390@g47g2000cwa.googlegroups.com>
Source record: 12671

Sorry I just couldnt resist asking the seller a question:

"At £200 I guess this is the ultra-rare one, 1 of which only was made,
that has a case made of solid gold?"

Coda

techie_alison wrote:
> ROFL
>
> Atari 520 st Computer >> £200
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=52153419
> 77&rd=1
>
> Sorry, had to post this to keep in with thread as perfect example.

2598. ST floppies to PC - experts

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 14:10:27 UTC
From: zz@zz.net
Message-ID: <da8rkv$r59$1@namru.matavnet.hu>
Source record: 12672

Is there any really good programm for transfer Atari ST floppies to PC?

Forget Image and STimage - work not with 20 Sector/track formats.

Wfdcopy is even worse - in XP can handle 10 Sector/track. Ignore errors is solved total falsche....

Best is probably Makedisk, but still not perfect....

Any suggestions ? Any source codes for improve - but only DOS programs (Win is crappy for such task) ?

Pera Putnik

2599. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 15:38:22 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <da90rr$96f$1@nemesis.news.tpi.pl>
Source record: 12673

Michael Bernstein napisaďż˝(a):
> Hi,
>
>>Why Why why why? There's already the Pegasos?
>
> Is this the PPC computer sold as Amiga with a board from bplan?

bplan does not exist for many years. Genesi made it. Pegasos is not sold
as Amiga, but it is a clone.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2600. Re: [GAME] pmdoom 0.41

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 15:57:53 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <da920g$e6v$1@nemesis.news.tpi.pl>
Source record: 12674

Patrice Mandin napisaďż˝(a):
> Hello,
>
> I made a new bugfixed version:
>
> # Emulate Pause key with Alt+P.
> # Status bar zoomed in big resolutions.
> # Work with old Shareware versions.
> # Caches sounds instead of loading them all at start.
> # Audio can be switched off.
> # And many more!
>
> The more important fix is being able to switch audio off, which should
> prevent most crashed at start.

It works on my Falcon with -audio off. The game is much slower then
previous (0.30) versions. On 060 I felt lik playing on 030 and on 030 I
didn't feel like playing at all ;)

Under FreeMiNT (botch Xaaes and Naes) I get black screen (in plannar
mode), but OS seems to be operational becouse it closes cleanly after
CTYL-ALT-DEL.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2601. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 16:24:32 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <da93g002gca@news2.newsguy.com>
Source record: 12675
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit William Kendrick <bill@newbreedsoftware.com> wrote:
> Define "people." There are a lot of us out here. The first disc I bought
> when I got my original PlayStation was the Williams arcade classics disc
> (the one with Joust and Sinistar).
>
> Aside from Super Mario World, the only cartridges I have for my Gameboy
> Advance SP are classic arcade game compliations. (Pretty much every game
> I have _for_ my GBASP were made before the _original_ GB came out!)

Check out the Warioware games for the gba. I got Warioware Twisted for
Father's day and its a very cool game. Nice simple games that a breeze
to pick up and play when you have 5-10 minutes to kill.

--
Ryan 'Gozar' Collins

2602. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 17:40:30 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42c8230f@news.broadpark.no>
Source record: 12676

Uwe Seimet wrote:

> Hallvard Tangeraas wrote:
>
>> Do you know if it's possible to modify the hardware so that the computer
>> already "knows" what kind of floppy is used by reading the status of the
>> HD-detect switch?
>
> I don't know if this is possible but I doub it, because this is such an
> obviously useful modification that somebody would already have done it.

That's too bad :-(
I just booted my Mega STe to take a look at those parameters in
Ecopy 1.72 (it's from a German magazine several years back. I
think it was "ST computer" but don't quote me on this.
Unfortunately for me, all the menus are in German only, but I get
by though I'd prefer the English version).

Anyway, like I said previously, Ecopy has various settings for HD
and ED (extended density floppy drives: 2.88 Mbytes) modes.
Here's a screenshot: http://home.c2i.net/w-460389/ecopy.gif

It says nothing about machine specific settings except the "TT
kompatibel" setting. Do the other settings make any sense? Are
they indeed just for the TT or Falcon?

--
Hallvard

2603. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 18:13:11 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3iqo5oFmrbteU1@individual.net>
Source record: 12677

Hallvard Tangeraas wrote:

> It says nothing about machine specific settings except the "TT
> kompatibel" setting. Do the other settings make any sense? Are they
> indeed just for the TT or Falcon?

I think not just ST/STE but also the TT use the try-and-error approach.

--

Dr. Uwe Seimet http://www.seimet.de

2604. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 21:31:11 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <uoWdna2Lc6GCxFXfRVnyiA@eclipse.net.uk>
Source record: 12681

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:da8ml1$5m4$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> ROFL
>
> Atari 520 st Computer >> &#65533;200
>
>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=96944&item=52153419
> 77&rd=1
>
> Sorry, had to post this to keep in with thread as perfect example.
>
Even if the price was right I would avoid this. Total Feed back 17, Only
six sales, all of old DVD or VHS Tapes. No picture of item. For a "mint
collectors item" I would expect many photos of the original item. I also
don't think the description is correct. If it has a built in floppy drive
then its an STF not a plain "ST". I wonder if its an STFM with modulator as
it comes without monitor or modulator. Also says only 360K (i.e. single
sided disk). This one looks much better item:-

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=8202057146&rd=1

However as you say plenty of optimists out there:-

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=23784&item=7333582437&rd=1

seems a bit of a high starting price. I also like the optimism of

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=8201622806&rd=1

I would expect the Megafile to have died as its an MFM mechanism. Odd that
the cable has been lost....

Dave.

2605. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 21:43:31 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.03.21.43.31.438002@nosspamatari-source.com>
Source record: 12682

On Sat, 02 Jul 2005 15:18:21 +0000, Bill Glaholt rmv underscore wrote:

> Verily, it was written by Ronald J. Hall <dark_lord@charter.net>:
>> As per Starlord, I was told that Rich Sanchez, the last owner, released a
>> final version into the public domain.
>>
>> I'm no programmer, so what you're describing sounds like a big deal to me
>> <smile>.
>
> If you can get a hold of the source code, I'd be happy to look it over
> and see what it would take to revamp it towards STinG. I can't promise
> any results other than "yeah it can be done," or "sorry, that's just
> way too much work". But I'd be glad to oblige a fellow ST sysop!! ;)
>
> Of course, if it's entirely written in assembler, I can already say it's
> too much work! If it's in C or maybe GFA Basic, that'd be different..

Keep in mind too, that I possess the source to Octopus BBS so I can make
any desired changes and it already has the work completed to do Telnet
through STiNG :)

Mark
http://www.atari-source.org

2606. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 22:06:59 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120428419.431614.134300@z14g2000cwz.googlegroups.com>
Source record: 12683

The item description of the one Techie Alison quoted has changed somewhat. There was no description at all, and it started at £200 not £80.

2607. Re: ST floppies to PC - experts

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 22:20:53 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <da9oc5itd1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12684

parcp might help, is also DOS, ST and UNIX based;
http://joy.sophics.cz/parcp/ it's practical and ultra reliable!!

wrote this below, was going to delete it thinking I was getting carried away with myself.. may help.
"
easiest way might be to use PARCP (parallel cable copy) to tranfer the files over. I'm assuming you're talking about getting standard unprotected files over rather than imaging entire disks to .ST or .MSA achives.

have a setup here which connects the PC and ST parallel ports full time. If files need to be transferred, just fire up the server end on the ST, and the client on the PC.

I still don't believe what anyone says about TOS disks being entirely DOS compatiable (not wanting to start a debate war here..), Windoze seems obsessed with wanting to format most of them, usually ok but sometimes screws up the FAT. Also stops you using custom ST formatting programs for 10 sectors etc. ...coverdisks and alike.

Best way again seems to be to use the ST for what it's intended ..reading ST formatted disks. PARCP bridges the gap perfectly, and even runs on Linux too.

Here's the link for parcp; http://joy.sophics.cz/parcp/ . The guy is still contactable via email and accepting shareware registrations. He also sells the custom cables which crossover at pins 1 and 11, with 12 thru 17 NC. Please don't register online, drop him a mail, as I've learnt that the hosting company takes 25% of anything he makes, and even takes VAT too!! Still believe in shareware here when it's well justified.

Hope this helps. I may be wrong and way off here but parallel transfer seems to make fiddling about with disks a long gone nightmare. Can easily download ST stuff from the various ftp sites to the PC, parcp over to the ST ramdisk, and play away. Also have the bulk of my ST disks backed up onto CD for immiediate recovery.

Have been getting into this a bit lately so all still fresh in my mind.
"

2608. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 23:12:42 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <da9rda$2rj$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12685

>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=82020571
46&rd=1
>

Wow, lovely n grey that one.

> However as you say plenty of optimists out there:-
>
>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=23784&item=73335824
37&rd=1

Yep, mailed this guy a few days ago to ask if it included a cubase dongle
with it, version etc. Hasn't replied.. Might be worth it if it was an
original version of cubase, which I suspect it isn't.. Oooh, no mouse. Bit
of a dispute there in the feedback 6 months ago over a mixer, feedback was
left about a month later not after 2 days. Mmmmm. May be an ok seller, but
dubious about him if things got tricky, ...like dongles and disputes.
Would definitely have wanted an answer to that dongle question...

>
> seems a bit of a high starting price. I also like the optimism of
>
>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=82016228
06&rd=1
>
> I would expect the Megafile to have died as its an MFM mechanism. Odd that
> the cable has been lost....

Mmmm, nods. Those cables aren't exactly easy to come by either. The
external FDD looks good though. The ST looks utterly filthy though.
Monitor looks good, but have 2 of them here (8533's) and they don't seem to
yellow, mono sound-scart. Is Chelmsford, so about 30mins down the road
here, actually might consider that one for the price of a family curry.
Must stop collecting junk though...

Have bought these lately;

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5210701815&rd=1 (good
mutlisync monitor really, bit yellow, local pickup, seller was most
interesting..)

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8198438142&rd=1 (was a
local pickup. TOTALLY immaculate and complete right down to the clear
sticky plastic still covering the Atari 520STFM badge next to the FDD light)

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5205612710&rd=1 (another immaculate find, good contact that guy too)

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8195234732&rd=1 (biggest heap of junk I've bought so far, 2-3 weeks to deliver, yellow, thought about 'well you only live once' so just summed up, sod it!)

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8195233369&rd=1 (from the same seller so weighed up what I'd got, can at least backup protected disks)

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8195233343&rd=1 (An SF314 with a single sided drive fitted in it.....(checked lots of old ST mags adverts that 314 is DSDD) same seller again, had had some good ZX Spectrum stuff off of them in the past :-( )

Right, now must shut up, but they're some goods and bads really. One last question, how do I stop my links up there being broken up over different lines in Outlook? am guessing I'm missing something. Not wanting to drive you nice peeps insane..

night-night

2609. The BITS Club: Intro #14.

Newsgroup: comp.sys.atari.st
Date: 2005-07-03 23:48:41 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1120434521.066532.186610@g49g2000cwa.googlegroups.com>
Source record: 12686

```
THE BITS CLUB
==============
proudly presents:
Intro #14
"BIG SPRITE 3D"

,------------------------------,
| . . . . |
| BBB IIII TTTT. SS . |
| . B BB II TT S . .|
| B BB .II TT S . |
| BBB II TT S . |
|. B BB II . TT S . |
| B BB II TT . S . |
| BBB IIII TT SS . . |
| . . . . |
| . . . |
| EA |
| NT A EL SE |
| I RO W S R D 20050703 |
'------------------------------'

Download at:
http://so_o2.tripod.com/TBC14-STbin-20050703.zip

Visit The Bits homepage:
http://so_o2.tripod.com/tbc.html
```

2610. Re: ST floppies to PC - experts

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 00:03:06 UTC
From: Simon <nospam@nospam.com>
Message-ID: <42c87cf7$0$3689$626a14ce@news.free.fr>
Source record: 12687

zz@zz.net wrote:
> Is there any really good programm for transfer Atari ST floppies to PC?

Use a real ST, with MSAII, and link it to your PC thru the serial port,
with Ghostlink (GHOSTLNK.ZIP IIRC).

You'll see your PC drives as ST drives, so the transfer can't be easier.
You'll have time to drink a coffee, though, while the disk is being
copied to the PC.

Simon

2611. Re: Adspeed docs...

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 00:16:02 UTC
From: "sea1045@pacbell.net" <sea1045@pacbell.net>
Message-ID: <1120436161.914353.97650@g47g2000cwa.googlegroups.com>
Source record: 12688

I use an ICD Adspeed accelerator. All I have is the "text" file on the floppy, but it does discuss installation. Send me your email address and I'll try to get a copy of the file from the ste to my windows machine to send to you. (No guarantees I can do it since my XP program fights 720k disks.

Earle
sea1045@aol.com

2612. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 00:43:19 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <HC%xe.33806$IL3.29905@tornado.ohiordc.rr.com>
Source record: 12689

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42c7d9d81acb802@comcast.net...
> >"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
> >news:42c644ee94a4c7@comcast.net...
> >>
> >> Unfortunately ICD is no longer in business. I would contact Best
> >Electronics
> >> or B&C Computers...
> >>
> >>
> >> --
> >> Edward S. Baiz Jr.
> >> (Gamer)
> >>
> >ICD.com lives.
>
> Isn't that URL just for information purposes only??
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
They don't seem to be selling any of their own Atari products but did have
some Atari things for sale. So I guess you're virtually right.

2613. Re: Adspeed docs...

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 01:21:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.04.01.21.01.265994@charter.net>
Source record: 12690

On Sun, 03 Jul 2005 17:16:02 -0700, sea1045@pacbell.net wrote:

> I use an ICD Adspeed accelerator. All I have is the "text" file on the
> floppy, but it does discuss installation. Send me your email address
> and I'll try to get a copy of the file from the ste to my windows
> machine to send to you. (No guarantees I can do it since my XP program
> fights 720k disks.
>
> Earle
> sea1045@aol.com

Hey great! (and mucho thanks!) :-)

--
_/_/_/

2614. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 01:49:22 UTC
From: fried.man@sympatico.ca
Message-ID: <1120441762.335002.288210@z14g2000cwz.googlegroups.com>
Source record: 12691

Hello, Rory, I think I have the ADaP 1 software. This was to operate a
hardware sampler. If you want it I could send it to you. I also have
the ADAP 1 hardware but I am not sure it works. The software includes
some sample editing and is pretty sofisticated.
Mark

Rory McMahon wrote:
> Hi all,
>
> Looking for Hybrid Arts ADAP II software. I have the hardware, but no
> software. You can send it to: remove nospam:
>
> rorymcmahon@nospamgmail.com
>
> Thanks
> Rory
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html

2615. Re: ST floppies to PC - experts

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 03:46:25 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <gh2ye.23848$Tt.13086@bignews3.bellsouth.net>
Source record: 12692

It depends on what you want to do with the disks.

By transfer, do you just want to copy ST disks to the PC hard drive
and have the programs listed on the harddrive as they were on the
ST Floppy?

Or do you want to use the ST disks in a PC drive for use with
a ST Emulator. And or just to copy files over between systems?

Or are you wanting to transfer ST disks to the PC hard drive into
sometype of Image file that has all the programs and etc of the
ST disk?

There are alot of different software and hardware made over the
years to transfer ST disks or files to the PC.

Which way is best, really depends on what you want to do with
the ST software. And or the ST Disks.
Also, the type of ST software, Original ST programs that may have
protection, ST disks that have just one Program or Game that may
not be listed in a directory normally; ST Disks with applications and
games or utilities and etc that aren't protected and can be listed
normally in a directory.

If you just want to make backup Disk Images, then the above isn't
that important except for disks that have copy protection.

Also some ST software of the Net and on normal ST Disks have
been placed on disks with Menus, especially games.
Most of these types of games have been cracked/hacked and have
non-standard was to load up the games. (The Menu Type).

In my experience, these can be hard to read by a PC drive. It has
something to do with the way the Menu looks to the PC as alot of them
mess with the boot sectors.

If you give us a little more info on what type of ST disk software and
what you want to do with it, then someone or maybe myself can suggest
a good method to handle them.

phantomm@bellsouth.net

<zz@zz.net> wrote in message news:da8rkv$r59$1@namru.matavnet.hu...
> Is there any really good programm for transfer Atari ST floppies to
> PC?
>
> Forget Image and STimage - work not with 20 Sector/track formats.
>

> Wfdcopy is even worse - in XP can handle 10 Sector/track. Ignore
> errors is solved total falsche....
>
> Best is probably Makedisk, but still not perfect....
>
> Any suggestions ? Any source codes for improve - but only DOS programs
> (Win is crappy for such task) ?
>
> Pera Putnik
>

2616. Re: Wanted RGB Monitor

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 04:01:59 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Tv2ye.23867$Tt.3739@bignews3.bellsouth.net>
Source record: 12693

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42c644ee94a4ca@comcast.net...
> >
>>Folks, I'm looking for a Magnavox Pro. RGB monitor.
>>It will work on a ST and Atari 8-bit.
>>
>>Needs to be in good working condition.
>>
>>If you have one for sale or trade, contact me...
>>
>>Thanks,
>>phantomm@bellsouth.net
>>
>
> For the 8-bit just get a Commodore monitor cable and a Video
> converter. Than
> get ANY SVGA monitor and it will work. For the ST fet the ST-VGA
> monitor
> adapter and use any SVGA monitor in mono.
>
> --
> Edward S. Baiz Jr.
> (Gamer)

That's a way to do it. But the great thing about those Mag Pro RGB
monitors is that
you can connect a ST and 8-bit at the same time. Have both machines
running and
just press a button on front to switch between screen displays.
It saves alot of desk space. And it even has a VCR button on back.
And a Green Screen button on front. And plenty of pots on front and back
to
control the color, contrast and etc. It's one of the best ever made in
my opinion.

I never had a manual for it, so I was never quite sure what the VCR
button did, unless
it switched one of the ports to output to hook to a VCR.

Anyone know for sure?

It also works fine on a Atari Falcon in the RGB modes.

Mine went out on me. I can hear the whistle of a bad Cap or two and have
narrowed it
down around the powersupply. It's not shorted as the fuse isn't blown.

So it most likely a bad cap or two with the humming.
It just lost all power at once.

When I have time, I'll check and replace a few Caps. But would mind having
another one or two of these if the price is right.

In the mean time, I am looking for a used one for sale that works.
phantomm@bellsouth.net

2617. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 04:12:18 UTC
From: Jorge <user@nospam.com>
Message-ID: <daacv2$p0h$1@blue.rahul.net>
Source record: 12694

Hallvard Tangeraas <inv@lid.email> writes:

>Uwe Seimet wrote:

>> Hallvard Tangeraas wrote:
>>
>>> I suppose you have the same problem as me, where the computer doesn't
>>> automatically detect when to format HD instead of DD.

>> This depends on the hardware. I'm not sure about the details, but as far
>> as I remember STs/STEs with HD floppy detect the media type (DD/HD) by
>> trying to read, and by changing the FDC clock frequency in case of a
>> read error.

>Do you know if it's possible to modify the hardware so that the
>computer already "knows" what kind of floppy is used by reading
>the status of the HD-detect switch?

Yes, it is possible, its a simple TTL signal. But it is not very useful,
and probably because of this it was never done.

It is very easy to detect the media type without any trial and error, even
when the disk is virgin unformatted. And it surprising (or not) that TOS
is not smart enough to detect this automatically.

TOS doesn't change the FDC clock. The FDC clock is automatically changed
by the hardware following the HD signal. That's precisely the reason why
it is easy to detect the media type, even without any reading or writing to
the disk.

And btw, because of this same reason, *every* TOS version (including 1.0)
supports HD disks. The only thing that you get with 2.05 and above is
built-in support for formatting HD disks. So you need a third party
formatter in previous TOS versions.

--

PASTI http://pasti.fxatari.com

2618. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 05:43:09 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1120455787.4c479f9f2cfac14189922f523aa03796@teranews>
Source record: 12695

Mark,

Yes please send it. Until I can find a copy for the ADAP II, I can
hope that the ADAP I software will work...

Thanks!!!
Rory

On 3 Jul 2005 18:49:22 -0700, fried.man@sympatico.ca wrote:

>Hello, Rory, I think I have the ADaP 1 software. This was to operate a
>hardware sampler. If you want it I could send it to you. I also have
>the ADAP 1 hardware but I am not sure it works. The software includes
>some sample editing and is pretty sofisticated.
>Mark
>
>
>Rory McMahon wrote:
>> Hi all,
>>
>> Looking for Hybrid Arts ADAP II software. I have the hardware, but no
>> software. You can send it to: remove nospam:
>>
>> rorymcmahon@nospamgmail.com

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2619. Re: Wanted RGB Monitor

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 07:06:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120460790.279811.206720@g14g2000cwa.googlegroups.com>
Source record: 12696

That magnavox sounds exactly like a rebadged Philips CM8833 MkII that I have on my shelf. The VCR switch is to select the composite video input on the back.

Coda

2620. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 08:51:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42c92c1eb2b9a0@comcast.net>
Source record: 12553

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:42c7d9d81acb802@comcast.net...
>> >"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>> >news:42c644ee94a4c7@comcast.net...
>> >>
>> >> Unfortunately ICD is no longer in business. I would contact Best
>> >Electronics
>> >> or B&C Computers...
>> >>
>> >>
>> >> --
>> >> Edward S. Baiz Jr.
>> >> (Gamer)
>> >>
>> >ICD.com lives.
>>
>> Isn't that URL just for information purposes only??
>>
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>
>They don't seem to be selling any of their own Atari products but did have
>some Atari things for sale. So I guess you're virtually right.

I was actually hoping I was wrong...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2621. Re: ST floppies to PC - experts

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 10:04:27 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120471467.570862.289320@f14g2000cwb.googlegroups.com>
Source record: 12697

I use MSA on the Falcon to create the images , then I burn em onto CD.

Coda

2622. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 10:06:41 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42c90a31@news.broadpark.no>
Source record: 12698

Jorge wrote:

> Hallvard Tangeraas <inv@lid.email> writes:

>>Do you know if it's possible to modify the hardware so that the
>>computer already "knows" what kind of floppy is used by reading
>>the status of the HD-detect switch?
>
> Yes, it is possible, its a simple TTL signal. But it is not very useful,
> and probably because of this it was never done.

Again, too bad :-(
But since it's simple, *can* it be done?
I would certainly like for the computer to automatically "know"
what kind of disk is inserted.

> TOS doesn't change the FDC clock. The FDC clock is automatically changed
> by the hardware following the HD signal. That's precisely the reason why
> it is easy to detect the media type, even without any reading or writing to
> the disk.

I'm not sure I understand.
Are you saying that the clock (8 or 16 Mhz) of the FDC chip
(WS-1772/AJAX) is changed, based on which position the HD-detect
switch in the floppy drive is at?
I remember messing around with the HD detect switch when I
modified the drive for my STe. I never got around to making the
HD-module though, but ended up using the same modified Sony drive
with my Mega STe, which works fine.
I don't remember the details, but I made a connection from the HD
detect switch to pin 2 of the disk drive connector (34 pin
Shugart connector). I think this had to do with the HD mode. Is
this something that can be used?

> And btw, because of this same reason, *every* TOS version (including 1.0)
> supports HD disks. The only thing that you get with 2.05 and above is
> built-in support for formatting HD disks. So you need a third party
> formatter in previous TOS versions.

In my opinion you need third party formatters in any case if you
want PC compatible disks that don't take forever to do, but
that's beyond the point ;-)

Oh well, if the floppy drive circuitry of the Mega STe can't be
modified to automatically know the disk type to be used I guess I
can set Ecopy to format HD floppies by default as that's what
I'll be using from now on anyway. No more need to hunt down

stores that sell DD floppies that cost twice as much as HD
floppies, but store half -if you can find them at all!

--
Hallvard

2623. Re: Paskud -> IDE -> Compact Flash card - anyone tried this?

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 15:46:52 UTC
From: muguk <google@mikemee.plus.com>
Message-ID: <1120492012.130887.225210@g47g2000cwa.googlegroups.com>
Source record: 12550

So I've bought the Compact Flash cards and the dosh will be sent off to Paskud later on this week ..

The only sticking point I can see is how am I going to power up the Compact Flash cards (they need small IDE floppy psu cables) .. do I get a cheap and cheerful PC PSU and just use the floppy ports from that or is there a way to cobble together a 3.5" USB h/drive adapter to make it work that way?

2624. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 15:48:08 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005070416474216807%derryck@cixcoukinvalid>
Source record: 12549

On 2005-07-02 23:04:08 +0100, "exxos" <exxos@home.co.uk> said:

>> The group there would have made a killing selling Telsa coil kits :-)
>>
>
> Maybe, anyone could put together a kit, though its the time involved,
> plus cost of parts, it soon adds up to a fair old sum..... Even though
> most people dont like the saying, but if they dont have the skill to
> build one, then they shouldn't build one!

You're probably right!

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

2625. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 15:54:06 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050704165134752 49%derryck@cixcoukinvalid>
Source record: 12551

On 2005-07-04 00:12:42 +0100, "techie_alison"
<techie_alison2000@yahoo.com> said:

> how do I stop my links up there being broken up over different
> lines in Outlook?

You could quote just the item numbers, use a Tiny or similar service,
or put the URL in angle brackets like this: <http://www.notarealurl.com>

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

2626. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 16:36:50 UTC
From: Jorge <user@nospam.com>
Message-ID: <daboj2eef1@blue.rahul.net>
Source record: 12552

Hallvard Tangeraas <inv@lid.email> writes:

>Jorge wrote:

>> Hallvard Tangeraas <inv@lid.email> writes:

>>>Do you know if it's possible to modify the hardware so that the
>>>computer already "knows" what kind of floppy is used by reading
>>>the status of the HD-detect switch?
>>
>> Yes, it is possible, its a simple TTL signal. But it is not very useful,
>> and probably because of this it was never done.

>Again, too bad :-(
>But since it's simple, *can* it be done?
>I would certainly like for the computer to automatically "know"
>what kind of disk is inserted.

It can be done. But you'll need software that is aware of this, otherwise
it's useless.

>Are you saying that the clock (8 or 16 Mhz) of the FDC chip
>(WS-1772/AJAX) is changed, based on which position the HD-detect
>switch in the floppy drive is at?

Yes. But not exactly from the switch itself. From the HD signal at the
Shugart connector.

--

PASTI http://pasti.fxatari.com

2627. Re: Adspeed docs...

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 18:36:26 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1120502184.d8ef0853b85e260c7799e3ec4208d6b9@teranews>
Source record: 12554

Ron,

Found the manual, I will scan it in tonight and post a link. I will
try B&w scan with jpg or PDF if possible.

Rory

On 29 Jun 2005 19:10:42 -0700, Rory.A.McMahon@gmail.com wrote:

>Ron,
>Let me look for the docs, I might have them somewhere.
>Rory
>Ronald J. Hall wrote:
>> Okay, nobody seems to know where to look for docs/installation text etc,
>> for this accelerator, so is anyone using this accelerator and have the
>> docs? I'd be fully willing to reimburse someone for copying and mailing
>> them to me. Thanks!
>>
>> --
>> _/_/_/_

2628. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 18:52:08 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1120503126.712b639f01c293e32b74d6bfb66560f7@teranews>
Source record: 12555

Hi all,

Yes the ICD site is for information only. They do PC stuff only now.
Its been about 2-3 years since I talked face to face with Tom Harker.
I actually got the last 2 ICD Link II's ever made. I had to do some
serious arm twisting, but drove to Rockford and picked them up.

There were several versions of the ICD host adapters, some custom made
for Hybrid Arts hardware. Some would only recognize smalll hard drives
for the digital recorders. I just had one mysteriously die last week.
I'm going to try and do a parts pull/replace type of repair.

On Mon, 04 Jul 2005 00:43:19 GMT, "T Shadow" <knone@zilch.com.invalid>
wrote:

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:42c7d9d81acb802@comcast.net...
>> >"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>> >news:42c644ee94a4c7@comcast.net...
>> >>
>> >> Unfortunately ICD is no longer in business. I would contact Best
>> >Electronics
>> >> or B&C Computers...
>> >>
>> >>
>> >> --
>> >> Edward S. Baiz Jr.
>> >> (Gamer)
>> >>
>> >ICD.com lives.
>>
>> Isn't that URL just for information purposes only??
>>
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>
>They don't seem to be selling any of their own Atari products but did have
>some Atari things for sale. So I guess you're virtually right.
>

Flagrant System Error
Computer over.
Virus = Very Yes
---

http://homestarrunner.com/sbemail.html

2629. Pictures from NAS in Scandinavia

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 19:55:53 UTC
From: Mille Babic <atari@sverige.REMOVETHIS.nu>
Message-ID: <dvgye.28603$d5.181726@newsb.telia.net>
Source record: 12556

Hi!

I have inserted some pictures from the convent at my homepage.
http://mille.atari.org

Mille Babic

2630. Re: Adspeed docs...

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 20:37:01 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1120509418.eeb2ab2ca28d0163348be0814c053467@teranews>
Source record: 12557

Ron,

Ok, they are on my FTP server. PDF files.

fujiman.no-ip.com

Login as Anonymous, no pw. Follow the path. You download the whole
thing or look at the index and download individual pages.

Rory

Mon, 04 Jul 2005 13:36:26 -0500, Rory McMahon
<rorymcmahonNOSPAM@yahoo.com> wrote:

>Ron,
>
>Found the manual, I will scan it in tonight and post a link. I will
>try B&w scan with jpg or PDF if possible.
>
>Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2631. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 21:45:28 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <dac758aoj1@gateix.bernstein.loc>
Source record: 12581

Hi,

> Genesi made it. Pegasos is not sold

I took a look at the homepage of bplan and genesis. The board of the Pegasos
was made by the german company bplan. The company is not far away from my home.
Genesis assembled the Pegasus based on the bplan board.

> as Amiga, but it is a clone.

Yes, it was not really exact what i wrote.

Regards
Michael

2632. Atari Online News, Etc. #07-27

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 22:26:31 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1120515990.839918.183930@g49g2000cwa.googlegroups.com>
Source record: 12558

```
A-ONE #0727 07/01/05

~ Grokster Loses Ruling! ~ People Are Talking! ~ 'Timeshare
Spammer'
~ U.S. Keeps Web Traffic ~ IBM Beats Microsoft! ~ New Falcon H2O!
~ Yahoo Updates E-Mail! ~ Google Crack Posted! ~ Do Not Mail
Kids!
~ Fake Security Alerts! ~ Revisiting the Amiga! ~ Fantastic 4
Ships!

-* 2005 Video Game Summit News! *-
-* Worm Circulates With Conspiracies! *-
-* Little Agreement On Spyware Guidelines! *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

2633. STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 23:19:06 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dacg5a$5k2$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12559

Hello,

Just wondered if anyone had rack mounted an STFM/Falcon board and gubbins?

Seems feasible. Not sure why though, why not I guess. Might fit in with a MIDI pro setup with a MSTE / TT keyboard.

<http://www.maplin.co.uk/Module.aspx?ModuleNo=34159&doy=5m7>

http://www.old-computers.com/museum/computer.asp?st=1&c=789

http://www.keychange.co.uk/ (oooh yummy)

http://www.myatari.net/issues/nov2002/spcase.htm

I wonder how many ST's on here will become 19" monsters having read this..

2634. Re: eBay occasionally a rip-off? What other sources?

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 23:23:16 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c9c4c3$0$6482$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12560

```
"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200507041647421680 7%derryck@cixcoukinvalid...
> On 2005-07-02 23:04:08 +0100, "exxos" <exxos@home.co.uk> said:
>
>>> The group there would have made a killing selling Telsa coil kits :-)
>>>
>>
>> Maybe, anyone could put together a kit, though its the time involved,
>> plus cost of parts, it soon adds up to a fair old sum..... Even though
>> most people dont like the saying, but if they dont have the skill to
>> build one, then they shouldn't build one!
>
> You're probably right!

Don't let that hold you back though, I was never one to listen ;-)

Chris

>
> --
> Derryck
>
> / The Cheshunt Computer Club /
> / http://ccc.atari.org /
> / The essential accessory for your Atari /
>
```

2635. Re: Adspeed docs...

Newsgroup: comp.sys.atari.st
Date: 2005-07-04 23:59:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.04.23.59.16.904524@charter.net>
Source record: 12561

On Mon, 04 Jul 2005 15:37:01 -0500, Rory McMahon wrote:

> Ron,
>
> Ok, they are on my FTP server. PDF files.
>
> fujiman.no-ip.com

<grin> Got them Rory. Many thanks! :-)

--
_/_/_/

2636. Atari Chat Server

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 02:39:45 UTC
From: You <you@cogeco.ca>
Message-ID: <BEEF6B31.30B6%you@cogeco.ca>
Source record: 12562

There's a new chat server dedicated to Atari Users running at IP address 24.57.169.235 or URL: utoc.dyndns.org port 23.

Telnet to 24.57.169.235 and join the Atari discussions. No account or password necessary.

Again, IP address: 24.57.169.235 port 23
URL: utoc.dyndns.org

2637. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 03:01:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.05.03.01.25.126516@charter.net>
Source record: 12563

On Mon, 04 Jul 2005 23:19:06 +0000, techie_alison wrote:

> Hello,
>
> Just wondered if anyone had rack mounted an STFM/Falcon board and gubbins?

Basically the concept behind Wizztronics rack mount case for the Falcon.
I've got one, its awesome, (too expensive) but awesome, none-the-less.

--
_/_/_/

2638. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 05:15:50 UTC
From: Lowline <gabber@telus.net>
Message-ID: <aloye.92302$HI.36730@edtnps84>
Source record: 12564

I think i have one of these kicking around from the Cosby Show. I'll see if
I still have the software.

Thanks
David

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:1120340301.2cc250f02286ff4b545bd0c1b14c5a0b@teranews...
> Hi all,
>
> Looking for Hybrid Arts ADAP II software. I have the hardware, but no
> software. You can send it to: remove nospam:
>
> rorymcmahon@nospamgmail.com
>
> Thanks
> Rory
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html

2639. Re: Atari Chat Server

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 07:01:14 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <dadb7q$19ci$1@ariadne.rz.tu-clausthal.de>
Source record: 12565

You wrote:
> There's a new chat server dedicated to Atari Users running at IP address
> 24.57.169.235 or URL: utoc.dyndns.org port 23.
>
> Telnet to 24.57.169.235 and join the Atari discussions. No account or
> password necessary.

Why open a new service with custom protocols and overhead when there is
already IRC available? One can choose the client to use and it offers
all what one can expect for chatting....and IRC networks tend to be up
all time while a single custom server might be down for some time, esp.
when running over your private cable line ;)

Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

2640. Re: Paskud -> IDE -> Compact Flash card - anyone tried this?

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 07:14:16 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1120547656.798667.229750@o13g2000cwo.googlegroups.com>
Source record: 12566

muguk wrote:
> So I've bought the Compact Flash cards and the dosh will be sent off to
> Paskud later on this week ..
>
> The only sticking point I can see is how am I going to power up the
> Compact Flash cards (they need small IDE floppy psu cables) .. do I get
> a cheap and cheerful PC PSU and just use the floppy ports from that or
> is there a way to cobble together a 3.5" USB h/drive adapter to make it
> work that way?

You can get power from the PSU of your atari. I could feed an 3.5' HDD
using my MegaST's PSU.

2641. Silent STe

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 08:41:32 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11ckhts11qphd53@corp.supernews.com>
Source record: 12567

I have accomplished booting from compact flash with my 1040STe. The hardware I am using is as follows:
ICD Link II, Apple CD-ROM, Microtech Digital Photoalbum P, PCMCIA adaptor for compact flash, 64 MB compact flash. The Apple CD-ROM provides termination power for the Link II. I am booting with ICD Pro drivers, although HDdriver may be a better solution. I haven't tried it yet. The one thing I "tweeked" - I set retries to 4 in the driver. This setup is totally silent, and surprisingly fast. Only time will tell how reliable it will be.

This also provides me with a silent 130XE, as I use 800XLDeeJay software on the STe with an SIO2PC cable to serve files and programs to my 130XE.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

2642. Re: [GAME] pmdoom

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 08:55:52 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <ohupp2-no2.ln1@manoir.racoon.city>
Source record: 12568

Le Sun, 03 Jul 2005 17:57:53 +0200, Adam Klobukowski a ï¿½critï¿½:

> It works on my Falcon with -audio off. The game is much slower then
> previous (0.30) versions. On 060 I felt lik playing on 030 and on 030 I
> didn't feel like playing at all ;)

I know it is slower that previous versions (at least when you don't have
FastRam). Maybe the program flags are not taken into account. In next
version, I will force allocation to FastRam if available.

> Under FreeMiNT (botch Xaaes and Naes) I get black screen (in plannar
> mode), but OS seems to be operational becouse it closes cleanly after
> CTYL-ALT-DEL.

If it is slow, maybe you are not waiting long enough, try to run with:
'-devparm -audio off -warp 1 1' to start first level.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2643. Re: Atari Chat Server

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 10:29:26 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120559366.871758.300100@f14g2000cwb.googlegroups.com>
Source record: 12569

Why should everyone use IRC? I for one do not like it that much, and
cannot connect to IRC from work anyway, whereas Telnet, I can.

Anyway, why cant the man set up his own chat server? Thats like saying
dont bother designing another car, because there are so many good ones
already.

Coda

Matthias Arndt wrote:
> You wrote:
> > There's a new chat server dedicated to Atari Users running at IP address
> > 24.57.169.235 or URL: utoc.dyndns.org port 23.
> >
> > Telnet to 24.57.169.235 and join the Atari discussions. No account or
> > password necessary.
>
> Why open a new service with custom protocols and overhead when there is
> already IRC available? One can choose the client to use and it offers
> all what one can expect for chatting....and IRC networks tend to be up
> all time while a single custom server might be down for some time, esp.
> when running over your private cable line ;)
>
> Matthias
> --
> Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
> PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
> >>> Jabber: simonsunnyboy@jabber.ccc.de <<<

2644. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 10:31:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120559494.685831.156160@z14g2000cwz.googlegroups.com>
Source record: 12570

I put my Falcon in a Keychange case, but its not that yummy.

Coda

2645. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 11:11:29 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42ca6ae2@news.broadpark.no>
Source record: 12571

Yup, I'm going to put a Mega STe in a 19" rack enclosure.
It's a little bit too wide to fit the normal way (it's around
60cm wide if I recall correctly), but if I find a very deep
enclosure it'll work fine by placing it sideways, which is what
I'm going to do.

I've asked around, and apparently there's no general limitations
to the 19" standard when it comes to the depth of a unit.

I still haven't found a 19" rack enclosure to fit my specs
though, so who knows -maybe I'll end up building my own.

--
Hallvard

2646. Re: Paskud -> IDE -> Compact Flash card - anyone tried this?

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 12:41:23 UTC
From: muguk <google@mikemee.plus.com>
Message-ID: <1120567283.481816.256460@g49g2000cwa.googlegroups.com>
Source record: 12572

Being thick and not in any way a form of an electronics whizz, I'll
take the easy route out and use the USB caddy for the power supply.
Unless you got a photographic lead-me-by-the-nose page I can look at?

As mentioned above re: AHDI etc. Not interested in using MINT or
anything like it, just after a nice and quiet h/drive :)

2647. Re: Atari Chat Server

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 14:06:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.05.14.06.49.841348@charter.net>
Source record: 12573

On Tue, 05 Jul 2005 09:01:14 +0200, Matthias Arndt wrote:

> Why open a new service with custom protocols and overhead when there is
> already IRC available? One can choose the client to use and it offers
> all what one can expect for chatting....and IRC networks tend to be up
> all time while a single custom server might be down for some time, esp.
> when running over your private cable line ;)
>
> Matthias

I have to say, I'm glad he did. I've not been able to connect to atariscne
once from where I'm at, despite numerous attempts at help from others on
this list. I had just about given up directly chatting to fellow Atari
users (other than the 1 to 1 chat on my BBS).

--
_/_/_/

2648. Re: Paskud -> IDE -> Compact Flash card - anyone tried this?

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 14:27:26 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1120573646.415906.155380@g43g2000cwa.googlegroups.com>
Source record: 12574

muguk wrote:
> Being thick and not in any way a form of an electronics whizz, I'll
> take the easy route out and use the USB caddy for the power supply.
> Unless you got a photographic lead-me-by-the-nose page I can look at?
>
> As mentioned above re: AHDI etc. Not interested in using MINT or
> anything like it, just after a nice and quiet h/drive :)

According to Robert Schaffner's faq, the pinouts are the following:

Standard PC power connector : red + 5V
yellow + 12V
black GND
ST, STE, MEGA, MEGASTE, TT : red + 5V
yellow + 12V
black GND

You can simple solder the power cable to the PSU of your atari. (double
check not to mix the cables !!!!!)

Hope this helps.

2649. Re: Silent STe

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 15:00:01 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11cl83hti38kaa2@corp.supernews.com>
Source record: 12575

On 5 Jul 2005 08:41:32 -, Joseph D. Place wrote:
>I have accomplished booting from compact flash with my 1040STe. The
>hardware I am using is as follows:
>ICD Link II, Apple CD-ROM, Microtech Digital Photoalbum P, PCMCIA
>adaptor for compact flash, 64 MB compact flash. The Apple CD-ROM
>provides termination power for the Link II. I am booting with ICD
>Pro drivers, although HDdriver may be a better solution. I haven't
>tried it yet. The one thing I "tweeked" - I set retries to 4 in the
>driver. This setup is totally silent, and surprisingly fast. Only
>time will tell how reliable it will be.
>
>This also provides me with a silent 130XE, as I use 800XLDeeJay
>software on the STe with an SIO2PC cable to serve files and programs
>to my 130XE.
>
>
Update: The CD-ROM is not need. The Microtech Digital Photoalbum P
provides terminiation power!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

2650. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 17:11:59 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.05.17.11.59.702210@nosspamatari-source.com>
Source record: 12576

On Tue, 05 Jul 2005 13:11:29 +0200, Hallvard Tangeraas wrote:

> Yup, I'm going to put a Mega STe in a 19" rack enclosure.
> It's a little bit too wide to fit the normal way (it's around
> 60cm wide if I recall correctly), but if I find a very deep
> enclosure it'll work fine by placing it sideways, which is what
> I'm going to do.
>
> I've asked around, and apparently there's no general limitations
> to the 19" standard when it comes to the depth of a unit.
>
> I still haven't found a 19" rack enclosure to fit my specs
> though, so who knows -maybe I'll end up building my own.

You could always use a standard open rack frame which will allow a server to protrude in the rear. I can't imagine though that our 1U HP servers are longer than an ST in a rack mount case would be mounted sideways (so ports on the motherboard face left or right side).

Thanks,
Mark
http://www.atari-source.org

2651. last 3 ST's on ebay

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 17:16:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42cac01e$0$6476$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12577

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8203515368

2652. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 17:33:19 UTC
From: fried.man@sympatico.ca
Message-ID: <1120584799.463319.197970@z14g2000cwz.googlegroups.com>
Source record: 12578

Rory, please email me at
fried.mannospam@sympatico.ca
(remove "nospam")
I have a couple of manuals as well.
Mark

2653. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 17:41:09 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1120585271.603fd47ab6a238ece8923b3e5ad8e8cd@teranews>
Source record: 12579

David,

That would be excellent!

Rory

On Tue, 05 Jul 2005 05:15:50 GMT, "Lowline" <gabber@telus.net> wrote:

>I think i have one of these kicking around from the Cosby Show. I'll see if
>I still have the software.
>
>Thanks
>David

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2654. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 18:02:27 UTC
From: fried.man@sympatico.ca
Message-ID: <1120584899.156616.188410@f14g2000cwb.googlegroups.com>
Source record: 12580

You mean you have the ADAP 1, or ADAP II ? Hardware or software?
I might be interested, let me know?
Mark

2655. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 22:07:53 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <ZwDye.47621$du.7004@bignews1.bellsouth.net>
Source record: 12582

Rory McMahon wrote:

> Hi all,
>
> Yes the ICD site is for information only. They do PC stuff only now.
> Its been about 2-3 years since I talked face to face with Tom Harker.
> I actually got the last 2 ICD Link II's ever made. I had to do some
> serious arm twisting, but drove to Rockford and picked them up.
>
> There were several versions of the ICD host adapters, some custom made
> for Hybrid Arts hardware. Some would only recognize smalll hard drives
> for the digital recorders. I just had one mysteriously die last week.
> I'm going to try and do a parts pull/replace type of repair.
>
> On Mon, 04 Jul 2005 00:43:19 GMT, "T Shadow" <knone@zilch.com.invalid>
> wrote:
>
> >"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
> > news:42c7d9d81acb802@comcast.net...
> >> >"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
> >> >news:42c644ee94a4c7@comcast.net...
> >> >>
> >> >> Unfortunately ICD is no longer in business. I would contact Best
> >> >Electronics
> >> >> or B&C Computers...
> >> >>
> >> >>
> >> >> --
> >> >> Edward S. Baiz Jr.
> >> >> (Gamer)
> >> >>
> >> >ICD.com lives.
> > >
> >> Isn't that URL just for information purposes only??
> > >
> >> --
> >> Edward S. Baiz Jr.
> >> (Gamer)
> > >
> > They don't seem to be selling any of their own Atari products but
> > did have some Atari things for sale. So I guess you're virtually
> > right.
> >
>

> ----------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ----------
> http://homestarrunner.com/sbemail.html

Is there anyway you can post a piccy of the card? I may have one
floating around i don't need (got 1 in a EBAY bundle) it might be what
your looking for

twbrown

2656. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-05 22:55:08 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <Z-adndNtZf1PklbfRVnyig@eclipse.net.uk>
Source record: 12583

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dacg5a$5k2$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> Hello,
>
> Just wondered if anyone had rack mounted an STFM/Falcon board and gubbins?
>
> Seems feasible. Not sure why though, why not I guess. Might fit in with
a MIDI pro setup with a MSTE / TT keyboard.

Have you checked the wide of an STFM board. If I remember properly its just
too wide to fit easily in a 19" rack.
Not sure how Barry manages it. His case looks the right price...

>
> <http://www.maplin.co.uk/Module.aspx?ModuleNo=34159&doy=5m7>
>
> http://www.old-computers.com/museum/computer.asp?st=1&c=789
>
> http://www.keychange.co.uk/ (oooh yummy)
>
> http://www.myatari.net/issues/nov2002/spcase.htm
>
> I wonder how many ST's on here will become 19" monsters having read this..
>
>

2657. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-06 10:00:59 UTC
From: Mark Earwood <mark.earwood@STUFFbtinternet.com>
Message-ID: <daga4rddr1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12584

Hi
I also have some similar hardware without any manuals or software.

An ADAP Soundrack that plugs into the cartridge port, and a Digital
F/X Digital Master EX system. No leads/cables or software/instructions. Only
just got it and still figuring it out.

Rory, is this the same system you have?

I've found reference to a review in Electronic Musician April '93,
but living in the UK that mag is hard to find.

Any help would be much appreciated.

Mark (II ?)

<fried.man@sympatico.ca> wrote in message
news:1120584799.463319.197970@z14g2000cwz.googlegroups.com...
> Rory, please email me at
> fried.mannospam@sympatico.ca
> (remove "nospam")
> I have a couple of manuals as well.
> Mark
>

2658. Re: pmdoom 0.41

Newsgroup: comp.sys.atari.st
Date: 2005-07-06 14:47:39 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1120661259.665142.109610@g44g2000cwa.googlegroups.com>
Source record: 12585

Good point ;)

The game still crashes, giving the following error under
FreeMiNT/XaAES:

pid 39 (doom): PRIVILEGE VIOLATION: User PC=17B6D9E
(basepage=1770000, text=1770100, data=17E7C94, bss=180681C)

(At first, after the game has initialized, I get a black screen. If I
hit ALT+CTRL+TAB to switch to another process, I see some garbled up
graphics in a GEM window. Less than a second later, I see the crash
message as qouted above)

Regards,

/Joakim

2659. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-06 15:31:44 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1120663898.1779b5f371899551d88a2eb035006eb7@teranews>
Source record: 12586

Mark,

I have two ADAP II's and a Digital Master setup. I may have a Digital Master zip file somebody had sent me some time ago. I am in the process of looking for it.

Apparently the manuals are big and hard to find. i have the connecting pcb to the cart port. It is a straight through ide cable surrounded by copper foil for shielding. It has to be a short run due to buffering i believe. I also think the cable connecting the hardware is a straight through serial cable.

I wont know for sure until I can find the software. Im sure somebody has a working setup of these things...

Rory

On Wed, 6 Jul 2005 10:00:59 +0000 (UTC), "Mark Earwood" <mark.earwood@STUFFbtinternet.com> wrote:

>Hi
> I also have some similar hardware without any manuals or software.
>
> An ADAP Soundrack that plugs into the cartridge port, and a Digital
>F/X Digital Master EX system. No leads/cables or software/instructions. Only
>just got it and still figuring it out.
>
> Rory, is this the same system you have?
>
> I've found reference to a review in Electronic Musician April '93,
>but living in the UK that mag is hard to find.
>
> Any help would be much appreciated.
>
> Mark (II ?)

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2660. Re: Mega STe DMA, HD floppy and other hardware issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-06 17:52:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <atWdnR2vLLPIh1HfRVnyhg@pipex.net>
Source record: 12587

In message <daboj2eef1@blue.rahul.net>, user@nospam.com said:

>>Jorge wrote:
>
>>> Hallvard Tangeraas <inv@lid.email> writes:
>
>>>>Do you know if it's possible to modify the hardware so that the
>>>>computer already "knows" what kind of floppy is used by reading
>>>>the status of the HD-detect switch?
>>>
>>> Yes, it is possible, its a simple TTL signal. But it is not very useful,
>>> and probably because of this it was never done.
>
>>Again, too bad :-(
>>But since it's simple, *can* it be done?
>>I would certainly like for the computer to automatically "know"
>>what kind of disk is inserted.
>
>It can be done. But you'll need software that is aware of this, otherwise
>it's useless.
>
>>Are you saying that the clock (8 or 16 Mhz) of the FDC chip
>>(WS-1772/AJAX) is changed, based on which position the HD-detect
>>switch in the floppy drive is at?

Is it just the clock that's changed? ISTR that you also had to
alter the step-rate from 3 to 6 ms for HD disks to counteract the
higher clock-speed (or is it the other way round?). I had an HD
conversion fitted on my old STFM and ISTR it made some strange
noises with the 'wrong' step-rate, and also slow access if left
on 6 ms with DD disks - but it's years ago and though I still have
the machine as a spare I haven't used it for yonks!

Regards, /Peter/

2661. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-06 19:16:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120677390.029456.275990@g49g2000cwa.googlegroups.com>
Source record: 12588

Its the right price, but make sure you get one thats more or less finished, or else you will spend hours/days in the garage with a angle grinder, drill, file etc. The other thing to watch is that there is no way to screw in both sides of the floppy drive AND the cd drive, its one or the other.

Coda

2662. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-06 20:00:03 UTC
From: Stephane Perez <sperez>
Message-ID: <Xns968BE05B4FB10spereznospamfreenosp@212.27.42.66>
Source record: 12589

Hello,

"techie_alison" <techie_alison2000@yahoo.com> wrote in
news:dacg5a$5k2$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com:

> Hello,
>
> Just wondered if anyone had rack mounted an STFM/Falcon board and
> gubbins?
>
> Seems feasible. Not sure why though, why not I guess. Might fit in
> with a MIDI pro setup with a MSTE / TT keyboard.
>(...)
>
> http://www.myatari.net/issues/nov2002/spcase.htm
>
> I wonder how many ST's on here will become 19" monsters having read
> this..

It's already done with two Falcons and their CT60, here are some
pictures:

http://strider.mjjprod.free.fr/photos/hardware/rack_gwile/
http://strider.mjjprod.free.fr/photos/hardware/rack_shazz/

These racks are SpaceCases, as mentionned in MyAtari's article, really good
racks for Falcon indeed.

See you
St&#65533;phane

2663. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-06 20:22:47 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120681367.573405.276010@o13g2000cwo.googlegroups.com>
Source record: 12590

Stephane,

Thats a nice website you have there, lots of information, although its
all in French ;-)

Coda

2664. Re: Wanted Broken Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2005-07-06 20:44:48 UTC
From: Abdul Fairclough <zzzzzzzz@zzzzzzzz.com>
Message-ID: <42cc6b46$1@news.greennet.net>
Source record: 12591

"Phantom" <phantomm@bellsouth.net> wrote in message
news:tzove.8204$Bm.6905@bignews5.bellsouth.net...
>
>
> No Problem...
>
> I am in the USA.

We might have guessed, are there any other countries on this globe??

2665. Last Atari version of Band in a Box?

Newsgroup: comp.sys.atari.st
Date: 2005-07-06 21:39:18 UTC
From: wmartz@firstpresdalton.org
Message-ID: <1120685958.214064.75790@g47g2000cwa.googlegroups.com>
Source record: 12592

Does anyone know what the last version of Band in a Box for atari was, and do you like it? Is it useful? I'm a CAF man, but I had someone suggest that BIAB was a good tool for learning jazz piano, and wondered about it for my Falcon.

2666. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-06 23:58:45 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Ve_ye.9665$bh1.8162@newsfe1-gui.ntli.net>
Source record: 12593

Hello.

> Coda" <smeg_007@hotmail.com> wrote in message
> news:1120677390.029456.275990@g49g2000cwa.googlegroups.com...
> It's the right price, but make sure you get one thats more or less
> finished, or else you will spend hours/days in the garage with a angle
> grinder, drill, file etc.

You were told you were buying a bare case and it would need about 10 hrs
work and basic metalworking skills.

What do you expect for £25?

> The other thing to watch is that there is no way to screw in both sides
> of the floppy drive AND the cd drive, its
> one or the other.

Wrong, you just couldn't figure it out.

For Info.

The case is specially made to take the ST and Falcon mobos. There is also a
way to make a Mega STE mobo fit but again you need
basic metalworking skills.

I have a few cases left, email for pics and assembly details.

Cod, before you spout any more c**p send me pics of what you did to my case.

Sweetie Pie, just don't....

2667. H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 08:36:56 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <daipmm$o2l$1@galaxy.uci.agh.edu.pl>
Source record: 12594

Hi all,

Yesterday, I have download new game for falcon.
But I have problem with it. I could launch I have seen title screen I
choose play, enter the name and then I see only black screen, the sound
stop. Does anybody have the similar problem or only on my computer ?

Best regards

Piotr Mietniowski

2668. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 09:16:01 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42ccf2cf$1@news.broadpark.no>
Source record: 12595

Rory McMahon wrote:

> I wont know for sure until I can find the software. Im sure somebody
> has a working setup of these things...

Actually I think there's a better chance of finding other ADAP II
users in *music* related newsgroups. Just because it runs on the
Atari ST platform doesn't mean that everybody who uses it is an
Atari enthusiast.

I run the Notator mailing list (C-Lab/Emagic "Notator SL" and
"Creator SL" MIDI sequencing software), and I dare say most of
the members there don't hang out in any Atari related forums.
They just use Notator as a musical tool which happens to run on
the Atari ST.
By the way, if anyone's interested in joining or checking out the
website, here's the URL: http://www.notator.org

There are several computer-music/synth related newsgroups. I'd
suggest posting to this one first: rec.music.makers.synth

--
Hallvard

2669. "Lokomotive" Disassembler

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 10:08:57 UTC
From: Pavel Reznicek <pavel.jindrich@tiscali.cz>
Message-ID: <daiv06$i40$1@domitilla.aioe.org>
Source record: 12596

Hi all,

Once, I have had a pretty good (German) disassembler for the ST called
"LOKOMOTIVE".
Then I damaged that program because I didn't know what I'm doing...
maybe while experimenting with a resource editor.
The executable file was named "DETECTIV.PRG". Does somebody know where
can I find it again?

Thank

2670. Re: [GAME] pmdoom 0.41

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 11:31:34 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <mdgvp2-aj8.ln1@manoir.racoon.city>
Source record: 12597

Le Sun, 03 Jul 2005 17:57:53 +0200, Adam Klobukowski a ï¿½critï¿½:

> Under FreeMiNT (botch Xaaes and Naes) I get black screen (in plannar
> mode), but OS seems to be operational becouse it closes cleanly after
> CTYL-ALT-DEL.

I found the source of the problem: Xaaes does not generate MU_TIMER
events, so I am stuck in a neverending loop (except when you open a menu,
try this!).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2671. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 12:48:27 UTC
From: Mark Earwood <mark.earwood@STUFFbtinternet.com>
Message-ID: <daj8ar$lg4$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12598

Thanks Halvard. I've just posted there.

If you're not subscribed to that one Rory, I'll let you know if we get
a reply.

Mark (II)
"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:42ccf2cf$1@news.broadpark.no...

>> Actually I think there's a better chance of finding other ADAP II
> users in *music* related newsgroups. Just because it runs on the
> Atari ST platform doesn't mean that everybody who uses it is an
> Atari enthusiast.
>
> There are several computer-music/synth related newsgroups. I'd
> suggest posting to this one first: rec.music.makers.synth

2672. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 12:49:26 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <daj8cm$j3$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12599

Hi there

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:Ve_ye.9665$bh1.8162@newsfe1-gui.ntli.net...

> Sweetie Pie, just don't....

Or what?

Drop head you muppet , and ya fag friend.

--

(��.�(�*�.� ..*)..)
..... Steve .....
(..(..* *..)..)

2673. Re: Silent STe

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 12:56:02 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <daj8p2mfv1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12600

Hi "Joseph D. Place"

>I have accomplished booting from compact flash with my 1040STe. The
> hardware I am using is as follows:
> ICD Link II, Apple CD-ROM, Microtech Digital Photoalbum P, PCMCIA
> adaptor for compact flash, 64 MB compact flash. The Apple CD-ROM
> provides termination power for the Link II. I am booting with ICD
> Pro drivers, although HDdriver may be a better solution. I haven't
> tried it yet. The one thing I "tweeked" - I set retries to 4 in the
> driver. This setup is totally silent, and surprisingly fast. Only
> time will tell how reliable it will be.

Sweet!! Gonna post any details?

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2674. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 13:14:25 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <RU9ze.3926$184.1085@newsfe2-win.ntli.net>
Source record: 12601

Hello.

>> Sweetie Pie, just don't....
>
> Or what?
>
> Drop head you muppet , and ya fag friend.

Down to your usual substandard I see

> (��.�(�*�.� �.�*�)�.��)
> �.���. Steve .���.�
> (�.��(�.��* *��.�)��.�)

What's this, your drunken brain cells trying to connect, ho ho ho!

2675. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 14:34:34 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1120746874.479954.175940@g49g2000cwa.googlegroups.com>
Source record: 12602

Similar problem with CT60/Mint/NAES.
+ Watching the demo of the game, there is garbage pixels around the
sprite of my "flying man".

I don't know if the game should work with CT60. I'll try it in 030
mode.

Piotr Mietniowski wrote:
> Hi all,
>
> Yesterday, I have download new game for falcon.
> But I have problem with it. I could launch I have seen title screen I
> choose play, enter the name and then I see only black screen, the sound
> stop. Does anybody have the similar problem or only on my computer ?
>
> Best regards
>
> Piotr Mietniowski

2676. Re: Silent STe

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 14:37:26 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11cqfh68o4vnqc8@corp.supernews.com>
Source record: 12603

On 7 Jul 2005 12:56:02 +, "Steve Sweet" wrote:
>Hi "Joseph D. Place"
>
>>I have accomplished booting from compact flash with my 1040STe. The
>> hardware I am using is as follows:
>> ICD Link II, Apple CD-ROM, Microtech Digital Photoalbum P, PCMCIA
>> adaptor for compact flash, 64 MB compact flash. The Apple CD-ROM
>> provides termination power for the Link II. I am booting with ICD
>> Pro drivers, although HDdriver may be a better solution. I haven't
>> tried it yet. The one thing I "tweeked" - I set retries to 4 in the
>> driver. This setup is totally silent, and surprisingly fast. Only
>> time will tell how reliable it will be.
>
>
>Sweet!! Gonna post any details?
>
>
>--
>
> (��.�(�*�.� �.�*�)�.��)
>�.���. Steve .���.�
> (�.��(�.��* *��.�)��.�)
>
>
>.
What else would you like to know? It's working great, just like a
hard drive, but silent. The Microtech Digital Photoalbum P card
reader is the single slot variety, accepting type II or III pcmcia
cards. It's an external device. I can eventually put a picture on
my website. I was surprised to find that the card reader even
provides termination power to the Link II, so you don't need any
other SCSI devices attached. The reader itself fits in the palm of
your hand, so it would be a great option for carrying your data with
you to try on other systems. I also tested the reader on my Falcon
with HDDriver, and it worked great there as well.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

2677. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 14:58:34 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1120748314.442310.113450@g14g2000cwa.googlegroups.com>
Source record: 12604

Hi Barry,

Just a friendly advice: By using such comments yourself, you are most
definately
ruining our own repuation in public here. Keep in mind that someone
running a business,
is there for the customers - not the other way around.

Regards,

Joakim

2678. CT63

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 15:22:45 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42cd48c8$0$7134$636a15ce@news.free.fr>
Source record: 12605

I get the CT63 2 days ago, and there is a big problem :
A short-circuit between the 3.3V and GND planes !
I don't know if it is inside the PCB or external... Maybe the cards must be thrown away or if it will be possible to modify them.
I think it is a PCB manufacturing problem... not a problem from soldering from assembler or design from me.

I cannot give now the new delay to ship the boards.

2679. Re: CT63

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 16:05:55 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.07.16.05.55.378693@nosspamatari-source.com>
Source record: 12606

On Thu, 07 Jul 2005 17:22:45 +0200, Rodolphe Czuba wrote:

> I get the CT63 2 days ago, and there is a big problem :
> A short-circuit between the 3.3V and GND planes !
> I don't know if it is inside the PCB or external... Maybe the cards must be
> thrown away or if it will be possible to modify them.
> I think it is a PCB manufacturing problem... not a problem from soldering
> from assembler or design from me.
>
> I cannot give now the new delay to ship the boards.

Unlikely it's you since it's same design as the perfect CT60. And that's
a tough mistake for the assembler to make over and over again (unless they
use robotics).

Mark
http://www.atari-source.org

2680. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 16:21:19 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <dajkps$d0u$1@galaxy.uci.agh.edu.pl>
Source record: 12607

Joe Iron napisał(a):
> Similar problem with CT60/Mint/NAES.
> + Watching the demo of the game, there is garbage pixels around the
> sprite of my "flying man".
>
> I don't know if the game should work with CT60. I'll try it in 030
> mode.

I have original falcon without CT60

best regards

Piotr M.

>
> Piotr Mietniowski wrote:
>
>>Hi all,
>>
>>Yesterday, I have download new game for falcon.
>>But I have problem with it. I could launch I have seen title screen I
>>choose play, enter the name and then I see only black screen, the sound
>>stop. Does anybody have the similar problem or only on my computer ?
>>
>>Best regards
>>
>>Piotr Mietniowski
>
>

2681. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 17:08:58 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120756138.526021.250460@g44g2000cwa.googlegroups.com>
Source record: 12608

Barrie.

I asked you several times to show me just how you are supposed to screw in both sides of the floppy drive AND cd drive. You never responded with anything other than insults. As I dont like taking abuse from morons I didnt press the matter, so YES I havent figured it out. However, I will be at Jagfest UK this year, with my Falcon, so you are welcome to come down and demonstrate the solution - not that I believe there is one that doesnt involve glue of some description.

If I can be bothered (read: find time) when I have more pressing matters, I will take pics and post them on my website for EVERYONE to see. If ppl are genuinely interested and email me for pictures, then I will oblige.

Coda

2682. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 17:11:10 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dajnne$b79$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12609

Why its...

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:RU9ze.3926$184.1085@newsfe2-win.ntli.net...
> Hello.
>
>>> Sweetie Pie, just don't....
>>
>> Or what?
>>
>> Drop head you muppet , and ya fag friend.
>
> Down to your usual substandard I see
>
>> (��.�(�*�.� �.�*�)�.��)
>> �.���. Steve .���.�
>> (�.��(�.��* *��.�)��.�)
>
> What's this, your drunken brain cells trying to connect, ho ho ho!

Yeah ho ho ho, and another ho, so thats your mother, her 2 sisters and your
sister accounted for!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2683. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 17:13:22 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120756402.664776.144740@g44g2000cwa.googlegroups.com>
Source record: 12610

Barrie.

PS. You DID NOT SAY 10 HOURS. I would have told you to F**K OFF. 10 hours of my time is worth a lot more than £25, I would have paid a huge sum to get a wizztronics case from the U.S instead rather than go through this crap with a cantankerous old narcotic smoking of questionable hygiene looking pleb.

Have a nice day.

2684. The DarkForce BBS

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 17:42:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.07.17.42.24.739131@charter.net>
Source record: 12611

```
will be down until further notice, for repairs/upgrades.

I'll post a message just as soon as we are back online.

Thanks and sorry for any inconvenience...

--
_/_/_/
```

2685. Re: Wanted Broken Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 18:07:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.07.18.07.00.653876@charter.net>
Source record: 12612

On Wed, 06 Jul 2005 21:44:48 +0100, Abdul Fairclough wrote:

>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:tzove.8204$Bm.6905@bignews5.bellsouth.net...
>>
>>
>> No Problem...
>>
>> I am in the USA.
>
> We might have guessed, are there any other countries on this globe??

Sure, unfortunately, some of them have rather rude and impolite people in
them... :-(

--
_/_/_/

2686. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 19:40:26 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Kyfze.19069$y86.11003@newsfe1-win.ntli.net>
Source record: 12613

Hello.

"Coda" <smeg_007@hotmail.com> wrote in message
news:1120756402.664776.144740@g44g2000cwa.googlegroups.com...
> Barrie.I asked you several times to show me just how you are
> supposed to screw in both sides of the floppy drive AND cd drive.
> You never responded with anything other than insults.

Moi? Insults? Never! Plain speaking maybe.

> As I don't like taking abuse from morons I didn't press the matter,
> so YES I haven't figured it out.

See below re your grossly overvalued selfworth.

> However, I will be at Jagfest UK this year, with my Falcon, so you are
welcome to come down and demonstrate the solution - not that I believe
there is one that doesnt involve glue of some description.
If I can be bothered (read: find time) when I have more pressing
matters, I will take pics and post them on my website for EVERYONE to
see. If ppl are genuinely interested and email me for pictures, then I
will oblige.

Tell you what, matey. Post the pics now and let's all (that's interested)
see your handiwork.

Anyone else want my pics, email me.

First person to suss out how to fix your problem (?) wins a coconut.

PS. You DID NOT SAY 10 HOURS.

Actually, I DID, as I tell everyone who enquires about the bare case.

I also sent you pics and the instructions.

> I would have told you to F**K OFF.

Yeah, of course you would.......1

> 10 hours of my time is worth a lot more than £25,

Judging by your literary skills methinks you grossly overvalue yourself.

> I would have paid a huge sum to get a wizztronics case from the U.S

Yeah, of course you would.......2

> instead rather than go through this crap with a cantankerous old narcotic
> smoking of

questionable hygiene looking pleb.

Attended the same (approved) school as sweetie pie?

Have a nice day

Thank you very much, ahah. Just like that, ha ha ha ha.

Where's me fez?

Next.....

2687. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 19:51:39 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <fJfze.19077$y86.12740@newsfe1-win.ntli.net>
Source record: 12614

Hello.

"GokMasE" <gokmase@gmail.com> wrote in message
news:1120748314.442310.113450@g14g2000cwa.googlegroups.com...
> Hi Barrie,

> Just a friendly advice: By using such comments yourself, you are most
> definately ruining our own reputation in public here.

It went t*ts up years ago, ask sweetie or the late vermin et co.

> Keep in mind that someone running a business,
> is there for the customers - not the other way around.

So that's what I been doin' wrong, shucks!

Seriously, this list and the Sound on Sound forum are simply sources of
light entertainment for me.

Keychange Music is now a paying hobby.

If I can help somebody.....

You meet the odd idiot or 3.

You get the odd deal that goes pearshaped, usually sorted easily.

Any one want a Falcon Mk X or a TT?

Barrie.

2688. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 22:14:06 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dak9fe$51e$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12615

Yo Lamb chops

>> Just a friendly advice: By using such comments yourself, you are most
>> definately ruining our own reputation in public here.
>
> It went t*ts up years ago, ask sweetie or the late vermin et co.

I'd hate to think i had anything to do with your squeaky clean reputation
being tarnished, I'd never play with myself again if i did!

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2689. Re: STFM 19" rack mount

Newsgroup: comp.sys.atari.st
Date: 2005-07-07 22:36:19 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1120775779.153626.314890@z14g2000cwz.googlegroups.com>
Source record: 12616

It was just a friendly advice, you don't have to take it.

Regards,

/Joakim

2690. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 00:28:57 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <quGdnfQUQqz3VFDfRVn-1A@inreach.com>
Source record: 12617

It's just a card with two cable connectors for atari cables on one end and a ribbon connecter for the drive. Has ICD in big letters on board, no cover to it at all.

"twbrown" <brown9344@bellsouth.net> wrote in message news:ZwDye.47621$du.7004@bignews1.bellsouth.net...
> Rory McMahon wrote:
>
> Is there anyway you can post a piccy of the card? I may have one
> floating around i don't need (got 1 in a EBAY bundle) it might be what
> your looking for
>
> twbrown

2691. Re: Silent STe

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 00:42:07 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <qYjze.48411$Tt.24090@bignews3.bellsouth.net>
Source record: 12618

Sounds nice Joe,

Something I wouldn't mind trying in the future.

Anyway have a question.

I have a SIO2PC adapter board.

Am I reading you correctly that you are using it on your STE with
the 130XE to transfer files?

If so, is only the 800XL DeeJay software needed to do this?

I have a bunch of similar software but not sure I have the
800XL DeeJay software. Can you provide a URL for it?

And is the also a Atari 8-bit software emulator for the STe?
Or am I thinking of another piece of software?

Thanks,
phantomm@bellsouth.net

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:11ckhts11qphd53@corp.supernews.com...
>I have accomplished booting from compact flash with my 1040STe. The
> hardware I am using is as follows:
> ICD Link II, Apple CD-ROM, Microtech Digital Photoalbum P, PCMCIA
> adaptor for compact flash, 64 MB compact flash. The Apple CD-ROM
> provides termination power for the Link II. I am booting with ICD
> Pro drivers, although HDdriver may be a better solution. I haven't
> tried it yet. The one thing I "tweeked" - I set retries to 4 in the
> driver. This setup is totally silent, and surprisingly fast. Only
> time will tell how reliable it will be.
>
> This also provides me with a silent 130XE, as I use 800XLDeeJay
> software on the STe with an SIO2PC cable to serve files and programs
> to my 130XE.
>
>
>
>
>
>
>
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

2692. Re: ST floppies to PC - experts

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 00:56:14 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <E9kze.48602$Tt.36440@bignews3.bellsouth.net>
Source record: 12619

Yep, thats a good way to do it.

Ya know, I have a ST Disk Library Here with 2 or 3 thousand ST disks
that have ST Software backed up
in the MSA format. Some are in ARC or LZH format. But most are complete
disk Images.

I've went thru some of them and this type of MSA Image Backup does seem
to hold up fairly well.

Alot are games and are labeled. Some are utilities and Doc disks. And
some I have no idea until I
use MSA or similar on them as they aren't labeled.

There are plenty enough for a good 2 or 3 CDs full if I could find the
time to copy the MSA IMAGEs over
to CD. Another project on the waiting list.

I do wish any one with a PC who are usings ST images without sometype of
ST would at least try and
get a 1040STe. Although they can be abit hard to find it seems.

phantomm@bellsouth.net

"Coda" <smeg_007@hotmail.com> wrote in message
news:1120471467.570862.289320@f14g2000cwb.googlegroups.com...
>I use MSA on the Falcon to create the images , then I burn em onto CD.
>
> Coda
>

2693. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 01:05:07 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <_hkze.48605$Tt.40628@bignews3.bellsouth.net>
Source record: 12620

Regarding the ICD Link and Link II.

Sure wish someone could get the rights to remake at least the Link II.

Thats a small nice piece of hardware. And a must for using decent SCSI
drives on 1040STes and etc, unless ya can get something like a Link96
which
I really know nothing about.

Does B&C or Best still have a few of these in stock if anyone knows?

phantomm

"twbrown" <brown9344@bellsouth.net> wrote in message
news:ZwDye.47621$du.7004@bignews1.bellsouth.net...
> Rory McMahon wrote:
>
>> Hi all,
>>
>> Yes the ICD site is for information only. They do PC stuff only now.
>> Its been about 2-3 years since I talked face to face with Tom Harker.
>> I actually got the last 2 ICD Link II's ever made. I had to do some
>> serious arm twisting, but drove to Rockford and picked them up.
>>
>> There were several versions of the ICD host adapters, some custom
>> made
>> for Hybrid Arts hardware. Some would only recognize smalll hard
>> drives
>> for the digital recorders. I just had one mysteriously die last week.
>> I'm going to try and do a parts pull/replace type of repair.
>>
>> On Mon, 04 Jul 2005 00:43:19 GMT, "T Shadow"
>> <knone@zilch.com.invalid>
>> wrote:
>>
>> >"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>> > news:42c7d9d81acb802@comcast.net...
>> >> >"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>> >> >news:42c644ee94a4c7@comcast.net...
>> >> >>
>> >> >> Unfortunately ICD is no longer in business. I would contact
>> >> >> Best
>> >> >Electronics
>> >> >> or B&C Computers...
>> >> >>
>> >> >>

>> >> >> --
>> >> >> Edward S. Baiz Jr.
>> >> >> (Gamer)
>> >> >>
>> >> >ICD.com lives.
>> > >
>> >> Isn't that URL just for information purposes only??
>> > >
>> >> --
>> >> Edward S. Baiz Jr.
>> >> (Gamer)
>> > >
>> > They don't seem to be selling any of their own Atari products but
>> > did have some Atari things for sale. So I guess you're virtually
>> > right.
>> >
>>
>> ---------------------
>> Flagrant System Error
>> Computer over.
>> Virus = Very Yes
>> ---------------------
>> http://homestarrunner.com/sbemail.html
>
> Is there anyway you can post a piccy of the card? I may have one
> floating around i don't need (got 1 in a EBAY bundle) it might be what
> your looking for
>
> twbrown

2694. Re: Wanted RGB Monitor

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 01:12:41 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <3pkze.48611$Tt.32972@bignews3.bellsouth.net>
Source record: 12621

Yep

The same monitor was sold under the Phillips name as well.

Ok, Do you only have one type of RCA type video input on the back of
your monitor?

Reason I ask is that mine has one for sound and one for input video
which
will work with an Atari 8-bit.

However, I wasn't sure if the RCA video input was also a OUTPUT when the
VCR button is pressed?

Of course there are also a TTL RGB port and a Lin Port. For monitor
cables.

phantomm

Buy the way, if you are in the USA, is it for sale or trade?
Contact me if so....

phantomm@bellsouth.net

"Coda" <smeg_007@hotmail.com> wrote in message
news:1120460790.279811.206720@g14g2000cwa.googlegroups.com...
> That magnavox sounds exactly like a rebadged Philips CM8833 MkII that
> I
> have on my shelf. The VCR switch is to select the composite video
> input
> on the back.
>
> Coda
>

2695. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 06:32:02 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3j6kv3Foj0jjU1@individual.net>
Source record: 12622

Phantom wrote:

> Thats a small nice piece of hardware. And a must for using decent SCSI
> drives on 1040STes and etc, unless ya can get something like a Link96
> which
> I really know nothing about.

The main difference between the LINK96/97 and the ICD Link is that the
LINK96/97 has a SCSI ID (7) of its own. This is required for some hard
disk drives and other devices, which are otherwise not recognized on the
bus.
In order to be compliant to the SCSI standard it is required to have
this ID, and some devices rely on it when they communicate with the host.

--

Dr. Uwe Seimet http://www.seimet.de

2696. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 06:44:42 UTC
From: mail@freeman-studio.com
Message-ID: <1120805082.483834.295440@f14g2000cwb.googlegroups.com>
Source record: 12623

I could not get it to run on the CT60. It runs fine in 030 mode,
though. Not a bad game! Kind of a Lemmings-style game, except with
water instead of Lemmings.

Mike Freeman
mike [at] freeman-studio [dot] com

2697. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 08:56:20 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <dalf3faq1@galaxy.uci.agh.edu.pl>
Source record: 12624

mail@freeman-studio.com napisał(a):
> I could not get it to run on the CT60. It runs fine in 030 mode,
> though. Not a bad game! Kind of a Lemmings-style game, except with
> water instead of Lemmings.

Earlier I wrote the I use only original falcon, I had not CT60, but I
have teh problem to run this game.

best Regards

Piotr M.

>
> Mike Freeman
> mike [at] freeman-studio [dot] com
>

2698. [GAME] pmdoom 0.42

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 09:21:43 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <76t1q2-0nf.ln1@manoir.racoon.city>
Source record: 12625

Hello,

I made a new bugfixed version. Many stuff fixed in GEM video driver.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2699. CT63

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 09:56:07 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42ce4db4$0$5296$626a14ce@news.free.fr>
Source record: 12626

I get the CT63 2 days ago, and there is a big problem :
A short-circuit between the 3.3V and GND planes !
I don't know if it is inside the PCB or external... Maybe the cards must be thrown away or if it will be possible to modify them.
I think it is a PCB manufacturing problem... not a problem from soldering from assembler or design from me.

I cannot give now the new delay to ship the boards.

2700. Re: Everyone ok across the pond?

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 12:16:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42ce99dc698ce3@comcast.net>
Source record: 12636

>Terrible thing, wishing all in the UK best of everything.

Yes, I am praying for them and us also.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2701. Re: Wanted Broken Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 15:25:53 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.08.15.25.53.757447@nosspamatari-source.com>
Source record: 12627

On Wed, 06 Jul 2005 21:44:48 +0100, Abdul Fairclough wrote:

>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:tzove.8204$Bm.6905@bignews5.bellsouth.net...
>>
>>
>> No Problem...
>>
>> I am in the USA.
>
> We might have guessed, are there any other countries on this globe??

Piss off

I've had to figure out that people were in Germany or france by their ISP
too so the door swings both ways.

Mark

2702. Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 15:49:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507080845240.32626-100000@onyx.spiritone.com>
Source record: 12628
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off Games / Software, Hardware & Books for Classic Atari 8 Bit and
Atari ST Computer lines plus Jaguar Consoles and Games! And if your a
Regular Customer, Reward yourself with another 10% off.A Whopping 30% off!
Some items I have only One, Two or Too Few of! Some I have Lots of! Got
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm My New Atari's for Sale!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2703. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 18:12:11 UTC
From: mail@freeman-studio.com
Message-ID: <1120846331.022625.5440@g43g2000cwa.googlegroups.com>
Source record: 12629

Piotr Mietniowski wrote:
> mail@freeman-studio.com napisa?(a):
> > I could not get it to run on the CT60. It runs fine in 030 mode,
> > though. Not a bad game! Kind of a Lemmings-style game, except with
> > water instead of Lemmings.
>
> Earlier I wrote the I use only original falcon, I had not CT60, but I
> have teh problem to run this game.

Right. Sorry. I was replying on very little sleep.

What OS are you using? I assume you've tried it with clean TOS (booted
with Control held down)? Do you have any hardware modifications (like
SCSI or SDMA patches, or bus speeders)?

Mike Freeman
mike [at] freeman-studio [dot] com

2704. Re: Wanted Broken Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 19:41:27 UTC
From: Abdul Fairclough <zzzzzzzz@zzzzzzzz.com>
Message-ID: <42ceff6d@news.greennet.net>
Source record: 12631

dam yankies

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2005.07.08.15.25.53.757447@nosspamatari-source.com...
> On Wed, 06 Jul 2005 21:44:48 +0100, Abdul Fairclough wrote:
>
> >
> > "Phantom" <phantomm@bellsouth.net> wrote in message
> > news:tzove.8204$Bm.6905@bignews5.bellsouth.net...
> >>
> >>
> >> No Problem...
> >>
> >> I am in the USA.
> >
> > We might have guessed, are there any other countries on this globe??
>
> Piss off
>
> I've had to figure out that people were in Germany or france by their ISP
> too so the door swings both ways.
>
> Mark
>

2705. Re: Problems writing .st or .msa Image back to DD-Disk

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 19:42:48 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <kpltc19i7l1gha3ndoo7vobkjchsnet0qq@4ax.com>
Source record: 12630

On Thu, 30 Jun 2005 23:45:31 +0200, "Jórgen Strobel" <odity@odity>
wrote:

```
>Hy, i have found this side yesterday, and tried a few progs there, but none
>of them worked with the demos i wanted to view :(
>But i stay tuned on this, so if i find dth. i will tell.
>Bye
>Tolkin
```

```
Here's my solution, it has worked with any version of Window$ I tried
it: Get a program called HDCOPY. It's a DOS program, and it can
happily format and write (nearly) any .ST image you throw at it. I'm
currently using it with my PC running WinXP with virtually NO
problems. Formatting & writing disks with 82 tracks, 10 sectors and 2
sides is not a problem.

Hope this helps
```

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

2706. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 19:51:23 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <42ced93b_2@x-privat.org>
Source record: 12632

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Sorry for the long delay. I was kind of busy the last few weeks.

**docs**
ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_493_hyp_de.zip
(1.735.109 bytes) tos.hyp (German version) is a hypertext about
the Atari Operation system. It also have information about MiNT, MagiC,
N.AES, XaAES and other system extension.

ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_493_hyp_en.zip
(1.721.256 bytes) tos.hyp English version

**game**
ftp://chapelie.rma.ac.be/atari/game/h2o.zip
(2.106.208 bytes) Falcon only game. 40 levels, 2 MB of graphics, 10 differents musics, etc
...

ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.42.zip
(328.981 bytes) Atari version of Doom

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka507.zip
(883.996 bytes) 2D Graph Describer, 3D Modeller

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka507-020.zip
(893.008 bytes) Complete 68020 version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka507-fpu.zip
(852.810 bytes) FPU version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka507-lite.zip
(233.430 bytes) Lite version, working on ST with 720 kb floppy
```

utilities
ftp://chapelie.rma.ac.be/atari/utilities/mwheel.zip
(156.865 bytes) Mwheel provides Atari OS (be it TOS, Magic, N.AES, MuliTOS, or XaAES) with wheel mouse possibilities

ftp://chapelie.rma.ac.be/atari/utilities/logbch21.zip
(79.748 bytes) Logbuch makes a log of every launched program and puts the names of them into a list. Logbuch makes it possible to relaunch the listed programs. German language only

video-films
ftp://chapelie.rma.ac.be/atari/video-films/firetnt2.zip
(787.851 bytes) FIRETNT2.FLH a Video Demo done with an Atari Falcon 030, EXPOSE' Video Digitiser, and APEX MEDIA software.

Have fun,
Martin

2707. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 20:14:14 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42cede96$1@news.broadpark.no>
Source record: 12633

Phantom wrote:

> Heck, I don't know if Best and B&C are still in business or not.

I just ordered and received some Atari custom chips from Best
electronics no more than a couple of weeks ago. So yes, they are
indeed in business.
Here's their website: http://www.best-electronics-ca.com/

--
Hallvard

2708. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 20:38:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507081337060.9769-100000@onyx.spiritone.com>
Source record: 12634

I can sell you one. E-Mail if interested. Thanx! ===Ben===

On Fri, 8 Jul 2005, Hallvard Tangeraas wrote:

> Phantom wrote:
>
> > Heck, I don't know if Best and B&C are still in business or not.
>
> I just ordered and received some Atari custom chips from Best
> electronics no more than a couple of weeks ago. So yes, they are
> indeed in business.
> Here's their website: http://www.best-electronics-ca.com/
>
>
> --
> Hallvard
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2709. CT63

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 21:04:17 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42ceea4d$0$6539$636a15ce@news.free.fr>
Source record: 12635

That's ok now with CT63.
Shipping is beginning...

2710. Re: Wanted Broken Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2005-07-08 21:20:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.08.21.20.51.535247@charter.net>
Source record: 12637

On Fri, 08 Jul 2005 20:41:27 +0100, Abdul Fairclough wrote:

> dam yankies

Southern by the Grace of God, I'll have you know. :-)

--
_/_/_/

2711. Re: CT63

Newsgroup: comp.sys.atari.st
Date: 2005-07-09 01:05:12 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dan7s8$558$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12638

Hi "Rodolphe Czuba"

<rodolphe.BeurkSPAM.czuba@free.fr> wrote in message
news:42ceea4d$0$6539$636a15ce@news.free.fr...
> That's ok now with CT63.
> Shipping is beginning...

So what was the problem??

--

Regards, Steve. S.

2712. CT

Newsgroup: comp.sys.atari.st
Date: 2005-07-09 08:58:26 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42cf9256$0$6237$636a15ce@news.free.fr>
Source record: 12639

Hello,

3 days ago I get the CT63 from factory and there was a small problem (a short circuit between 3.3V and GND layers because of a VIA that were missing on the new Top layer Gerber file I furnished to factory = some trace modifications for the 2 wires for the CTCM !).
Now it is solved and the first CT63 are running fine with CTCM ...
Shipping will begin next monday.
You will receive a personnal email !
Don't ask me WHEN it will go to you !
But if you are leaving home for hollidays (lucky you are !), tell me the date and I will ship after ... or before !

PS : I'm looking for 10 FLASH memory 8Mbits missing on 10 CT63... If you have a source, let me know
References accepted and supported by flasher software are :
- Fujitsu 29F800BA-70PFTN
- AMD 29F800BB-90EC
- others : contact me.

Regards

2713. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-09 09:43:01 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <dao6an$t4f$1@galaxy.uci.agh.edu.pl>
Source record: 12640

mail@freeman-studio.com napisał(a):
> Piotr Mietniowski wrote:
>
>>mail@freeman-studio.com napisa?(a):
>>
>>>I could not get it to run on the CT60. It runs fine in 030 mode,
>>>though. Not a bad game! Kind of a Lemmings-style game, except with
>>>water instead of Lemmings.
>>
>>Earlier I wrote the I use only original falcon, I had not CT60, but I
>>have teh problem to run this game.
>
>
> Right. Sorry. I was replying on very little sleep.
>
> What OS are you using? I assume you've tried it with clean TOS (booted
> with Control held down)? Do you have any hardware modifications (like
> SCSI or SDMA patches, or bus speeders)?

I've tried it with clean TOS too, no I have not any modifications my
Falcon, and I do not know why I can not to run.

best regards

Piotr M.

2714. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-09 14:36:37 UTC
From: Xerus <falcon060@free.fr>
Message-ID: <42cfe0f8$0$25059$8fcfb975@news.wanadoo.fr>
Source record: 12641

Hi,

"Piotr Mietniowski" wrote:
> Yesterday, I have download new game for falcon.
> But I have problem with it. I could launch I have seen title screen I
> choose play, enter the name and then I see only black screen, the sound
> stop. Does anybody have the similar problem or only on my computer ?

Use a RGB Monitor or TV.

Christophe Lucas

2715. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-09 18:02:32 UTC
From: swe@atari.org
Message-ID: <rySze.242$cE1.46283@news.siol.net>
Source record: 12642

> Use a RGB Monitor or TV.

No need. Runs fine here on CT60+accelerated bus. Some display probs in
main menu (arrow flickering) but the game itself is ok. Nice idea actualy.
If it runs with ct60+acc'ed bus, should run fine on plain as well....

Janez

2716. Atari Stuff for Sale

Newsgroup: comp.sys.atari.st
Date: 2005-07-09 19:23:01 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <dtVze.36292$ho.21869@bignews6.bellsouth.net>
Source record: 12643

Instead of putting this on E-Bay, I thought I would offer it here first.

Here are some basic rules, I reserve the right not to sell if the
highest offer isn't enough in my opinion. Some of these Items
I have spent alot of money on even though there were used
but like new when I got them.
So, If you bid and don't win. Don't get mad at me.
I just can't give these away with the investment I have in them.
All Disks are Original and like new. All include the manuals.

For the Atari Falcon 030

RainBow MultiMedia II Original Disk and Manual.

A great Falcon MultiMedia program. You can even
Sample Sounds and Music thru the Falcons Mic. Input.
It has a Sprite Studio, Photo Studio, Picture Studio,
SlideShow Studio and even a built in Game.

This is an amazing program and is very Fast,
even on a stock Falcon, due to the language its
programmed in. Uses all of the Falcons Colors.

You can even move the menus and displays around
to your liking. The animated Sprite Studio is one of
the best I have seen.

It will install to a Hard Disk. Works on RGB and VGA/SVGA.

This is a hard to find item and a must for anyone
into Graphics and Audio Sampling on the Falcon030.
By Addiction Software.

RAINBOW version 1.0

Version 2s little brother.

This version came out before version II.
Includes Original Disk and Manual.
Works on RGB and VGA/SVGA.

It has a Picture Studio, Photo Studio.
and etc. by Addiction Software.

If sold, I would like both of the above to go to the
same person. But they don't have to.

ATARI ST

--
The Advanced OCP Art Studio
by RainBird/FireBird

Original Box, Manual, and Disk.
In NEW Condition. only shrink wrap removed
to check that the program works.

This was made for the ST series. However,
I do think it will work on a STE as well.
It has a animated Sprite Designer and a World Map
Creator. There were some games made using this
software. But it isn't a complete game creator.
It has Drawing Tools.
Sprites can be output as data ready to put in other programs.
All designs can be prepared and ported via RS232 in correct format
for 16 or 8 bit target machines.

This is another program that ya don't see every day in this condition.

These are the only 3 items I have to sell for now.
As I go thru my extras I will post them here first.

If something interests you but you want to ask a question just e-mail
me.
These a for sale in the USA, but I will consider overseas offers.

E-mail offers and questions to me at:
phantomm@bellsouth.net

2717. Atari Stuff For Sale Part 2

Newsgroup: comp.sys.atari.st
Date: 2005-07-09 21:31:46 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <XIXze.37065$ho.1747@bignews6.bellsouth.net>
Source record: 12644

Here are a few other Atari Items for sale to highest offer.
I reserve the right not to sell if the highest offer isn't
enough in my opinion. So if you bid and don't win
do not take it personally.

Atari Falcon 030

Original Factory 4meg Memory Board for Atari Falcon 030.
Like new Condition.

-

2 NEW Still in original Package RGB Video Adapters for
Atari Falcon 030. This allows you to connect your Falcon030
to a ST type Monitor.

Both are new in package.
One has the attached Noise Filter for use with a SC1224 monitor,
in its own package with label instructions.

The other does not have the filter, but in most cases it's not needed
anyway. Only if you get noise on your monitor.

I will sell both together or separate to the best offer.

WhiteLine CD Series
The Complete Atari MINT 1998

Original CD and CD Box with label.
The CD isn't labeled, but is original.

This was a Expensive CD

APEX MEDIA ORIGINAL MANUAL AND BOX
(Still in Original Shrink Wrap)

*****NO SOFTWARE!! MANUAL ONLY!!*****

This manual is a must for Apex Media owners.

This manual and original Box is in MINT Condition.
It has never been used at all.

Great for collectors, or someone who needs a manual.
Includes the last minute addendum.

This Black Book with the Apex LOGO is over
230pages. If you are using Apex without the Manual
then your using it crippled. There are walk thru demos,
and detail explanations for all options. Even the
Hidden ones.

The complete software package with manual sold for
well over $150.00. Here is your chance to get a
Brand new Original Manual with the Original BOX!!!.
This is the only extra one I have.
I'll never part with my other one.

Again remember, there is no software with this offer!
Manual and Box only!

Original Atari Falcon030 Manuals
(All are like NEW)

Atari Falcon030 Owners Manual
AtariWorks Users Manual
(The extra Atari Manual for the following software)
Audio Fun Machine
Falcon-D2D Recorder
System Audio Manager (SAM)
Breakout
Landmine

These are the Manuals only! No Software Included!
3 Manuals in all.
Make offer on all 3 manuals

-

TRUEPAINT

Original Manual and Original 3 Disk Software
For the Atari ST, STE, TT, and Falcon030 Computers.

In Like New Condition!

One of the best Paint Programs ever made for the Ataris.
Supports all resolutions on the TT and Falcon030
Supports even TrueColour!
Created by HISOFT so you know its good!

Installs to Hard Drive or setup on Floppy Disks.
Setup program guides you through the process.

Supports a Ton of Graphic Image types such as
JPEG, GIF, TGA, GIF, Degas, Image, IFF and more.

Also, includes an animation format for making animations!

Great for anyone into Graphics!

Make offers or send questions to me at:
phantomm@bellsouth.net

2718. Re: ICD Host

Newsgroup: comp.sys.atari.st
Date: 2005-07-09 23:27:23 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <v3Zze.45515$qm.10345@bignews5.bellsouth.net>
Source record: 12645

Starlord wrote:

> It's just a card with two cable connectors for atari cables on one
> end and a ribbon connecter for the drive. Has ICD in big letters on
> board, no cover to it at all.
>
> "twbrown" <brown9344@bellsouth.net> wrote in message
> news:ZwDye.47621$du.7004@bignews1.bellsouth.net...
> > Rory McMahon wrote:
> >
> > Is there anyway you can post a piccy of the card? I may have one
> > floating around i don't need (got 1 in a EBAY bundle) it might be
> > what your looking for
> >
> > twbrown

OK :)
I will have a look and see what I come up with (one looks like it plugs
into the vme slot on a mega st) will look about for the other one

twbrown

2719. Atari Online News, Etc. #07-28

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 00:44:12 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1120956252.726773.112800@g47g2000cwa.googlegroups.com>
Source record: 12646

```
A-ONE #0728 07/08/05

~ More Computer Classes! ~ People Are Talking! ~ Atari++ Stable!
~ Napster, Dell Alliance ~ EU Case to Judge Panel ~ Web Sales Tax
Push!
~ High Speed Use Rises! ~ Disk Storage Trend Up! ~ Firefox On
Mactel!
~ Sprint Wireless Plan! ~ Macworld Boston Preview ~ Famed HP
Garage!

-* Sasser Worm Author Confesses *-
-* Phishing Attacks Reach All-time High *-
-* Fear of Spyware Cause Online Habits Change *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

2720. Happy Discovery Cart on Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 04:04:44 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <k61Ae.45818$qm.3991@bignews5.bellsouth.net>
Source record: 12647

Has anyone tried to use a Happy Discovery Cartridge (The Big One) on a Falcon?

If it will not work, is it due to the software not being compatible or the cartridge port
itself being the problem.

Also, if it doesn't work, has anyone tried using Backwards and setting the Falcon to
STE settings and see if that helps?

Reason I ask, is that I have a important disk that is 1.44 High Density that I would
like to copy if possible. The disk has a important program thats protected but
abit damaged. And I'd like a copy of it, so that I can try to work on the copy and
maybe save the program.

Also, any disk or file editors that anyone could recommened that I try to salvage it
is appreciated.

The file got damaged during a setup program. My High Density Drive at the time
was not up to doing this setup program with copy protection. So after an hour
I removed the disk. The support files are fine, but the main program has been
damaged. The setup program is gone and I'm let with this damaged file.

Although I do have another working version of this file, I would still like to
try and get the bad one fixed if for nothing more than experience.

Can anyone suggest, what I can do to fix the file?
I can copy it to another disk to work on it.

But I would like to get the Happy Discovery Cart working on the Falcon if possible as it
would allow me a 2nd Disk Drive.

Phantomm@bellsouth.net

2721. Spectre GCR Cartridge, manual and software

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 04:18:06 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Si1Ae.45824$qm.4505@bignews5.bellsouth.net>
Source record: 12648

I have a Spectre GCR Cartridge, original Manual and Software. Plus
around 50
disks of Mac software to use with it.

The GCR cartridge has the Mac 128K Roms and works fine.

Is anyone interested in this package for a possible trade for
Atari STE-Falcon Hardware/Software or for purchase?

This is the last version of the GCR cart that was made.

If interested, contact me with your offer or list of items at:
phantomm@bellsouth.net

2722. For Sale or Trade Expose Manual and Software

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 04:30:30 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <uu1Ae.45826$qm.11958@bignews5.bellsouth.net>
Source record: 12499

I have a extra Expose Digitiser original Manual and original Disk
software if anyone is interested.

This manual and software is for use with the Titan Designs Expose
Digitiser.

This is the Digitiser/Splitter setup Manual and Disk only.
No digitizer or Splitter.
The Disk includes Demos, and a few programs for use with the
Digitiser such as FALCAM, which puts the Video Display from the
Digitiser on the Falcons DeskTop.

I have around 3 of these and will part with one Original Manual and
Original
Disk with software that came with the actual Expose Digitiser and
Splitter.

This is a nice item for collectors, or for someone with ApexMedia.

If anyone is interested, I may trade to Atari STe-Falcon Items or Cash.

If interested send list of items for trade or amount of offer to me at:
phantomm@bellsouth.net

2723. In the market for....

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 04:46:02 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <2J1Ae.45830$qm.9974@bignews5.bellsouth.net>
Source record: 12500

Looking for something like SoundPools DSP hardware for the Falcon030
that allows more inputs and outputs that has better electronics for
D2D/Music Recording.

A number of companies made similar hardware devices
such as Steinberg, Line Audio with the JAM 8, or the FAD.

Something similar to these to connect to a Falcons DSP.

Also looking for the Digital Home Studio with or without the CD.

I have various items to trade or cash if price is right.

Contact me in private e-mail at:
phantomm@bellsouth.net

2724. 4T/FX and D2D Edit

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 05:15:56 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <492Ae.45840$qm.35988@bignews5.bellsouth.net>
Source record: 12501

I have been looking for a program for the Falcon030 called
4T/FX and D2D Edit.

This program is by the same folks that did the Falcon D2D program,
that was supplied on the Original Falcon Disk when one bought a
Falcon new.

It is listed in the Toad Catalog page 43. Its a small ad on the bottom
of the
page in the Version 3.42 Catalog. (Yellow Cover)

Anyway, its a program that I'd really like to get.

If anyone has it and wants to make a deal or trade for it, do contact me
at
phantomm@bellsouth.net

2725. Still in the market for Atari Falcons and etc.

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 05:20:25 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <hd2Ae.45842$qm.36517@bignews5.bellsouth.net>
Source record: 12502

This will be my last posting for awhile to give you all a break.

I am still in the market for Non-working Atari Falcon030s and related hardware.

Just about any Atari hardware even upgrades are wanted.

Contact me if ya have something that ya no longer want.

phantomm@bellsouth.net

2726. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 15:06:12 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <dardgqgms1@galaxy.uci.agh.edu.pl>
Source record: 12503

Xerus napisaďż˝(a):
> Hi,
>
> "Piotr Mietniowski" wrote:
>
>>Yesterday, I have download new game for falcon.
>>But I have problem with it. I could launch I have seen title screen I
>>choose play, enter the name and then I see only black screen, the sound
>>stop. Does anybody have the similar problem or only on my computer ?
>
>
> Use a RGB Monitor or TV.

VGA

best regards

Piotr M.

2727. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 15:07:24 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <dardj2gms2@galaxy.uci.agh.edu.pl>
Source record: 12504

swe@atari.org napisał(a):
>>Use a RGB Monitor or TV.
>
>
> No need. Runs fine here on CT60+accelerated bus. Some display probs in
> main menu (arrow flickering) but the game itself is ok. Nice idea actualy.
> If it runs with ct60+acc'ed bus, should run fine on plain as well....

I have not CT60, I tried it on clean Falcon.

best regards

Piotr M.

2728. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 20:54:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.10.20.54.17.318499@charter.net>
Source record: 12505

On Sun, 10 Jul 2005 17:07:24 +0200, Piotr Mietniowski wrote:

> swe@atari.org napisa(a):
>>Use a RGB Monitor or TV.
>>
>>
>> No need. Runs fine here on CT60+accelerated bus. Some display probs in
>> main menu (arrow flickering) but the game itself is ok. Nice idea actualy.
>> If it runs with ct60+acc'ed bus, should run fine on plain as well....
>
> I have not CT60, I tried it on clean Falcon.
>
> best regards
>
> Piotr M.

If it works for others on plain Falcons and even works on upgraded Falcons
then I'd wonder if maybe it wasn't corrupted somehow when you downloaded
it? Download it again and see. Wouldn't hurt and you'd rule out another
cause.

Good luck.

--
_/_/_/

2729. sweet

Newsgroup: comp.sys.atari.st
Date: 2005-07-10 23:02:13 UTC
From: roger <roger@iwantsweet.com>
Message-ID: <1121036530.29476.0@sabbath.news.uk.clara.net>
Source record: 12506

Oh Yeah!

2730. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-11 01:20:44 UTC
From: Xerus <falcon060@free.fr>
Message-ID: <42d1c979$0$21630$8fcfb975@news.wanadoo.fr>
Source record: 12507

Hi,

"Piotr Mietniowski" wrote:...
> Xerus wrote:
>> Use a RGB Monitor or TV.
>
> VGA

Try with TV ou RGB monitor ;-)

Best regards,

Christophe Lucas

2731. Re: sweet

Newsgroup: comp.sys.atari.st
Date: 2005-07-11 02:24:02 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dasl82$6td$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12508

> Oh Yeah!

??

2732. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-11 04:12:11 UTC
From: mail@freeman-studio.com
Message-ID: <1121055131.526736.226770@z14g2000cwz.googlegroups.com>
Source record: 12509

swe@atari.org wrote:
> > Use a RGB Monitor or TV.
>
> No need. Runs fine here on CT60+accelerated bus. Some display probs in
> main menu (arrow flickering) but the game itself is ok. Nice idea actualy.
> If it runs with ct60+acc'ed bus, should run fine on plain as well....

What settings did you use? I couldn't get it to run, no matter what I did, on my CT60. It ran fine on 030 mode, though. So I thought it had some odd compatibility issue with the 060.

Also, for previous poster, I'm using a mulisync VGA monitor. As long as I'm running it in standard 030 mode, it runs fine on it, so RGB/TV isn't necessary.

Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

2733. Re: pmdoom 0.42

Newsgroup: comp.sys.atari.st
Date: 2005-07-11 07:02:37 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1121065357.456497.202510@g43g2000cwa.googlegroups.com>
Source record: 12510

Hey Patrice! It works fine!!! Thanks for this new compilation. Just 3
comments:

- It runs only if I add the '-audio off' parameter. Otherwise it
freezes at the splash screen.
- It is definetly slower than the previous version. Even slower than
pmQuake.
- On exit it generates a bus error and fails to restore the color
palette. (complaining about something like 'SDL Parachuting')

Thanks again for your efforts !

Patrice Mandin wrote:
> Hello,
>
> I made a new bugfixed version. Many stuff fixed in GEM video driver.
>
> --
> Patrice Mandin
> WWW: http://membres.lycos.fr/pmandin/
> Programmeur Linux, Atari
> Spécialité: Développement, jeux

2734. Re: pmdoom 0.42

Newsgroup: comp.sys.atari.st
Date: 2005-07-11 10:30:36 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <dbu9q2-he5.ln1@manoir.racoon.city>
Source record: 12511

Le Mon, 11 Jul 2005 09:02:37 +0200, Joe Iron a ï¿½critï¿½:

> - It runs only if I add the '-audio off' parameter. Otherwise it freezes
> at the splash screen.

Yep, audio makes it crash.

> - It is definetly slower than the previous version. Even slower than
> pmQuake.

I know that.

> - On exit it generates a bus error and fails to restore the color
> palette. (complaining about something like 'SDL Parachuting')

Which OS/Hardware do you run?

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2735. Re: pmdoom 0.42

Newsgroup: comp.sys.atari.st
Date: 2005-07-11 11:03:31 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1121079810.952895.304400@f14g2000cwb.googlegroups.com>
Source record: 12512

Patrice Mandin wrote:
> Le Mon, 11 Jul 2005 09:02:37 +0200, Joe Iron a écrit :
>
> > - It runs only if I add the '-audio off' parameter. Otherwise it freezes
> > at the splash screen.
>
> Yep, audio makes it crash.
>
> > - It is definetly slower than the previous version. Even slower than
> > pmQuake.
>
> I know that.
>
> > - On exit it generates a bus error and fails to restore the color
> > palette. (complaining about something like 'SDL Parachuting')
>
> Which OS/Hardware do you run?

Mint 1.16.1, N.AES 2, NVDI 5, N.Thing
CT60@95MHz, accelerated bus

During gamplay I experienced no errors, only on exit.

>
> --
> Patrice Mandin
> WWW: http://membres.lycos.fr/pmandin/
> Programmeur Linux, Atari
> Spécialité: Développement, jeux

2736. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-11 15:42:35 UTC
From: SWE <jvalant@atari.org>
Message-ID: <LrwAe.285$cE1.52970@news.siol.net>
Source record: 12513

mail@freeman-studio.com wrote:

>> No need. Runs fine here on CT60+accelerated bus.
>
> What settings did you use? I couldn't get it to run, no matter what I
> did, on my CT60. It ran fine on 030 mode, though. So I thought it had
> some odd compatibility issue with the 060.

Nothing specuial, CT60 machine at 66MHZ, bus accelerator at 25MHz,
14mb STram MiNT OS. Thats all...

Janez

2737. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-12 13:35:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42d3f2bac9f232@comcast.net>
Source record: 12520

>Hi
>
>Which TOS version did the Atari ST 1024 use? Thanks. :o)

I think you mean the 1040. It began using TOS 1.0. I have a 1040STe that uses
1.6.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2738. Re: pmdoom 0.42

Newsgroup: comp.sys.atari.st
Date: 2005-07-12 18:18:53 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <42d4098d_1@x-privat.org>
Source record: 12514

Joe Iron wrote:
>
> Hey Patrice! It works fine!!! Thanks for this new compilation. Just 3
> comments:
>
> - It runs only if I add the '-audio off' parameter. Otherwise it
> freezes at the splash screen.

I just have had a very short try with pmdoom.
It seems to run on Hades (freeMiNT 1.16.3/XaAES latest CVS version).
At least I can launch it but playing is almost impossible. Deadly
slow.
But as I only tried it very short it can be I've to set a parameter.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

2739. Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-12 19:19:53 UTC
From: Guybrush <bond007clone@comcast.net>
Message-ID: <1121195993.851370.272840@o13g2000cwo.googlegroups.com>
Source record: 12516

Hi

Which TOS version did the Atari ST 1024 use? Thanks. :o)

2740. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-12 21:29:36 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <db1cg7krl1@atlantis.news.tpi.pl>
Source record: 12517

Guybrush napisaďż˝(a):
> Hi
>
> Which TOS version did the Atari ST 1024 use? Thanks. :o)

None. There was no Arari ST 1024.

But, theere was Atari 1040 ST, and it used TOS 1.02 and 1.04 IIRC. You
could also upgrade it on your own to 1.06, 1.62, 2.05 or 2.06.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2741. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-12 21:44:27 UTC
From: Guybrush <bond007clone@comcast.net>
Message-ID: <1121204667.072959.62810@o13g2000cwo.googlegroups.com>
Source record: 12518

Just out of curiosity, why do people mistake there being an Atari 1024
ST? Is it because of 1MB memory, or what?

2742. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-12 21:55:26 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <db1e0l$91$1@atlantis.news.tpi.pl>
Source record: 12519

Guybrush napisaďż˝(a):
> Just out of curiosity, why do people mistake there being an Atari 1024
> ST? Is it because of 1MB memory, or what?

Possible. Atari always "rounded up" numbers... dunno why... anybody got
a clue?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2743. Re: sweet

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 01:19:34 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <G_ZAe.169075$nG6.31608@attbi_s22>
Source record: 12521

Steve Sweet wrote:

>
>> Oh Yeah!
>
>
> ??

spam script testing id imagine.

2744. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 04:16:25 UTC
From: MacGeek <macgeek@apple.com>
Message-ID: <11d95bomrg0i1db@corp.supernews.com>
Source record: 12522

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:db1e0l$91$1@atlantis.news.tpi.pl...
> Guybrush napisa(a):
>> Just out of curiosity, why do people mistake there being an Atari 1024
>> ST? Is it because of 1MB memory, or what?
>
> Possible. Atari always "rounded up" numbers... dunno why... anybody got
> a clue?
>
> --
Yes Atari 130XE = 128k, 520ST = 512k, 1040ST = 1024 :P

2745. Looking for a online list of Atari ST games...

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 04:16:54 UTC
From: waxman80014@hotmail.com
Message-ID: <1121228214.744199.227300@o13g2000cwo.googlegroups.com>
Source record: 12523

Anyone know of a site?

2746. Re: sweet

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 06:12:22 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.07.13.06.12.20.464232@atari-source.com>
Source record: 12526

On Wed, 13 Jul 2005 01:19:34 +0000, Ziggy wrote:

> Steve Sweet wrote:
>
>>
>>> Oh Yeah!
>>
>>
>> ??
>
> spam script testing id imagine.

http://unix.rulez.org/~calver/pictures/rock_rule.jpg

2747. Re: Looking for a online list of Atari ST games...

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 06:47:30 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <db2de2$14u5$1@ariadne.rz.tu-clausthal.de>
Source record: 12527

waxman80014@hotmail.com wrote:
> Anyone know of a site?

Try http://www.atarilegend.com/

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

2748. 4.2 GIG SCSI III 68pin Baracudda Hard Drives

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 06:59:57 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <FY2Be.66562$ho.56680@bignews6.bellsouth.net>
Source record: 12528

Would anyone be interested in a 4.2 GIG SCSI III 68pin Baracudda Hard
Drive?

I bought a LOT of these and have a few that I don't need.

These are in like new condition. These are 3.5 drives and are great for
D2D recording on
the Falcon, or for use on a TT or other Atari using HD Driver.

If interested, contact me for price. I may let up to 3 of them go.

These are fairly hard to find in like new condition.

If interested contact me at:
phantomm@bellsouth.net

2749. Re: Looking for a online list of Atari ST games...

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 07:56:48 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1121241408.406413.88970@g14g2000cwa.googlegroups.com>
Source record: 12525

waxman80014@hotmail.com wrote:
> Anyone know of a site?

www.atarilegend.com (not actually a list, but you can search for games)
http://members.optusnet.com.au/~atari1/ (game lists of different
compilations)

2750. Games

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 09:13:22 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <epk9d15mb8c41hd8h153s9f89krv2o0cvs@4ax.com>
Source record: 12524

Hi NG

I have found a pleothora of original classic Atari ST Games, that some of you may be interested in:

The hole lot can be yourï¿½s for the symbolic price of 10 usd/eur depending on what you prefer! (excluding shipping).
I only sell the whole lot!

All games come boxed with full documentation and memorabilia! Most of them have never been used.

See picture here: www.msystem.dk/images/AtariGames.jpg

Sincerely
Peter Hjorth Feddersen

Gamelist:
The Ancient Art of War in the Skies: The World War 1 Strategy & Action Game by MicroProse Simulation Software (1992)

SDI: Now the odds are even by SEGA/AcTiVision

MicroLeague Wrestling by MicroProse Simulation Software (1987)

Their Finest Hour: The battle of Brittain by Lawrence Holland - An historically accurate, action-packed air combat simulation by Lucasfilm Games (1989)

Skyfox by Ray Tobey/Electronic Arts/Ariolasoft (1984)

Skyfox II - The Cygnus Conflict by Dynamix/Electronic Arts (1987)

Terminator 2 - Judgment Day by Ocean (1991)

Corporation by Core Design Limited (1990)

The light corridor by Infogames (1990)

Pinball Dreams by Digital Illusions/21st Century Entertainment Ltd. (1991)

Cruise for a Corpse by Delphine Software (1991)

StarBlade by Simarilis (1990)

Cybercon III by U.S. Gold (1991)

Infestation by Psygnosis (1989)

Crime Does not Pay by Titus Software (1990)

Carrier Command by Rainbird Strategy Simulation (1988)

520 STe Turbo Pack :
Games Disk 1: Indiana Jones & the last crusade by Lucasfilm Ltd.
(1989)
Games Disk 2: Dragons Breath by Palace Software (1990)
Games Disk 3: Blood Money by Psygnosis (1989)
Games Disk 4: Anarchy by Psygnosis (1990)
Games Disk 5: Outrun and Super Cycle by SEGA (1986)
Games Disk 6: Impossible Mission II by Epyx Inc. (1988) and Human
Killing Machine by U.S. Gold Limited (1989)

2751. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 09:24:52 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42d4ddcd$0$13697$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12529

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:db1e0l$91$1@atlantis.news.tpi.pl...
> Guybrush napisa(a):
>> Just out of curiosity, why do people mistake there being an Atari 1024
>> ST? Is it because of 1MB memory, or what?
>
> Possible. Atari always "rounded up" numbers... dunno why... anybody got
> a clue?
>

the rounded up numbers sound better :P

Chris

> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

2752. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 13:30:53 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <dp5ad1heoclro69h49cp5njiioshd87d7v@4ax.com>
Source record: 12531

How do you upgrade a 1040 to TOS v2.06. I mean TOS 2.06 comes on a pair og Eproms, whereas the older TOS in 1040 fills out 6 Eproms or so!

Sincerely
Peter, Denmark

2753. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 15:44:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42d536c3$0$13707$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12532

"The Ox That Rocks" <diamikton@hotmail.com> wrote in message
news:dp5ad1heoclro69h49cp5njiioshd87d7v@4ax.com...
> How do you upgrade a 1040 to TOS v2.06. I mean TOS 2.06 comes on a
> pair og Eproms, whereas the older TOS in 1040 fills out 6 Eproms or
> so!
>
> Sincerely
> Peter, Denmark

To fit TOS to a STFM you need a bit of address decoding to get it to work,
since 206 is larger than TOS 1.4.
Fitting 206 to a STE you just alter a couple of jumper links and bung in
your Eproms.

Chris

2754. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 18:56:22 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <42D563D6.EFA64D40@plano.net>
Source record: 12533

Adam Klobukowski wrote:
>
> Guybrush napisa3(a):
> > Just out of curiosity, why do people mistake there being an Atari 1024
> > ST? Is it because of 1MB memory, or what?
>
> Possible. Atari always "rounded up" numbers... dunno why... anybody got
> a clue?
>
One megabyte is 1,048,578 bytes. So the Atari 1040 ST is actually
rounding *down* for the number of bytes. Of course, 1024 kilobytes
is one megabyte, so...

--
+---+
| Charles and Francis Richmond It is moral cowardice to leave |
| undone what one perceives right |
| richmond at plano dot net to do. -- Confucius |
+---+

2755. Re: H20 Falcon game

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 19:06:25 UTC
From: swe@atari.org
Message-ID: <_wUAe.313$cE1.57991@news.siol.net>
Source record: 12515

mail@freeman-studio.com wrote:

> What settings did you use? I couldn't get it to run, no matter what I
> did, on my CT60. It ran fine on 030 mode, though. So I thought it had
> some odd compatibility issue with the 060.
>
> Also, for previous poster, I'm using a mulisync VGA monitor. As long as
> I'm running it in standard 030 mode, it runs fine on it, so RGB/TV
> isn't necessary.

Another info:

H20 seems very sensitive about CPU clock. Runs on 66mhz, but on 100 or 90
it jump in loop after i enter the name...

Janez

2756. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 21:23:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <_5ydnX_jHLKjG0jfRVnyug@pipex.net>
Source record: 12530

In message <1121195993.851370.272840@o13g2000cwo.googlegroups.com>,
bond007clone@comcast.net said:

>Which TOS version did the Atari ST 1024 use? Thanks. :o)

Was there such a machine? I thought all 1024 were at least STFMs
or STEs. But the likely answer is 1.02 or 1.04 for later ones.

Regards, /Peter/

2757. Searching for TOS roms infos

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 22:23:59 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.13.22.23.54.31014@caramail-NOSPAM.com>
Source record: 12541

Hello,

For a wiki currently in the works, I need a bit of information about
various TOS versions:

ST: 1.00
MegaSTE: 2.02,2.62
TT: 3.01,3.05,3.06
Falcon: 4.00,4.01,4.03
Medusa/Hades/Milan: any version

For each version, I need date of creation, language/country, gemdos
version and aes version. You can have it with any sysinfo-type
program. Thanks.

You can have a look at the current page there:
http://removers.free.fr/wikipendium/wakka.php?wiki=TOS

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

2758. Re: sweetie

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 23:08:30 UTC
From: roger <roger@iwantsweet.com>
Message-ID: <1121296122.82630.0@despina.uk.clara.net>
Source record: 12534

Oh But YEAH!

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:dasl82$6td$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
>
>> Oh Yeah!
>
>
> ??
>

2759. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 23:21:52 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <GOGdnXFsbJWMP0jfRVnyrw@eclipse.net.uk>
Source record: 12535

<xlator@cix.compulink.co.uk> wrote in message
news:_5ydnX_jHLKjG0jfRVnyug@pipex.net...
> In message <1121195993.851370.272840@o13g2000cwo.googlegroups.com>,
bond007clone@comcast.net said:
>
> >Which TOS version did the Atari ST 1024 use? Thanks. :o)
>
> Was there such a machine? I thought all 1024 were at least STFMs
> or STEs. But the likely answer is 1.02 or 1.04 for later ones.
>

I guess the proper answer is which evcer was current when it was made. Were
any 1meg machines produced with disk TOS?

> Regards, /Peter/
>

2760. Re: Looking for a online list of Atari ST games...

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 23:23:32 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <cZSdnY3bQ9LoP0jfRVnyuw@eclipse.net.uk>
Source record: 12536

<waxman80014@hotmail.com> wrote in message
news:1121228214.744199.227300@o13g2000cwo.googlegroups.com...
> Anyone know of a site?
>

Also http://www.atari.st/ AKA Little Green Desktop

2761. Re: sweetie

Newsgroup: comp.sys.atari.st
Date: 2005-07-13 23:44:28 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <db490s$av6$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12537

Why its...

"roger" <roger@iwantsweet.com> wrote in message
news:1121296122.82630.0@despina.uk.clara.net...
> Oh But YEAH!
>
>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:dasl82$6td$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
>>
>>> Oh Yeah!
>>
>>
>> ??

Sweet!!

2762. FS: Atari VIDEOMASTER FALCON cart and etc.

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 04:12:38 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <OBlBe.58908$qm.35731@bignews5.bellsouth.net>
Source record: 12538

I have a extra Atari VIDEOMASTER FALCON Cartridge with the
RGB SPLITTER and Original Software and BOX.

This is the Falcon only version.

The Cartridge and Splitter and Manual is in like new condition.

These are fairly rare now.

This is the only unit that I know of that will record video and Audio at
the
same time and put it all into a playable format.
Comes with a PD player so you can give out your demos.

It will also, take TC Color Images from a Still Image source such as a
VCR, DVD, Video Camera or etc.

The software has great Audio features alone.
The software for the video will allow you to import color stills.

There are several Video, Audio, and picture outputs.

Don't miss this one if you are into Video with Audio on the Falcon!!

Contact me at:
phantomm@bellsouth.net

2763. Re: pmdoom 0.42

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 06:03:00 UTC
From: mail@freeman-studio.com
Message-ID: <1121320980.152658.106060@g47g2000cwa.googlegroups.com>
Source record: 12539

Patrice,

Great work! This one now works perfectly fine on my 66MHz/25MHz bus CT60 Falcon running Magic 6. I haven't seen it crash yet, which is more than I can say for previous versions. Unfortunately, as many have noted, including you, it's pretty slow compared to older versions. Still very playable, but not as fun. It's about as fast for me as Running was on a stock 030/DSP machine. Both GEM and Full-screen modes work well now.

Mike Freeman
mike [at] freeman-studio [dot] com

2764. Re: Games - sold

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 07:30:30 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <bt4cd1t622gafm4cd5d2tcvehafldast26@4ax.com>
Source record: 12540

I got a reply from Rory (llinois) wednesday at 14:37 and today from
Ben (Oregon) at 06:29

So I guess the lot goes to Rory!

On Wed, 13 Jul 2005 11:13:22 +0200, The Ox That Rocks
<diamikton@hotmail.com> wrote:

>Hi NG
>
>I have found a pleothora of original classic Atari ST Games, that some
>of you may be interested in:
>
>The hole lot can be yourï¿½s for the symbolic price of 10 usd/eur
>depending on what you prefer! (excluding shipping).
>I only sell the whole lot!
>
>All games come boxed with full documentation and memorabilia! Most of
>them have never been used.
>
>See picture here: www.msystem.dk/images/AtariGames.jpg
>
>
>Sincerely
>Peter Hjorth Feddersen
>
>Gamelist:
>The Ancient Art of War in the Skies: The World War 1 Strategy & Action
>Game by MicroProse Simulation Software (1992)
>
>SDI: Now the odds are even by SEGA/AcTiVision
>
>MicroLeague Wrestling by MicroProse Simulation Software (1987)
>
>Their Finest Hour: The battle of Brittain by Lawrence Holland - An
>historically accurate, action-packed air combat simulation by
>Lucasfilm Games (1989)
>
>Skyfox by Ray Tobey/Electronic Arts/Ariolasoft (1984)
>
>Skyfox II - The Cygnus Conflict by Dynamix/Electronic Arts (1987)
>
>Terminator 2 - Judgment Day by Ocean (1991)
>
>Corporation by Core Design Limited (1990)

>
>The light corridor by Infogames (1990)
>
>Pinball Dreams by Digital Illusions/21st Century Entertainment Ltd.
>(1991)
>
>Cruise for a Corpse by Delphine Software (1991)
>
>StarBlade by Simarilis (1990)
>
>Cybercon III by U.S. Gold (1991)
>
>Infestation by Psygnosis (1989)
>
>Crime Does not Pay by Titus Software (1990)
>
>Carrier Command by Rainbird Strategy Simulation (1988)
>
>520 STe Turbo Pack :
>Games Disk 1: Indiana Jones & the last crusade by Lucasfilm Ltd.
>(1989)
>Games Disk 2: Dragons Breath by Palace Software (1990)
>Games Disk 3: Blood Money by Psygnosis (1989)
>Games Disk 4: Anarchy by Psygnosis (1990)
>Games Disk 5: Outrun and Super Cycle by SEGA (1986)
>Games Disk 6: Impossible Mission II by Epyx Inc. (1988) and Human
>Killing Machine by U.S. Gold Limited (1989)
>

2765. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 08:41:42 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <db58g6$2ao5$1@ariadne.rz.tu-clausthal.de>
Source record: 12542

David Wade wrote:
> I guess the proper answer is which evcer was current when it was made. Were
> any 1meg machines produced with disk TOS?

Yes, the 520ST+ in 1986. It was a 520ST with 1MB of RAM and diskbased
TOS so the machine was at least partially usable.

Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

2766. Re: For Sale or Trade Expose Manual and Software

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 08:58:35 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050714095743168O7%derryck@cixcoukinvalid>
Source record: 12543

On 2005-07-14 05:38:53 +0100, Rustynutt <rustynutt@spamblock.hotmail.com> said:

> URL dyslexic.

Just to say that there is no country clue in your email address.

--

Cheers

Derryck

2767. Creating TOS rom images!

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 09:38:22 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <l3ccd11u24jvjh3obepash2vfnhiepiive@4ax.com>
Source record: 12544

Hi NG

I have two MEGA STeï¿½s. One with an English TOS 2.06 and one with TOS 2.05 in german.

I want to reprogram the German TOS 2.05 with the english one. Is it legal?

How do I make two separate binary files containing the English TOS2.06, both EE and EO?

I have tried a number of TosDump programs, but they only seem to generate one single *.img file containing both EPROMS (mainly for use in emulatoin programs)!

Any help would be appreciated!

Thanks.

Peter, Denmark

2768. Re: Creating TOS rom images!

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 09:55:06 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1121334905.954481.146360@g49g2000cwa.googlegroups.com>
Source record: 12545

>I have two MEGA STe´s. One with an English TOS 2.06 and one with TOS 2.05 in german.

>I want to reprogram the German TOS 2.05 with the english one. Is it
legal?

????? Why do you even bother to ask? You own both machines!

>How do I make two separate binary files containing the English TOS2.06, both EE and EO?

>I have tried a number of TosDump programs, but they only seem to generate one single *.img file containing both EPROMS (mainly for use in emulatoin programs)!

Either use an eprom programmer to dump each chip seperately, or get a
program off the net that will split the TOSDUMP image into its high and
low counterparts. If you are sending the eproms and code to someone to
burn them, they will probably do this for you anyway.

Coda

2769. Re: Creating TOS rom images!

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 11:38:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42d64e6a$0$6468$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12546

"The Ox That Rocks" <diamikton@hotmail.com> wrote in message
news:l3ccd11u24jvjh3obepash2vfnhiepiive@4ax.com...
> Hi NG
>
> I have two MEGA STe's. One with an English TOS 2.06 and one with TOS
> 2.05 in german.
>
> I want to reprogram the German TOS 2.05 with the english one. Is it
> legal?
>
> How do I make two separate binary files containing the English
> TOS2.06, both EE and EO?
>
> I have tried a number of TosDump programs, but they only seem to
> generate one single *.img file containing both EPROMS (mainly for use
> in emulatoin programs)!
>
> Any help would be appreciated!
>
> Thanks.
>
> Peter, Denmark

Theres a TOS ROM site somewhere, I can't remember the URL though it has them
all I think... maybe someone here can point you to it, or you could google
for it...

Chris

>
>

2770. The BITS Club intro #15

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 12:29:34 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1121344174.089883.170200@f14g2000cwb.googlegroups.com>
Source record: 12547

```
THE BITS CLUB
==============
proudly presents:

Intro #15
"SINE WIREFRAME"

,-----------------------------,
| BBB IIII TTTT SSS |
| B BB II TT S C L |
| THE BBB II TT SSS |
| B BB II TT S U B |
| BBB IIII TT SSS |
|. . . , . . .|
| . . _-~ ~-_. _ . . |
|. . /\. \ . / | | . . |
| . . ~~ .\___/. . ~ . .|
| . . . . . . . . |
| |
|SINE WIREFRAME INTRO 20050714|
'-----------------------------'

http://so_o2.tripod.com/TBC15-STbin-20050714.zip

Visit The Bits homepage:
http://so_o2.tripod.com/tbc.html
```

2771. Re: FS: Atari VIDEOMASTER FALCON cart and etc.

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 14:41:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.14.14.41.44.58813@charter.net>
Source record: 12548

On Thu, 14 Jul 2005 00:12:38 -0400, Phantom wrote:

>
> I have a extra Atari VIDEOMASTER FALCON Cartridge with the
> RGB SPLITTER and Original Software and BOX.

Hey Barry, is this the one/format you used for that animation of the
clouds passing by? The one you uploaded to my BBS a few years ago?

Just curious. :-)

--
_/_/_/

2772. Re: For Sale or Trade Expose Manual and Software

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 14:45:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.14.14.45.25.842387@charter.net>
Source record: 12449

On Thu, 14 Jul 2005 04:38:53 +0000, Rustynutt wrote:

> On Sun, 10 Jul 2005 00:30:30 -0400, "Phantom" <phantomm@bellsouth.net>
> wrote:
>
> I have 3 PAL Expose digitizer cards, with manuals. Toad Retail
> Pricing.
> Located in the US for those that are URL dyslexic.

Do they actually work? What about the PAL issue? Does it work okay here in
the US with the NTSC standard?

Whats Toad retail pricing at these days?

Thanks.

--
_/_/_/

2773. Re: Searching for TOS roms infos

Newsgroup: comp.sys.atari.st
Date: 2005-07-14 17:22:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200507141922.a9951@b.maus.de>
Source record: 12450

From the tos.hyp!

```
Version Date Name Language Kind GEMDOS AES
-------------------------------------------------------------------
0.00 Das Boot englisch ROM
1.00 20.06.1985 Mushroom deutsch RAM 0.13 1.01
1.00 20.11.1985 deutsch RAM 0.19 1.2
1.00 20.11.1985 franz. RAM 0.19 1.2
1.00 06.02.1986 Altes deutsch RAM 0.19 1.2
1.00 06.02.1986 Altes deutsch ROM 0.19 1.2
1.02 22.04.1987 Blitter deutsch ROM 0.19 1.2
1.04 18.05.1988 Beta-Test englisch RAM 0.21 1.3
1.04 08.08.1988 Developer deutsch RAM 0.21 1.04
1.04 22.02.1989 Rainbow deutsch ROM 0.21 1.4
1.04 06.04.1989 Rainbow deutsch ROM 0.21 1.4
1.06 19.06.1989 STE deutsch ROM 0.21 1.4
1.62 STE
2.05 05.12.1990 deutsch ROM
2.06 14.11.1991 deutsch ROM
2.06 10.03.1992 deutsch ROM (1)
2.95 26.04.1996 englisch ROM 0.20 3.20 (2)
3.00 01.03.1990 TTOS ROM
3.01 29.08.1990 TTOS deutsch ROM
3.05 05.12.1990 TTOS deutsch ROM
3.06 24.09.1991 TTOS deutsch ROM 0.20 3.20
4.04 08.03.1993 multi ROM
4.07 10.05.1999 MilanTOS multi Flash
4.08 08.07.1999 MilanTOS multi Flash 0.32
4.08 15.06.2001 MilanTOS multi Flash 0.33 3.42
4.08 20.08.2001 MilanTOS multi Flash 0.33 3.42
4.08 06.10.2002 MilanTOS multi Flash 0.33 3.43
4.08 09.03.2003 MilanTOS multi Flash 0.33 3.43
7.0x multi Flash (3)

(1) STBook
(2) Tos2Win
(3) CENTurbo II, a modified version of 4.04

Without warrenty, because I have not all of them.

It is great that we make all things twice.

Gerhard
```

2774. Re: Atari USB announcement

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 00:45:53 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42d6eb21.0@entanet>
Source record: 12451

On 4 Jun 2005 09:24:44 +, Odd Skancke wrote:
>
> I am doing some research about PCI USB now, and will most probably
>attempt something in the near future. No promises, tho. I want to get a
>beta release of FreeMiNT/XaAES ready before starting such a project.
>
>>
>> Perhaps we should arrange some sort of prize ? Rather like the Hades repair
>> fund with suitable rules to define what is required.
>
> That sounds really nice ;-) However, with the rules below I dont think
>I cant enter, since the implementation I want to start working on is
>largely based on the Linux (or netbsd, dont know for sure yet) USB stack
>implementations. And doing this for other systems than FreeMiNT is out
>of the question ... I dont have time. On the positive side, if I can get
>one of the above implementations to run under MiNT, we instantly have
>USB drivers for most common things ;-)

Hi Odd,

The TOS/Mint/Magic bit should really have said TOS or Mint or Magic.
Obviously if an implementation works on more than one then it will
please more people.

I was trying not to restrict the Prize idea to any one OS or method
of implementation.

Good luck with the project and I would be glad to help with testing
if I can.

Peter

>>
>> How about something like this:
>>
>> * uses common/cheap USB card
>> * works on Milan & Hades
>> * works with TOS/Mint/Magic
>> * can be shown to work with an example of each of the following
>> devices:
>> + USB keyboard
>> + USB mouse
>> + USB memory stick
>> + USB webcam
>>

2775. Re: FS: Atari VIDEOMASTER FALCON cart and etc.

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 04:57:37 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ZIHBe.71763$Tt.26456@bignews3.bellsouth.net>
Source record: 12452

No Ronald, I think that was another guy that did the video of the
storm clouds approaching.

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.14.14.41.44.58813@charter.net...
> On Thu, 14 Jul 2005 00:12:38 -0400, Phantom wrote:
>
>>
>> I have a extra Atari VIDEOMASTER FALCON Cartridge with the
>> RGB SPLITTER and Original Software and BOX.
>
> Hey Barry, is this the one/format you used for that animation of the
> clouds passing by? The one you uploaded to my BBS a few years ago?
>
> Just curious. :-)
>
> --
> _/_/_/_

2776. Re: For Sale or Trade Expose Manual and Software

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 06:01:10 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <zhIBe.71802$Tt.32574@bignews3.bellsouth.net>
Source record: 12453

Think I offer my 2 cents as I know about the Expose.

(Mike I e-mailed you several times and got no replies)

If they are PAL then you would need sometype of PAL VCR in order to get video
into the Falcon to digitize. If you wanted to say use a Video Camera,
It would have to be
PAL, unless it would work thru the PAL VCR. And I am not sure if this
would work.

I would think that you would lose Video Quality as you would have to
Transfer PAL into
NTSC. I assume the PAL/NTSC VCR would do this but I do wonder about the
quality.

Another thing I am not clear on, Is both the Splitter and the Main board
both PAL?
Or is it just the Splitter or Main Board?

Now, I am almost sure that I have a fix for the PAL Expos's, which will
turn them into
NTSC units. I have studied the Expos's for along time. And have done
modifications
to mine for better results.

If Mike wants me to turn a PAL Expose into a NTSC one, then I wouldn't
mind doing it.
But these days my time is money and I can't do it for free. And I gave
up giving out my best
discoveries for free after losing blood and sweat to discover them.

I don't mind helping out the Atari scene anyway I can. But the Expose'
is one of those things
that has a strange history. If I was a paranoid person, I'd say that
they were sabotaged.
Especially the NTSC ones. But I think they just didn't know how to make
em work with
NTSC. I do if any one interested. I studied Electronics at the
component level and have
a diploma that I am quite proud of.

I have 2 Expos's that are NTSC. One was converted! I can use any NTSC
video device and digitize in all
glorious Color. The last one I did is a small FLH Demo thats on FTP
chapelie.rma.ac.be/atari/

It's nothing fancy, and I didn't take time to use the digital filters on
it that would clean it up abit.

Next Demos I upload will be in the FLC 256 Color Format. So more Atari
owners can see them.
And, I will upload some VideoMaster stuff as well.

I have CDs full of Video stuff I've done with the Expose and VideoMaster
Falcon.

I have 3 VideoMaster Falcons, thats why I offered up one for sale. To
give someone with
a Falcon a chance to get one of the best Video with Sound digitizers
made for the Falcon.

I wish that more Atari owners would explore the Graphics and Video field
of the Ataris.

Even a STe can do some suprising stuff. With programs like CAD 3D 2.0,
Art and Film Director and
a host of other great animation software.

One of my projects just happens to be a Video Digitizer. My main problem
is that I am better at electronics
than programming. But am slowly learning.

I could use some URLs for GFA with tips and some program examples to
tinker with.

For the Atari ST-Falcon Computers to survive we need programmers.

One reason that the Atari 8-bitters are ahead with stuff like a USB cart
is programmers.

There is no reason that machines like the STE, Falcon and TT can't use
USB.

We really need to push programming. Some one with the time and knowledge
could start a
GFA Basic programming Newsletter that Atari owners could subscribe to.

I tell you now, that if we don't start programming ourselves, we are
going to wake up one day with
nothing new to use and no way to catch-up if the Net changes the way one
connects.

I'll hop off my soap box now.

phantomm@bellsouth.net

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.14.14.45.25.842387@charter.net...
> On Thu, 14 Jul 2005 04:38:53 +0000, Rustynutt wrote:
>
>> On Sun, 10 Jul 2005 00:30:30 -0400, "Phantom"

>> <phantomm@bellsouth.net>
>> wrote:
>>
>> I have 3 PAL Expose digitizer cards, with manuals. Toad Retail
>> Pricing.
>> Located in the US for those that are URL dyslexic.
>
> Do they actually work? What about the PAL issue? Does it work okay
> here in
> the US with the NTSC standard?
>
> Whats Toad retail pricing at these days?
>
> Thanks.
>
> --
> _/_/_/_

2777. Re: 4T/FX and D2D Edit

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 06:05:59 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <3mIBe.71804$Tt.4402@bignews3.bellsouth.net>
Source record: 12454

Never Mind, Found the Program!

Thanks to the person who helped me!
Phantom

2778. Help with ST RGB Cables

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 06:33:10 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <xLIBe.71805$Tt.34114@bignews3.bellsouth.net>
Source record: 12455

First thing, I need a few normal STE type cables to connect to RGB type
montors.

If anyone has any for sale/trade, do get in contact with me.

Now, I have a few questions about ST type RGB cables.

I am not sure if these were made but here is what I need.

I need a STE type RGB cable, normal ST connection on one end, on the
other
end I need a round TTL RGB end. These have 8 pins. Where as a normal Lin
RGB ST
Cable has 6.

I do have a few TTL RGB Cables with the proper Round Connection on one
end, but they
have a Serial type end with 8 Pins on the other end.

Where any ST cables made with one end connection round with 6 pins and
the other end
round with 8 pins for connecting into a TTL RGB port?

From the info I have, there doesn't seem to be much difference in the
wire connections.

I need such a cable to connect a STE and or Falcon to a certain type of
Monitor.

If anyone has such a cable for sale or trade, do contact me.

If there is a URL, that shows how to build such a cable, then that would
help also.
But I would rather have the cable already made if possible.

phantomm@bellsouth.net

2779. WTB: MOVING PIXELS CD

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 06:37:44 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <PPIBe.71807$Tt.64892@bignews3.bellsouth.net>
Source record: 12456

Looking to buy or trade for th Moving Pixels CD.

Contact me at:

phantomm@bellsouth.net

2780. Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 10:16:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507150308470.4509-100000@onyx.spiritone.com>
Source record: 12457
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off Games / Software, Hardware & Books for Classic Atari 8 Bit and
Atari ST Computer lines plus Jaguar Consoles and Games! And if your a
Regular Customer, Reward yourself with another 10% off.A Whopping 30% off!
Some items I have only One, Two or Too Few of! Some I have Lots of! Got
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm My New Atari's for Sale!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2781. OT- it just had to be done :)

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 11:03:52 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42d797d3$0$6475$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12458

http://crazyfrogpissesmeoff.ytmnd.com/

2782. here he is again[[[[[it just had to be done :)

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 11:41:13 UTC
From: charlesc <charles.copp@sympatico.ca>
Message-ID: <phNBe.10799$6e3.713268@news20.bellglobal.com>
Source record: 12459

>
> hey i know this critter, he basically drives around town
on a motor-cycle ,riding missiles.....main action character in a video
called "bass bumpers"
wow this guy is great
check out his video
http://gprime.net/video.php/bassbumpers

didn't he originate from the atari game "frogger" did he?

charles.copp@sympatico.ca

2783. Re: WTB: MOVING PIXELS CD

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 12:16:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.15.12.16.42.901376@charter.net>
Source record: 12460

On Fri, 15 Jul 2005 02:37:44 -0400, Phantom wrote:

>
> Looking to buy or trade for th Moving Pixels CD.
>
> Contact me at:
>
> phantomm@bellsouth.net

You can still buy that one from a commercial dealer here in the US.

--
_/_/_/

2784. Re: FS: Atari VIDEOMASTER FALCON cart and etc.

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 12:18:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.15.12.18.07.149815@charter.net>
Source record: 12461

On Fri, 15 Jul 2005 00:57:37 -0400, Phantom wrote:

>
> No Ronald, I think that was another guy that did the video of the
> storm clouds approaching.

Oh, okay. Thanks!

--
_/_/_/

2785. [GAME] pmdoom 0.43

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 12:35:59 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.15.12.35.59.157677@caramail-NOSPAM.com>
Source record: 12462

Hello,

Sound routines were still called, even with audio disabled. This is not the case in this new version, so running with audio off should be a bit faster now.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

2786. Re: pmdoom 0.43

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 13:30:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1121434238.006098.30310@g14g2000cwa.googlegroups.com>
Source record: 12463

I have no idea why anyone would want to play DOOM with no sound.

2787. Re: here he is again[[[[[it just had to be done :)

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 13:39:05 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42d7bc55$0$6483$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12464

"charlesc" <charles.copp@sympatico.ca> wrote in message
news:phNBe.10799$6e3.713268@news20.bellglobal.com...
> >
>> hey i know this critter, he basically drives around town
> on a motor-cycle ,riding missiles.....main action character in a video
> called "bass bumpers"
> wow this guy is great
> check out his video
> http://gprime.net/video.php/bassbumpers
>
> didn't he originate from the atari game "frogger" did he?
>
> charles.copp@sympatico.ca
>
>

Well if your in the UK its well known, and yes thats the cool video which
every loves to hate :)

Chris

2788. Re: Help with ST RGB Cables

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 15:52:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42d8096427c6a81@comcast.net>
Source record: 12475

>
>First thing, I need a few normal STE type cables to connect to RGB type
>montors.
>
>If anyone has any for sale/trade, do get in contact with me.
>
>Now, I have a few questions about ST type RGB cables.

Well if you do not mind Mono, you can buy an adapter that will allow direct hookup to a VGA monitor. For Color I use a piece of hardware called "Video Key" and a video converter. Both work great and allow my STe to be hooked up to a SVGA monitor.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2789. Re: Searching for TOS roms infos

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 16:00:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42d8096427c6a82@comcast.net>
Source record: 12474

>Hello,
>
>For a wiki currently in the works, I need a bit of information about
>various TOS versions:
>
>ST: 1.00
>MegaSTE: 2.02,2.62
>TT: 3.01,3.05,3.06
>Falcon: 4.00,4.01,4.03
>Medusa/Hades/Milan: any version
>
>For each version, I need date of creation, language/country, gemdos
>version and aes version. You can have it with any sysinfo-type
>program. Thanks.
>
>You can have a look at the current page there:
>http://removers.free.fr/wikipendium/wakka.php?wiki=TOS

Hello Patrice,

My Hades uses the same TOS as a TT:

TOS version : 3.06
GEM Dos version: 0.19
AES: 3.99
Language: German

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2790. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 17:54:35 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <42d7f85b$1_1@x-privat.org>
Source record: 12465

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-181.zip
(1.321.145 bytes) Excellent GEM-based e-mail client for STik/STing/Gluestik/Magicnet

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.43.zip
(329.023 bytes) Atari version of Doom

Have fun,
Martin

--
**********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2791. Hmm...Falcon keyboard stopped working

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 19:55:04 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1121457302.81ef78a3dd95f67b076187a61233e3f2@teranews>
Source record: 12466
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi all,

I was just using my falcon when the keyboard stopped working.

It's something on the motherboard because I tested the keyboard on another falcon and it works fine. I tested the connector on the motherboard on the keyboard connector where 5v should be and it's not there. I could not see a fuse or anything near the keyboard connector to check or replace.

Any ideas?
Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2792. strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 20:10:09 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <pan.2005.07.15.20.10.08.834769@gmx.de>
Source record: 12467

Hi all,

As an answer to my statement "aranym/AFROS a heap of shit?", Milan Jurik wrote to me personally:

> P.S.: Why should I support people like you? What did you do for Atari?
> Did you develop something interesting ever?
I never realized any support from M. J. because aranym isn't good for anything.
I have bought many Atari programs that do not work with aranym.
I have also made a Database of some older Atari Programs called "COMMENT" with Phoenix that you could download from the ST Computer homepage and created an Atari Bootdisk for x86 PC's with the Caldera DOS, a TOS Image, the TOSBOX Emulator and some essentials.
On the othe other hand his question is a little silly. If I buy some electronics from Siemens or so and become angry when it doesn't work nobody asks what I have done for Siemens.

> P.P.S.: Don't answer, it doesn't matter, all your e-mails to lists and
> newsgroups will be ignored by me forever.
If he had not ignored my emails, he whould have seen my following thread "aranym problem solved" where I have corrected my evaluation of aranym referring the compatibility of aranym with TOS 404. But the problem that there is no useful Atari emulator for Linux remains (except perhaps the game emulator Hatari) and so I must install MS Win 98 on my PC and buy a proved Atari emulator for Windows. Sad.

regards, Ludwig

2793. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 20:50:00 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.07.15.20.50.00.197581@atari-source.com>
Source record: 12468

On Fri, 15 Jul 2005 22:10:09 +0200, Ludwig Maetzke wrote:

> Hi all,
>
> As an answer to my statement "aranym/AFROS a heap of shit?", Milan Jurik
> wrote to me personally:
>
>> P.S.: Why should I support people like you? What did you do for Atari?
>> Did you develop something interesting ever?
> I never realized any support from M. J. because aranym isn't good for
> anything.
> I have bought many Atari programs that do not work with aranym.
> I have also made a Database of some older Atari Programs called "COMMENT"
> with Phoenix that you could download from the ST Computer homepage and
> created an Atari Bootdisk for x86 PC's with the Caldera DOS, a TOS Image,
> the TOSBOX Emulator and some essentials.
> On the othe other hand his question is a little silly. If I buy some
> electronics from Siemens or so and become angry when it doesn't work
> nobody asks what I have done for Siemens.
>

Oh, I didn't see the check you wrote to Milan. I guess typical
programming consultant time is about $40-$50USD per hour (have to defray
the IRS taxes). Multiply that times oh.. maybe 100 hours? Probably a lot
more honestly. And you owe Milan $5000. Of course there's several other
ARAnyM developers too. But they aren't charging.. it's free.

So when it's not perfect, they're not going to kiss your ass - YOU are
supposed to kiss theirs at least somewhat!

>> P.P.S.: Don't answer, it doesn't matter, all your e-mails to lists and
>> newsgroups will be ignored by me forever.
> If he had not ignored my emails, he whould have seen my following thread
> "aranym problem solved" where I have corrected my evaluation of aranym
> referring the compatibility of aranym with TOS 404. But the problem that
> there is no useful Atari emulator for Linux remains (except perhaps the
> game emulator Hatari) and so I must install MS Win 98 on my PC and buy a
> proved Atari emulator for Windows. Sad.
>

Sad for you. Everyone else can use the advertised features of ARAnyM
pretty well, and they at least understand not to bitch so loudly. Maybe
you're used to buying software but things work differently in the free
world. You have to respect people or they cut off support entirely to
you. Oh well. I say serves you right.

You know, they care about compatibility issues and do solve bug reports one by one - but I can almost guarantee your only hope is to piggyback off off another more caring user's desires. If I was an ARAnyM dev, I would ignore you forever too. Your comments were way way way over the top. Sorry.

And if you read anything at all ever instead of being a lame idiot, you would realize ARAnyM is not an emulator but rather a virtual machine. Almost like Wine. It's made for PROPER MODERN programs. It's just not going to run 10 year old hack shit you throw at it, not unless workarounds and whatnot are implemented. It's NOT a perfect falcon emulator and probably won't be for some time. People snap screenshots of falcon games running on it because it's a pleasant surprise - not an expectation - not yet.

And since it's a falcon emulator, it's even less likely to run the shit that won't even run on a REAL modern atari like a ct60.

Anybody would have been willing to nicely explain things to you, and the docs explain things at least marginally well. Open source projects always have docs that aren't perfect. But when you have such an attitude, you're going to lose. go bother the ASH people.. They can have you.

Fact is you have expectations in a place where you should have none. It's like homeless motherfuckers in philly that get pissed when I give them $0.25 instead of $1. They don't know my situation or how much I can afford to give. They're lucky they got anything at all! And now... They DON'T!

Ok I think I'm done with my rant, and I'm sorry if I offended other friends here.. but this is just my humble opinion.

Mark

2794. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 21:29:53 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <pan.2005.07.15.21.29.52.800267@gmx.de>
Source record: 12469

Hi Mark,

> Oh, I didn't see the check you wrote to Milan. I guess typical
> programming consultant time is about $40-$50USD per hour (have to defray
> the IRS taxes). Multiply that times oh.. maybe 100 hours? Probably a lot
> more honestly. And you owe Milan $5000. Of course there's several other
> ARAnyM developers too. But they aren't charging.. it's free.
Ridiculous calculation. 5000$? The price of
MagicMac was only 250 DM and it worked.
And of course I do not write cheques to people who announce not to read
anything from me.

> So when it's not perfect, they're not going to kiss your ass - YOU are
> supposed to kiss theirs at least somewhat!
For what?

> And if you read anything at all ever instead of being a lame idiot, you
> would realize ARAnyM is not an emulator but rather a virtual machine.
> Almost like Wine. It's made for PROPER MODERN programs.
One year old papyrus X doesn't work with aranym even with NVDI 4 installed
instead of fVDI.

> And since it's a falcon emulator, it's even less likely to run the shit
> that won't even run on a REAL modern atari like a ct60.
The ct60 is no modern atari. Now, it is a part of an old computer that
makes it running at perhaps 1/10 of the speed of a modern computer
for the price of a complete modern computer. Some years ago I mailed Mr.
Czuba some interest for a complete computer with a ct 60 for 999 DM but he
refused. Silly idea to produce accelerators for rare computers that can
only bought second hand.

> But when you have such an
> attitude, you're going to lose. go bother the ASH people.. They can
> have you.
They already have me and never felt bothered or were too polite.

> Fact is you have expectations in a place where you should have none.
Of course I had some expectations about aranym after so much loadspoken
promises.

regards, Ludwig

2795. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 22:02:10 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.15.22.02.09.295727@nosspamatari-source.com>
Source record: 12470

On Fri, 15 Jul 2005 23:29:53 +0200, Ludwig Maetzke wrote:

> Hi Mark,
>
>> Oh, I didn't see the check you wrote to Milan. I guess typical
>> programming consultant time is about $40-$50USD per hour (have to defray
>> the IRS taxes). Multiply that times oh.. maybe 100 hours? Probably a lot
>> more honestly. And you owe Milan $5000. Of course there's several other
>> ARAnyM developers too. But they aren't charging.. it's free.
> Ridiculous calculation. 5000$? The price of
> MagicMac was only 250 DM and it worked.
> And of course I do not write cheques to people who announce not to read
> anything from me.
>
>> So when it's not perfect, they're not going to kiss your ass - YOU are
>> supposed to kiss theirs at least somewhat!
> For what?
>

For their free effort for a good product - do you hear anyone else chiming in complaining? When people start bitching about MagiC everyone else chimes in to say how much it pisses them off too. When I pay good money for an OS I expect it to be perfect. When I get something for free I expect problems - shameful that it's pretty much the exact opposite - not just in the atari world either! (and always exceptions.. No free programs beat Papyrus or Tempus Word, etc. None that run on an Atari anyway)

>> And if you read anything at all ever instead of being a lame idiot, you
>> would realize ARAnyM is not an emulator but rather a virtual machine.
>> Almost like Wine. It's made for PROPER MODERN programs.
> One year old papyrus X doesn't work with aranym even with NVDI 4 installed
> instead of fVDI.
>

I'm pretty sure this is bunk. Maybe it doesn't work with XaAES or something. I don't have Papyrus X so I don't know, but I know older versions work.

>> And since it's a falcon emulator, it's even less likely to run the shit
>> that won't even run on a REAL modern atari like a ct60.
> The ct60 is no modern atari. Now, it is a part of an old computer that
> makes it running at perhaps 1/10 of the speed of a modern computer
> for the price of a complete modern computer. Some years ago I mailed Mr.
> Czuba some interest for a complete computer with a ct 60 for 999 DM but he
> refused. Silly idea to produce accelerators for rare computers that can
> only bought second hand.

>

The CT60 is the MOST modern atari available. How can you say it's not a modern Atari. It's the fastest the ATARI world gets! I mean if you're dreaming about computers that don't actually exist, sure. And the price is about right for a limited run project. We've been through all this before. Rodolphe could charge $500USD for CT60 and people would pay it, but he doesn't.

But you complain about the bolt "duct tape" nature of the CT60, but it's an assload faster than Hades or Milan. With SuperVidel and a PCI bus eventually, no matter how ugly it may look physically, it will be the best available.

>> But when you have such an
>> attitude, you're going to lose. go bother the ASH people.. They can
>> have you.
> They already have me and never felt bothered or were too polite.
>

Well this doesn't make any sense at all.

>> Fact is you have expectations in a place where you should have none.
> Of course I had some expectations about aranym after so much loadspoken
> promises.

They do promise some things that aren't actually true, or maybe are true but with exceptions. Regardless, you have no rational reason to behave like a 12 year old child when you don't understand how to get it working. Fact is most everything they promise does work but not every part of it is simple to get working.

I think I figured you out. You must be the type that uses money to solve all your problems. Dealing with commercial vendors, they're paid to deal with pretty much any bad attitude in order to make you happy. That's akin to being a whore or a prostitute.

Well it's pretty cool you found a group of people who aren't your whores. A group where your money doesn't matter. All you have left is your social skills... or lack thereof.

Anyway, since you're defending your prior words and you've made several additional strikes since your initial comments, I'll no longer be responding to you. You can tell by how little activity your threads get that other people don't like you much either. Oh well.

Mark

2796. Re: Hmm...Falcon keyboard stopped working

Newsgroup: comp.sys.atari.st
Date: 2005-07-15 22:03:31 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.15.22.03.31.201844@nosspamatari-source.com>
Source record: 12471
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 15 Jul 2005 14:55:04 -0500, Rory McMahon wrote:

> Hi all,
>
> I was just using my falcon when the keyboard stopped working.
>
> It's something on the motherboard because I tested the keyboard on
> another falcon and it works fine. I tested the connector on the
> motherboard on the keyboard connector where 5v should be and it's not
> there. I could not see a fuse or anything near the keyboard connector
> to check or replace.
>

Well an easy but improper way would be to solder a wire from another 5V source to it. If you probe the board in that area (+ end of big capacitors) you can find another source. You must have had a short or something adn there must be a fuse or something blown. Rodolphe would know best.

Thanks,
Mark

2797. Re: Hmm...Falcon keyboard stopped working

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 00:28:07 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1121473687.164109.280780@g14g2000cwa.googlegroups.com>
Source record: 12472
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Rory,

I think it may be the same issue as was discussed in this old thread:

http://groups-beta.google.com/group/comp.sys.atari.st/msg/a1ca52fb18919bec?fwc=1

I have had the same prob you are seeing, and managed to take 5v from
another source. Not 100% sure it was the exact same pin as is described
in the posting that the above URL is pointing to.

Regards,

/Joakim

2798. Re: pmdoom 0.43

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 00:30:35 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1121473835.136718.6420@g43g2000cwa.googlegroups.com>
Source record: 12473

It is way much more fun to play Doom without sound enabled, compared to see the Falcon crashing ;)

Hopefully Patrice will have this sorted out soon so we can all play this game in its full glory.

Regards,

/Joakim

2799. ICD host adaptor available?

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 05:19:05 UTC
From: ric <biodistributors@microtech.com.au>
Message-ID: <42d898c2_1@news.iprimus.com.au>
Source record: 12476

Does anyone know if ICD host adaptors are still available? Or is there a spare one floating around? The one I am using has failed and need to get my hard drive working again to recover some files.

Thanks

Ric

2800. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 07:04:54 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1121497494.755373.163730@o13g2000cwo.googlegroups.com>
Source record: 12478

We need an IDE card that sits on the CT60 bus. The question is - how many cards can the CT60 bus handle (after supervidel and ethernat) from a signal quality point of view?

2801. Re: pmdoom 0.43

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 07:07:47 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1121497667.012221.238600@o13g2000cwo.googlegroups.com>
Source record: 12479

I see your point but id rather play DOOM on my Jaguar and have sound.

Is the LAN code in the Falcon port working?

2802. Re: Searching for TOS roms infos

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 07:38:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200507160938.a10078@b.maus.de>
Source record: 12480

> AES: 3.99

This looks like MagiC, make you the test with plain TOS?

Gerhard

2803. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 08:02:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507161002.a10082@b.maus.de>
Source record: 12481

Salve commonly, Mark D <mducksub@nosspamatari-source.com> wrote:

> The CT60 is the MOST modern atari available. How can you say it's not
> a modern Atari. It's the fastest the ATARI world gets!

Faster then M_PC running on a 3,6 GHz P4? I don't think do...

> but it's an assload faster than Hades or Milan.

Faster then MMX running on a 2,7 GHz G5? I don't think do...

> With SuperVidel and a PCI bus eventually, no matter how ugly it may
> look physically, it will be the best available.

Yoh! It's like using a 286-MoBo with a K6-III 550MHz AT-Upgradeboard...

> You must be the type that uses money to solve all your problems.
> Dealing with commercial vendors, they're paid to deal with pretty much
> any bad attitude in order to make you happy. That's akin to being a
> whore or a prostitute.

Welcome to the western world & enjoy capitalism!

M.f.G.

2804. Re: Searching for TOS roms infos

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 11:11:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <LNmdneOFm5fWdkXfRVnyrw@pipex.net>
Source record: 12482

In message <200507141922.a9951@b.maus.de>, Gerhard_Stoll@b.maus.de said:

>From the tos.hyp!
>
>Version Date Name Language Kind GEMDOS AES
>---
>0.00 Das Boot englisch ROM
>1.00 20.06.1985 Mushroom deutsch RAM 0.13 1.01
>1.00 20.11.1985 deutsch RAM 0.19 1.2
>1.00 20.11.1985 franz. RAM 0.19 1.2
>1.00 06.02.1986 Altes deutsch RAM 0.19 1.2
>1.00 06.02.1986 Altes deutsch ROM 0.19 1.2
>1.02 22.04.1987 Blitter deutsch ROM 0.19 1.2
>1.04 18.05.1988 Beta-Test englisch RAM 0.21 1.3
>1.04 08.08.1988 Developer deutsch RAM 0.21 1.04
>1.04 22.02.1989 Rainbow deutsch ROM 0.21 1.4
>1.04 06.04.1989 Rainbow deutsch ROM 0.21 1.4
>1.06 19.06.1989 STE deutsch ROM 0.21 1.4
>1.62 STE
>2.05 05.12.1990 deutsch ROM
>2.06 14.11.1991 deutsch ROM
>2.06 10.03.1992 deutsch ROM (1)
>2.95 26.04.1996 englisch ROM 0.20 3.20 (2)
>3.00 01.03.1990 TTOS ROM
>3.01 29.08.1990 TTOS deutsch ROM
>3.05 05.12.1990 TTOS deutsch ROM
>3.06 24.09.1991 TTOS deutsch ROM 0.20 3.20
>4.04 08.03.1993 multi ROM
>4.07 10.05.1999 MilanTOS multi Flash
>4.08 08.07.1999 MilanTOS multi Flash 0.32
>4.08 15.06.2001 MilanTOS multi Flash 0.33 3.42
>4.08 20.08.2001 MilanTOS multi Flash 0.33 3.42
>4.08 06.10.2002 MilanTOS multi Flash 0.33 3.43
>4.08 09.03.2003 MilanTOS multi Flash 0.33 3.43
>7.0x multi Flash (3)
>
>(1) STBook
>(2) Tos2Win
>(3) CENTurbo II, a modified version of 4.04

Gerhard,

Where in TOS .HYP did you find this? I can't find it in mine. Or
is yours a different version? Mine is 1.70 by Zorro according to
the Info panel.

The listing above is, of course, incomplete since most of the TOSs were available in many language versions. (See for instance the chip numbers listed in the Chips 'n ChipsX Index: 'TOS Versionen').

Regards, /Peter/

2805. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 13:57:50 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1121522270.29088.312.camel@linuxbox>
Source record: 12483

lør, 16,.07.2005 kl. 00.04 -0700, skrev Coda:
> We need an IDE card that sits on the CT60 bus. The question is - how
> many cards can the CT60 bus handle (after supervidel and ethernat) from
> a signal quality point of view?

A decent 6 slot PCI bridge would solve this for us ;-)

Odd skancke

>

2806. Re: Searching for TOS roms infos

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 16:05:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200507161805.a10103@b.maus.de>
Source record: 12485

> Or is yours a different version?

I thing we talk about different text.

```
-------------------------------cut-------------------------------
ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_493_hyp_en.zip

(1.721.256 bytes) tos.hyp English version
-------------------------------cut-------------------------------
```

> of course, incomplete since most of the TOSs were available in many
> language versions.

I know, but the GEMDOS and AES version are the same.

Gerhard

2807. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 16:25:34 UTC
From: SWE <jvalant@atari.org>
Message-ID: <2yaCe.386$cE1.75917@news.siol.net>
Source record: 12484

Fidel-Sebastian Hunrichse-Lara wrote:
>
>
>> The CT60 is the MOST modern atari available. How can you say it's not
>> a modern Atari. It's the fastest the ATARI world gets!
>
> Faster then M_PC running on a 3,6 GHz P4? I don't think do...

Of course. PC/M_PC is NOT Atari... And for example: a stock Falcon
can run Apex (or ACe or a lot of apps) at speed, lets call it speed 1,
M_PC does not even run those apps.. define speed now ;)

Janez

2808. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-16 23:32:47 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.16.23.32.47.31271@nosspamatari-source.com>
Source record: 12486

On Fri, 15 Jul 2005 18:35:02 -0400, lp wrote:

>
> As for the thread, the guy came back and corrected his evaluation.
> What more do you expect? Your replies seem slightly over the top as well.

You are correct, the appropriate response would be to completely ignore.
The ARAnyM developers can address this guy however they please.

Mark

2809. Re: Hmm...Falcon keyboard stopped working

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 01:37:40 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <vCiCe.85379$Tt.80906@bignews3.bellsouth.net>
Source record: 12487
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Rory,

If you take 5v from another source and it makes the keyboard work then it may
be alright to use it like that.

However, If possible I would try to discover what caused the problem as another
part of the Falcon may also be affected by this problem.

If you are not getting power at the pins were the keyboard connects to the motherboard.
It is possible that you have a broken solder joint under one or more of the connecting pins.

You could try carefully moving each pin and see if any seem loose. And if you want to do
a more careful look. Take the case apart and look under the board were the pins are to
see if you have a broken solder joint.

If all seems well then we need to find out where the tracks of these pins goes to next and look
there for trouble.

If you have the case apart or have the proper Falcon diagrams, then we could track them back to the
next component and so on.

However I feel that its probably a broken track or bad solder joint, like what happens with the
Mouse and Joystick ports. The solder joints get worked loose from unplugging the mouse and
joysticks.

If you have done work on your Falcon before and have removed the keyboard a few times. It could
be the same thing.

If you have a soldering Iron and some solder, and the time. I would go over each joint and see if that
fixes the problem. If it doesn't, then thats one thing out of the way.

Generally thats how you fix problems like this, unless you know for sure whats causing it.

You eliminate what could be causing the problem and whats left is
usually the problem that needs fixed.

If you do go for the 5v fix from another source. Just notice if you
have any problems with any programs
when running the machine.

phantomm@bellsouth.net

"GokMasE" <gokmase@gmail.com> wrote in message
news:1121473687.164109.280780@g14g2000cwa.googlegroups.com...
> Hi Rory,
>
> I think it may be the same issue as was discussed in this old thread:
>
> http://groups-beta.google.com/group/comp.sys.atari.st/msg/a1ca52fb18919bec?fwc=1
>
> I have had the same prob you are seeing, and managed to take 5v from
> another source. Not 100% sure it was the exact same pin as is
> described
> in the posting that the above URL is pointing to.
>
> Regards,
>
> /Joakim
>

2810. Re: WTB: MOVING PIXELS CD

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 01:39:48 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <uEiCe.85380$Tt.82071@bignews3.bellsouth.net>
Source record: 12488

Do you have a list of the ones left in the US?

What happened to Chromagic and Systems For Tomorrow?

I never did hear a official closing statement from them.
And I use to buy alot from them both.

phantomm@bellsouth.net

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.15.12.16.42.901376@charter.net...
> On Fri, 15 Jul 2005 02:37:44 -0400, Phantom wrote:
>
>>
>> Looking to buy or trade for th Moving Pixels CD.
>>
>> Contact me at:
>>
>> phantomm@bellsouth.net
>
> You can still buy that one from a commercial dealer here in the US.
>
> --
> _/_/_/_

2811. Re: Help with ST RGB Cables

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 01:48:32 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <GMiCe.85382$Tt.13888@bignews3.bellsouth.net>
Source record: 12489

I have Video Key and Monitor Master and the Mouse Master all from the
same company.

With the 1040STe and its Composite Output, I could just use it and the
Stereo Sound Jacks.

But thats not the way I want to go.

I will probably have to make my own Cable, which wouldn't be hard as
both the ST RGB 6 Pin
and the IBM RGB 8 Pin are just about the same. They just use a
different connector.

I would already have done this, but I don't want to use the only ST RGB
Cable that I have.

So if anyone has extra ST RGB cables, or a ST RGB Cable to 8 Pin RGB
contact me
at:

phantomm@bellsouth.net

In the mean time, I'll search a few sources I know of.

Thanks,
Phantom

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42d8096427c6a81@comcast.net...
> >
>>First thing, I need a few normal STE type cables to connect to RGB
>>type
>>montors.
>>
>>If anyone has any for sale/trade, do get in contact with me.
>>
>>Now, I have a few questions about ST type RGB cables.
>
> Well if you do not mind Mono, you can buy an adapter that will allow
> direct
> hookup to a VGA monitor. For Color I use a piece of hardware called
> "Video
> Key" and a video converter. Both work great and allow my STe to be
> hooked up
> to a SVGA monitor.
> --
> Edward S. Baiz Jr.

> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2812. Re: WTB: MOVING PIXELS CD

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 02:46:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.17.02.46.19.188166@charter.net>
Source record: 12490

On Sat, 16 Jul 2005 21:39:48 -0400, Phantom wrote:

> Do you have a list of the ones left in the US?
>
> What happened to Chromagic and Systems For Tomorrow?

Chromagic is still around (see below), and Systems For Tomorrow has a web page, http://www.systemsfortomorrow.com/ but it appears to be dead.

> I never did hear a official closing statement from them.
> And I use to buy alot from them both.
>
> phantomm@bellsouth.net

So did I! :-)

http://spythis.com/mpc/
http://chromagic.digistar.com/store/newitems.htm

E-mail Jim Collins, its how I got my last Moving Pixels CD.

--
_/_/_/

2813. Re: ICD host adaptor available?

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 02:52:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42d9f2a63147d0@comcast.net>
Source record: 12495

>Does anyone know if ICD host adaptors are still available? Or is there a
>spare one floating around? The one I am using has failed and need to get
>my hard drive working again to recover some files.
>
>Thanks
>
>Ric

Try Best Electronics or B&C Computers. Bravo-Serra may have it also...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2814. Re: Help with ST RGB Cables

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 02:54:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42d9f2a63147d1@comcast.net>
Source record: 12494

>
>
>
>I have Video Key and Monitor Master and the Mouse Master all from the
>same company.
>
>With the 1040STe and its Composite Output, I could just use it and the
>Stereo Sound Jacks.
>
>But thats not the way I want to go.

Yes, but hooking up the video key to a video converter may give you what you want. BTW, just what are you trying to do?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2815. Re: For Sale or Trade Expose Manual and Software

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 03:57:11 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <jFkCe.94717$qm.94096@bignews5.bellsouth.net>
Source record: 12491

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:pq2fd199o9gr7bgll78oe19b15kgue5dam@4ax.com...
> On Fri, 15 Jul 2005 02:01:10 -0400, "Phantom" <phantomm@bellsouth.net>
> wrote:
>
> Did you remove the "spamblock" first?

Yes, And I e-mailed several times. Never got back a invalid address.

>>
>>
>>If they are PAL then you would need sometype of PAL VCR in order to
>>get
>>video
>>into the Falcon to digitize.
> Yup, that helps.

It's about the only way it could work as in the US NTSC is the Standard.

>
> The Aiwa unit works perfectly. It converts the signal digitally, there
> is no "loss" or artifacts.

The Quality I am refering to is the difference in PAL and NTSC.

The Frame Rates are at different speeds.

Most of Europe and the UK have a frame rate of 50HZ the highest
frame rate is around 25 frames per second.

In the USA we use 60 HZ which translates into 30 frames per second.

If anyone has a VideoMaster, it works in both PAL and NTSC.
If you are in the USA press the Function 10 button and see what happens.

The size of the Screen of the program will drop down in size.

Now, APEX MEDIA has a PAL and NTSC option in the Video Section.
It doesn't work on a VGA, but it does on a RGB monitor which gives you
the
best color display options to work in and it will make a difference in
the size
of your Video if you are using PAL or NTSC.

>>
>>Another thing I am not clear on, Is both the Splitter and the Main
>>board
>>both PAL?

>>Or is it just the Splitter or Main Board?
>
> The NTSC splitter accepts NTSC video only unless modified. No big
> deal, it's a pretty straight forward converter.

I think you are wrong here. The NTSC Splitters have a adjustable
NTSC HUE Control on the back of the Splitter. PAL Splitters do not
have this option. My NTSC Splitter does have the Hue Control.
And I have a PAL unit that does not. But I have a fix for this.

If you think I am wrong, check the Expose Digitster manual Page 16.

> The PAL Expose accepts 50Khz RGB video at horizontal 15.75 Hz (it
> seems to have a fairly wide tolerance). This means, as I understand
> it, that you would still need a "PAL" DVD player to record direct to
> the Expose using RGB outputs.

PAL is 50 HZ last time I checked.

The Falcon, Jag and ST's can easily
> output that mode, so capture from them is easy. Since there are no
> schematics available, I would be leery of modifying one as I already
> have an external solution with the dual standard vcr.

Sure they can output that mode or they would not work overseas as
PAL is standard over there. But there is a difference in the Screen Size
which will also effect any video that you digitise. It will be smaller
than
a NTSC unit.

I am not sure how the PAL unit will look on a VGA.

Have ya ever played a ST game on a RGB monitor that needed a
50HZ boot program to put the monitor into 50HZ before the game
could be played. I know some of you out there have. Do you remember
that the screen size of the game dropped down in size over normal
games that don't require the 50Hz boot program? Some overseas games
do this automatically.

> The PAL guys overseas should be able to answer those questions. I
> think they call them SCART cables over there, and would allow most any
> video source to connect to the PAL Expose.

Thats fine for the UK and overseas but SCART isn't a standard here.

> Some of the stuff in this link is old, but it explains how they
> managed to screw up NTSC video years ago.
> http://en.wikipedia.org/wiki/NTSC

I will check out this link and see.

I have a few long talks with Doug Little myself (Programmer of Apex
Media)
Also David of Titan Designs has told me a few things in his own way.

However, Those e-mails will not be released by me. Mostly out of respect
for Doug.

>
> You should have gotten hold of Dave Encil back when. The NTSC units
> were actually modified in Oregon, the guy got back logged and never
> completed a lot of the units Dave tried to distribute.
> I have no interest in converting mine.

Toad Computers wasn't in Oregon. They were the official distrubitor of
the
Expose and there Techs did work on them.

One of the main reasons that the NTSC EXPOSE would not work over
here in the US was simply due to the Power Supply.

The US units did not come with a PowerSupply because UK power supplys
are different. Some folks bought the wrong powersupply hooked it up to
the splitter and blew the splitter and it some cases the main board.

It takes a special type of Powersupply to get a NTSC Expose working.

And there are a few other simple mods one can do to get better results.
>>
>>
>>I have 2 Expos's that are NTSC. One was converted! I can use any
>>NTSC
>>video device and digitize in all
>>glorious Color. The last one I did is a small FLH Demo thats on FTP
>>chapelie.rma.ac.be/atari/
>>It's nothing fancy, and I didn't take time to use the digital filters
>>on
>>it that would clean it up abit.
>
> Your pretty funny. Above you ask ">Another thing I am not clear on, Is
> both the Splitter and the Main board both PAL? Or is it just the
> Splitter or Main Board?", then you say you have converted one.

I'm glad that I am amusing you.

I was asking you if your Expose Splitters are all PAL and if
all of your Main boards are PAL.

There are differences in both. I don't know where you got your Expose's
at
so you could have a PAL Splitter with a NTSC main board.

>
> I would hope you would know if your offering to modify them for
> people :)

I know which boards are Pal and the ones that are NTSC as for
the Splitters, thats easy, just look on the back for the NTSC HUE
Control

that you must don't have.

>
> The Video Master was pretty fun. It doesn't work with Fast Ram, or on
> the 040 however. So your limited to a 14meg Falcon max, and black and
> white video.

Not really true. The video isn't just Black and white. You have several
Color Scales to chose from. such as Red, Green, Yellow, Red, Sepia,
and the normal Grey Scales and all of these are in 256 color scales.

And you can always inport 256color pictures to form a true 256 color
video if you take the time to do it. Also there is the excellent Audio
ability. Which is 16Bits IIRC. The Video and Audio is grabbed together
and when you play it back, the sound is played right along with the
video.

You can then save these movies out in several formats. There is even
a PD player to give out with your films. And it has some special
features
that you can do to the video thats pretty amazing.

Its the only VideoDigitiser for the Falcon, that will grab Audio or
Music with
the Video at the same time. And if you just want to grab Audio and mess
around with it. There are plenty of options to do lots of things.

With the RGB Splitter you can Grab TrueColor Stills from a VCR or
Camera.

The only funny thing about it, is your lack of knowledge of how to use
it.

It was rumoured that a 256color version was in the works. I know it can
be
done. And thats all I am saying about that.

phantomm@bellsouth.net

2816. Re: Hmm...Falcon keyboard stopped working

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 04:36:43 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1121574996.779513b9b9bcab7e04db61483edd60d9@teranews>
Source record: 12492
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi all,

I ran 5v from another point and the keyboard lit up. However the keyboard is sending keystrokes to the motherboard, but they are not registering to the motherboard. The HD spinup bar will shrink to nothing despite pressing the keyboard. The keyboard is good as it works on another falcon. I think there might something a little more serious. Rodolphe any ideas or should I send the board? 68B50?

Thanks,
Rory

On Sat, 16 Jul 2005 21:37:40 -0400, "Phantom" <phantomm@bellsouth.net> wrote:

>
>Hi Rory,
>
>If you take 5v from another source and it makes the keyboard work then
>it may
>be alright to use it like that.
>
>However, If possible I would try to discover what caused the problem as
>another
>part of the Falcon may also be affected by this problem.
>
>If you are not getting power at the pins were the keyboard connects to
>the motherboard.
>It is possible that you have a broken solder joint under one or more of
>the connecting pins.
>
>You could try carefully moving each pin and see if any seem loose. And
>if you want to do
>a more careful look. Take the case apart and look under the board were
>the pins are to
>see if you have a broken solder joint.
>
>If all seems well then we need to find out where the tracks of these
>pins goes to next and look
>there for trouble.
>
>If you have the case apart or have the proper Falcon diagrams, then we
>could track them back to the
>next component and so on.

>
>However I feel that its probably a broken track or bad solder joint,
>like what happens with the
>Mouse and Joystick ports. The solder joints get worked loose from
>unplugging the mouse and
>joysticks.
>
>If you have done work on your Falcon before and have removed the
>keyboard a few times. It could
>be the same thing.
>
>If you have a soldering Iron and some solder, and the time. I would go
>over each joint and see if that
>fixes the problem. If it doesn't, then thats one thing out of the way.
>
>Generally thats how you fix problems like this, unless you know for sure
>whats causing it.
>
>You eliminate what could be causing the problem and whats left is
>usually the problem that needs fixed.
>
>If you do go for the 5v fix from another source. Just notice if you
>have any problems with any programs
>when running the machine.
>
>phantomm@bellsouth.net
>
>
>
>"GokMasE" <gokmase@gmail.com> wrote in message
>news:1121473687.164109.280780@g14g2000cwa.googlegroups.com...
>> Hi Rory,
>>
>> I think it may be the same issue as was discussed in this old thread:
>>
>> http://groups-beta.google.com/group/comp.sys.atari.st/msg/a1ca52fb18919bec?fwc=1
>>
>> I have had the same prob you are seeing, and managed to take 5v from
>> another source. Not 100% sure it was the exact same pin as is
>> described
>> in the posting that the above URL is pointing to.
>>
>> Regards,
>>
>> /Joakim
>>
>

Flagrant System Error

Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2817. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 05:37:16 UTC
From: swe@atari.org
Message-ID: <m21Ce.378$cE1.74200@news.siol.net>
Source record: 12477

Hi Lonny,

> in article pan.2005.07.15.22.02.09.295727@nosspamatari-source.com, Mark D
> wrote on 7/15/2005 6:02 PM:
>
>> But you complain about the bolt "duct tape" nature of the CT60, but it's
>> an assload faster than Hades or Milan. With SuperVidel and a PCI bus
>> eventually, no matter how ugly it may look physically, it will be the
>> best available.
>
> Depends very much on what you are doing. IDE on hades is crap loads
> faster than a falcon, and 100mhz won't solve that.

100mhz wont, faster bus will. i will improve IDE acces a LOT, altough prolly not to Hades values.. However, CT60 compile GCC sources faster as Hades, even with MP3 playing in background... faster HDD doesn't help much without the rest, even when dealing with a lot of HDD acces (gcc). There is speed and there is speed :) Hades is, on other hand, faster with GFX display.

> As for the thread, the guy came back and corrected his evaluation.
> What more do you expect? Your replies seem slightly over the top as well.

Personaly, i don't think "ups i was a bit angry, im sorry" its not enough after post that dude did. when one reacts as he did, its personality problem... But i wont even bother to respond...

2818. Re: seti@home Team Atari

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 11:01:34 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <42da3905$0$29636$afc38c87@news.optusnet.com.au>
Source record: 12493

lp wrote:
> The old seti team page has been taken down. Last time I checked it had 74
> users or so listed before it vanished. It appears they are finally making
> the push to the new boinc/seti software.
>
> If you were on the old Team Atari, the new page is in my signature below.
>
> Already there are 4 people trying to start various new teams which have no
> members. Can we all please unite under one team at the URL below? Already
> has 16 members... and cheers for your donated time.
>
Its still there

http://setiathome2.ssl.berkeley.edu/fcgi-bin/fcgi?cmd=team_lookup&name=Team%20Atari

Mark

2819. Re: Searching for TOS roms infos

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 11:47:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200507171347.a10158@b.maus.de>
Source record: 12497

```
> thing

think, of course.

Gerhard
```

2820. Re: Hmm...Falcon keyboard stopped working

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 12:39:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.17.12.39.23.869870@charter.net>
Source record: 12496
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Sat, 16 Jul 2005 23:36:43 -0500, Rory McMahon wrote:

> Hi all,
>
> I ran 5v from another point and the keyboard lit up. However the
> keyboard is sending keystrokes to the motherboard, but they are not
> registering to the motherboard. The HD spinup bar will shrink to
> nothing despite pressing the keyboard. The keyboard is good as it
> works on another falcon. I think there might something a little more
> serious. Rodolphe any ideas or should I send the board? 68B50?
>
> Thanks,
> Rory

I know this is a dumb question, so forgive me for asking, but it is
plugged onto the keyboard header correctly, right?

Reason I ask is I made the same mistake myself when I was re-casing my
Falcon in a Wizztronics rack case.

It acted something like you describe.

--
_/_/_/

2821. Re: seti@home Team Atari

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 19:00:41 UTC
From: John <fredclark@conslтec.demon.co.uk>
Message-ID: <$glrTWAZrq2CFwGQ@conslтec.demon.co.uk>
Source record: 12498

In article <42da3905$0$29636$afc38c87@news.optusnet.com.au>, Mark
Bedingfield <atari030@nomorespampleaseoptusnet.com.au> writes
>lp wrote:
>> The old seti team page has been taken down. Last time I checked it had 74
>> users or so listed before it vanished. It appears they are finally making
>> the push to the new boinc/seti software.
>>
>> If you were on the old Team Atari, the new page is in my signature below.
>>

As mentioned earlier, by Mark, to this e-mail. The URL (again) is -

http://setiathome2.ssl.berkeley.edu/fcgi-bin/fcgi?cmd=team_lookup&name=T
eam%20Atari

>> Already there are 4 people trying to start various new teams which have no
>> members. Can we all please unite under one team at the URL below? Already
>> has 16 members... and cheers for your donated time.

How did you find out?

Are they connected with the SETI Classic Team Atari?

>>
>Its still there
>
>http://setiathome2.ssl.berkeley.edu/fcgi-bin/fcgi?cmd=team_lookup&name=Team%20At
>ari
>
>Mark

The Classic web site can be accessed here -

Http://seticlassic.ssl.berkeley.edu/

The new BOINC-SETI 16 membered Team Atari web page is at -

http://setiweb.ssl.berkeley.edu/team_display.php?teamid=30472

I fully support the "working together" appeal to join the current Team
Atari i9f moving to BOINC. When I settle down I will.

--
John Clark

2822. Re: Help with ST RGB Cables

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 19:54:00 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <iGyCe.94644$ho.31300@bignews6.bellsouth.net>
Source record: 12399

Ok I bought another Magnavox RGB 80 Monitor.

It is like my other one in every detail except that it isn't the PRO version.

If it was it would have Magnavox Professional on the front and a Lin RGB Port on the back.

The lin RGB port is the same port thats on the STs/STe/Mega/etc. You can even use the
Falcon on it.

It does have the place for the port but theres a round plastic cover over it. Yes I took it off.
No Lin Port. I even took the case apart in hopes I could just solder in the port. But there is
no circuitry for it.

But it does have the IBM TTL RGB port which is 8 pins Round port almost exactly like the
ST lin RBG ex cept it has 6 pins.

I was wondering if anyone made a cable that had the lin RGB 6 pin connector on one end and
the 8 pin TTL RGB connector on the other.

If not I want to make my own but I only have one good standard ST RGB cable and I don't want
to hack on it.

This monitor and the one I had that broke down both will work on a Atari 8-bit/Commodore.

You can hook both computers up to this monitor at the same time and switch displays by
pressing a switch on the front under the door. Pretty Cool.

The one I just bought is like new.

My old one is fixable, but I just haven't had time to get to Radio Shack to pick up the
right caps and etc. and theres the time to fix it. I have a 7 years old and until schools back in
my time is limited.

I need some standard ST RGB cables any way. The ones with the Round 6pin connector on
both ends. Or a few cut off a bad ST monitor as you suggested to make a

cable.

Thanks for any help
phantomm@bellsouth.net

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42d9f2a63147d1@comcast.net...
> >
>>
>>
>>I have Video Key and Monitor Master and the Mouse Master all from the
>>same company.
>>
>>With the 1040STe and its Composite Output, I could just use it and the
>>Stereo Sound Jacks.
>>
>>But thats not the way I want to go.
>
> Yes, but hooking up the video key to a video converter may give you
> what you
> want. BTW, just what are you trying to do?
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2823. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 21:18:47 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.17.21.18.47.501244@caramail-NOSPAM.com>
Source record: 12401

Le Sun, 17 Jul 2005 20:39:23 -0100, Peter Slegg a ï¿œcritï¿œ:

> I have been trying to get the SCUMMVM game engine running on my Milan
> (Mint 1.15.12, NAES)

Did you recompile it yourself? Which version did you try?

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

2824. SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 21:39:23 UTC
From: pslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42dab3eb.0@entanet>
Source record: 12400

I have been trying to get the SCUMMVM game engine running on my Milan (Mint 1.15.12, NAES)

I have discovered that it by running the command "scummvm moneyega" with the game files in the same folder as scummvm binary then the game will start !

Unfortunately it gives two messages in the game window but never gets any further. I think the next screen is the security check.

Has anyone made any better progress ?

I did discover that if the game is started with the wrong parameter such as "scummvm monkey" then it locks the desktop and ctrl-alt-del is the only cure.

Regards,

Peter

2825. Re: For Sale or Trade Expose Manual and Software

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 21:39:56 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <MdACe.95019$ho.4343@bignews6.bellsouth.net>
Source record: 12402

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:aemjd1pchjo2m19falbs814srgbsmh15e6@4ax.com...
> On Sat, 16 Jul 2005 23:57:11 -0400, "Phantom" <phantomm@bellsouth.net>
> wrote:
>
> I don't know what to tell you, others in this group have mailed me in
> the past without the problem your having.
>
Well its no big deal.

> You are wrong on several counts below (actually I snipped it out). But
> like I said, your a pretty funny guy.

Ya know you are on the border line of calling me something that you
better
not.

And If I am wrong, then correct me on what I am wrong about.

>
> I do happen to have an NTSC Expose and splitter as well. The reason I
> didn't mention it was I got it from another user in this group in
> non-working condition and I didn't want you hounding me for months on
> end to trade it for a Spider Man comic book or something.

Thats low of you Mike. I do have a issue of Superman Year 1942 thats
worth all your Expose's together. But I never hounded you for anything.
And I dam sure never offered you a comic book for anything.

BTW, I have all the e-mail we exchanged archived.
If you need something to refresh your memory.

I use to have respect for you as we have exchanged info many times.
But I don't know, you seemed to have changed at least towards me and I
have done nothing to you.

You were the one who invaded my thread when I put up some Expose
Splitter
Software and Manual up for sale. That's rude to say the least. If you
wanted to
advertise your Exposes, You could have done it in your own thread.

I know where you got the NTSC Expose from but I'm not going to drag him
into this. But I looked at that splitter before you did. But not the
Main board.
And I knew you had this years ago. I do remember asking if you wanted to
sell it. But thats as far as it went.

>
> Point is pretty moot. None of this hardware is manufactured any
> longer. Those that have it know what it can do. There is no need to
> re-write the book on NTSC or PAL video. If anyone here actually had an
> interest in one, they would have taken the time to find out what
> retail was on one and made an offer. They are cool if you are hard
> core Atari, but if you really want to do video on a computer, it isn't
> the hot setup.

Hey you jumped me, I just set the record straight.
Moot as in Debatable? Hell we can debate it till hell freezes over.
But Facts are Facts.

And if there is no interest in the Expose, why do you keep poping up
everynow and then announcing that you have a couple then disappear.
I've not seen you contrubute in this group for along time, only when one
mentions the Expose.

And like I said before, you jumped into my thread were I had posted
the Digitiser manual and software for sale.

If I had a discussion going about the Expose, that would have been
different.

As for the Toad Catalog. Maybe they didn't have one. I have
several. I knew the price. Here it is in case anyone is interested.

In the Ten Years of Tos Issue 1985 to 1995 Toad had a 2 page
layout on the Expose and Apex Media. Pages 14 and 15.

The Expose Digitiser was priced $399.00
And Bundled with Apex Media it was $548.00

Actually not a bad price at $399.00 US for what it does if you get
a NTSC version that works.

But I bet Mike will not sell ya one for $399.00 US.

If you have a PAL version, then you will have to figure in the cost for
a PAL/NTSC VCR. Also you need the right power supply or you will blow er
up.

But I doubt that mike really wants to sell. If he did why make someone
look in
a old magazine for the price? Lame stuff.

And I doubt that he has 3 Pal Exposes. Unless he got them from David or
from
someone overseas.
Pal Units were not sent here to be sold. I bought my NTSC expose From
Toad.
And thats were the NTSC one he has came from. They were non working at
the
time and toad was going out of business. Me and the other guy lucked
into them.

My other Pal version came from overseas from a nice guy.

BTW, any other nice guys overseas that have a Expose or ScreenEye for sale, working or not working. Contact me.

If I could get enough of them, I wouldn't mind offering some up to Falcon owners
as I would like to see more Falcon owners have these and do some Video stuff with them.

I happen to collect all things Video Atari as its a hobby of mine.

My best advice for any US Falcon owner wanting to get into Video. Is get the
VideoMaster Falcon Cartridge. The Falcon only version. And if you can spring
for the Splitter, get it so that you can do TrueColor Still Grabs from a VCR or Camera.

I have 3 of them. Plus the ST/STe/Falcon one. I would not have 4 if they were not
good.

The software uses the Falcons own Sound System to grab Audio in 16bits.

14megs is plently of room to do lots of Video with Audio Grabs. Since the Video
is about 1/4 screen size this helps with the memory. And with the special PD display
software you can make that 1/4 Screen Size into a full Screen and there are other
cool effects like Pic in Pic. video running in 4 corners and etc. and is very easy to
use. It's basically just something like a batch file and you select a number or letter
for the effect you want and save it. It can be edited with any text editor.
Also, there was a guy who made a program that did this for you. All you had to do
was choose the effect you wanted and the program would make the control file.
I have the program here. It makes it a bit easier.

The VideoMaster Software is very Cool. There is a ton of stuff you can do.
To much to list here.

There is also a VideoMaster ST/STE/Falcon version of the cart. I have one of
these. Its good for a ST/STE and has the Audio hardware built into the cart so
that you can grab Video with Audio just like on the Falcon. Only its 8bits instead

of 16bits to save memory. But it does a fairly good job and you can
capture Color
stills with a RGB splitter or the included 3 color films. The Falcon
version has the
color films also. But the splitter is much easier to grab color still
with.

This version does work on the Falcon as well, But its really not as good
as the
Falcon only version. Although it does have some interesting software for
the Falcon.
That the Falcon only version does not have.
But for the Falcon, the Falcon only version is the way to go.

To some Atari owners doing Video on their machines is cool and keeps
them
keeping on. Alot of PC graphic software is almost exact copies of
Atari stuff
It's just looks different and with a few more options.

I have found nothing on the PC that is as good as some of the graphic
software
that I run on the Falcon. Even doing a simple slide show on a PC is a
chore.
And unless you have used Ataris first, you have no idea where your files
are on
a PC. Ataris are much better at file managment. Nothing gets lost. And
seldom
does one have to use a program to search for a lost file. You know
whereit is on
a Atari.

The only reason I have a NoteBook is to look at whats being stolen from
Computers
like Atari and Amiga. XP is like Geneva and NeoDesk in alot of ways.
And I've
notice similar features with other Atari/Amiga programs.

And also to see whats coming up next. I don't care much for Windoze but
XP is
closer to using an Atari than any version they have had so far. IMO.

Theres a old saying... Keep your Friends Close, But keep your Enemies
even closer.

> Unfortunately, I won't go on either as I have forgotten more than you
> know about the subject.
>

Well, if you mean that, then I'll take it as a complement. As I try to
stay ontop of
the Atari things that interests me. But I'm not a expert on everything
and I do

make mistakes.

phantomm@bellsouth.net

2826. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 22:08:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507180008.a10194@b.maus.de>
Source record: 12404

Salve commonly, SWE <jvalant@atari.org> wrote:

> PC/M_PC is NOT Atari...

But this would mean, that a lot of MM(X)-, M_PC-, Clone- & ARAnyM-
users aren't no longer Atari-user!

BTW: CT60 is also _NOT_ Atari!

> And for example: a stock Falcon can run Apex

Yoh! But Apex can only run on Falcons! Are non-Falcon-systems now no
longer Atari-systems? No? See what I mean?

> at speed, lets call it speed 1, M_PC does not even run those apps..

Apex isn't the stone of the manners of the Atari-world...

> define speed now

Define a Atari-system... & I show you whre you're wrong!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>

2827. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 23:01:18 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.17.23.01.18.708607@nosspamatari-source.com>
Source record: 12403

On Sun, 17 Jul 2005 20:39:23 -0100, Peter Slegg wrote:

> I have been trying to get the SCUMMVM game engine running on my Milan
> (Mint 1.15.12, NAES)
>
> I have discovered that it by running the command "scummvm moneyega"
> with the game files in the same folder as scummvm binary then the
> game will start !
>
> Unfortunately it gives two messages in the game window but never gets
> any further. I think the next screen is the security check.
>
> Has anyone made any better progress ?
>
> I did discover that if the game is started with the wrong parameter
> such as "scummvm monkey" then it locks the desktop and ctrl-alt-del
> is the only cure.
>

The scummvm port is probably more complicated and probably needs source changes. I know for somewhat FB driven systems, you need to forcefully set SDL full screen and some other stuff.

I'm trying to port ARAnyM to PXA270 ARM and Qtopia.. what a hassle ;-)

Thanks,
Mark

2828. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-17 23:43:35 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1121643815.141450.111510@g49g2000cwa.googlegroups.com>
Source record: 12405

>> PC/M_PC is NOT Atari...
>
>But this would mean, that a lot of MM(X)-, M_PC-, Clone- & >ARAnyM-
>users aren't no longer Atari-user!

I think you are changing the subject, SWE was talking about the actual machines, not their users.

>BTW: CT60 is also _NOT_ Atari!

Correct, it is an accelerator for an Atari. With the CT60 installed and running at full speed, you will have the fastest Atari hardware (including the TT-clones Medusa and Hades) available today.

Maybe it is possible to get any of the existing emulators to run even faster though, I would not know for sure. But that is clearly a different question.

/Joakim

2829. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 01:52:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.18.01.52.14.160833@charter.net>
Source record: 12406

On Sun, 17 Jul 2005 16:43:35 -0700, GokMasE wrote:

> Maybe it is possible to get any of the existing emulators to run even
> faster though, I would not know for sure. But that is clearly a
> different question.
>
> /Joakim

And I have to say, after booting up with the CD image of ARAnyM, and using
both STeem and Hatari, that they are nice, they bring back a feeling of
nostalgia, and yet...they're not the same as using my Falcon or my Mega ST.

IMHO.

--
_/_/_/

2830. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 05:01:37 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.18.05.01.37.772547@nosspamatari-source.com>
Source record: 12407

On Sun, 17 Jul 2005 16:43:35 -0700, GokMasE wrote:

>>> PC/M_PC is NOT Atari...
>>
>>But this would mean, that a lot of MM(X)-, M_PC-, Clone- & >ARAnyM-
>>users aren't no longer Atari-user!
>
> I think you are changing the subject, SWE was talking about the actual
> machines, not their users.
>
>>BTW: CT60 is also _NOT_ Atari!
>
> Correct, it is an accelerator for an Atari. With the CT60 installed and
> running at full speed, you will have the fastest Atari hardware
> (including the TT-clones Medusa and Hades) available today.
>
> Maybe it is possible to get any of the existing emulators to run even
> faster though, I would not know for sure. But that is clearly a
> different question.
>
> /Joakim

Aranym on the appropriate PC is clearly faster in almost all respects
except RAW speed. JIT for instance can make ARAnyM whip a CT60 on things
like compression, encoding, decoding, encryption, playing movies, etc.

But on things that don't JIT cache well like compiling, there's NO
substitute to a CT60. (or a cross compiler ;-))

Thanks,
Mark

2831. Re: Help with ST RGB Cables

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 09:22:36 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42db7721$0$6470$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12408

"Phantom" <phantomm@bellsouth.net> wrote in message
news:iGyCe.94644$ho.31300@bignews6.bellsouth.net...
>
>
> Ok I bought another Magnavox RGB 80 Monitor.
>
> It is like my other one in every detail except that it isn't the PRO
> version.
>
> If it was it would have Magnavox Professional on the front and a Lin RGB
> Port on the back.
>
>
> The lin RGB port is the same port thats on the STs/STe/Mega/etc. You can
> even use the
> Falcon on it.
>
> It does have the place for the port but theres a round plastic cover over
> it. Yes I took it off.
> No Lin Port. I even took the case apart in hopes I could just solder in
> the port. But there is
> no circuitry for it.
>
> But it does have the IBM TTL RGB port which is 8 pins Round port almost
> exactly like the
> ST lin RBG ex cept it has 6 pins.
>
> I was wondering if anyone made a cable that had the lin RGB 6 pin
> connector on one end and
> the 8 pin TTL RGB connector on the other.
>
> If not I want to make my own but I only have one good standard ST RGB
> cable and I don't want
> to hack on it.
>
> This monitor and the one I had that broke down both will work on a Atari
> 8-bit/Commodore.
>
> You can hook both computers up to this monitor at the same time and switch
> displays by
> pressing a switch on the front under the door. Pretty Cool.
>
> The one I just bought is like new.
>

> My old one is fixable, but I just haven't had time to get to Radio Shack
> to pick up the
> right caps and etc. and theres the time to fix it. I have a 7 years old
> and until schools back in
> my time is limited.
>
> I need some standard ST RGB cables any way. The ones with the Round 6pin
> connector on
> both ends. Or a few cut off a bad ST monitor as you suggested to make a
> cable.
>
> Thanks for any help
> phantomm@bellsouth.net
>
>

Sounds like Svideo if its 6pin ? The Atari pinouts are in the back of the book and you can look up Svideo on the net, just wire the Composite from the ST to the Svideo input on the monitor, thats how I connected my ST to my PC's graphics card Svideo input connector, its only 2 wires.

Chris

2832. Re: ICD host adaptor available?

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 09:36:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507180234130.28600-100000@onyx.spiritone.com>
Source record: 12409

On Sun, 17 Jul 2005, Edward S. Baiz Jr. wrote:

> >Does anyone know if ICD host adaptors are still available? Or is there a
> >spare one floating around? The one I am using has failed and need to get
> >my hard drive working again to recover some files.
> >
> >Thanks
> >
> >Ric
>
> Try Best Electronics or B&C Computers. Bravo-Serra may have it also...

I do. I have ADSCSI+ host adapters from ICD.

> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2833. Re: For Sale or Trade Expose Manual and Software

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 10:25:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507181225.a10238@b.maus.de>
Source record: 12419

Salve commonly, Phantom <phantomm@bellsouth.net> wrote:

> XP is like Geneva and NeoDesk in alot of ways.

Cause they are like Gemini & Gemini is like Mac OS & Mac OS...

> And I've notice similar features with other Atari/Amiga programs.

man Mimikry

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2834. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 11:01:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507181301.a10239@b.maus.de>
Source record: 12417

Salve commonly, GokMasE <gokmase@gmail.com> wrote:

> I think you are changing the subject, SWE was talking about the actual
> machines, not their users.

Do you realy think that's possible to divide the machines from the
users? IMHO: No! BTW: 3,6 GHz P4 or 2,7 GHz G5 are actual machines!

> With the CT60 installed and running at full speed, you will have the
> fastest Atari hardware (including the TT-clones Medusa and Hades)
> available today.

But it's as well an anachronism as a 286-MoBo with a K6-III 550MHz AT-
Upgradeboard... isn't?

> Maybe it is possible to get any of the existing emulators to run even
> faster though, I would not know for sure.

Maybe? Encoding at the same time a DVD maybe it's slow enough... >:->

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2835. Re: Hmm...Falcon keyboard stopped working

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 11:05:50 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42db8d0e$0$2969$636a15ce@news.free.fr>
Source record: 12410
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

You burnt with a short circuit the internal trace from the L83 filter to the keyboard connector pin#4...

Here is the schematics :

+5V ---> L83 ----> Keyboard connector.

Just check if you get +5V on L83. (the middle pin is gnd !)
If yes, connect a good wire or a queue of a resistor between pin of L83 and pin#4 of keyb. conn.
You need only 1cm !
That's all !

Warning : this trace burnt here because it cannot burnt anywhere else ! It burn where it is the most easy to burn !!!
This mean that : if the trace is replaced by this stronger way (resistor queue or big wire), and if you do again a short-circuit, it will burnt somewhere else and maybe not at a good place...!

I have here a board from an italian guy :
It burnt inside the PCB between +12V and gnd...and the copper was fusionned and liquiefied inside the internal layer and touch now the +5v layer and some bus trace !
The PCB is dead !!! No way to repair that !!
The falcon mb is dead and just used for parts...

Regards

Rory McMahon wrote:
> Hi all,
>
> I was just using my falcon when the keyboard stopped working.
>
> It's something on the motherboard because I tested the keyboard on
> another falcon and it works fine. I tested the connector on the
> motherboard on the keyboard connector where 5v should be and it's not
> there. I could not see a fuse or anything near the keyboard connector
> to check or replace.
>
> Any ideas?
> Rory
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes

> ----------------------
> http://homestarrunner.com/sbemail.html

2836. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 11:13:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507181313.a10240@b.maus.de>
Source record: 12418

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> > But that is clearly a different question.

> that they are nice, they bring back a feeling of nostalgia

That's clearly a different question!

> and yet...they're not the same as using my Falcon or my Mega ST.

Of course not! As I used the first time MM on a Quadra840av I knew
what I've missed all the time! :'-)

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2837. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 11:34:39 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1121686479.732026.165900@o13g2000cwo.googlegroups.com>
Source record: 12413

I tried "scummvm -e null -g normal -f monkey" and I get a blackscreen.
CTRL-ALT-DEL does not work, so a hard reset is required.
This is with the binary that is from your website.
Have you patched the official sources, and if so are the patch files
available?

Coda.

2838. Re: ADAP II software

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 12:45:45 UTC
From: Mark Earwood <mark.earwood@STUFFbtinternet.com>
Message-ID: <dbg89o$738$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12414

Rory and all
I got no response from rec.music.makers.synth at all.
2 posts no replies.

Did you have any joy?

Mark II

2839. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 12:58:16 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.18.12.58.16.380003@caramail-NOSPAM.com>
Source record: 12416

Le Mon, 18 Jul 2005 04:34:39 -0700, Coda a ï¿œcritï¿œ:

> I tried "scummvm -e null -g normal -f monkey" and I get a blackscreen.
> CTRL-ALT-DEL does not work, so a hard reset is required. This is with
> the binary that is from your website.

A quite old one. I don't have a working C++ cross-compiler, so maybe
someone could compile a more recent version using a ct60.

> Have you patched the official sources, and if so are the patch files
> available?

Yes, they are here:
http://membres.lycos.fr/pmandin/index.php?page=patch-jeux#scummvm

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

2840. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 13:08:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.18.13.08.47.517677@charter.net>
Source record: 12415

On Tue, 19 Jul 2005 13:19:10 +0200, swe wrote:

> I will define it using an comparision: Hyundai is in every respect (speed,
> safety, bla bla) better as WV Beetle (which, like atari, has big base of
> fans), yet noone claims that hyndai with WV sticker is WV. Also, how many
> Hyundai, Fiats etc u can see on WV beetle shows, or how many of those
> drivers claims they drive a Beetle? So defining Atari system is fairly
> easy: Made by Atari. CT60 is indeed diskutable, but on other hand, all of
> the falcon subsystems still are operational, which we can not say for
> Aranym or MagicPC.

I don't understand the logic of saying that once you plug something into
the expansion port of the Falcon, its no longer a Falcon. Thats what the
expansion port is for; expansion.

Going by that logic, if you plugged an Expose card (or anything else)
into the expansion port, its no longer a Falcon either.

Doesn't make sense from where I'm standing... :-)

--
_/_/_/

2841. Re: Help with ST RGB Cables

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 13:19:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42dbd7b01489a13@comcast.net>
Source record: 12426

>
>
>Ok I bought another Magnavox RGB 80 Monitor.
>
>It is like my other one in every detail except that it isn't the PRO
>version.
>
>If it was it would have Magnavox Professional on the front and a Lin RGB
>Port on the back.
>
>
>The lin RGB port is the same port thats on the STs/STe/Mega/etc. You can
>even use the
>Falcon on it.
>
>It does have the place for the port but theres a round plastic cover
>over it. Yes I took it off.
>No Lin Port. I even took the case apart in hopes I could just solder in
>the port. But there is
>no circuitry for it.
>
>But it does have the IBM TTL RGB port which is 8 pins Round port almost
>exactly like the
>ST lin RBG ex cept it has 6 pins.
>
>I was wondering if anyone made a cable that had the lin RGB 6 pin
>connector on one end and
>the 8 pin TTL RGB connector on the other.

Ok I see. You may just want to check out the NET. I have seen websites that
will do custom made cables and adapters.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2842. The VGS was great...

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 13:22:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42dbd7b01489a14@comcast.net>
Source record: 12427

I was at the VGS this past weekend with my two sons. We all had a great time.
I must have spent over $130. I just wish the turn out was a little higher.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2843. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 15:22:37 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1121700157.954197.319280@o13g2000cwo.googlegroups.com>
Source record: 12420

>BTW: 3,6 GHz P4 or 2,7 GHz G5 are actual machines!

Yes I cannot recall anyone objecting to that fact. Whether or not you wish to refer to such a machine as an "Atari" depends on if you are talking about compatible hardware or emulated/virtual hardware. The claim that Falcon+CT60 is the fastest Atari was for sure meant for saying that it is the fastest hardware available that was designed to run Atari software. Let's not misunderstand things on purpose.

>but it's as well an anachronism as a 286-MoBo with a K6-III 550MHz AT-
>Upgradeboard... isn't?

If you added a K6-III upgrade to a 286 motherboard, you would still consider it to be a PC I presume....?

/Joakim

2844. Help desired with Pagestream fonts

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 16:26:38 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1121703998.794472.173390@g14g2000cwa.googlegroups.com>
Source record: 12421

Hello everyone,

I've run into an unexpected problem on my CT60 Falcon.

Occasionally on my stock Falcon (with NVDI 4) the Times and Triumverant (I know I'm misspelling the latter) fonts would have some strange behavior, but a quick "quit and restart" would solve the problem. On my CT60 Falcon (with NVDI 5) however, these two fonts place all characters over each other, making for an unreadable dark splotch. Other fonts look fine, and the program otherwise works normally. Does anyone have a solution, or at the very least a freeware substitute to these pesky CS fonts?

Galen

2845. CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 16:29:35 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1121704175.163211.109200@g43g2000cwa.googlegroups.com>
Source record: 12422

Hello,

If you are the owner of a CT60, would you kindly post about any SCSI based issues you are having? I'm having a devil of a time with my CDR, and I'm attempting to decide if I should keep spending my evenings trying to figure it out, or just buy an IDE CDRW and the appropriate adapter.

Galen

2846. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 20:03:44 UTC
From: pslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42dbef00.0@entanet>
Source record: 12424

On 18 Jul 2005 04:34:39 , "Coda" wrote:
>I tried "scummvm -e null -g normal -f monkey" and I get a blackscreen.
>CTRL-ALT-DEL does not work, so a hard reset is required.
>This is with the binary that is from your website.
>Have you patched the official sources, and if so are the patch files
>available?
>
>Coda.

Patrice,

I am using the binary version from your website.

Coda, try using "monkeyega" instead of "monkey" if you are using the
ST version of the game like I am. I suspect the ST version is
the 16 colour version.

The two messages that appear are from the game itself, something like
"Before we start..." "Please wait..." I don't have my ST here to
run it.

Peter

2847. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 20:12:07 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42dbf0f7.0@entanet>
Source record: 12425

On 18 Jul 2005 19:03:44 , Peter Slegg wrote:
>On 18 Jul 2005 04:34:39 , "Coda" wrote:
>>I tried "scummvm -e null -g normal -f monkey" and I get a blackscreen.
>>CTRL-ALT-DEL does not work, so a hard reset is required.
>>This is with the binary that is from your website.
>>Have you patched the official sources, and if so are the patch files
>>available?
>>
>>Coda.
>
>Patrice,
>
>I am using the binary version from your website.
>
>Coda, try using "monkeyega" instead of "monkey" if you are using the
>ST version of the game like I am. I suspect the ST version is
>the 16 colour version.
>
>The two messages that appear are from the game itself, something like
>"Before we start..." "Please wait..." I don't have my ST here to
>run it.
>
>Peter

I've just tried running it again using the command:

scummvm -p/d/games/monkey -enull MONKEYEGA

Looking for monkeyega
Trying to start game 'Monkey Island 1 (EGA)'
Fatal signal: Bus Error (SDL Parachute Deployed)

It dislayed 1 screen that said "Wait..." in the style of the game graphics.
So I think the game is starting.

Peter

2848. Re: sweetie

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 22:28:45 UTC
From: roger <roger@iwantsweet.com>
Message-ID: <1121725734.22763.0@dyke.uk.clara.net>
Source record: 12428

ooooooooooooohhhhhhhhhhhhhhh YEAH!

Please post me some abuse, it really turns
.....

P.S. Are you really as dominate as I've been led to believe.

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:db490s$av6$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> Why its...
>
>
> "roger" <roger@iwantsweet.com> wrote in message
> news:1121296122.82630.0@despina.uk.clara.net...
>> Oh But YEAH!
>>
>>
>> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
>> news:dasl82$6td$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
>>>
>>>> Oh Yeah!
>>>
>>>
>>> ??
>
> Sweet!!
>

2849. Re: The VGS was great...

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 22:41:34 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <5vbod192sdrqc891hr8or8hme3sj63g83c@4ax.com>
Source record: 12429

And thank you for part of that $130 :) It still was fun to get out
and meet everybody. Pictures are posted at:

http://www.8bitclassics.com/forum/viewtopic.php?t=9

I think you and your sons are actually in one or two of them.

Corey
8-Bit Classics

On Mon, 18 Jul 2005 17:22:24 +0400 (MET DST), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>I was at the VGS this past weekend with my two sons. We all had a great time.
>I must have spent over $130. I just wish the turn out was a little higher.

2850. Re: Wanted Broken Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2005-07-18 23:07:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000498ab@fmlynet.org>
Source record: 12432

FamilyNet Newsgate

Texan by the grace of God. ;)

2851. Re: ICD host adaptor available?

Newsgroup: comp.sys.atari.st
Date: 2005-07-19 00:17:06 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <bfKdnXGM7v3T2kHfRVn-ow@inreach.com>
Source record: 12430

How mush??? use my email address if you don't want to post it.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0507180234130.28600-100000@onyx.spiritone.com...
> On Sun, 17 Jul 2005, Edward S. Baiz Jr. wrote:
>
>> >Does anyone know if ICD host adaptors are still available? Or is there a
>> >spare one floating around? The one I am using has failed and need to get
>> >my hard drive working again to recover some files.
>> >
>> >Thanks
>> >
>> >Ric
>>
>> Try Best Electronics or B&C Computers. Bravo-Serra may have it also...
>
> I do. I have ADSCSI+ host adapters from ICD.
>
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>
>> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
>> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
>> Photo 700 printer, PCI Networking Card, ICQ#91257633
>> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
>> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
>> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>>
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

2852. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-19 00:21:08 UTC
From: DarthChaosofRSPW@gmail.com
Message-ID: <1121732468.802696.217730@g44g2000cwa.googlegroups.com>
Source record: 12431
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

And now you easily play emulators on the PSP with the KXploit tool. I have a NES emulator (NesterJ) on my PSP (has the 1.50 BIOS) with a sh**load of games, including some Famicom Disk System games (you need to have the Famicom Disk System BIOS, and it has to be named disksys.rom).

Now if someone would just develop an Atari 2600 emulator for the PSP (or a combo 2600/7800 emulator for the PSP).

2853. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-19 11:19:10 UTC
From: swe@atari.org
Message-ID: <0fMCe.418$cE1.84685@news.siol.net>
Source record: 12411

Fidel-Sebastian Hunrichse-Lara wrote:

> Define a Atari-system... & I show you whre you're wrong!

I will define it using an comparision: Hyundai is in every respect (speed, safety, bla bla) better as WV Beetle (which, like atari, has big base of fans), yet noone claims that hyndai with WV sticker is WV. Also, how many Hyundai, Fiats etc u can see on WV beetle shows, or how many of those drivers claims they drive a Beetle? So defining Atari system is fairly easy: Made by Atari. CT60 is indeed diskutable, but on other hand, all of the falcon subsystems still are operational, which we can not say for Aranym or MagicPC.

Note: i am strictly discussing what is an Atari and what is not. I do not debate what/which system is better and of some emulator or compatible users feel ofended, that's probably because they feel they that way, maybe ashamed a little ;). But saying that TT/Falcon ARE Atari's and Milan/Aranym are NUT Ataris, is NOT saying Milan/etc is crap or bad. Its just a fact. U can carry 4 persons, using same fuel, same tyres etc on any car, only one is Beetle. Why emulator/compatibles users feel ofended by that, is not for me to resolve. Probably a job for physiatrics...

Janez

2854. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-19 11:28:39 UTC
From: swe@atari.org
Message-ID: <KnMCe.420$cE1.84844@news.siol.net>
Source record: 12412

Fidel-Sebastian Hunrichse-Lara wrote:

>> And for example: a stock Falcon can run Apex
>
> Yoh! But Apex can only run on Falcons! Are non-Falcon-systems now no
> longer Atari-systems? No? See what I mean?

Nope. As i described it was an example. U can as well take any game that runs on ST or Falcon, DMA sound app etc, point is that CT60 (which is only CPU accelerator, all the original Falcon subsystems are still functional, and for example, few days ago i played Stardust on CT60) is fastest Atari machine. Magic_PC is faster, but lack shifter/videl compatibility. Aranym offers that as well, but at dramatic speed reduction etc.. And both, Aranym and MagicXX are not Ataris :) Fast or not fast :) Its like old saying: "its important to participate, not win". Of course, only loosers say that :) And Atari is not just OS and selected (GEM only) apps. Atari is whole package, soft and hardware, with all good and bad sides in one package.

Janez

2855. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-19 11:38:39 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1121773119.880928.225420@g44g2000cwa.googlegroups.com>
Source record: 12433

Im using (or trying to use) the PC's version.

Coda

2856. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-19 11:39:21 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1121773161.270665.88100@f14g2000cwb.googlegroups.com>
Source record: 12434

Im using (or trying to use) the PC's version.

Coda

2857. Re: The VGS was great...

Newsgroup: comp.sys.atari.st
Date: 2005-07-19 12:59:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.19.12.59.28.462075@charter.net>
Source record: 12435

On Mon, 18 Jul 2005 17:41:34 -0500, 8-Bit Classics wrote:

> And thank you for part of that $130 :) It still was fun to get out
> and meet everybody. Pictures are posted at:
>
> http://www.8bitclassics.com/forum/viewtopic.php?t=9
>
> I think you and your sons are actually in one or two of them.
>
> Corey
> 8-Bit Classics

Alright now Edward...you've got to let us know which one is you! :-)

--
_/_/_/

2858. LINK 2 or better WANTED

Newsgroup: comp.sys.atari.st
Date: 2005-07-19 13:36:37 UTC
From: RB <rich.eb@virgin.net>
Message-ID: <FI7De.1884$bT4.793@newsfe1-gui.ntli.net>
Source record: 12436

Hi All,

Anyone got a Link 2 or better they want to sell. Mine failed.

Email me at rich dot eb @ virgin dot net

Thanks,

Richard B.
UK.

2859. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-19 17:06:17 UTC
From: swe@atari.org
Message-ID: <fkRCe.427$cE1.88645@news.siol.net>
Source record: 12423

```
> I don't understand the logic of saying that once you plug something into
> the expansion port of the Falcon, its no longer a Falcon. Thats what the
> expansion port is for; expansion.
>
> Going by that logic, if you plugged an Expose card (or anything else)
> into the expansion port, its no longer a Falcon either.
>
> Doesn't make sense from where I'm standing... :-)

Exactly. U said it right.
```

2860. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 01:04:26 UTC
From: pslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42dd86fa.0@entanet>
Source record: 12437

On 19 Jul 2005 04:39:21 , "Coda" wrote:
>Im using (or trying to use) the PC's version.
>
>Coda

Earlier today I tried running the windos version of SCUMMVM using
the Atari data files and it runs fine with monkeyega. It even bypassed the
security screen.

The DOS console window did report that the files were unrecognised
but they must be ok.

Could the Milan xbios be causing a problem ?

Peter

2861. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 02:17:11 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ttiDe.11399$xn.2043@bignews6.bellsouth.net>
Source record: 12438

Hi Galen,

I'm not a CT60 owner yet, but I do have A CT2B and I did have issues with the SCSI port.
It turned out that the version of HD Driver I was using was abit old. I simply started using
Cecile thats included in the Flash and all my SCSI problems were gone.

My symptoms were like the SCSI drives were being accessed to fast and were not setting up
with the rest of the system. Same thing on the CDrom and CDR drive.

I have a newer version of HD Driver now, but I've not tried it on the CT2B to see if it works
correctly or not. But I think that it would. IIRC, Uwe changed some things in HD Driver regarding
the Falcons SCSI system.

Do you still have the problems when you switch back to normal 030 mode?

IIRC, I had problems even when I switched back to the stock CPU.

If you are using a older version of HD Driver, that may be the problem.
But I can't recall what version I was using. Except that it was 7 something.
But that has been at least 2 years ago. So it was probably a very early version
7.xx.

Other things that will affect SCSI drives are Termination. Also I have found that
some Falcons like the CD-Rom/CDRW drives at the end of the chain.
Remember that some CD drives have terminator resistors. Some have a simple
jumper that you can remove to enable or disable termination on the drive.

I have seen some where you have to pull out the resistors. They are usually long and in
two sets with pull tabs on them. They are in a single line socket, set of two.
Most of these I have seen are the internal type of CDROM/CDRW that you get and install yourself.

Extra long cables can also be a problem. Although I am using at least a 6 foot SCSI cable from
my CT2B Falcon to the Case were my drives are in. It works fine, but I

still want to get some
shorter SCSI cables.

Hope this helps in some way.
phantomm@bellsouth.net

phantomm@bellsouth.net

"Galen" <atarigalen@yahoo.com> wrote in message
news:1121704175.163211.109200@g43g2000cwa.googlegroups.com...
> Hello,
>
> If you are the owner of a CT60, would you kindly post about any SCSI
> based issues you are having? I'm having a devil of a time with my
> CDR,
> and I'm attempting to decide if I should keep spending my evenings
> trying to figure it out, or just buy an IDE CDRW and the appropriate
> adapter.
>
> Galen
>

2862. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 07:53:21 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3k6e7iFsl3gtU1@individual.net>
Source record: 12439

http://packages.gentoo.org/ebuilds/?mozilla-firefox-1.0.6Phantom wrote:

> I have a newer version of HD Driver now, but I've not tried it on the
> CT2B to see if it works
> correctly or not. But I think that it would. IIRC, Uwe changed some
> things in HD Driver regarding
> the Falcons SCSI system.

There have not been any issues for a long time, so I would expect it to
work (with HDDRIVER 8.1), indeed.

--

Dr. Uwe Seimet http://www.seimet.de

2863. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 11:22:53 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.20.11.22.53.914464@caramail-NOSPAM.com>
Source record: 12440

Le Wed, 20 Jul 2005 00:04:26 -0100, Peter Slegg a ï¿œcritï¿œ:

> Could the Milan xbios be causing a problem ?

Both scummvm and sdl used by it are now ancient and many bugfixes have
been done. Scummvm needs g++ 3.x to be compiled, and there is no working
version for MiNT (cross-compiler or not).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

2864. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 13:52:31 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <1121867551.699895.314710@g14g2000cwa.googlegroups.com>
Source record: 12441

Patrice Mandin wrote:
> Le Wed, 20 Jul 2005 00:04:26 -0100, Peter Slegg a écrit :
>
> > Could the Milan xbios be causing a problem ?
>
> Both scummvm and sdl used by it are now ancient and many bugfixes have
> been done. Scummvm needs g++ 3.x to be compiled, and there is no working
> version for MiNT (cross-compiler or not).

Hi Patrice,

Would a recompile of the old SCUMMVM with a new SDL be any better ?

It looks like he graphics might work but the sounds may be causing
problems. I have never got the sound working with PM-Doom either
so is this only an SDL issue ?

You're the expert on the compilers. Aren't some people using GCC 3.x ?

I'd really love to be able to play adventure games on my Milan. I miss
not being able to play them.

I will try a few other games and also try the -e pcspk option to see if
that works any better.

Regards,

Peter

2865. Re: The VGS was great...

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 13:58:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42de8370f18256@comcast.net>
Source record: 12447

>And thank you for part of that $130 :) It still was fun to get out
>and meet everybody. Pictures are posted at:
>
>http://www.8bitclassics.com/forum/viewtopic.php?t=9
>
>I think you and your sons are actually in one or two of them.
>
>Corey
>8-Bit Classics

Hey let me know if you post them so I can take a look. My sons really liked
the show.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2866. Re: The VGS was great...

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 13:59:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42de8370f18257@comcast.net>
Source record: 12448

>On Mon, 18 Jul 2005 17:41:34 -0500, 8-Bit Classics wrote:
>
>> And thank you for part of that $130 :) It still was fun to get out
>> and meet everybody. Pictures are posted at:
>>
>> http://www.8bitclassics.com/forum/viewtopic.php?t=9
>>
>> I think you and your sons are actually in one or two of them.
>>
>> Corey
>> 8-Bit Classics
>
>Alright now Edward...you've got to let us know which one is you! :-)

Not too hard to miss me. I am the guy with the black moustache and the Max
Klinger nose. <g>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2867. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 14:54:16 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42de65a3$0$30691$636a15ce@news.free.fr>
Source record: 12442

CT60 works with HD Driver 7.60 and superior.
It cannot work correctly with <7.60 !

Sure the 8.1x is better, especially the last 8.12 or 13 (I do not remember)...

On 8.xx, I heart the SCSI processor must be disable...I do not know if it stills exact with 8.1x ...

But you have to understand that the software is not all and the hardware must be OK : if you have some lost of data because of a bad clock sync on SDMA, the driver will never fix that !

Regards

Galen wrote:
> Hello,
>
> If you are the owner of a CT60, would you kindly post about any SCSI
> based issues you are having? I'm having a devil of a time with my
> CDR, and I'm attempting to decide if I should keep spending my
> evenings trying to figure it out, or just buy an IDE CDRW and the
> appropriate adapter.
>
> Galen

2868. Re: DIY Battery backed clock

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 16:30:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.01.17.17.27.306497@charter.net>
Source record: 12444

On Wed, 01 Jun 2005 15:43:18 +0000, techie_alison wrote:

> If you'd said purse then we'd be talking. Name a price via email, not open
> bidding here. I paid ï¿½2.99 for my present STFM, the scart RGB monitor I
> pulled out of a skip in Cambridge with an Archimedies attached to it.

Methinks he missed the point of your "alias" name here...

(like some used to think I was African-American when I used the moniker
"DarkChyld").

:-)

2869. The DarkForce! BBS is...

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 16:30:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.20.16.29.35.903782@charter.net>
Source record: 12443

```
now back online.

Sorry to everyone for any inconvenience!

--
_/_/_/
```

2870. Re: Pasti St Imaging Tool released

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 16:30:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.19.20.03.46.937584@charter.net>
Source record: 12445

On Thu, 19 May 2005 15:38:38 +0000, Jorge wrote:

> It might have been a problem on your end.

Always a possibility. I'm so far up "nowhere" that my Saturday morning
cartoons come in on Sunday. :-)

> The web site is hosted at a major provider. So it is unlikely (but sill
> possible, of course), that it's was down. Please let me know if you still
> has problems.

Finally got through just now. Took about 15-20 mins to resolve, using
Firefox here.

I'm trying to download - its showing the same slowness. Should be able to
get it though.

Thanks much! :-)

2871. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 21:16:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507202316.a10405@b.maus.de>
Source record: 12349

Salve commonly, GokMasE <gokmase@gmail.com> wrote:

> as an "Atari" depends on if you are talking about compatible hardware
> or emulated/virtual hardware.

Using MM on MC68040 there's no difference...

> The claim that Falcon+CT60 is the fastest Atari was for sure meant for
> saying that it is the fastest hardware available that was designed to
> run Atari software.

Aren't emulators as well designed to run Atari software?

> If you added a K6-III upgrade to a 286 motherboard, you would still
> consider it to be a PC I presume....?

Sure! A PC with AMD K6-III-Upgradeboard... but 286 motherboards
normaly use Intel-CPUs & Ataris use MC68000 or MC68030 - everything
else is a form of upgrade.

There's finaly no difference between CT60, compatible hardware or
emulated/virtual hardware... they're all Atari-upgrade-varieties!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2872. Re: Help desired with Pagestream fonts

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 22:36:49 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1121899009.911961.270800@g49g2000cwa.googlegroups.com>
Source record: 12446

Hmmm. Am I the only Pagestream user left? Anyone willing to sell me
their fonts?

Galen

2873. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-20 23:08:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004f9a6@fmlynet.org>
Source record: 12351

FamilyNet Newsgate

So 130 XE equals 128K eh? Guess I need to update my Atari 800 to around 800 K then. :)

2874. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 04:45:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.21.04.45.51.88597@charter.net>
Source record: 12350

On Wed, 20 Jul 2005 23:16:00 +0200, Fidel-Sebastian Hunrichse-Lara wrote:

> Sure! A PC with AMD K6-III-Upgradeboard... but 286 motherboards
> normaly use Intel-CPUs & Ataris use MC68000 or MC68030 - everything
> else is a form of upgrade.

You can upgrade a Mega ST or Mega STe which use 68000s to 68030s, so do you think these are still Atari machines? They are both Motorola CPUs.

Furthering that point, the CT60 uses a *Motorola* 68060 chip. So..ergo, if you upgrade a Mega to a 680030, and its still an Atari, then a Falcon with a 68060 is still an Atari. :-)

> There's finaly no difference between CT60, compatible hardware or
> emulated/virtual hardware... they're all Atari-upgrade-varieties!
>
> Saluti-gerulus

Thats your opinion, and you're entitled to it of course. Just don't act surprised when people disagree with you.

I do not think that Atari OS/hardware "emulated" on a different machine architecture is the same as an Atari OS running on Atari hardware.

Please note that I'm *not* saying that emulation is bad, I just don't think its the same.

Personally, I'm impressed as can be with ARAnyM, I think its an incredible effort. I even downloaded the stand-alone ISO, burnt it to CD and can now boot up to an emulated Atari environment on my Dell/Linux laptop. Impressess the heck out of me everytime I do it. :-)

As good as it is, and there's no doubt its getting better, all I have to do is turn my head and look at the machine setting next to it. A real Atari OS running on real Atari hardware. There's no doubt, IMHO, which is which.

Just my 2 cents worth. ;-)

--
_/_/_/

2875. Re: Atari ST 1024

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 05:20:54 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <WgGDe.54169$oJ.28684@news-server.bigpond.net.au>
Source record: 12352

Greg Goodwin wrote:
> FamilyNet Newsgate
>
> So 130 XE equals 128K eh? Guess I need to update my Atari 800 to around 800 K
> then. :)

Ah, but it only applys for the Tramiel erra. And consoles don't count,
but how much ram does a TT030 and Stacey have then;-)

Mark

2876. 1.44MB floppy drive - how do I connect it to my STE?

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 07:16:16 UTC
From: ric <biodistributors@microtech.com.au>
Message-ID: <42df4bbb$1_1@news.iprimus.com.au>
Source record: 12353

I have read the ST FAQ but they don't help much. The more detailed instructions they refer to (sony_144.zip) isn't to be found anywhere.

Can anyone help me connect a Sony floppy drive to to 1040 STE (and get it working)?

Thanks

Ric

2877. Re: 1.44MB floppy drive - how do I connect it to my STE?

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 08:59:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42df63c1$0$13707$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12354

"ric" <biodistributors@microtech.com.au> wrote in message
news:42df4bbb$1_1@news.iprimus.com.au...
>I have read the ST FAQ but they don't help much. The more detailed
>instructions they refer to (sony_144.zip) isn't to be found anywhere.
>
> Can anyone help me connect a Sony floppy drive to to 1040 STE (and get it
> working)?
>
> Thanks
>
> Ric

http://www.cps-electronics.co.uk/144/HD4.htm

2878. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 09:19:19 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1121937559.534690.66570@g47g2000cwa.googlegroups.com>
Source record: 12355

>> The claim that Falcon+CT60 is the fastest Atari was for sure meant for
>> saying that it is the fastest hardware available that was designed to
>> run Atari software.
>
>Aren't emulators as well designed to run Atari software?

If you look in the text I wrote earlier I said "fastest hardware
available that was designed to run Atari software". The emulator is
designed to run Atari software yes, but the *hardware* that the
emulator is ran on is not. Hence why it is true that a Falcon with a
CT60 is the fastest *Atari hardware setup* available, when we are
talking about the Atari compatible hardware. Ok?

>>There's finaly no difference between CT60, compatible hardware or
>>emulated/virtual hardware... they're all Atari-upgrade-varieties!

As Ronald already pointed out, that is your opinion. And don't be
surprised when some people, like me, chose to think differently on this
subject ;)

Regards,

/Joakim

2879. Re: 1.44MB floppy drive - how do I connect it to my STE?

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 09:32:51 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dbnq43$76i$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12356

"ric" <biodistributors@microtech.com.au> wrote in message
news:42df4bbb$1_1@news.iprimus.com.au...
> I have read the ST FAQ but they don't help much. The more detailed
> instructions they refer to (sony_144.zip) isn't to be found anywhere.

Just typed "sony_144.zip" into Google?

2nd one down, on the Atari Hardware Hack Page.
http://atari4ever.free.fr/hardware/drives.html Is for an MPF-520 anyhow, not the current 920's.

I'd be tempted to suggest that you pick up an already modded one from Chris at CPS;
http://www.cps-electronics.co.uk/144/HD4.htm .
At £15 is good value for money seeing as the price on the street is £10 for a stock Sony FDD. Also, should you end up with revision
or something, the likes of PC World and most computer shops wouldn't have a clue what you're talking about, neither would they care
or refund the unit if unmoddable. Have been here before on this one, the stuff on the high street is mass produced cr@p. Current
PC FDD's are not industry standard Shugart drives in the traditional sense.

Another direction to take would be to research into how people with Yamaha music keyboards and alike do it, there's quite a bit of
info out there in other arenas. The problem again, getting hold of the drives to do the mods on. Grab one from CPS.

2880. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 09:41:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507211141.a10432@b.maus.de>
Source record: 12361

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> You can upgrade a Mega ST or Mega STe which use 68000s to 68030s, so do
> you think these are still Atari machines?

Sure! A updated Atari machine...

> So..ergo, if you upgrade a Mega to a 680030, and its still an Atari,
> then a Falcon with a 68060 is still an Atari.

Did Atari ever build MC68060 machines? AFAIK they only manufacture
some MC68040 prototypes...

> Just don't act surprised when people disagree with you.

I'm not surprised, everywhere exist fundamentalist...

> I do not think that Atari OS/hardware "emulated" on a different machine
> architecture is the same as an Atari OS running on Atari hardware.

Is the CT60 not as well a different machine architecture? And do you
really use an original Atari OS? IMHO only the TOS/GEM software makes
the difference... & not the hardware!

> boot up to an emulated Atari environment on my Dell/Linux laptop.

I favor 68k-Macs - fast enough & old enough... that's pure nostalgia!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2881. Re: 1.44MB floppy drive - how do I connect it to my STE?

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 12:49:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1121950193.373489.324250@o13g2000cwo.googlegroups.com>
Source record: 12357

Ebuyer have MPF920's for about £4, but then you have to mod it
yourself...

2882. Re: 1.44MB floppy drive - how do I connect it to my STE?

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 13:52:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.21.13.52.54.262768@charter.net>
Source record: 12359

On Thu, 21 Jul 2005 09:59:15 +0100, exxos wrote:

> http://www.cps-electronics.co.uk/144/HD4.htm

Hey gang, I have a question...will the Sony drive in question here match up with the STs drive face?

I guess I'm asking if you have to hack 'n mod the drive opening to accomodate the drive itself.

I wouldn't mind eventually having a 1.44 drive in my Mega ST but I sure wouldn't want to mess up its looks.

Thanks.

--
_/_/_/

2883. Re: 1.44MB floppy drive - how do I connect it to my STE?

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 14:10:24 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42dfacab$0$13712$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12360

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.21.13.52.54.262768@charter.net...
> On Thu, 21 Jul 2005 09:59:15 +0100, exxos wrote:
>
>> http://www.cps-electronics.co.uk/144/HD4.htm
>
> Hey gang, I have a question...will the Sony drive in question here match
> up with the STs drive face?
>
> I guess I'm asking if you have to hack 'n mod the drive opening to
> accomodate the drive itself.
>
> I wouldn't mind eventually having a 1.44 drive in my Mega ST but I sure
> wouldn't want to mess up its looks.
>
> Thanks.
>
> --
> _/_/_/_

2884. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 14:20:01 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1121955601.673237.46290@o13g2000cwo.googlegroups.com>
Source record: 12362

```
>> Just don't act surprised when people disagree with you.
>
>I'm not surprised, everywhere exist fundamentalist...

And there will always be people who wish to force their way of thinking
upon others..

Regards,

/Joakim
```

2885. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 14:20:11 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1121955610.744796.211030@o13g2000cwo.googlegroups.com>
Source record: 12363

```
>> Just don't act surprised when people disagree with you.
>
>I'm not surprised, everywhere exist fundamentalist...

And there will always be people who wish to force their way of thinking
upon others..

Regards,

/Joakim
```

2886. Re: 1.44MB floppy drive - how do I connect it to my STE?

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 17:02:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.21.17.02.09.124176@charter.net>
Source record: 12365

On Thu, 21 Jul 2005 15:10:24 +0100, exxos wrote:

> unfortunatly not...
>
> http://www.aqtq39.dsl.pipex.com/hdmanual/case-backin2.jpg
>
> http://www.aqtq39.dsl.pipex.com/hdmanual/case-assm.jpg
>
> http://www.aqtq39.dsl.pipex.com/hdmanual/main.htm
>
> Chris

Hmm...if I'm reading this right though, you could leave the internal drive
the same and just have an external 1.44? That would work for me. :-)

--
_/_/_/

2887. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 17:16:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.21.17.16.27.663612@charter.net>
Source record: 12366

On Thu, 21 Jul 2005 11:41:00 +0200, Fidel-Sebastian Hunrichse-Lara wrote:

> Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:
>
>> You can upgrade a Mega ST or Mega STe which use 68000s to 68030s, so do
>> you think these are still Atari machines?
>
> Sure! A updated Atari machine...

Right. Different CPU, with a "daughterboard" added.

> Did Atari ever build MC68060 machines? AFAIK they only manufacture
> some MC68040 prototypes...

In effect, you're trying to say that if Atari didn't manufacture it themselves, and you add it to any Atari machine, that its no longer an Atari Machine? That is some really, really odd thinking there friend.

So what about all those 3rd party add-ons over the years? Seems to me, by your reckoning, there are no "true" Atari machines left... :-)

>> Just don't act surprised when people disagree with you.
>
> I'm not surprised, everywhere exist fundamentalist...

Ever notice how many people are agreeing with you vs how many people are not agreeing with you? You might want to think about that...

> Is the CT60 not as well a different machine architecture? And do you
> really use an original Atari OS? IMHO only the TOS/GEM software makes
> the difference... & not the hardware!

No. I've added something to an existing Atari setup. Not removed the entire Atari setup altogether and replaced it. Added...enhanced...not replaced. See?

When I boot up my CT60 Falcon, I wind up at a TOS 4.04 desktop. Do you disagree? I don't have to run another OS, or another program, to get there.

So in effect what I get is this:

"> Sure! A updated Atari machine..."

via this: "Right. Different CPU, with a "daughterboard" added."

No different in concept than the Mega ST/STe running a 678030. See? :-)

>> boot up to an emulated Atari environment on my Dell/Linux laptop.
>

> I favor 68k-Macs - fast enough & old enough... that's pure nostalgia!
>
> Saluti-gerulus

Not as good a feeling as booting up an 800XL, IMO... ;-)

--
_/_/_/

2888. Re: 1.44MB floppy drive - how do I connect it to my STE?

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 17:24:45 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42dfda0e$0$13697$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12367

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.21.17.02.09.124176@charter.net...
> On Thu, 21 Jul 2005 15:10:24 +0100, exxos wrote:
>
>> unfortunatly not...
>>
>> http://www.aqtq39.dsl.pipex.com/hdmanual/case-backin2.jpg
>>
>> http://www.aqtq39.dsl.pipex.com/hdmanual/case-assm.jpg
>>
>> http://www.aqtq39.dsl.pipex.com/hdmanual/main.htm
>>
>> Chris
>
> Hmm...if I'm reading this right though, you could leave the internal drive
> the same and just have an external 1.44? That would work for me. :-)

yup, theres only the drive select which changes for internal/external. Most
people tend to use thier old 720K external with 1.44 internal, but theres no
problem about doing it the other way around.

Chris

>
> --
> _/_/_/_

2889. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 17:30:32 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.21.17.30.32.997370@charter.net>
Source record: 12368

On Thu, 21 Jul 2005 13:16:28 -0400, Ronald J. Hall wrote:

> No different in concept than the Mega ST/STe running a 678030. See? :-)

Small correction there. That was supposed to be "running a 68030.". :-)

--
_/_/_/

2890. seti@home Team Atari

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 18:06:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000518c0@fmlynet.org>
Source record: 12374

FamilyNet Newsgate

I have been on Team Atari for years. :) .
Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2891. The DarkForce! BBS is...

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 18:09:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000518c1@fmlynet.org>
Source record: 12373

FamilyNet Newsgate

Back online at the old place of 24.177.23.74? .
AWESOME!! My favorite ST BBS is back! .
Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2892. Re: 1.44MB floppy drive - how do I connect it to my STE?

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 18:22:07 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42dfe773$0$13695$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12369

"Coda" <smeg_007@hotmail.com> wrote in message
news:1121950193.373489.324250@o13g2000cwo.googlegroups.com...
Ebuyer have MPF920's for about £4, but then you have to mod it
yourself...

yup, if you are in the right place you can pick up some deals if you look enough..... though going by the people ive delt with in the past they are too darn idle to even take the back off a floppy drive, some people even get the impression that doing such things is "beneath them" which is kinda depressing also.

Chris

2893. Atari 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 19:18:52 UTC
From: "alfoxmagic@hotmail.com" <alfoxmagic@hotmail.com>
Message-ID: <1121973532.303835.303550@g43g2000cwa.googlegroups.com>
Source record: 12370

I have a working Atari 520ST for sale with drive and SC1224 monitor.
Will send pictures if requested. Respond to alfoxmagic@hotmail.com
Thanks.
Al Fox
Dallas, TX

2894. Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 22:27:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507211521230.27810-100000@onyx.spiritone.com>
Source record: 12371
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off Games / Software, Hardware & Books for Classic Atari 8 Bit and
Atari ST Computer lines plus Jaguar Consoles and Games! And if your a
Regular Customer, Reward yourself with another 10% off.A Whopping 30% off!
Some items I have only One, Two or Too Few of! Some I have Lots of! Got
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm My New Atari's for Sale!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2895. Re: SCUMMVM and Monkey Island

Newsgroup: comp.sys.atari.st
Date: 2005-07-21 23:12:52 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1121987572.519201.305330@g14g2000cwa.googlegroups.com>
Source record: 12372

Yes there is. GCC 3.3. Ask on the mint list.

Coda.

2896. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 00:39:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507220239.a10470@b.maus.de>
Source record: 12376

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> and you add it to any Atari machine, that its no longer an Atari
> Machine?

Atari machine != Atari machine + Upgradeboard

> That is some really, really odd thinking there friend.

It's elementary, Watson...

> what about all those 3rd party add-ons over the years?

Are now 3rd party add-ons as well from Atari?

> > I'm not surprised, everywhere exist fundamentalist...
>
> Ever notice how many people are agreeing with you vs how many people are
> not agreeing with you? You might want to think about that...

Do you think a fundamentalist will agree another fundamentalist?

> No. I've added something to an existing Atari setup.

And is the CT60-Upgradeboard not a different machine architecture?

> Not removed the entire Atari setup altogether and replaced it.

An Atari-emulator that remove the entire Atari setup is no longer a
Atari-emulator, isn't? ;->

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2897. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 00:41:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507220241.a10471@b.maus.de>
Source record: 12377

Salve commonly, GokMasE <gokmase@gmail.com> wrote:

> And there will always be people who wish to force their way of thinking
> upon others..

Did I force you to anything?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2898. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 00:48:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507220248.a10472@b.maus.de>
Source record: 12375

Salve allerseits, GokMasE <gokmase@gmail.com> schrieb:

> If you look in the text I wrote earlier I said "fastest hardware
> available that was designed to run Atari software". The emulator is
> designed to run Atari software yes, but the *hardware* that the
> emulator is ran on is not.

A MC68030-CPU or any other part of the hardware on a original Falcon
is designed to run Atari software? I don't think so...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2899. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 04:08:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.22.04.08.32.648876@charter.net>
Source record: 12378

On Fri, 22 Jul 2005 02:39:00 +0200, Fidel-Sebastian Hunrichse-Lara wrote:

and BTW, what country are you from, if you don't mind my asking? I'd like
to construct an obviously political .sig to reflect poorly on the
leader(s) of your country, even though this is an Atari newsgroup (like
you're doing with your sig). Thanks!

"*"If this were a dictatorship, it'd be a heck of a lot easier, just so*
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#"

--
_/_/_/

2900. Full text of 11 classic flight simulation books on the web

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 05:11:45 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-89E26F.22114521072005@news.west.cox.net>
Source record: 12379
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.flight-sim,comp.sys.mac.games.flight-sim,comp.sys.amiga,comp.sys.apple2,comp.sys.ibm.pc.classic,comp.sys.atari.st

FlightSimBooks.com is a new site that features the full text of eleven classic flight simulation books.

http://www.FlightSimBooks.com

More than 2,200 printed pages have been digitized into 800+ web pages. The titles available are:

- Jet Fighter School and Jet Fighter School II by Richard G. Sheffield

- Flying on Instruments with Flight Simulator by Jonathan M. Stern

- Learning to Fly with Flight Simulator and Realistic Commercial Flying with Flight Simulator by John Rafferty

- 40 Great Flight Simulator Adventures, 40 More Great Flight Simulator Adventures, Flight Simulator Co-Pilot, Flying Flight Simulator, Runway USA, and A Flight Simulator Odyssey by Charles Gulick

These books, published from 1985-1989, cover Microsoft Flight Simulator and Sublogic Flight Simulator software, plus other flight sim programs including F-15 Strike Eagle and Sublogic's Jet. Users who prefer more modern flight simulators will find that many of the techniques and situations described in these books, such as aerobatic maneuvers and instrument flying techniques, remain relevant to newer flight simulators.

All of the books are available with the gracious permission of their authors.

FlightSimBooks.com was created by Kevin Savetz with help from volunteers. His other classic computing sites include AtariArchives.org, which offers the full text of 30 classic computing books; and Classic Computer Magazine Archive (www.atarimagazines.com), which offers full text of Compute!, Creative Computing, Antic, and other early computer magazines.

Enjoy!
Kevin
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2901. [GAME] pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 09:12:20 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.22.09.12.20.548478@caramail-NOSPAM.com>
Source record: 12380

Hello,

I think I made big progress this week, as audio drivers seem to be fixed
now. Using sound should not crash anymore.

Also, with this release, texturing on floor/ceiling can be switched off
for faster rendering.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

2902. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 12:57:05 UTC
From: swe@atari.org
Message-ID: <EYMDe.485$cE1.114997@news.siol.net>
Source record: 12358

Ronald J. Hall wrote:

> You can upgrade a Mega ST or Mega STe which use 68000s to 68030s, so do
> you think these are still Atari machines? They are both Motorola CPUs.
>
> Furthering that point, the CT60 uses a *Motorola* 68060 chip. So..ergo, if
> you upgrade a Mega to a 680030, and its still an Atari, then a Falcon with
> a 68060 is still an Atari. :-)

Well Mac and Amiga also uses same CPU and they are not Ataris. But i agree with you here, would just expand that: If one replace CPU with more powerfull CPU, and machine use the rest of hardware as it did before (kinda like tunning the car's engine) thats basicaly same machine. Using emulation and similar is not. Best example is new WV beetle. NONE of old fans accept is as real VW beetle, its just WV Golf with fancy look.

> I do not think that Atari OS/hardware "emulated" on a different machine
> architecture is the same as an Atari OS running on Atari hardware.
>
> Please note that I'm *not* saying that emulation is bad, I just don't
> think its the same.

Iys definately not the same. WHY emulation users defends themselves (as we didnt say using emu (good one) or compatible is bad) is beyond me. That fact alone, proves, that using original HW is DIFFERENT :)))

Janez

2903. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 14:16:29 UTC
From: john.smith@macrosft.com
Message-ID: <dbqv3pacq3@garrison.globalnet.hr>
Source record: 12381

what is bugging you??
I have 7 scsi devices connected to it and working flawelssly...slow, though :)
1.5 to 2 meg throughput...
should do for 4x cd r

On 18 Jul 2005 09:29:35 , "Galen" wrote:
>Hello,
>
>If you are the owner of a CT60, would you kindly post about any SCSI
>based issues you are having? I'm having a devil of a time with my CDR,
>and I'm attempting to decide if I should keep spending my evenings
>trying to figure it out, or just buy an IDE CDRW and the appropriate
>adapter.
>
>Galen
>
>.

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

2904. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 15:25:42 UTC
From: swe@atari.org
Message-ID: <18PDe.487$cE1.115727@news.siol.net>
Source record: 12364

Fidel-Sebastian Hunrichse-Lara wrote:

>> So..ergo, if you upgrade a Mega to a 680030, and its still an Atari,
>> then a Falcon with a 68060 is still an Atari.
>
> Did Atari ever build MC68060 machines? AFAIK they only manufacture
> some MC68040 prototypes...

CT60 is CPU upgrade: ALL Falcon systems (bus, videl, etc) are still in
use, same as u tune engine of the car....

>> Just don't act surprised when people disagree with you.
>
> I'm not surprised, everywhere exist fundamentalist...

This is stupid. U use a PC, with Windows and run Magic PC then. Let me ask
you this: how come, that your "ATARI" will be brought down by a PC virus?
My Atari surely will not be knocked down by PC/MAC/Linux attack.

2905. Re: The DarkForce! BBS is...

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 15:38:35 UTC
From: toothy_grin@theglaholts.net
Message-ID: <%p8Ee.15522$lv5.9745@fe02.lga>
Source record: 12382

```
Verily, it was written by Ronald J. Hall <dark_lord@charter.net>:
> now back online.
>
> Sorry to everyone for any inconvenience!
>

:) Congrats, Ron.
```

2906. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 15:44:30 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1122047070.783540.188640@o13g2000cwo.googlegroups.com>
Source record: 12383

The *Falcon* (or any other Atari computer or hardware clone) is clearly a hardware design that is created for the purpose of running Atari software. It is pretty simple.

Why are you still misunderstanding what it said on purpose? Having opinions is one thing, but if you can't even carry on a normal conversation then it is pointless to reply to you anymore.

Good bye.

/Joakim

2907. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 15:57:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122047850.034717.226170@g44g2000cwa.googlegroups.com>
Source record: 12384

Yep,

There really is no need for him to try making an ass out of dubya in his .sig - he does (or doesnt?) do that on his own, and (just so you dont think im an anti-American) - so does his puppet, Blair.

Anyway, as a (poor) attempt to keep this topic Atari related - err, does anyone know if dubya ever played Atari games?

...maybe a bit of missile command? :-P

Well thats my U.S visitor Visa cancelled for the forseeable future.

Coda.

2908. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 17:14:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507221914.a10534@b.maus.de>
Source record: 12388

Salve commonly, GokMasE <gokmase@gmail.com> wrote:

> The *Falcon* (or any other Atari computer or hardware clone) is clearly
> a hardware design that is created for the purpose of running Atari
> software. It is pretty simple.

May be for you - I can use on every hardware an emulator...

> Why are you still misunderstanding what it said on purpose?

I understand you very well, but I'm not your opinion... my view is
only a little more complex than yours - that's all!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2909. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 17:25:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507221925.a10533@b.maus.de>
Source record: 12387

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> and BTW, what country are you from, if you don't mind my asking?

My eMail-adress (*@b.maus.de) should reply your question...

> I'd like to construct an obviously political .sig to reflect poorly on
> the leader(s) of your country

I live now in Germany (in the middle of old Europe) but I was born in
Chile - I've to leave it after 9.11 1973, any other inquiry?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2910. Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 18:19:07 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dbrdaq$ff0$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12385

Hi All,

These procedures have been developed over the previous few months with kind assistance of Chris Swinson (Exxos). This is the first
posting of these here before they go off onto the forums etc. so that they can be found by other Atari users when web searching for
such an upgrade (lots of peeps seem to talk about 4Mb upgrades but no one ever says how, strange that...). It's hoped that any
questions or bugs can be addressed and ironed out here with you (the hardcore techies) before it goes out for public release. As
for getting it on the various Atari hack websites, most of the contact/webmaster email addy's are dead. This just may be one for
the comp.sys faq. Alot of time, effort, and emails back n forth have gone into this so please don't be too harsh. :-)

Thanks for any assistance you can provide. It currently sits here temporarily; http://www.retro.dial.pipex.com/ . Here it comes..

"
Atari ST 72-pin SIMM Memory Upgrade - July 22nd 2005 - v1.02
----

0. Introduction
1. The signal lines
2. 16pin 41256 DRAM pinouts
3. 72pin 4Mb SIMM pinouts
4. Building a test-bed to identify 'good' SIMMS
5. Preparing the Atari ST for connection to your SIMM
6. Connecting your SIMM socket to the ST's motherboard.
7. Hardwiring a chosen SIMM to the motherboard
8. Hints and Tips
9. Adding a toggle switch for 4Mb or 1Mb operation
10. RAM testing programs
11. Final note
12. More notes
13. Some images at a web address
14. Static precautions
15. Credits

0. Introduction

These procedures are written to roughly describe the procedure of upgrading the memory of the Atari 520ST or 1040ST to 4Mb. This is
achieved by utilising a single 72-pin SIMM memory stick and wiring it in to replace the existing ram. All connections are made
directly to the ram banks. There is some soldering involved, well, there's actually quite

alot of very delicate soldering involved,
especially on the SIMM. If your machine has 16 or 32 RAM chips then this is for you. The procedures are also suitable for other
machines if you put your mind to it.

As a disclaimer (we're seeing alot more these days aren't we!) it has to be said that you're on your own. If you blow up your
computer or electrocute the cat when it sits on the open power supply, then don't say you weren't warned of what could happen. Use
your common sense. If the steps are too steep then look where you're going. This procedure does work and has been used numerous
times before releasing here in written form with our names on the bottom. Best of luck.

1. The signal lines

There are three main groups of signal lines. D0 thru D15 refer to what would be the individual chip selection lines, if there are
16 chips as there are in the Atari ST, then there are 16 individual chip select lines. A0 thru A8 are the address lines, by looking
at how many of these you can determine how much RAM the machine can physically address. In the standard ST configuration a maximum
of 512K can be utilised from 16 chips, or 1024k if 32 are used. If now the A9 address line is enabled (as it will be later) then we
can address 4Mbytes.

The other lines are the row and column strobes, RAS, CAS etc. Memory by it's design loses the information it contains after a short
while, these signals are used to refresh these values periodically, this is all done automatically by the memory controller.
Remember the various settings in an IBM PC compatible's BIOS for setting these? RAS/CAS delay etc.

Finally the last group are straightforward. GND and +5v provide power to the memory. The WE signal line tells the chips if they
should be receiving or sending data, WE is sort of on it's own as far as signals go, it's not a D or A line, and it's not a RAS/CAS
select line. If it had to be grouped then it could be put with the RAS/CAS lines although it is quite different.

2. 16pin 41256 DRAM pinouts

The pinouts for the chips used in the ST are as follows. Note, some ST's have 8 1Mbit chips and these revisions are not discussed
here.

```
------\_/------
A8 |1 16| GND
D |2 15| CAS
WE |3 14| Q
RAS |4 13| A6
A0 |5 12| A3
A2 |6 11| A4
A1 |7 10| A5
Vcc |8 9| A7
```

---

3. 72pin 4Mb SIMM pinouts

These are the pinouts for a standard 4Mb 72pin SIMM. On a 1Mbyte SIMM the A9 line is N/C, and on an 8Mbyte SIMM A10 is now present.
The sticks that we are interested in have a minimum of A0 thru A9 enabled.
SIMM Description
1 GND
2+3 D0 + D16
4+5 D1 + D17
6+7 D2 + D18
8+9 D3 + D19
10 +5v
12 A0
13 A1
14 A2
15 A3
16 A4
17 A5
18 A6
20+21 D4 + D20
22+23 D5 + D21
24+25 D6 + D22
26+27 D7 + D23
28 A7
30 +5v
31 A8
32 A9
34 RAS1
39 GND
40 CAS0L
41 CAS1L
42 CAS1H
43 CAS0H
44 RAS0
47 WE
49+50 D8 + D24
51+52 D9 + D25
53+54 D10 + D26
55+56 D11 + D27
57+58 D12 + D28
59 +5v
60+61 D13 + D29
62+63 D14 + D30
64+65 D15 + D31
72 GND
==========
*40 connections to be made
==========

a. A0 thru A9 are the address lines
b. D0 thru D32 are the data/chip lines
c. CAS0L thru CAS1H are the column select lines
d. RAS0 and RAS1 are the row select lines
e. WE is the Write Enable line
f. GND and +5v are the power supply for the SIMM board

4. Building a test-bed to identify 'good' SIMMS

It may be an idea to test your SIMMs in a socket first. This is discussed in the following paragraphs.

Probably one of the most important aspects here is to have SIMM memory which is actually suitable for the job. SIMMS generally come
in two flavours, EDO and FP. EDO ram is optimised to allow faster access times and is unsuitable for the Atari ST. FP or Fast Page
ram is required, and as a percentage, EDO ram is more available than FP ram to about 75%, or, a ratio of 3:1. Thus, you will need
to build a test bed first to test your SIMMS prior to any permanent fitting.

A 72-pin SIMM socket is required, these are commonly found on 486 and some early Pentium motherboards. The method for removing
these is to take a butane blow torch to the back of the board and carefully remove the socket, this totally destroys the donor
motherboard so you may as well remove all of the sockets, likely 4 off.

Having removed your now slightly charred sockets, wires now need to be soldered to the 'very' small solder pins on the back.
Recommended materials are suggested;
a. Heat-shrink to seal the connections afterwards
b. 10 6inch lengths of solid core wire for address lines
c. 16 6inch lengths of solid core wire for data/chip lines
d. 32 1inch lengths of SCW for data/chip lines
d. 3 6inch lengths of SCW for ground lines
e. 3 6inch lengths of SCW for +5v lines
f. 6 6inch lengths of SCW for row/column select lines
g. 1 6inch length of SCW for WE line

It is suggested that your data/chip lines be hooked up first. There are 16 connections to be made to the ST board, coming from 32
connections on the SIMM. So.. solder your 32 1inch lengths to the data lines on the SIMM socket, afterwards heat shrink these where
they connect, about 5mm of heat shrink each. It is further suggested to strip these wires to about 3mm before you begin. Next, the
32 bits of wire you have poking out from the socket need to be paired up and soldered to your 16 6inch lengths. These connections
will also need to be heatshrinked. That's the data lines done!! Expected time to do this is about 1-2 hours.

All of the other lines to be connected to the SIMM socket are made singlely so is quite straight forward here after. All should be
individually heat shrinked where the connection is made on the back of the socket also.

5. Preparing the Atari ST for connection to your SIMM

Unfortunately you cannot just make the connections to the various points on the ST's existing DRAM banks as the existing dram will
interfere with the signals. There are a number of ways to deal with this;

a. Remove ALL of the dram chips from the ST's motherboard.
b. Disable power and RAS/CAS signals to the dram chips, leaving them in place

Performing (a) is probably the best course of action. Salvaging the existing chips will be difficult however, as potentially
expensive and damaging methods are required to get those chips off of the board in one piece. The method here was to use a hobby
drill with a cutting disc fitted and to cut the legs off of every chip, finally removing the remaining 'stumps' from the
motherboard.

Performing (b) has the advantage that your dram chips are preserved should you ever wish to downgrade and it's less stressful.
Disabling power to the chips can be achieved by lifting the inductor L51 just next to the main power connector to the motherboard.
This procedure is not however guaranteed as many revisions of the ST motherboard existed. On my test motherboard the power area
where L51 forms a circuit also powers the floppy disk drive. Power for the FDD can of course be taken from elsewhere on the board
as there may be additional solder points, there are some here directly infront of the main power supply connector. It is only the
+5v line which is affected for the FDD, which is the red wire. The existing dram signals that you must disable are RAS0, CAS0L,
CAS1L; That's the main bank in 520STFM models. On 1040STFM models or 520ST's with 1Mbyte upgrades, RAS1, CAS1L and CAS1H must also
be disabled. This is achieved by lifting the 66ohm resistors R59, R60 and R61 for bank0, and R71, R72, R73 for bank1. If you do
not do this then you will be looking at a blank screen when you power-up. It is also debatable as to whether the +5v actually needs
to be disabled to the RAM banks, but since the ST's PSU is generally quite small, it makes good practice either way.

Please note again that as there are many revisions of the ST board, such that procedure (a) can only be suggested as solid guidance.
In an ideal world I would always choose (a) since you simply do not know how those existing dram chips will interfere with the other
signal lines.

The next stage is to bring out the A9 signal line. You have to make a connection directly to pin64 of the MMU chip to bring this
line out for use. Suggested procedure for this is to drill a hole through the ST motherboard and to place a PCB pin to the upper
side which connects to the pin64 solder joint on the underside of the board. The tricky bit there is finding somewhere for your
hole on the ST motherboard where no tracks are running. Space is tight, VERY tight. The PCB pin here was placed just behind the
main power supply connector with barely 1mm spare around it, and a wire taken between the

two points on the underside. There's also
another space just infront of the bank of resistors. You can identify pin64 with a multimeter, pin61 is labelled topside. (if you
don't know how to do this then you shouldn't even be doing it!) Having brought out A9, a 33ohm resistor will required in series to
A9 on the SIMM. This can be soldered straight to the PCB pin.

6. Connecting your SIMM socket to the ST's motherboard.
---
a. Make the D0 thru D15 connections first, these connect to one of either of the 2 dram banks. D0 for example will connect to the
space for dram chip U47 at pin 2. D1 to U42 at pin 2. Here's a list;
U47/pin2 > D0
U42/pin2 > D1
U37/pin2 > D2
U30/pin2 > D3
U25/pin2 > D4
U21/pin2 > D5
U13/pin2 > D6
U6/pin2 > D7

U46/pin2 > D8
U41/pin2 > D9
U36/pin2 > D10
U29/pin2 > D11
U24/pin2 > D12
U20/pin2 > D13
U12/pin2 > D14
U5/pin2 > D15

b. Now make the A0 thru A9 connections. It is suggested that these are made directly to the resistor bank below the dram banks and
above the MMU. The resistors in this bank do the following;
R59 > RAS0
R60 > CAS0L
R61 > CAS1L
R62 > A8
R63 > A7
R64 > A6
R65 > A0
R66 > A1
R67 > A2
R68 > A3
R69 > A4
R70 > A5
R71 > CAS1H
R72 > CAS1L
R73 > RAS1
MMU64 > A9

c. The row and column address signals are made as per the information table supplied in (b) above. It is probably easier to make

these connections directly to the resistors rather than to the dram sockets if empty. If your RAM does remain then you need to lift
up the RAS/CAS buffer resistors to separate the signals from the existing RAM.

d. WE (Write Enable) has to be connected to pin3 of any of the vacant dram spaces where the dram would be located. If you're
leaving the existing dram in then just solder to pin3 of any of the chips.

e. The SIMM's power is supplied from the motherboard. There are 2 methods here to get power. If you have removed all of your dram
chips and L51 is still in place then you may take power from the dram sockets, pin8 is +5v and pin16 is GND. More than one take off
is recommended to source sufficiant power for the SIMM.

If your existing dram remains and you have lifted up L51 then you need to find power from somewhere else other than the dram area.
The pin16/GND's will still be connected at the dram sockets although your +5v will need to be taken straight from L51. L51 seems
the obvious choice although I am concerned about sufficient smoothing being lost as the capacitors within the dram banks are no
longer part of the circuit. To be revised, this procedure is to be tested on my next memory upgrade.

REVISION: 1040ST system with both banks fitted and disabled seems to be functioning well. +5v for the SIMM is taken from the lifted
L51. The +5v for the FDD is routed from the empty FDD pad bank located in front of the main PSU connector, the +5v/RED wire has
been extended to accommodate. The RAS/CAS resistors have been lifted and laid back down onto insulating tape beneath them.

7. Hardwiring a chosen SIMM to the motherboard

At your discression. A hardwired SIMM does fit nicely on top of the first bank though. Is also an idea to have the wires running
across the back of the SIMM board rather than simply away from it, as they can be taped down to the board to provide strength.

8. Hints and Tips

The motherboard that has just been worked on with the 2 banks of ram remaining had had it's 2nd bank bodge fitted by a previous
owner (eBay purchase). Tracks on this motherboard were damaged and the standard of soldering was lumpy, it is surprising that the
SIMM upgrade did not upset things so the dram was chosen to be left in place with the minimum of upset. The first piece of advice
follows;
*Take pride and time in your work
*Plan out each job separately
*Aim to take 2-3days on-and-off to complete this upgrade
*Before even starting, get some magnifying goggles
*Prepare your test SIMM socket first, test for shorts with a multimeter
*Fit your A9 pin as a separate job, use a small manual hand drill and not your Dad's hammer

action drill
*Grinding off your ram is a separate job, and don't go through any tracks!!
*Removing the ram stumps is a separate job
*Bringing up L51, R59, R60, R61, R71, R72, R73 is only just a separate job, tea time!!

Having the right tools is another requirement for this job;
*18w soldering iron with a brand new small tip
*Magnifying goggles (already mentioned)
*Multimeter with diode test facility (or resistance) for shorts
*Long nose tweezers
*Long nose pliers
*Professional jaw wire cutters, expect to spend £10
*Dentist's tools, picks etc. (also sold as soldering tools)
*Helping hands (those things with croc clips for holding things)
*Insulating tape
*Sharp scissors

That's some of the tips I can think of anyway. Oh, one last tip for the wire cutters. You'll notice that stripping wire connected
to a delicate board isn't too practical. Grasp your wire with the cutters, and then using the long nosed pliers hold the wire again
just behind the jaws of the cutters, then simply lever the cutters against the pliers. This enables the wire to be stripped without
bending things and jolting everything.

When you start to test your SIMMS to identify a Fast Page version, it may be difficult to determine if your first SIMM is an EDO or
if you have a genuine wiring error. Trust me, I know the anticipation when you switch on for the first time. The effect of
inserting an EDO SIMM is that the screen will be corrupted with lots of coloured flecks pulsing across the screen, and, the computer
will likely attempt to boot. It may even make it to the desktop, just with coloured flecks all over the place, or it may bomb out.
If you have made a wiring error then it is likely that the screen may be blank, or it may be the case that the screen is filled with
solid coloured blocks. Just try another SIMM to see if it behaves the same way, in testing it was found that different brands of
EDO SIMMs behaved just slightly differently, a very rare few may even work, it's not known why but two were found here. It is
imagined that you will have a box of 20-odd assorted SIMMs to test. If you have sourced two SIMMs from eBay then the chances are
that these will be EDO sticks.

Before you switch on for the first time, do check for shorts and wiring errors. It only takes 10 minutes to thoroughly check over
for problems.

9. Adding a toggle switch for 4Mb or 1Mb operation

There are bugs! Surprised? No, didn't think you were. Some ST programs, namely games, will not function on a 4Mb machine. This
is caused as some misbehaving programs will attempt to address past the 4Mb ceiling, don't

ask me why they do this. Anyway, on a
520ST or 1040ST this doesn't cause a great problem as the ST's BIOS simply returns a software-error, it's trapped by the program,
and everything carries on running. On a 4Mb machine however, addressing past the 4Mb ceiling creates a hardware-error, which isn't
trapped, and the system crashes. End of story.

When writing these procedures it was decided to try to turn our 4Mb machine back into a 1Mb machine at the flick of a switch.
Interested?

A 2-pole switch was fitted at the back of the machine through the case, in the area between the PSU and FDD shielding. The A9
signal which runs from the SIMM is common (in the middle), with GND and the MMU A9 signal being selectable. In one position the
SIMM's A9 is connected to the MMU's A9 as per this document. In the other position, the SIMM's A9 is grounded. It's as simple as
that! Connecting the SIMM's A9 signal to ground turns our machine into a 1040ST. It is ok to leave the MMU's A9 floating, as it
has been for years since it left the factory.

If you should be tempted to try switching while the machine is switched on, it doesn't work, obviously. By all means, switch
between 4Mb and 1Mb with the machine powered although I don't know if this could destroy the SIMM or MMU. What has been tried here
is to switch over and then perform a reset, which seems to work ok aside from the screen corruption. On your head be it!

10. RAM testing programs

Having completed this RAM upgrade and with a gleaming desktop you of course want to thoroughly test everything. Two pieces of
software have been identified as being suitable.

Peter Knoppers, a hardened techie from Holland, has kindly allowed us to link to his ramtest program found here;
http://ce.et.tudelft.nl/~knop/#memorytest . The one thing to mention about his software is that you have to output to either a
parallel printer connected to the ST, alternatively, you can output via the serial port, connecting this to a PC running
HyperTerminal with a NULL modem cable. His software is VERY configurable, so if you have a NULL modem cable then he's well worth a
look. I quite like the software as it leaves you with a status log should your ST die or something.

Chris Swinson, of CPS electronics in the UK has suggested the MARPET test program now found here;
www.cps-electronics.co.uk/144/ramtest.zip . As far as permission to use the program goes, unsuccessful attempts have been made to
contact Marpet thus the package has been deemed abandonware. Unless anyone knows otherwise that is. It's an ok program mind in
that it outputs directly to the ST's screen, although in comparison to Peter's offering, it doesn't appear to be so intuitive or

thorough, guess that makes it easy to use! I'm not sure if it relocates itself at each run, but of course if you just want output
to the screen and to leave the computer testing then it's all thumbs up.

The final method of testing your RAM, as suggested by Chris again, is to create a whopping 3.5Mbyte RAM disk. Create a totally
black .BMP image file on your PC, and port it back and forth using the PARCP transfer program. If any errors occur then you will be
able to easily identify problems from colours creeping into your bitmap file when viewed again on the PC.

11. Final note

Where you position your final SIMM is up to you. The guidelines provided here are simply to show that it can be done, and roughly
how you might do it and to get you started. You could use your socket or you could hard wire. As for where you end up and how you
do it, that's all part of the fun and job well done.

12. More notes

To aid completeness it was thought an idea to provide web links to some of the tools and equipment used. Most of this is sourced
from Maplin Electronics in the UK who are the equivalent of the Tandy/Radio Shack shops in the USA.

Wire Cutters:
http://www.maplin.co.uk/module.aspx?ModuleNo=31689&doy=20m7

1mm Drills:
http://www.maplin.co.uk/module.aspx?ModuleNo=37490&doy=20m7

PCB Pins:
http://www.maplin.co.uk/module.aspx?ModuleNo=1930&doy=20m7

Helping Hands: (buy these from bargain £1 stores!!)
http://www.maplin.co.uk/module.aspx?ModuleNo=4017&doy=20m7

Wire Brushes: (buy these from bargain £1 stores!!)
http://www.maplin.co.uk/module.aspx?ModuleNo=4275&doy=20m7

Heat Shrink:
http://www.maplin.co.uk/module.aspx?ModuleNo=301&doy=20m7

Solid Core Wire:
http://www.maplin.co.uk/module.aspx?ModuleNo=6187&doy=20m7

2 Pole Switch:
http://www.maplin.co.uk/module.aspx?ModuleNo=2341&doy=20m7

Dentists Tools:
http://www.maplin.co.uk/module.aspx?ModuleNo=34099&doy=20m7

Desoldering Pump:
http://www.maplin.co.uk/module.aspx?ModuleNo=3934&doy=20m7

Desoldering Braid:
http://www.maplin.co.uk/module.aspx?ModuleNo=29016&doy=20m7

13. Some images at a web address
---
http://www.retro.dial.pipex.com/stram/

14. Static precautions

We hear more and more about static, almost as often as legal disclaimers. The reality is that static is not always an issue. If
you live in a dry non-humid heated climate then yes it certainly is, we've all seen the little blue sparks and heard the crackling
on clothes. If however you live in the UK, where it rains constantly then it may not be so much of an issue. I'm saying this here
as I've just seen one of the progress photos with SIMM sticks laying all over the carpet. Some environments generate static, others
don't. It is however always a risk but the feeling that it is constantly necessary to hook yourself up to the GND's of the National
Electricity Grid is a trifle excessive. Once again, just use your common sense of what you know about the environment around you,
touch a grounded device occasionally. Oh by the way, the ST's motherboard was always sitting on a newspaper in those photos.

15. Credits

Alison Challis (techie_alison) of Cambridge UK - Author and tester of these procedures

Chris Swinson (Exxos) of somewhere in the UK - original developer of these procedures many years ago, his website is here;
cps-electronics.co.uk . Chris has been my mentor here and has provided lots and lots of patience.

Peter Knoppers of Holland - kindly allowed permission to use his ramtest program. It can be found here;
http://ce.et.tudelft.nl/~knop/#memorytest .

Christopher Hicks of Cambridge UK - his 30-pin SIMM/SIPP hack helped immensely. It can be seen here;
http://atari4ever.free.fr/hardware/ram.html .

Geir yvind V lidalo of somewhere - his Atari Stacy 4Mb upgrade helped immensely. It can be seen here;
http://atari.nvg.org/stacyram/ .

Kurt Sharp also gets a mention as he's been viewing the pictures of my upgrades with bundles of wire going everywhere and saying Ooh
Ahh. Most encouraging. Kurt is in the process of developing a RAM test program so hopefully this will enter the public domain in
months to come.

Alison Challis techie_alisonATyahoo.co.uk
July 2005
"

2911. Re: The DarkForce! BBS is...

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 18:58:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.22.18.58.53.8853@charter.net>
Source record: 12386

On Fri, 22 Jul 2005 15:38:35 +0000, Bill Glaholt rmv underscore wrote:

> :) Congrats, Ron.

Thank ye, kind Sir! :-)

--
_/_/_/

2912. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-22 23:51:25 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1122076285.029886.274240@f14g2000cwb.googlegroups.com>
Source record: 12391

>In other words, Gokmase, u are stupid :) His DELL is more ATARI as your
>Falcon, how on Earth u can not understand that????

It is only natural with people having different opinions, but when
someone
obviously keeps on arguing just for the heck of it, I get really bored.

/Joakim

2913. Re: 100 mhz. Rev. 6 68060 CPU's

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 00:35:43 UTC
From: Paul Watson <goodglitch@yahoo.com>
Message-ID: <42E191C4.20307@yahoo.com>
Source record: 12392

What kind of atari is a CTxx?
I have never had my hands on anything more powerful than an ST.

Like where could I go to see demos of Falcons, TT's and beyond? And can
they run at 100Mhz? (or even faster?)

Ie I gave up on atari and have been suffering with frankenstein 200Mhz
Windows crap crap and currently fortunate enough to be running an 800Mhz
supermac running OS 9.1 (virtually no support from apple).

Cheers--
Paul Watson
goodglitch@yahoo.com

mail@freeman-studio.com wrote:
> Carey Christenson wrote:
>
>>Everyone,
>> I just asked Rodolphe if I could get one more 68060 rev. 6 100 mhz CPU and
>>he told me that he needed 2 more for a CT63 users, one for me and one for another
>>person and that he only needed 6 people to be able to place an order. That
>>means 2 more people are needed. Anyone willing to buy just the CPU's from
>>Rodolphe or place any other kinds of orders should jump on the band wagon now.
>>Come on if you have a CT60 now you know how fast they are. Going to this new
>>CPU will get you about a 50 percent increase in performance. You cant get any
>>better performance for just a few bucks out of the atari world. So if you
>>want another 100 mhz CPU or are needing one for your CT60 or CT63 be sure
>>to get ahold of Rodolphe.
>
>
> Ah, if only I had those "few bucks"! My 66MHz CT60's great, but... : (
> I always seem to not have the cash on hand when these opportunities
> arise. Wish I could help!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com
>

2914. Re: C++ compiler (was: SCUMMVM...)

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 01:22:00 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <42e19bba$0$4566$636a15ce@news.free.fr>
Source record: 12393

Coda a ï¿½crit :
> Yes there is. GCC 3.3. Ask on the mint list.

Currently, I'm close to finish my PDF reader. I have wrote that in C++.

Here my conclusions:

1) The C++ compiler from GCC 3.x.x produces corrupted binaries, nothing
to do, it doesn't work :-/

Maybe the problem is not inside the compiler itself but in the
initialisation code (crt0.o) or in libstdc++ ?

2) The "good" old G++ 2.96.x is a little bit better but still very buggy
with floating point computation; however, when I compile with
"-fomit-frame-pointer -m68020 -m68881", the application works like a charm:

http://zorro.arcadia-crew.com/tmp/68881.jpg

When I compile with "-m68020-60", the alpha layer computation are
completly wrong:

http://zorro.arcadia-crew.com/tmp/68020-60.jpg

And with "-msoft-float", I have a bus error :/

3) The very old G++ 2.8.x works very well but all the modern C++ codes
are not suitable for this compiler, so the problem remains.

Ciao,
Zorro

2915. New book about the Battle between Commodore and Atari

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 01:58:38 UTC
From: Variant Press <variant@commodorebook.com>
Message-ID: <nvhEe.8634$mN.100215@news1.mts.net>
Source record: 12394

Find out more about the battle between Atari and Commodore in a new book, "The Spectacular Rise and Fall of Commodore". Learn how former Atari 2600/Atari 800 engineer Jay Miner developed the Amiga computer, and how Atari almost purchased Amiga. Find out how the Atari ST was partially designed by Commodore engineers while they were still at Commodore. Atari founder Nolan Bushnell even joined with Commodore to launch the Commodore CDTV, a precursor to the modern DVD player.

The Spectacular Rise and Fall of Commodore is a detailed history of the company behind the best selling computer system of all time, the Commodore 64. This book was almost two years in the making, using over 44 hours of interviews with Commodore engineers and managers.

Title: The Spectacular Rise and Fall of Commodore: The Inside Story
Pages: 624
Size: 6 x 9 inches
ISBN 0-9738649-0-7
August 2005

To read more about The Spectacular Rise and Fall of Commodore, please visit:

www.commodorebook.com

2916. Re: 100 mhz. Rev. 6 68060 CPU's

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 05:44:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507230744.a10564@b.maus.de>
Source record: 12396

Salve commonly, Paul Watson <goodglitch@yahoo.com> wrote:

> What kind of atari is a CTxx?

F030 + MC68060-Upgradeboard.

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2917. Re: C++ compiler

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 05:50:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507230750.a10565@b.maus.de>
Source record: 12395

Salve commonly, Zorro <zorro271-1@yahoo.fr> wrote:

> I'm close to finish my PDF reader.

MINT only? Or did you as well support TOS/MagiC?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2918. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 12:16:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.23.12.16.41.369889@charter.net>
Source record: 12397

On Fri, 22 Jul 2005 19:25:00 +0200, Fidel-Sebastian Hunrichse-Lara wrote:

> I live now in Germany (in the middle of old Europe) but I was born in
> Chile - I've to leave it after 9.11 1973, any other inquiry?
>
> Saluti-gerulus

Yes, will you please voluntarily remove your obviously political .sig
from an equally obviously NON political newsgroup? (comp.sys.atari.st).

Thank you.

--
_/_/_/

2919. Re: 100 mhz. Rev. 6 68060 CPU's

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 12:21:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.23.12.21.05.649763@charter.net>
Source record: 12398

On Sat, 23 Jul 2005 00:35:43 +0000, Paul Watson wrote:

> What kind of atari is a CTxx?

Its an expansion board for the Falcon 030. It uses a Motoroloa 68060 CPU
and allows you to use SDRAM (and lots of it!).

> I have never had my hands on anything more powerful than an ST.

A well-tuned CT60 equipped Falcon is pretty awe-inspiring. :-)

> Like where could I go to see demos of Falcons, TT's and beyond? And can
> they run at 100Mhz? (or even faster?)

Hmm, don't think there are too many demos made just for the CT60 as yet,
but I think they will be.

> Ie I gave up on atari and have been suffering with frankenstein 200Mhz
> Windows crap crap and currently fortunate enough to be running an 800Mhz
> supermac running OS 9.1 (virtually no support from apple).

I feel your pain. <grin>

Seriously, go here and read up on it all:

http://www.czuba-tech.com/

--
_/_/_/

2920. Re: 100 mhz. Rev. 6 68060 CPU's

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 13:02:30 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.07.23.13.02.29.687011@atari-source.com>
Source record: 12299

On Sat, 23 Jul 2005 00:35:43 +0000, Paul Watson wrote:

> What kind of atari is a CTxx?
> I have never had my hands on anything more powerful than an ST.
>

CT60 is an accelerator for the Falcon only. TT's are left behind.

> Like where could I go to see demos of Falcons, TT's and beyond? And can
> they run at 100Mhz? (or even faster?)
>

You can't. You put forth money and hope for the best.

> Ie I gave up on atari and have been suffering with frankenstein 200Mhz
> Windows crap crap and currently fortunate enough to be running an 800Mhz
> supermac running OS 9.1 (virtually no support from apple).
>

I don't know any computer that looks more like a Frankenstein than my
falcon, but as it boots up I remember that I don't care because it's
really really fast.

The CT60 is 100MHz because of a recent 68060 run that is more accepting of
overclocking.

As far as getting a CT60 is concerned, you most likely missed the boat.
Sorry :-/

Even if you wanted one, guessing you were in the US, Falcon's go for
$400-500, CT60 goes for $250 or something, the "special" mask of 060 runs
another $100 and we're not even getting into hard drives. If you're using
a 200 MHz!!!!! windows machine or 800 MHz supermac (if only I knew what
that is), you must have some financial issues.

The CT60 suffers the same problems as other accelerators do - same slow
bus - that's why CT60 users can't wait for things that latch onto the new
bus like the Supervidel.

Thanks,
Mark

2921. Re: C++ compiler

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 15:28:46 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <42e2622c$0$8012$626a14ce@news.free.fr>
Source record: 12300

Fidel-Sebastian Hunrichse-Lara a ï¿½crit :

>> I'm close to finish my PDF reader.

> MINT only? Or did you as well support TOS/MagiC?

It's a zview's codecs not a standalone application.

For the Requirements, look at here:

http://the.zorro.free.fr/zview.html

But keep in mind than due at the G++ bug, the next version will be only
useable if you own a FPU.

So, not suitable for MagiCMac or MagiCPC.

Ciao,
Zorro

2922. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 17:12:00 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.23.17.12.00.647703@nosspamatari-source.com>
Source record: 12301

On Mon, 18 Jul 2005 09:29:35 -0700, Galen wrote:

> Hello,
>
> If you are the owner of a CT60, would you kindly post about any SCSI
> based issues you are having? I'm having a devil of a time with my CDR,
> and I'm attempting to decide if I should keep spending my evenings
> trying to figure it out, or just buy an IDE CDRW and the appropriate
> adapter.
>
> Galen

With CT60 and 25MHz bus, the scsi gets errors for me on writes. So I only read from scsi devices ;-)

Thanks,
Mark

2923. FA: Atari 520ST system

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 19:48:13 UTC
From: Terry Olsen <tolsen64@hotmail.com>
Message-ID: <0axEe.473$5K4.5695524@news.sisna.com>
Source record: 12302

Atari 520ST System (CPU,Disk Drive,Mouse,Monitor)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5222741497

2924. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 22:39:27 UTC
From: swe@atari.org
Message-ID: <yAeEe.522$cE1.121989@news.siol.net>
Source record: 12389

> I understand you very well, but I'm not your opinion... my view is
> only a little more complex than yours - that's all!

In other words, Gokmase, u are stupid :) His DELL is more ATARI as your Falcon, how on Earth u can not understand that????

;) Janez

2925. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 22:47:46 UTC
From: swe@atari.org
Message-ID: <IleEe.523$cE1.121594@news.siol.net>
Source record: 12390

Fidel-Sebastian Hunrichse-Lara wrote:

> Salve commonly, GokMasE <gokmase@gmail.com> wrote:
>
>> The *Falcon* (or any other Atari computer or hardware clone) is clearly
>> a hardware design that is created for the purpose of running Atari
>> software. It is pretty simple.
>
> May be for you - I can use on every hardware an emulator...

This is just plain STUPID:

1st ATARI may make a lawnmover, running 0 ST/Falcon programs, it is still an ATARI product. There is not question at all what ATARI had in mind when designing GLUE, SHIFTER, VIDEL (fact that VIDEL has ST SHIFTER compatible registers clearly shows they HAD compatibility in mind) as they are the manufacturer. So 800xl, ST, Falcon, TT, ABAQ, ATARI PC, Lynx, JAG, Portfolio, VCS and so on are ALL ATARIs (altough not compatible). DELL, Commodore, whatever are NOT.

2nd U may use emulator on any hardware, thats okay. But hadware running emulator is NOT emulated machine's native hardware, so no matter what emulator u run, u use DELL (as i think u said u own DELL). Your Magic_pc is useless without Windows, so please, stop with this nonsense.

2926. [SEARCH] Ethernet for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-07-23 22:49:47 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <68i5e19uk38baimntr0n8he5kklvv8nm94@4ax.com>
Source record: 12303

Hello,

Please, where is it possible to find Ethernet hardware for Atari Mega
STE ?

Thanx,
Paul

2927. Re: [SEARCH] Ethernet for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-07-24 02:41:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42e32a744982b0@comcast.net>
Source record: 12305

>Hello,
>
>Please, where is it possible to find Ethernet hardware for Atari Mega
>STE ?
>
>Thanx,
> Paul

Rory McMahon, who is a member of SCAT (as am I), is the man to contact. He took over the ethernet hardware that connects through the cart port. The SCAT webpage URL is below. Just go to the members list. I have this setup on my STe and it works great.

http://www.scatarians.org

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2928. Re: [SEARCH] Ethernet for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-07-24 05:45:02 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1h070sm.nipiv0w5z20cN%rs.death_of_spam.mac@t-online.de>
Source record: 12304

Paul CAILLET <noname@noos.fr> wrote:

> Please, where is it possible to find Ethernet hardware for Atari Mega
> STE ?

http://www.anodynesoftware.com/ethernet/main.htm
http://www.dwade.freeserve.co.uk/atari/main.html

http://www.doitarchive.de/link.htm#DEVH

--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2929. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-24 07:35:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507240935.a10643@b.maus.de>
Source record: 12307

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> Yes, will you please voluntarily remove your obviously political .sig
> from an equally obviously NON political newsgroup?

Why should I? a) In globalize neo-liberal world nothing is non-
political! b) It's only advertising for my (private) homepage, to
raise google-ranking. EOD

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2930. Re: 100 mhz. Rev. 6 68060 CPU's

Newsgroup: comp.sys.atari.st
Date: 2005-07-24 09:56:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507241156.a10648@b.maus.de>
Source record: 12308

Salve commonly, Mark Duckworth <mduckworth@atari-source.com> wrote:

> I don't know any computer that looks more like a Frankenstein than my
> falcon

My 1040 STF (R.I.P.) from 1989! :-)

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2931. Re: C++ compiler

Newsgroup: comp.sys.atari.st
Date: 2005-07-24 11:04:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507241304.a10649@b.maus.de>
Source record: 12309

Salve commonly, Zorro <zorro271-1@yahoo.fr> wrote:

> It's a zview's codecs not a standalone application.

And where's the zview program file?

> For the Requirements

My main system: TOS 3.00, MagiC v6.20 (10.2 2000), NVDI v5.03 (8.30
1999), 3 MB free ST-RAM, 58 MB free TT-RAM, ~ 15 GB
free disk space, CAT v5.42 MAUS-Frontend.

> But keep in mind than due at the G++ bug, the next version will be only
> useable if you own a FPU.

I use since a couple of years a MC68040 with internal FPU...

> So, not suitable for MagiCMac or MagiCPC.

Why? If something runs under MagiC it normally allways run under my MM
v6.1.5! Did you test for _CPU- or for MgMc-Cookie? *MgMc != 68020-CPU*

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2932. Re: Ethernet for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2005-07-24 11:49:02 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122205742.031915.277260@g43g2000cwa.googlegroups.com>
Source record: 12306

You could look for a Reibl or PAMs VME ethernet card on Ebay. I dont know if they work well with Sting/TOS, but I have one running perfectly with MiNT.

Coda.

2933. Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-24 14:36:15 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42e3a782$0$4387$636a15ce@news.free.fr>
Source record: 12310

```
Country : People : R1+R6

Austria : 1 : 1+0

Australia : 3 : 2+2

Belgium : 1 : 0+1

Canada : 3 : 2+2

Switzerland : 3 : 2+4

Croatia : 1 : 0+1

Czech : 7 : 3+4

Germany : 47 : 34+22

Espania : 3 : 0+3

France : 66 : 49+23

Finlande : 3 : 2+1

Grece : 1 : 1+0

Hungaria : 1 : 0+1

Italia : 6 : 3+4

Japan : 1 : 0+1

Malaysia : 1 : 1+0

Netherlands : 7 : 7+1

Norway : 3 : 1+2

Polska : 13 : 5+8

Sweden : 20 : 10+11

Slovakia : 5 : 3+4

Serbia & Montenegro : 1 : 0+1

Slovenia : 2 : 0+2

UK : 23 : 12+12

USA : 27 : 15+15
```

TOTAL = 278 boards

PS : 3 other CPU R6 for USA + 1 other CPU R6 for Germany ---> pending orders.
PS2 : People that bought CT60/63 without CPU and never bought CPU to me ---> Considered with R1 on the board.

2934. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-24 16:16:17 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1122221777.652678.20160@o13g2000cwo.googlegroups.com>
Source record: 12312

Well, it seems pretty obvious that he is not frequenting this forum
in order to make new friends, so he does not need to bother.

/Joakim

2935. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-24 21:03:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.24.21.03.54.397784@charter.net>
Source record: 12313

On Sun, 24 Jul 2005 16:36:15 +0200, Rodolphe Czuba wrote:

> TOTAL = 278 boards

Hmm, I was just wondering, how many Falcons were sold world-wide? I would have thought (hoped) that the number of Falcon users who upgraded to this once in a life-time opportunity would have been much greater.

Thanks.

--
_/_/_/

2936. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-24 21:09:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.24.21.09.45.237758@charter.net>
Source record: 12314

On Sun, 24 Jul 2005 09:35:00 +0200, Fidel-Sebastian Hunrichse-Lara wrote:

> Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:
>
>> Yes, will you please voluntarily remove your obviously political .sig
>> from an equally obviously NON political newsgroup?
>
> Why should I? a) In globalize neo-liberal world nothing is non-
> political! b) It's only advertising for my (private) homepage, to
> raise google-ranking. EOD
>
> Saluti-gerulus

First of all, please explain to me how comp.sys.atari.st is political?

2nd, if its just advertising (which is what I do with my .sig, yet its NON political), then you don't need the obviously biased George W. Bush statement in it, do you?

Lastly, if my .sig was political and offensive to some, and they requested that it be changed, I would very seriously consider changing it. I once had a much larger .sig (anyone remember the very first .sig I used years ago here? <grin>) and others here let me know that 4 lines or so was considered a polite limit. I changed it per their request.

Its common courtesy.

--
_/_/_/

2937. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 04:26:11 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1122265571.411590.268450@o13g2000cwo.googlegroups.com>
Source record: 12315

As I already told Patrice, this version will now run even if I don't specify "-audio off". However, sound is coming out very crackled up and distorted. Almost sounding like signed/unsigned mixup at times.

For the record, this is on a Falcon/CT60 at 100/25mhz running FreeMiNT/XaAES. How about the rest of you CT60 users? Anyone else having probs with the sound in Doom in 0.44?

Regards,

/Joakim

2938. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 04:42:54 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11e8reepvgk6sa7@corp.supernews.com>
Source record: 12316

On 24 Jul 2005 21:26:11 , "GokMasE" wrote:
>As I already told Patrice, this version will now run even if I don't
>specify "-audio off". However, sound is coming out very crackled up and
>distorted. Almost sounding like signed/unsigned mixup at times.
>
>For the record, this is on a Falcon/CT60 at 100/25mhz running
>FreeMiNT/XaAES. How about the rest of you CT60 users? Anyone else
>having probs with the sound in Doom in 0.44?
>
>Regards,
>
>/Joakim
>
>.
Sound is bad as you said under FreeMint/N.AES, but works perfectly
under TOS. I have Falcon/CT60 at 90/25MHz.

2939. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 06:30:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507250830.a10704@b.maus.de>
Source record: 12318

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> First of all, please explain to me how comp.sys.atari.st is political?

Because using Atari hard-/software is a political expression?

> if its just advertising (which is what I do with my .sig, yet its NON
> political), then you don't need the obviously biased George W. Bush
> statement in it, do you?

Advertising can do anything... if you don't like it - ignore it!

> Lastly, if my .sig was political and offensive to some, and they
> requested that it be changed, I would very seriously consider changing
> it.

ï¿½Those who would give up essential Liberty, to purchase a little
temporary Safety, deserve neither Liberty nor Safety.ï¿½ - Benjamin
Franklin (1706-1790)

> Its common courtesy.

An excess of courtesy is discourtesy, isn't?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2940. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 06:54:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507250854.a10708@b.maus.de>
Source record: 12317

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> First of all, please explain to me how comp.sys.atari.st is political?

Cause humam is a zoon politicon?

---------- <nibble here> ----------
Politics is the process and method of making decisions for groups.
Although it is generally applied to governments, politics is also
observed in all human group interactions including corporate,
academic, and religious.

Political science is the study of political behavior and examines the
acquisition and application of power, i.e. the ability to impose one's
will on another.

One theorist, Harold Lasswell, has defined politics as "who gets what,
when, and how."
---------- </nibble here> ----------

ï¿½ <http://en.wikipedia.org/wiki/Politics>

> if its just advertising (which is what I do with my .sig, yet its NON
> political), then you don't need the obviously biased George W. Bush
> statement in it, do you?

Advertising can do anything... if you don't like it - ignore it!

> Lastly, if my .sig was political and offensive to some, and they
> requested that it be changed, I would very seriously consider changing
> it.

ï¿½Those who would give up essential Liberty, to purchase a little
temporary Safety, deserve neither Liberty nor Safety.ï¿½ - Benjamin
Franklin (1706-1790)

> Its common courtesy.

An excess of courtesy is discourtesy, isn't?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

2941. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 07:21:10 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1122276070.439565.20170@o13g2000cwo.googlegroups.com>
Source record: 12319

Yes !!! I could hear .... something. Seems to me that the sound is
overdriven. I still have the color palette restoring problem on exit.
If noone experiences the same, maybe my falcon is sick :(

CT60@95, Mint, NAes

Patrice Mandin wrote:
> Hello,
>
> I think I made big progress this week, as audio drivers seem to be fixed
> now. Using sound should not crash anymore.
>
> Also, with this release, texturing on floor/ceiling can be switched off
> for faster rendering.
>
> --
> Patrice Mandin
> WWW: http://membres.lycos.fr/pmandin/
> Programmeur Linux, Atari
> Spécialité: Développement, jeux

2942. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 08:18:53 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42e4a06c$0$4502$636a15ce@news.free.fr>
Source record: 12320

much greater ??
I'd like because I would be rich now ! ;-)

Maybe if I'd try to do a better price, it may be more attractive...?

Number of falcons in the world : around 10.000 to 12.000 + 1.000 to 2.000
from C-LAB after.
The complete PCB product from atari corp was 20.000, but only 12.000 were
assembled and put in the market pipe.
The other 8.000 were sent partially or totally to C-LAB (2 big cargo
airflights from Sunnyvale to Germany it was told to me !) : it is why C-LAB
do not modify the PCB (even it was urgent to do it : put a SIMM socket on
the mb to avoid the ram card by example !!) for MK1/2/X machines--> they
have to sold the atari PCB !

That's now an old story and we should show at the future, not the past !

Rodolphe

Ronald J. Hall wrote:
> On Sun, 24 Jul 2005 16:36:15 +0200, Rodolphe Czuba wrote:
>
>> TOTAL = 278 boards
>
> Hmm, I was just wondering, how many Falcons were sold world-wide? I
> would have thought (hoped) that the number of Falcon users who
> upgraded to this once in a life-time opportunity would have been much
> greater.
>
> Thanks.

2943. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 09:16:32 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005072510125616807%derryck@cixcoukinvalid>
Source record: 12321

On 2005-07-22 19:19:07 +0100, "techie_alison"
<techie_alison2000@yahoo.com> said:

> Alot of time, effort, and emails back n forth have gone into this so please
> don't be too harsh. :-)

If you don't mind me mentioning (apostrophe police alert!)

> The other lines are the row and column strobes, RAS, CAS etc. Memory by it's

Extraneous apostrophe :-)

> should be receiving or sending data, WE is sort of on it's own as far
as signals

Again...

> The pinouts for the chips used in the ST are as follows. Note, some
ST's have > 8 1Mbit chips and these revisions are not

And again (?)

Chris Swinson (Exxos) of somewhere in the UK - original developer of
these procedures many years ago, his website is here;
> cps-electronics.co.uk .
>
Needs the http:// in front of that link to conform with the other URLs
in this section?

Thanks for preparing this document Alison, I can see just how long it
would take so I mention the above not as any criticism!!

--

Cheers

Derryck

2944. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 12:10:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e4d681$0$13701$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12322

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200507251012561680 7%derryck@cixcoukinvalid...
> On 2005-07-22 19:19:07 +0100, "techie_alison"
> <techie_alison2000@yahoo.com> said:
>
>> Alot of time, effort, and emails back n forth have gone into this so
>> please
>> don't be too harsh. :-)
>
> If you don't mind me mentioning (apostrophe police alert!)
>
>> The other lines are the row and column strobes, RAS, CAS etc. Memory by
>> it's
>
> Extraneous apostrophe :-)
>
>> should be receiving or sending data, WE is sort of on it's own as far
> as signals
>
> Again...
>
>> The pinouts for the chips used in the ST are as follows. Note, some
> ST's have > 8 1Mbit chips and these revisions are not
>
> And again (?)
>
> Chris Swinson (Exxos) of somewhere in the UK - original developer of these
> procedures many years ago, his website is here;
>> cps-electronics.co.uk .
>>
> Needs the http:// in front of that link to conform with the other URLs in
> this section?
>
> Thanks for preparing this document Alison, I can see just how long it
> would take so I mention the above not as any criticism!!
>
> --
>
> Cheers
>
> Derryck

you aint that guy from the shed group perchance ? Either that or there is a
lot of apostrophe cops breading around the globe :)

Chris

>

2945. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 13:08:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.25.13.08.03.691115@charter.net>
Source record: 12323

On Mon, 25 Jul 2005 10:18:53 +0200, Rodolphe Czuba wrote:

> much greater ??
> I'd like because I would be rich now ! ;-)

:-)

> Maybe if I'd try to do a better price, it may be more attractive...?

I really don't think there was anything wrong with the price. I for one
feel like I got a high quality item for my money.

> Number of falcons in the world : around 10.000 to 12.000 + 1.000 to 2.000
> from C-LAB after.
> The complete PCB product from atari corp was 20.000, but only 12.000 were
> assembled and put in the market pipe.
> The other 8.000 were sent partially or totally to C-LAB (2 big cargo
> airflights from Sunnyvale to Germany it was told to me !) : it is why C-LAB
> do not modify the PCB (even it was urgent to do it : put a SIMM socket on
> the mb to avoid the ram card by example !!) for MK1/2/X machines--> they
> have to sold the atari PCB !

Perhaps what I was trying to say didn't come across to well (lost in
translation?). Anyways, I guess we should consider out of those 12,000 how
many are still in use today. Anyone have any idea about that? If just
half, say 6000 were in working order today, it still seems to me that more
Falcon owners would have wanted to upgrade their machines. More than 287.

I'm just saying that seems like a low percentage. :-(

> That's now an old story and we should show at the future, not the past !
>
> Rodolphe

I agree.

--
_/_/_/

2946. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 13:16:15 UTC
From: SWE <jvalant@atari.org>
Message-ID: <zC5Fe.548$cE1.129413@news.siol.net>
Source record: 12324

Ronald J. Hall wrote:

> Perhaps what I was trying to say didn't come across to well (lost in
> translation?). Anyways, I guess we should consider out of those 12,000 how
> many are still in use today. Anyone have any idea about that? If just
> half, say 6000 were in working order today, it still seems to me that more
> Falcon owners would have wanted to upgrade their machines. More than 287.

100-150 maybe? With term "in use" i understand Falcon is used on daily base,
not to be put out of closet once per month to play some games which dont work
in emulator :)

Janez

2947. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 14:10:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.25.14.10.53.243816@charter.net>
Source record: 12325

On Mon, 25 Jul 2005 13:16:15 +0000, SWE wrote:

> 100-150 maybe? With term "in use" i understand Falcon is used on daily base,
> not to be put out of closet once per month to play some games which dont work
> in emulator :)
>
>
> Janez

Hey SWE! :-)

Gosh, that just seems plain sad, ya know?

I'd have to honestly say that every Atari system I've got, Lynx, Jaguar,
Mega ST (running my BBS), and my Falcon (once I get it back together) get
used daily.

I hadn't realized that the Falcon side of the community had dropped that
low. I figured if anything, that higher end machines like the Falcons, TTs
and clones would be used *more*.

--
_/_/_/

2948. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 14:11:47 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.25.14.11.46.713077@caramail-NOSPAM.com>
Source record: 12334

Le Mon, 25 Jul 2005 00:21:10 -0700, Joe Iron a ï¿œcritï¿œ:

> Yes !!! I could hear .... something. Seems to me that the sound is
> overdriven. I still have the color palette restoring problem on exit. If
> noone experiences the same, maybe my falcon is sick :(
>
> CT60@95, Mint, NAes

For color palette problem, did you use gem driver (in window) or xbios
driver?

Also, try also under tos, to check if audio is ok.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

2949. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 14:18:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.25.14.18.25.217323@charter.net>
Source record: 12326

On Mon, 25 Jul 2005 08:30:00 +0200, Fidel-Sebastian Hunrichse-Lara wrote:

> Because using Atari hard-/software is a political expression?

I disagree. What political party do you represent by using an Atari?

> Advertising can do anything... if you don't like it - ignore it!

Yes, I will. Regrettably, since you refuse to compromise on this issue,
I'm forced to filter you. I could post really bad anti German or Chilean
jokes, but I'm better than that.

>> Its common courtesy.
>
> An excess of courtesy is discourtesy, isn't?

You're saying I'm being too polite? :-)

Anyways, goodbye, and I wish you luck on attitude improvement.

--
_/_/_/

2950. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 14:25:54 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc2spi$eu7$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12327

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200507251012561680 7%derryck@cixcoukinvalid...
> On 2005-07-22 19:19:07 +0100, "techie_alison"
> <techie_alison2000@yahoo.com> said:
>
> If you don't mind me mentioning (apostrophe police alert!)
>
> > The other lines are the row and column strobes, RAS, CAS etc. Memory by it's
>
> Extraneous apostrophe :-)

LOL, hiya Derryck ;-)

Have just checked up on this and guess what? You're totally right. :-)))

> Needs the http:// in front of that link to conform with the other URLs
> in this section?

DEFINITELY agree with that one ;-) Sorry Chris, looks like we're onto the next version.

>
> Thanks for preparing this document Alison, I can see just how long it
> would take so I mention the above not as any criticism!!
>

No worries, not taken as any. :-) I think the trouble with this world, and particularly the Internet, is that we should be using
it to better ourselves, not to argue and read into things that aren't there. Soooo, in total agreement with you. The system's
working, ..at last.

All now updated in v1.03 at http://www.retro.dial.pipex.com/stram/txt/mem.txt Next quirk is to get the html to action the .txt as a
download so that it wraps the screen.

Thanks again,

Aly

ps. and for that you get a sneak preview. Call me an exhibitionist;
http://uk.profiles.yahoo.com/alyssa_yc

>
> Cheers
>
> Derryck
>

2951. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 14:33:27 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1122302007.147361.276000@z14g2000cwz.googlegroups.com>
Source record: 12328

This sounds pretty much identical to the probs I am seeing here -
sounds are distorted, and when the prg crashes upon exiting the palette
is not restored.

My setup is Falcon/CT60 running MiNT/XaAES at 100/25mhz.

I will try and see if I can find out more about the crash at
termination.

Regards,

Joakim

2952. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 14:39:38 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc2tjasfd1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12329

OK, to add a further twist to the story, I've now just had a phone call back that it's actually correct to use a ' when something
belongs to someone or something. Thus, "The ST's RAM banks are full," is correct usage as opposed to, "The STs RAM banks are full."

Mmmm, we need the supreme leader of the apostrophe police to help us here. I'd always believed that if something belonged to
someone then it gained an apostrophe when referring to it.

Reeeeeaaallly confused here. Help!! I'll look into this one over the next few days otherwise leave it as it is now without the
apostrophes. If someone connects the A0 line to the D0 line, now that's a little more critical.

2953. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 14:52:12 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e4fc74$0$13703$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12330

> DEFINITELY agree with that one ;-) Sorry Chris, looks like we're onto the
> next version.
>
>>

darn!

just as I put it all into a PDF lol

http://www.cps-electronics.co.uk/144/mem.pdf

Chris

2954. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 15:00:43 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1122303643.017316.35140@g47g2000cwa.googlegroups.com>
Source record: 12331

```
The program doesn't crash here.
```

2955. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 15:01:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e4fead$0$13702$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12332

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dc2tjasfd1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> OK, to add a further twist to the story, I've now just had a phone call
> back that it's actually correct to use a ' when something
> belongs to someone or something. Thus, "The ST's RAM banks are full," is
> correct usage as opposed to, "The STs RAM banks are full."
>

confuzzeled look

> Mmmm, we need the supreme leader of the apostrophe police to help us here.
> I'd always believed that if something belonged to
> someone then it gained an apostrophe when referring to it.
>

enginners can't spell or type its a well known fact ;-)

Wen I were yung i cuna evien spel enginneeier 'n now i iz one :-)

> Reeeeeaaallly confused here. Help!! I'll look into this one over the
> next few days otherwise leave it as it is now without the
> apostrophes. If someone connects the A0 line to the D0 line, now that's a
> little more critical.
>
>

..... or connecting A9 to 12V , the MMU don't like things like that :P

Chris

2956. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 15:03:11 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1122303791.282561.242210@f14g2000cwb.googlegroups.com>
Source record: 12333

Sorry. Yes, it crashes on exiting. (But only on exiting)
Same if the mb is not boosted.

2957. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 15:15:00 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dc2vljfug1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12336

Hi there

> Aly
>
> ps. and for that you get a sneak preview. Call me an exhibitionist;
> http://uk.profiles.yahoo.com/alyssa_yc

Blimey!! you'll give the old scroat a coronary!!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2958. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 15:18:13 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc2vrk$gi9$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12335

"exxos" <exxos@home.co.uk> wrote in message
news:42e4fc74$0$13703$cc9e4d1f@news-text.dial.pipex.com...
>
> darn!
>
> just as I put it all into a PDF lol
>
> http://www.cps-electronics.co.uk/144/mem.pdf
>
> Chris
>

Oh wow, well cool. :-) If by the stroke of midnight tonight this apostrophe thing hasn't
been cleared up then I'll do a rollback
to 1.02 to bring it into line with your .pdf.

2959. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 15:21:42 UTC
From: swe@atari.org
Message-ID: <7mOEe.536$cE1.126749@news.siol.net>
Source record: 12311

Fidel-Sebastian Hunrichse-Lara wrote:

>> Yes, will you please voluntarily remove your obviously political .sig
>> from an equally obviously NON political newsgroup?
>
> Why should I? a) In globalize neo-liberal world nothing is non-
> political! b) It's only advertising for my (private) homepage, to
> raise google-ranking. EOD

Well as u wish, i am putting filter on you... We here are friendly ppl,
but we do not wanna political crap here. And usually we do respond to other
wishes... As you said: EOD.

Janez

2960. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 15:41:57 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e5080f$0$13701$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12337

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dc2vrk$gi9$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:42e4fc74$0$13703$cc9e4d1f@news-text.dial.pipex.com...
>>
>> darn!
>>
>> just as I put it all into a PDF lol
>>
>> http://www.cps-electronics.co.uk/144/mem.pdf
>>
>> Chris
>>
>
> Oh wow, well cool. :-) If by the stroke of midnight tonight this
> apostrophe thing hasn't been cleared up then I'll do a rollback
> to 1.02 to bring it into line with your .pdf.
>
>

I can update the pdf, no probs there.

Chris

2961. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 16:13:53 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc3340$2mp$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12338

"exxos" <exxos@home.co.uk> wrote in message
news:42e5080f$0$13701$cc9e4d1f@news-text.dial.pipex.com...
>
> I can update the pdf, no probs there.
>
> Chris
>

Okies, brill, will make the revision tonight sitting on retro the final one. Have also managed to dig out another scan from ST
Format with the different mothboard revisions on it, image6,
http://www.retro.dial.pipex.com/stram/

Going to try to confirm this apostrophe thing..

http://euclid.colorado.edu/~rmg/its.html
Peter Cassidy supplies another advanced guide:
It's is not, it isn't ain't, and it's it's, not its, if you mean it is. If you don't, it's its. Then too, it's hers. It isn't her's.
It isn't our's either. It's ours, and likewise yours and theirs. [Oxford University Press, Edpress News]

http://owl.english.purdue.edu/handouts/grammar/g_apost.html
Forming possessives of nouns
To see if you need to make a possessive, turn the phrase around and make it an "of the..." phrase. For example:

the boy's hat = the hat of the boy
three days' journey = journey of three days

http://www.pcrrn.co.uk/apostrophe/page2.htm (contradictions on this one..)
English is a living language, and all such languages contain irregularities. One which is relevant to apostrophe usage is it's and
its. It's is short for it is or it has as you see in the table above. Its means belonging to it, as in "It's probably spun off its
neck by now". If you are uncertain which to use, say it in full, e.g. "The world spins on it is axis" is plainly silly, so one
should use its rather than it's

People sometimes get confused when a singular noun ends in the letter 's'. Because of that 's', panic sets in and people wonder
which rule to apply. But remember, there is only one rule. Use it.

In the case of a book belonging to Cassius, we will use the 'Chaucer' rule to place the apostrophe.

Pretend Chaucer Modern correct form
Cassiuss book Cassiuses book Cassius's book

Just apply the rule and the apostrophe will end up in the correct place. This clearly demonstrates that Cassius is singular, i.e.
there is just one Cassius we are talking about, and he possesses the book.

http://www.wonderfulwritingskillsunhandbook.com/html/apostrophe.html
??

http://www.askoxford.com/asktheexperts/faq/aboutgrammar/apostrophe
The word its means 'belonging to it' (as in hold its head still while I jump on its back). It is a possessive pronoun like his.

Mmmmmmmmm, very tempted to go with the Oxford Dictionary here. Which means Derryck is indeed correct. It's its, not it's, when
describing something belonging to somebody or an entity. Trouble is that half these websites say to use it's, and the other half
say to use its. This is more difficult than assembler!!

Right!! That's it!! It's a possessive pronoun, Oxford said so!! Not that Oxford know anything, it's a complete dump. Cambridge
here..

IT'S CAN ONLY MEAN ONE THING, "IT IS."

But .. http://www.lessontutor.com/eesapostrophe.html
5. Use an apostrophe to show possession.

Example:
That is Sandra's book.
NOTE: You usually have a noun after the word that shows possession. Before you use the apostrophe, stop and ask yourself if there is
a word in that sentence that denotes something belonging to someone. If not, then rethink using an apostrophe.

DERRYRK??? Help!! :-)

2962. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 16:16:21 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122308181.907319.114130@g49g2000cwa.googlegroups.com>
Source record: 12339

I bet every day someone gets tempted away to the "dark side"

Coda.

2963. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 16:21:22 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1122308482.149254.271050@o13g2000cwo.googlegroups.com>
Source record: 12340

Ok, I have tested under TOS now, and had some interesting results:

1) The sound is indeed 100% okay under TOS
2) The gfx pallette is not correct under TOS (While it looked fully
okay under MiNT/XaAES)
3) Even under TOS, Doom will crash when user selects "Quit" from menu.
It does not matter whether "audio" off is set or not.

Regards,

/Joakim

2964. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 16:23:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.25.16.23.00.342177@charter.net>
Source record: 12341

On Mon, 25 Jul 2005 09:16:21 -0700, Coda wrote:

> I bet every day someone gets tempted away to the "dark side"
>
> Coda.

Geez, why don't they do like I did (and I'm sure others have)? Avoid the
"Evil Empire" and go with Linux! :-)

That way you can have modern, up-to-date stuff and still support our Atari
addiction. :-)

--
_/_/_/

2965. Geography Tutor

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 16:39:46 UTC
From: Ed <lener@vt.edu>
Message-ID: <dc34jd$3im$1@solaris.cc.vt.edu>
Source record: 12342

I'm interested in tracking down a copy of an old educational software program for the ST called Geography Tutor from ASDE. Specifically I am interested in version 3 or higher of the main program and/or any of the optional data disks for the program. Please e-mail me at lener@vt.edu if you are in the US and have a copy you would like to sell or trade for. Thanks.

2966. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 17:08:04 UTC
From: SWE <jvalant@atari.org>
Message-ID: <U%8Fe.554$cE1.130760@news.siol.net>
Source record: 12343

Ronald J. Hall wrote:

>> I bet every day someone gets tempted away to the "dark side"
>
> Geez, why don't they do like I did (and I'm sure others have)? Avoid the
> "Evil Empire" and go with Linux! :-)
>
> That way you can have modern, up-to-date stuff and still support our Atari
> addiction. :-)

Hm in what way Linux is less dark? From Atari point of view any non using of Ataris, etc is bad. Windows, Linux, Mac? If person sell or put Atari in closet none of them is any good. Using Linux instead Windows is just an excuse :)

Janez

2967. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 17:26:09 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e52062$0$13696$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12344

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dc3340$2mp$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:42e5080f$0$13701$cc9e4d1f@news-text.dial.pipex.com...
>>
>> I can update the pdf, no probs there.
>>
>> Chris
>>
>
> Okies, brill, will make the revision tonight sitting on retro the final
> one. Have also managed to dig out another scan from ST
> Format with the different mothboard revisions on it, image6,
> http://www.retro.dial.pipex.com/stram/
>
> Going to try to confirm this apostrophe thing..
>
> http://euclid.colorado.edu/~rmg/its.html
> Peter Cassidy supplies another advanced guide:
> It's is not, it isn't ain't, and it's it's, not its, if you mean it is. If
> you don't, it's its. Then too, it's hers. It isn't her's.
> It isn't our's either. It's ours, and likewise yours and theirs. [Oxford
> University Press, Edpress News]
>

Was with'ya right up until "Going to try to confirm this apostrophe thing.."

chris

2968. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 17:45:32 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e524ec$0$13706$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12345

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122308181.907319.114130@g49g2000cwa.googlegroups.com...
>I bet every day someone gets tempted away to the "dark side"
>
> Coda.
>

I looked on ebay for a A1200..... just wondering what they were actually
like cos never had one meself......

chrsi

2969. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 17:49:21 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc38mu$k0$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12346

"exxos" <exxos@home.co.uk> wrote in message
news:42e52062$0$13696$cc9e4d1f@news-text.dial.pipex.com...

> Was with'ya right up until "Going to try to confirm this apostrophe
thing.."
>
> chris
>

Yes agreed, am totally bored of it and wound up now. Have asked a P.C.
newsgroup I thought could help to confirm it and instead of addressing it,
I'm getting flamed by some batty middle aged house wife on use of English in
technical documents.

Final revision is v1.03 on there now.

Aly

2970. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 18:01:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e528a9$0$13701$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12347

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dc38mu$k0$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:42e52062$0$13696$cc9e4d1f@news-text.dial.pipex.com...
>
>> Was with'ya right up until "Going to try to confirm this apostrophe
> thing.."
>>
>> chris
>>
>
> Yes agreed, am totally bored of it and wound up now. Have asked a P.C.
> newsgroup I thought could help to confirm it and instead of addressing it,
> I'm getting flamed by some batty middle aged house wife on use of English
> in
> technical documents.
>
> Final revision is v1.03 on there now.
>
> Aly
>
>

awwww, yes , each time I post someone, no matter where it is, or what its
about, I normally get flamed down by at least 20 people..... send um a
virus :)

Chris

2971. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 18:16:52 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42e52c94$0$31774$8fcfb975@news.wanadoo.fr>
Source record: 12348

GokMasE a ï¿½crit :

Hello,
>
> As I already told Patrice, this version will now run even if I don't
> specify "-audio off". However, sound is coming out very crackled up and
> distorted. Almost sounding like signed/unsigned mixup at times.

Sound sounds fine here, on my 100/20 MHz FalCT60.
However, trying to use SDL results in ï¿½Video not foundï¿½ at startup, the
screen turns black after a random time if I don't deactivate CentScreen
(I tried to deactivate the screen saving feature only, but it didn't
make any difference), and the game crashes when quitting.
>
> For the record, this is on a Falcon/CT60 at 100/25mhz running
> FreeMiNT/XaAES. How about the rest of you CT60 users? Anyone else
> having probs with the sound in Doom in 0.44?

Maybe an audio problem with 25 MHz MBs only ?
>
Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

2972. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 18:20:54 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc3ai6$i81$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12249

"exxos" <exxos@home.co.uk> wrote in message
news:42e528a9$0$13701$cc9e4d1f@news-text.dial.pipex.com...
>
> awwww, yes , each time I post someone, no matter where it is, or what its
> about, I normally get flamed down by at least 20 people..... send um a
> virus :)
>
> Chris
>

Mmmm, that did cross my mind for a passing moment. Is why I turned my back on newsgroups a lonnggg time ago. I think instead that
I'll just live in the knowledge that I have better things to do.

2973. Re: Geography Tutor

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 18:44:13 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc3bttltj1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12250

"Ed" <lener@vt.edu> wrote in message news:dc34jd$3im$1@solaris.cc.vt.edu...
> I'm interested in tracking down a copy of an old educational software
> program for the ST called Geography Tutor from ASDE. Specifically I am
> interested in version 3 or higher of the main program and/or any of the
> optional data disks for the program. Please e-mail me at lener@vt.edu
> if you are in the US and have a copy you would like to sell or trade
> for. Thanks.

Hi Ed,

Not sure if these people could help, Bravo Sierra Computers;
http://www.aracnet.com/~atari/st_soft.htm#top

Geography Tutor; ASDE; Educational
Data Base.; Disk & Manual..$7.50 U.S.

Might be an old link, but maybe not. Their home page refers to all sorts so maybe in luck.
Oooh, has a reference to 05/09/2005
here; http://www.aracnet.com/~atari/newstuff.htm

Hope this helps you out.

2974. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 19:11:40 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e53948$0$13702$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12251

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dc3ai6$i81$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:42e528a9$0$13701$cc9e4d1f@news-text.dial.pipex.com...
>>
>> awwww, yes , each time I post someone, no matter where it is, or what its
>> about, I normally get flamed down by at least 20 people..... send um a
>> virus :)
>>
>> Chris
>>
>
> Mmmm, that did cross my mind for a passing moment. Is why I turned my
> back on newsgroups a lonnggg time ago. I think instead that
> I'll just live in the knowledge that I have better things to do.
>
>

If you gain or learn something form doing the project then I dont think its a bad thing. I kinda gave up a while ago after doing my 1.44 boards, god knows how many people said they wanted one, so i spend my time and cash into getting them made then all of these people "vanish" and leave me out of pocket.. Funds I would have made would have gone into other projects. People kill themselves so don't blame yourself for it.

I for one am glad you did the article, I never documented it when I made my 4meg simm PCB's, so its usefull to have! I should really write a article on my 1.44 controller since its unique, though I imagine someone will copy the design and publish it themselves under thier own name... thats normally what happens... Plus there is so little interest in the things it would be pointless in writing a article on it since nobody would be interested anyhows.... Even if I did I would probably get flamed for it.. thats how things work these days, and thats why I have pulled out of supporting..... my final word on it all was sent to the guy at UCM a while ago, in fact I wrote a few thing in there about people flaming me when all I did was help ppl.... the friendly group isn't so friendly anymore im affraid :-(

Chrsi

2975. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 19:16:43 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dc3dqr$r4l$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12252

Hi Al

Derryck is no housewife, not arguing wiv the rest though. 8~}

> I'm getting flamed by some batty middle aged house wife on use of English
> in
> technical documents.

--

(��.�(�*�.� ..*)..)
..... Steve .....
(..(..* *..)..)

2976. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 19:33:29 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc3eq9hkl1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12253

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:dc3dqr$r4l$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> Hi Al
>
> Derryck is no housewife, not arguing wiv the rest though. 8~}

LOL, nooo, Derryck was quite nice about it, was good about it for an honest reason. These were just the trolls at the other end of
the spectrum, ..the wind up merchants. Not a prob now, have deleted the group so should keep em going for a few days, mostly they
talk about washing machines and "Did anyone see that branch on the road this morning?, ooh we must phone the council."

Hee hee, got some pictures coming to you boy, getting ready now with the ST.. ;-)

2977. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 20:05:51 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1122321951.813571.159160@f14g2000cwb.googlegroups.com>
Source record: 12254

kiselo zelje wrote:
> what is bugging you??
> I have 7 scsi devices connected to it and working flawelssly...slow, though :)
> 1.5 to 2 meg throughput...
> should do for 4x cd r
>

7 SCSI?!? You are a high priest of SCSI voodoo! (I thought I was impressive for 5 on my stock Falcon!)

Seriously, what I've been running into is the following:

Given HD 8.13 and the following chain: CT60ed Falcon -- 340MB Lacie HD -- Panasonic CDR -- external terminator, I had no problem with the SCSI bus under the stock motherboard (no solders). After the board came back from Rodolphe with solders (and now 25MHz), the HD appears to work correctly, but the CDR has the following odd behavior:

1) refuses to read a CD that it read perfectly two minutes earlier "Drive P: is not responding..."

2) pretends to burn a CD (CDISO gives no errors and reports a ready-to-use CD), but the result has directory errors (that is, the CD is the correct number of bytes, but folders and files are missing from the directory).

3) adds bursts of static while playing CDs on Aniplayer

I spent much of yesterday copying 8MB ZIP files from place to place attempting to find a pattern and ... had no errors whatsoever?!? The only thing I can think of that is different is that I rarely have the external HD turned on. On my stock Falcon I've long had the habit of just turning on the device I intended to use, but perhaps the CT60 Falcon is more sensitive?

I'll find out over the next few days if my CT60 Falcon has suddenly become more cooperative.

Galen

2978. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 20:35:19 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dc3ie7$r4u$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12255

Hi Al

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dc3eq9hkl1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:dc3dqr$r4l$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
>> Hi Al
>>
>> Derryck is no housewife, not arguing wiv the rest though. 8~}
>
> LOL, nooo, Derryck was quite nice about it, was good about it for an
> honest reason.

Derryck is a close friend, he just needs winding up now and again 8~}

This was an opportunity i couldn't miss.

--

(��.�(�*�.� ..*)..)
..... Steve .....
(..(..* *..)..)

2979. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 21:00:08 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1122325208.494883.162200@g44g2000cwa.googlegroups.com>
Source record: 12256

J.-Luc wrote:

> > As I already told Patrice, this version will now run even if I don't
> > specify "-audio off". However, sound is coming out very crackled up and
> > distorted. Almost sounding like signed/unsigned mixup at times.
>
> Sound sounds fine here, on my 100/20 MHz FalCT60.

Is this under TOS or MiNT? My prob seems to occur only when running
MiNT, the audio appears to be just fine when I run pm-doom from TOS.

Regards,

/Joakim

2980. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 21:04:10 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42e553cb$0$30179$626a14ce@news.free.fr>
Source record: 12257

Ronald J. Hall wrote:
> On Mon, 25 Jul 2005 10:18:53 +0200, Rodolphe Czuba wrote:
>
>> much greater ??
>> I'd like because I would be rich now ! ;-)
>
> :-)
>
>> Maybe if I'd try to do a better price, it may be more attractive...?
>
> I really don't think there was anything wrong with the price. I for
> one feel like I got a high quality item for my money.
>
>> Number of falcons in the world : around 10.000 to 12.000 + 1.000 to
>> 2.000 from C-LAB after.
>> The complete PCB product from atari corp was 20.000, but only 12.000
>> were assembled and put in the market pipe.
>> The other 8.000 were sent partially or totally to C-LAB (2 big cargo
>> airflights from Sunnyvale to Germany it was told to me !) : it is
>> why C-LAB do not modify the PCB (even it was urgent to do it : put a
>> SIMM socket on the mb to avoid the ram card by example !!) for
>> MK1/2/X machines--> they have to sold the atari PCB !
>
> Perhaps what I was trying to say didn't come across to well (lost in
> translation?). Anyways, I guess we should consider out of those
> 12,000 how many are still in use today. Anyone have any idea about
> that? If just half, say 6000 were in working order today, it still
> seems to me that more Falcon owners would have wanted to upgrade
> their machines. More than 287.

You forget that I sold 330 CT1 and 242 CT2 accelerators before !
Some people do not need more than CT2 or CT1...
I sold CT60 to people that have not a CT2 except 1 or 2 people...

But how CT1 + CT2 are yet in use..??

If 6000 F30 are yet in use, they are 6000 that are sleeping somewhere !!
Where are these falcons ? Hey so many people are looking for them...it may
be good to locate some not used falcon !
No falcon on ebay....
Very strange...

> I'm just saying that seems like a low percentage. :-(
>
>> That's now an old story and we should show at the future, not the

>> past !
>>
>> Rodolphe
>
> I agree.

2981. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 22:11:33 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc3o2ldtc1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12258

"exxos" <exxos@home.co.uk> wrote in message
news:42e53948$0$13702$cc9e4d1f@news-text.dial.pipex.com...
>
> If you gain or learn something form doing the project then I dont think its
> a bad thing. I kinda gave up a while ago after doing my 1.44 boards, god
> knows how many people said they wanted one, so i spend my time and cash into
> getting them made then all of these people "vanish" and leave me out of
> pocket.. Funds I would have made would have gone into other projects. People
> kill themselves so don't blame yourself for it.
>
Awwww >:D< . Can quite believe it though. It's summed up in one simple phrase, "People talk $hite," and "People are $hits." I
grew up thinking we were making the world a better place, and believed it, HA!! A bit of me still believes it, hence I wrote the
document. Was for me, and you, for you for giving me the pointers in the right direction. Was the least I could do to give
something good back. Trying to lead by example, despite being worn down a bit over the years I still believe I can make 1 ounce of
difference. Perhaps I've made it for you, or someone else browsing out there.

>
> I for one am glad you did the article, I never documented it when I made my
> 4meg simm PCB's, so its usefull to have! I should really write a article on
> my 1.44 controller since its unique, though I imagine someone will copy the
> design and publish it themselves under thier own name... thats normally what
> happens... Plus there is so little interest in the things it would be
> pointless in writing a article on it since nobody would be interested
> anyhows....
>
I'll do it :-) when I get round to it. But plenty of docs already out there on the hack sites. Alot are a bit bodgy though. The
one I'm trying to get my head round is the ACSI hard disk protocols. I'm still convinced it can be done with a single 20Mhz PIC
microcontroller and a CF card though. Is all TTL so can do everything in RISC assembler, been thinking about it quite a bit lately.
Still stuck on the hand shaking though. Without a hard disk to learn from is a bit tricky as I'd analyse the comms going back n
forth. Waffle-waffle :-)

Ah, the nice thing about doing it in PIC microcode is that the chip can be protected, with a little bit of traditional
hacking/encyption/relocating code too. <vbg>

> Even if I did I would probably get flamed for it.. thats how
> things work these days, and thats why I have pulled out of supporting.....

>
Yes, totally support you there. Is the reason why I don't admit to anyone that I know anything about computers, they always expect
your time, effort, and for you to take pride in your work, for nothing. "Oh you could make loads sorting out people's PCs." Been
there, done that. Enjoy the work and challenges, don't enjoy being poor and treated like I'm pulling a fast one. Being given
countless Amstrad 1640 PCs is just an insult. And I'm meant to be grateful for that!?! What the ell do they think I'm gonna do
with it ...take it down the local rubbish dump for em.

> my final word on it all was sent to the guy at UCM a while ago, in fact I
> wrote a few thing in there about people flaming me when all I did was help
> ppl.... the friendly group isn't so friendly anymore im affraid :-(
>
Sounds like the old MCSE newsgroup back in the late 1990's. And then when the $hit hits the fan and things turn real nasty, people
look around and say, "Why, what did we do wrong?"

> Chrsi
>

Aly :-)

2982. SEX AND THE ATARI ST!!!!

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 22:43:09 UTC
From: James Young <sorry@nospam.net>
Message-ID: <42e593bb@news.greennet.net>
Source record: 12259

Err sorry, I've had a few drinks, but I bet it will produce a LAARRRGE response

2983. williams games disk for ps1

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 23:06:10 UTC
From: Paul Watson <goodglitch@yahoo.com>
Message-ID: <42E57158.705@yahoo.com>
Source record: 12262

Does anyone know where I can get this disk? My used game place doesn't have it.

Thanks
Paul Watson
goodglitch@yahoo.com

2984. Re: SEX AND THE ATARI ST!!!!

Newsgroup: comp.sys.atari.st
Date: 2005-07-25 23:22:21 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc3s7d$e03$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12260

"James Young" <sorry@nospam.net> wrote in message
news:42e593bb@news.greennet.net...
> Err sorry, I've had a few drinks, but I bet it will produce a LAARRRGE
> response
>

Damn, you've found me out and those photos I was doing for Mr. Sweet. ;-)

2985. Re: SEX AND THE ATARI ST!!!!

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 00:47:01 UTC
From: charlesc <charles.copp@sympatico.ca>
Message-ID: <7KfFe.1036$d02.296586@news20.bellglobal.com>
Source record: 12261

Subject: Re: SEX AND THE ATARI ST!!!!

> "James Young" <sorry@nospam.net>> > Err sorry, I've had a few drinks, but I bet it will produce a LAARRRGE
> > response
> Damn, you've found me out and those photos I was doing for Mr. Sweet. ;-)
][[][][][[]]]]]]]]]]]]>
> ----------
re:-well it can't be illegal nor can it be an explotation , so i'll seek into the matter and give it a try!!!!!

oh yeah.....
i'm really interested in the st's point of veiw????

it can't fight such overwhelming love.....i mean, all it's capable of in this situation is a whole lot of those little "binging" sounds we hear so often.....!

-w-o-w-!!!! the possibilities are endles s s!!!!

charles
(oh yeah, still slowily learning how to gfa program!)

2986. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 03:39:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.26.03.39.20.512971@charter.net>
Source record: 12263

On Mon, 25 Jul 2005 17:08:04 +0000, SWE wrote:

> Hm in what way Linux is less dark? From Atari point of view any non using of
> Ataris, etc is bad. Windows, Linux, Mac? If person sell or put Atari in closet
> none of them is any good. Using Linux instead Windows is just an excuse :)
>
> Janez

I guess from the standpoint of anything that takes away from use of our
Ataris, then you have a point.

I suppose my anti-MS anything bias is showing. I loathe everything about
them. Having used MINT on my first Falcon years before, it was a natural
step for me to progress to Linux, rather than Windows.

Linux is much more in line of what my definition of what computing is
supposed to be like and about. MS="bad" in my book, and no one will ever
convince me otherwise. :-)

See ya!

--
_/_/_/

2987. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 10:43:39 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1122374619.189813.326730@o13g2000cwo.googlegroups.com>
Source record: 12264

I used XBIOS.
I'll try tos and let you know (I don't know what I'll hear cause it is
desperately slow)

Patrice Mandin wrote:
> Le Mon, 25 Jul 2005 00:21:10 -0700, Joe Iron a écrit :
>
> > Yes !!! I could hear .... something. Seems to me that the sound is
> > overdriven. I still have the color palette restoring problem on exit. If
> > noone experiences the same, maybe my falcon is sick :(
> >
> > CT60@95, Mint, NAes
>
> For color palette problem, did you use gem driver (in window) or xbios
> driver?
>
> Also, try also under tos, to check if audio is ok.
>
> --
> Patrice Mandin
> WWW: http://membres.lycos.fr/pmandin/
> Programmeur Linux, Atari
> Spécialité: Développement, jeux

2988. CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 11:43:51 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42e621f7$0$6052$626a14ce@news.free.fr>
Source record: 12265

I don't know why, but some people request now some CT63 and I have no
more...
It is maybe the "100MHz effect" ;-)

So I opened a waiting list for an hypthetical next production.

There are 6 boards in this list and I need at least 40 !

So, if you want one...

2989. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 12:19:52 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122380392.652844.95010@g14g2000cwa.googlegroups.com>
Source record: 12266

Lol I have thought the same thing, I just dont have room for an Atari
PLUS an Amiga addiction...

Coda.

2990. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 12:23:28 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122380608.004251.301640@g43g2000cwa.googlegroups.com>
Source record: 12267

Actually I see Intel as the evil ones. What they did over the years to
AMD is inexcusable.
And to think that they sell so many CPU's and their x86 architechture
actually sucks so badly.

2991. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 13:09:37 UTC
From: NetOps <pnetops@yahoo.com>
Message-ID: <1122383377.263660.139690@z14g2000cwz.googlegroups.com>
Source record: 12268

Especially if he's into meat and two veg.

2992. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 13:13:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.26.13.13.33.79090@charter.net>
Source record: 12269

On Tue, 26 Jul 2005 05:23:28 -0700, Coda wrote:

> Actually I see Intel as the evil ones. What they did over the years to
> AMD is inexcusable.
> And to think that they sell so many CPU's and their x86 architechture
> actually sucks so badly.

I agree with you on this - its why all 3 of the Linux boxes in my home LAN
use AMD CPUs... :-)

--
_/_/_/

2993. Re: CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 13:47:16 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.26.13.47.16.621354@nosspamatari-source.com>
Source record: 12270

On Tue, 26 Jul 2005 13:43:51 +0200, Rodolphe Czuba wrote:

> I don't know why, but some people request now some CT63 and I have no
> more...
> It is maybe the "100MHz effect" ;-)
>
> So I opened a waiting list for an hypthetical next production.
>
> There are 6 boards in this list and I need at least 40 !
>
> So, if you want one...

As they say, the more the merrier!

Thanks,
Mark

2994. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 13:50:48 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc5f3n$8hn$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12271

"NetOps" <pnetops@yahoo.com> wrote in message
news:1122383377.263660.139690@z14g2000cwz.googlegroups.com...
> Especially if he's into meat and two veg.
>
How rude. ;-)

2995. Re: CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 14:53:53 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1122389624.9f8115be1432d1a5871e1e6f60905310@teranews>
Source record: 12272

On Tue, 26 Jul 2005 13:43:51 +0200, "Rodolphe Czuba"
<rodolphe.BeurkSPAM.czuba@free.fr> wrote:

>I don't know why, but some people request now some CT63 and I have no
>more...
>It is maybe the "100MHz effect" ;-)
>
>So I opened a waiting list for an hypthetical next production.
>
>There are 6 boards in this list and I need at least 40 !
>
>So, if you want one...

Why not a CT63 with mb boost? The its only a few more parts and the
board is ready?

Either way, I would be interested...

Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2996. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 15:23:48 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.26.15.23.45.389504@caramail-NOSPAM.com>
Source record: 12273

Le Mon, 25 Jul 2005 18:16:52 +0000, J.-Luc a ï¿œcritiï¿œ:

> Sound sounds fine here, on my 100/20 MHz FalCT60. However, trying to use
> SDL results in ï¿œVideo not foundï¿œ at startup

2 reasons for this:
- not enough ST RAM to allocate screens.
- if using GEM driver, you're not in 256 or true colour mode.

> the screen turns black after a random time if I don't deactivate
> CentScreen (I tried to deactivate the screen saving feature only, but it
> didn't make any difference), and the game crashes when quitting.

It seems the screensaver is reenabled if I select a video mode where it is
enabled. Disabling it in Centscreen only disable for current video mode.
More work needed for this in SDL.

> Maybe an audio problem with 25 MHz MBs only ?

People with audio problems under MiNT, try this under various configs:
http://membres.lycos.fr/pmandin/download/audio.zip
(it plays the given wav file for 5 seconds, then quit).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

2997. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 16:51:05 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42e669f9$0$25045$8fcfb975@news.wanadoo.fr>
Source record: 12274

GokMasE a ï¿½crit :
>
> J.-Luc wrote:
>
>> > As I already told Patrice, this version will now run even if I don't
>> > specify "-audio off". However, sound is coming out very crackled up and
>> > distorted. Almost sounding like signed/unsigned mixup at times.
>>
>> Sound sounds fine here, on my 100/20 MHz FalCT60.
>
> Is this under TOS or MiNT? My prob seems to occur only when running
> MiNT, the audio appears to be just fine when I run pm-doom from TOS.

MagiC! 6.20 ;-)

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

2998. CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 16:56:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005dca8@fmlynet.org>
Source record: 12287

FamilyNet Newsgate

Yeh, one for the TT030... :P

Doc Clu

> From: "Rodolphe Czuba" <rodolphe.BeurkSPAM.czuba@free.fr>

> I don't know why, but some people request now some CT63 and I have no
> more...
> It is maybe the "100MHz effect" ;-)

> So I opened a waiting list for an hypthetical next production.

> There are 6 boards in this list and I need at least 40 !

> So, if you want one...

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2999. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 17:04:06 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050726180628168O7%derryck@cixcoukinvalid>
Source record: 12275

On 2005-07-25 15:39:38 +0100, "techie_alison"
<techie_alison2000@yahoo.com> said:

> OK, to add a further twist to the story, I've now just had a phone call
> back that it's actually correct to use a ' when something
> belongs to someone or something. Thus, "The ST's RAM banks are full,"
> is correct usage as opposed to, "The STs RAM banks are full."

I didn't read the text properly and your punctuation here is entirely
correct :-)

The others I mention are definitely not required as there is no
possession or contraction :-)

--

Cheers

Derryck

3000. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 17:09:28 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005072618115075249%derryck@cixcoukinvalid>
Source record: 12276

On 2005-07-25 20:33:29 +0100, "techie_alison"
<techie_alison2000@yahoo.com> said:

>> Derryck is no housewife, not arguing wiv the rest though. 8~}
>
> LOL, nooo, Derryck was quite nice about it, was good about it for an
> honest reason

Absolutely. Mentioned only because of the high standard of the material.

--

Cheers

Derryck

3001. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 17:10:41 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050726181303500 73%derryck@cixcoukinvalid>
Source record: 12277

On 2005-07-25 21:35:19 +0100, "Steve Sweet" <steve.sweet@btopenworld.com> said:

>> LOL, nooo, Derryck was quite nice about it, was good about it for an
>> honest reason.
>
> Derryck is a close friend, he just needs winding up now and again 8~}

<blush>

> This was an opportunity i couldn't miss.

Luckily I realised that it wasn't anyone in THIS newsgroup that was
being referred to :-)

--

Cheers

Derryck

3002. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 17:41:08 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc5sjk$n5f$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12278

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200507261811507524 9%derryck@cixcoukinvalid...
> On 2005-07-25 20:33:29 +0100, "techie_alison"
> <techie_alison2000@yahoo.com> said:
>
> >> Derryck is no housewife, not arguing wiv the rest though. 8~}
> > >
> > > LOL, nooo, Derryck was quite nice about it, was good about it for an
> > > honest reason
>
> Absolutely. Mentioned only because of the high standard of the material.
>
> --
>
> Cheers
>
> Derryck
>

Thanks Derryck :-) You were quite nice about it, such that the changes have gone into the final version. It was ultimately dreaded
that it would be flamed in newsgroup style.

Actually overall this thread has been quite different really. Really upset me today reading NetOps suggestion that I'm a guy.
Maybe in a past life, but got me down a bit. Looked at my photos, had a little sleep, argued a bit with my partner. Have perhaps
wondered if I should curtail my writing style slightly, but am definitely assertive in real life so not sure what I'm putting
across. :-(I just like playing with my Atari ST, it's mostly free, it's hobby based, and just nice that those electronics skills
I started when I was a child are finally starting to produce some results. Have allsorts here; a Multisync monitor with a
Colour/Mono switching box, floppy disk drives with 3-4foot cables using lower capacitance leads, LCD Cubase setup on the way. All
that stuff I wish I'd known when I was 14-15 years old which I can now do now, perhaps it's age and a little bit of maturity and
patience that make it all work.

All smiles, Aly :-)

3003. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 21:05:37 UTC
From: Paul Watson <goodglitch@yahoo.com>
Message-ID: <42E6A69B.30509@yahoo.com>
Source record: 12282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

William Kendrick wrote:
> In comp.sys.atari.8bit mail@freeman-studio.com wrote:
>
>>There is no support for past Atari products at all. Just a means to use
>>past Atari ideas and better name recognition to make PC games.
>
>
> Except for all of the classic games they're re-releasing...
>
> http://www.atari.com/us/genre/arcade
>
>
> * "Retro Atari" for the Gameboy DS (which is apparently pretty awesome,
> though I've never even tried a DS, let alone this game)
>
> * Atari Anthology for PS2 & XBox
>
> * Atari: 80 classic games in one (Windows)
>
> * Atari Arcade (Windows)
>
> * Atari Anniversary Edition (Windows)
>
> * Atari Flashback (a stand-alone console with built-in games;
> not so well-received)
>
> * Atari Flashback 2.0 (coming this summer; highly anticipated)
>
>

The charm of atari is that all the support comes from users and not the
corporation. That is what makes the atari community so special.

IMHO--
Paul Watson
goodlglitch@yahoo.com

3004. Re: sweetie

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 21:13:15 UTC
From: Paul Watson <goodglitch@yahoo.com>
Message-ID: <42E6A865.3070205@yahoo.com>
Source record: 12280

```
you baaaad baad spam maker you!!

roger wrote:
> ooooooooooooohhhhhhhhhhhhhh YEAH!
>
> Please post me some abuse, it really turns
> ....................................
>
> P.S. Are you really as dominate as I've been led to believe.
>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:db490s$av6$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
>
>>Why its...
>>
>>
>>"roger" <roger@iwantsweet.com> wrote in message
>>news:1121296122.82630.0@despina.uk.clara.net...
>>
>>>Oh But YEAH!
>>>
>>>
>>>"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
>>>news:dasl82$6td$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
>>>
>>>>>Oh Yeah!
>>>>
>>>>
>>>>??
>>>
>>Sweet!!
>>
>
>
>
```

3005. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 21:29:12 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dc69v8$2d2$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12281

Hi there

"NetOps" <pnetops@yahoo.com> wrote in message
news:1122383377.263660.139690@z14g2000cwz.googlegroups.com...
> Especially if he's into meat and two veg.

How relevant, and abusive...

--

(��.�(�*�.� ..*)..)
.... Steve ....
(..(..* *..)..)

3006. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 21:56:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005e82e@fmlynet.org>
Source record: 12291

FamilyNet Newsgate

Would love to hear more about this. A PPC Atari I would love to know more about. Hope it happens.

Doc Clu

> From: Michael Bernstein <michael@mbernstein.de>

> Hi,

>> Genesi made it. Pegasos is not sold

> I took a look at the homepage of bplan and genesis. The board of the Pegasos
>was made by the german company bplan. The company is not far away from my home
> Genesis assembled the Pegasus based on the bplan board.

>> as Amiga, but it is a clone.

> Yes, it was not really exact what i wrote.

> Regards
> Michael

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3007. Re: Wanted Broken Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 21:58:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005e8a6@fmlynet.org>
Source record: 12292

FamilyNet Newsgate

Didn't get the original message. What kind of broken stuff are you looking
for?

Doc Clu

> From: "Abdul Fairclough" <zzzzzzzz@zzzzzzzz.com>

> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:tzove.8204$Bm.6905@bignews5.bellsouth.net...
>>
>>
>> No Problem...
>>
>> I am in the USA.

> We might have guessed, are there any other countries on this globe??

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3008. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 22:01:05 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e6b2a2$0$13705$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12279

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:dc69v8$2d2$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> Hi there
>
> "NetOps" <pnetops@yahoo.com> wrote in message
> news:1122383377.263660.139690@z14g2000cwz.googlegroups.com...
>> Especially if he's into meat and two veg.
>
> How relevant, and abusive...
>
> --

I like the soft centre's meself :-)

Chris

>
> (��.�(�*�.� �.�*�)�.��)
> �.���. Steve .���.�
> (�.��(�.��* *��.�)��.�)
>
>

3009. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 22:03:35 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e6b338$0$13701$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12285

Have allsorts here; a Multisync monitor with a
> Colour/Mono switching box, floppy disk drives with 3-4foot cables using
> lower capacitance leads, LCD Cubase setup on the way. All
> that stuff I wish I'd known when I was 14-15 years old which I can now do
> now, perhaps it's age and a little bit of maturity and
> patience that make it all work.
>
> All smiles, Aly :-)
>
>

wipes tear from eye........ /me hugs his Falcon.....

Chrsi

3010. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 22:20:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <UN2dnYy-X-WhKnvfRVnysQ@pipex.net>
Source record: 12286

In message <zC5Fe.548$cE1.129413@news.siol.net>, jvalant@atari.org said:

>Ronald J. Hall wrote:
>
>> Perhaps what I was trying to say didn't come across to well (lost in
>> translation?). Anyways, I guess we should consider out of those 12,000 how
>> many are still in use today. Anyone have any idea about that? If just
>> half, say 6000 were in working order today, it still seems to me that more
>> Falcon owners would have wanted to upgrade their machines. More than 287.
>
> 100-150 maybe? With term "in use" i understand Falcon is used on daily base,
>not to be put out of closet once per month to play some games which dont work
>in emulator :)

I thinks it's more than that - certainly I use mine daily and I
know other club members who do the same (one of them bought a
CT60). In my case I was tempted, but didn't want to recase my
Falcon or hang on an external PS. It's so nice and compact at
present, even with an internal 6.4 GB drive!

Regards, /Peter/

3011. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 22:20:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <fKWdnU6ac8ugKnvfRVnyug@pipex.net>
Source record: 12283

In message <dc2tjasfd1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>,
techie_alison2000@yahoo.com said:

>OK, to add a further twist to the story, I've now just had a phone call back that it's
actually correct to use a ' when> something
>belongs to someone or something. Thus, "The ST's RAM banks are full," is correct usage as
opposed to, "The STs RAM ban>ks are full."

That's generally correct - it's called a 'possessive'. But an
apostrophe is also used when a part of a word is left out, like
here "that's" is short for "that is" and "it's" for "it is".
Actually, this often causes problems for people, because the word
"its" in the sense "its RAM banks are full" is an exception -
though it acts like a possessive, it doesn't get an apostrophe!
Only when "it's" means "it is" is the apostrophe inserted.

BTW, can you do something about your line lengths in your posts
please - they do not wrap correctly in some mailers as will be
clear from the "quote" chevron in the first two lines. Normally
the RFCs require line lengths of 70 - 72 chars. Thanks!

Regards, /Peter/

3012. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-26 22:33:04 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dc6dn0$17h$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12284

<xlator@cix.compulink.co.uk> wrote in message
news:fKWdnU6ac8ugKnvfRVnyug@pipex.net...
> In message <dc2tjasfd1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>,
techie_alison2000@yahoo.com said:
> BTW, can you do something about your line lengths in your posts
> please - they do not wrap correctly in some mailers as will be
> clear from the "quote" chevron in the first two lines. Normally
> the RFCs require line lengths of 70 - 72 chars. Thanks!
>
> Regards, /Peter/
>

Fingers crossed have done it now. 72 and set to plain text.

3013. Re: atari inc press release

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 00:23:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.27.00.23.51.963671@charter.net>
Source record: 12288
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
On Tue, 26 Jul 2005 21:05:37 +0000, Paul Watson wrote:

>
>
> William Kendrick wrote:
>> In comp.sys.atari.8bit mail@freeman-studio.com wrote:
>>
>>>There is no support for past Atari products at all. Just a means to use
>>>past Atari ideas and better name recognition to make PC games.
>>
>>
>> Except for all of the classic games they're re-releasing...
>>
>> http://www.atari.com/us/genre/arcade
>>
>>
>> * "Retro Atari" for the Gameboy DS (which is apparently pretty awesome,
>> though I've never even tried a DS, let alone this game)
>>
>> * Atari Anthology for PS2 & XBox
>>
>> * Atari: 80 classic games in one (Windows)
>>
>> * Atari Arcade (Windows)
>>
>> * Atari Anniversary Edition (Windows)
>>
>> * Atari Flashback (a stand-alone console with built-in games;
>> not so well-received)
>>
>> * Atari Flashback 2.0 (coming this summer; highly anticipated)
>>
>>
>
> The charm of atari is that all the support comes from users and not the
> corporation. That is what makes the atari community so special.
>
>
> IMHO--
> Paul Watson
> goodlglitch@yahoo.com

Amen! :-)
```

--
_/_/_/

3014. the BITS club intro #16: "Unlimited Scrolls"

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 00:35:29 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1122424529.751576.43450@g47g2000cwa.googlegroups.com>
Source record: 12289

```
solO2 presents...

THE BITS CLUB
==============
proudly presents:
Intro #16

"UNLIMITED SCROLLS"

,----------------------------,
| LI SCR 507 |
| N M D O 00 2 |
| U ITE LLS 2 5 |
| |
| BBBB IIII TTTT SSSS |
| BB BB II TT S |
| BBBB II TT SSSS |
| BB BB II TT SS |
| BBBBB II TT SSSS |
| BBBB IIII TT SSSS |
| |
| LI SCR 507 |
| N M D O 00 2 |
| U ITE LLS 2 5 |
'----------------------------'

Download at:
http://so_o2.tripod.com/TBC16-STbin-20050724.zip

Visit The Bits homepage:
http://so_o2.tripod.com/tbc.html
```

3015. Re: CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 00:54:06 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.07.27.00.54.06.836725@atari-source.com>
Source record: 12290

On Tue, 26 Jul 2005 16:56:44 +0000, Greg Goodwin wrote:

> FamilyNet Newsgate
>
> Yeh, one for the TT030... :P
>
> Doc Clu

Yeah,

I'd probably buy two of those.

Mark

3016. Re: strange mail from aranym developer M* J*

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 07:06:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507270906.a10838@b.maus.de>
Source record: 12296

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> I disagree.

In democraty that's your elementary right...

> but I'm better than that.

I don't think so! A democrat is always tolerant & you're not!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3017. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 07:28:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507270928.a10840@b.maus.de>
Source record: 12295

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> I loathe everything about them.

Then you loathe 80 % of all PC-user...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3018. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 09:31:22 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <42E7546A.AC2E8720@comcast.net>
Source record: 12293

xlator@cix.compulink.co.uk wrote:
>
> In message <dc2tjasfd1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>,
techie_alison2000@yahoo.com said:
>
> >OK, to add a further twist to the story, I've now just had a phone call back that it's
actually correct to use a ' when> something
> >belongs to someone or something. Thus, "The ST's RAM banks are full," is correct usage
as opposed to, "The STs RAM ban>ks are full."
>
> That's generally correct - it's called a 'possessive'. But an
> apostrophe is also used when a part of a word is left out, like
> here "that's" is short for "that is" and "it's" for "it is".
> Actually, this often causes problems for people, because the word
> "its" in the sense "its RAM banks are full" is an exception -
> though it acts like a possessive, it doesn't get an apostrophe!
> Only when "it's" means "it is" is the apostrophe inserted.
>
> BTW, can you do something about your line lengths in your posts
> please - they do not wrap correctly in some mailers as will be
> clear from the "quote" chevron in the first two lines. Normally
> the RFCs require line lengths of 70 - 72 chars. Thanks!
>
I have heard that the usage is now depricated, but once upon a time
you make numerals and groups of letters plural by adding apostrophe "s".
Like this:

In the 1980's, there were more A's in sentences than Z's.

--
+---+
| Charles and Francis Richmond It is moral cowardice to leave |
| undone what one perceives right |
| richmond at plano dot net to do. -- Confucius |
+---+

3019. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 09:50:09 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005072710491689 30%derryck@cixcoukinvalid>
Source record: 12294

On 2005-07-26 18:41:08 +0100, "techie_alison"
<techie_alison2000@yahoo.com> said:

> across. :-(I just like playing with my Atari ST, it's mostly free,
> it's hobby based, and just nice that those electronics skills
> I started when I was a child are finally starting to produce some results.
>
> Any thoughts about designing a board to allow >4MB in an ST? You'd need
> TOS2.06, but such a thing is definitely possible as I had a Magnum
> board in one a long time ago.

--

Cheers

Derryck

3020. Re: Atari ST 72-pin SIMM 4Mb Memory Upgrade Procedures

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 10:20:22 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e75fb1$0$6470$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12297

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200507271049168930%derryck@cixcoukinvalid...
> On 2005-07-26 18:41:08 +0100, "techie_alison"
> <techie_alison2000@yahoo.com> said:
>
>> across. :-(I just like playing with my Atari ST, it's mostly free,
>> it's hobby based, and just nice that those electronics skills
>> I started when I was a child are finally starting to produce some
>> results.
>>
>> Any thoughts about designing a board to allow >4MB in an ST? You'd need
>> TOS2.06, but such a thing is definitely possible as I had a Magnum board
>> in one a long time ago.
>
> --

Egon spengler was developing just that, though he vanished some time ago hes
not replied to emails for a couple of months now :-(his work looked really
promissing aswell.

http://www.umrk.org/atari/above4mb.aspx

chris

>
> Cheers
>
> Derryck
>

3021. Re: New book about the Battle between Commodore and Atari

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 12:08:05 UTC
From: Daniel Dreibelbis <dreibel@EATHOTDEATHSPAMMERSsympatico.ca>
Message-ID: <dreibel-7E0DA8.08080527072005@nr-tor01.bellnexxia.net>
Source record: 12298

In article <nvhEe.8634$mN.100215@news1.mts.net>,
"Variant Press" <variant@commodorebook.com> wrote:

> Find out more about the battle between Atari and Commodore in a new
> book, "The Spectacular Rise and Fall of Commodore". Learn how former
> Atari 2600/Atari 800 engineer Jay Miner developed the Amiga computer,
> and how Atari almost purchased Amiga. Find out how the Atari ST was
> partially designed by Commodore engineers while they were still at
> Commodore. Atari founder Nolan Bushnell even joined with Commodore to
> launch the Commodore CDTV, a precursor to the modern DVD player.
>
> The Spectacular Rise and Fall of Commodore is a detailed history of
> the company behind the best selling computer system of all time, the
> Commodore 64. This book was almost two years in the making, using over
> 44 hours of interviews with Commodore engineers and managers.
>
> Title: The Spectacular Rise and Fall of Commodore: The Inside Story
> Pages: 624
> Size: 6 x 9 inches
> ISBN 0-9738649-0-7
> August 2005
>
> To read more about The Spectacular Rise and Fall of Commodore, please
> visit:
>
> www.commodorebook.com

looking forward to reading this - I always thought that the history of
the Tramiels vs. Irving Gould (one third of the "Three Stooges" that ran
Commodore into the ground) would make a good book.

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
http://www.soundclick.com/dandreibelbismusic.htm
Current song - "Warren Of The Wasteland"

3022. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 13:38:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.27.13.38.41.382752@charter.net>
Source record: 12199

On Wed, 27 Jul 2005 09:28:00 +0200, Fidel-Sebastian Hunrichse-Lara wrote:

> Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:
>
>> I loathe everything about them.
>
> Then you loathe 80 % of all PC-user...
>
> Saluti-gerulus

Please don't attempt to put words in my mouth - I said I loathe everything
about Microsoft, not computer users. Most of them are just misinformed, or
lack a comprehensive education, as far as computing goes...

--
_/_/_/

3023. Re: burn CD with yamaha CDRW scsi 16x on falcon ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 13:46:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42e7c152c042b0@comcast.net>
Source record: 12210

>On Wed, 27 Jul 2005 17:58:17 +0200, jean-marc.maucotel wrote:
>
>> what kind of soft can i use ? French or english....
>> Thanks
>
>A good place to start is here:
>
>http://www.anodynesoftware.com/
>
>ExtenDos Gold and CD Writer Suite.

I use the above and they work great....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3024. Re: LINK 2 or better WANTED

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 14:01:58 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dc844m$9no$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12200

Hi Rich

Have you located one yet?

"RB" <rich.eb@virgin.net> wrote in message news:Fl7De.1884$bT4.793@newsfe1-gui.ntli.net...
Hi All,

Anyone got a Link 2 or better they want to sell. Mine failed.

Email me at rich dot eb @ virgin dot net

Thanks,

Richard B.
UK.

3025. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 14:55:03 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.27.14.55.03.402895@caramail-NOSPAM.com>
Source record: 12202

Le Mon, 25 Jul 2005 07:33:27 -0700, GokMasE a ï¿œcritï¿œ:

> and when the prg crashes upon exiting the palette is not restored.

I see also prg crashing on exit. It happens with xbios video driver in 8 bits mode. Using '-bpp 16' works. Also I need to know if it happened with previous versions (0.43 and before). Can you check it does not happen with gem video driver under MiNT + GEM ?

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3026. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 15:00:43 UTC
From: SWE <jvalant@atari.org>
Message-ID: <vkNFe.582$cE1.138896@news.siol.net>
Source record: 12201

xlator@cix.compulink.co.uk wrote:

> I thinks it's more than that - certainly I use mine daily and I
> know other club members who do the same (one of them bought a
> CT60). In my case I was tempted, but didn't want to recase my
> Falcon or hang on an external PS. It's so nice and compact at
> present, even with an internal 6.4 GB drive!

Yes, i also like original case, it is nice and compact. U dont need to recase it and external psu is not that bad, if u buy 15cm extension cable and mount it on rear side and ct60. In that case u can connect external PSU same way as we did with 520ST or Amiga, c64 etc.. On back of the Falcon, there is only "PSU jack". I did that with MKX case, which is not much bigger as original case anyway..

Janez

3027. burn CD with yamaha CDRW scsi 16x on falcon ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 15:58:17 UTC
From: "jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr>
Message-ID: <42e7af1a$0$1254$8fcfb975@news.wanadoo.fr>
Source record: 12203

what kind of soft can i use ? French or english....
Thanks

3028. Re: CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 16:16:21 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42e7b353$0$8683$626a14ce@news.free.fr>
Source record: 12204

AS I already told, I already request to people about a such CTTT and I get
only 30 responses !

I will never engage a design for 30 sold !! And all the TOS must be patched
like on falcon it was done !!

Sorry...forget...buy a falcon.. if you want a 060.

If you can propose me a list of 100 persons ready to buy a CTTT, ok...

Mark Duckworth wrote:
> On Tue, 26 Jul 2005 16:56:44 +0000, Greg Goodwin wrote:
>
>> FamilyNet Newsgate
>>
>> Yeh, one for the TT030... :P
>>
>> Doc Clu
>
> Yeah,
>
> I'd probably buy two of those.
>
> Mark

3029. Re: CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 17:36:36 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.27.17.36.36.114427@nosspamatari-source.com>
Source record: 12205

On Wed, 27 Jul 2005 18:16:21 +0200, Rodolphe Czuba wrote:

> AS I already told, I already request to people about a such CTTT and I get
> only 30 responses !
>
> I will never engage a design for 30 sold !! And all the TOS must be patched
> like on falcon it was done !!
>
> Sorry...forget...buy a falcon.. if you want a 060.
>
> If you can propose me a list of 100 persons ready to buy a CTTT, ok...
>

The falcon is more special, and surely that's why.. It's a shame the TT's
are going to go to waste considering they're faster to start with. Easier
to find a good functional video card too. I think everybody understands
Rodolphe, but I was told by my old roomate that such a proposition was
made long ago and the number of required people were there, but you
decided for whatever reason not to do the project.

Thanks,
Mark

3030. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 17:37:57 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.27.17.37.57.564206@nosspamatari-source.com>
Source record: 12206

On Wed, 27 Jul 2005 15:00:43 +0000, SWE wrote:

>
>
> xlator@cix.compulink.co.uk wrote:
>
>> I thinks it's more than that - certainly I use mine daily and I
>> know other club members who do the same (one of them bought a
>> CT60). In my case I was tempted, but didn't want to recase my
>> Falcon or hang on an external PS. It's so nice and compact at
>> present, even with an internal 6.4 GB drive!
>
> Yes, i also like original case, it is nice and compact. U dont
> need to recase it and external psu is not that bad, if u buy 15cm
> extension cable and mount it on rear side and ct60. In that case u
> can connect external PSU same way as we did with 520ST or Amiga,
> c64 etc.. On back of the Falcon, there is only "PSU jack". I did
> that with MKX case, which is not much bigger as original case
> anyway..
>

Not to mention tiny ITX PSU's are quite cheap now and could probably be
made to fit within the Falcon. I'm sure it's been done. The CT60 was
designed to fit in the standard falcon case still. It's the PSU that
needs to be taken care of.

Thanks,
Mark

3031. Re: burn CD with yamaha CDRW scsi 16x on falcon ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 18:02:10 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.27.18.02.09.887662@charter.net>
Source record: 12207

On Wed, 27 Jul 2005 17:58:17 +0200, jean-marc.maucotel wrote:

> what kind of soft can i use ? French or english....
> Thanks

A good place to start is here:

http://www.anodynesoftware.com/

ExtenDos Gold and CD Writer Suite.

I use the writer software with my Mega ST and a CDRW.

I've not had a chance to test it on my CT60 equipped Falcon yet, but it
works stock there just fine as well.

--
_/_/_/

3032. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 19:20:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e7de5d$0$6474$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12208

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2005.07.27.17.37.57.564206@nosspamatari-source.com...
> On Wed, 27 Jul 2005 15:00:43 +0000, SWE wrote:
>
>>
>>
>> xlator@cix.compulink.co.uk wrote:
>>
>>> I thinks it's more than that - certainly I use mine daily and I
>>> know other club members who do the same (one of them bought a
>>> CT60). In my case I was tempted, but didn't want to recase my
>>> Falcon or hang on an external PS. It's so nice and compact at
>>> present, even with an internal 6.4 GB drive!
>>
>> Yes, i also like original case, it is nice and compact. U dont
>> need to recase it and external psu is not that bad, if u buy 15cm
>> extension cable and mount it on rear side and ct60. In that case u
>> can connect external PSU same way as we did with 520ST or Amiga,
>> c64 etc.. On back of the Falcon, there is only "PSU jack". I did
>> that with MKX case, which is not much bigger as original case
>> anyway..
>>
>
> Not to mention tiny ITX PSU's are quite cheap now and could probably be
> made to fit within the Falcon. I'm sure it's been done. The CT60 was
> designed to fit in the standard falcon case still. It's the PSU that
> needs to be taken care of.
>
> Thanks,
> Mark
>
>

CT60 didn't fit in a normal falcon case, thats why you need ctex ;-)
I'd like to fit in a internal PSU also, its just finding the time to mess
about with it all really :-(

Chris

3033. Re: pmdoom 0.44

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 20:08:32 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.27.20.08.32.902451@caramail-NOSPAM.com>
Source record: 12209

Le Wed, 27 Jul 2005 16:55:03 +0200, Patrice Mandin a ï¿œcritï¿œ:

> Le Mon, 25 Jul 2005 07:33:27 -0700, GokMasE a ï¿œcritï¿œ:
>
>> and when the prg crashes upon exiting the palette is not restored.
>
> I see also prg crashing on exit. It happens with xbios video driver in 8
> bits mode. Using '-bpp 16' works. Also I need to know if it happened with
> previous versions (0.43 and before). Can you check it does not happen with
> gem video driver under MiNT + GEM ?

Well, I tested all versions from 0.40, and all had the same bug. And I
found the cause in SDL, so you can stop testing, and wait for 0.45.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3034. Re: CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-27 23:59:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006197d@fmlynet.org>
Source record: 12211

FamilyNet Newsgate

> From: Mark D <mducksub@nosspamatari-source.com>

> On Wed, 27 Jul 2005 18:16:21 +0200, Rodolphe Czuba wrote:

>> AS I already told, I already request to people about a such CTTT and I get
>> only 30 responses !
>>
>> I will never engage a design for 30 sold !! And all the TOS must be patched
>> like on falcon it was done !!
>>
>> Sorry...forget...buy a falcon.. if you want a 060.
>>
>> If you can propose me a list of 100 persons ready to buy a CTTT, ok...
>>

> The falcon is more special, and surely that's why.. It's a shame the TT's
> are going to go to waste considering they're faster to start with. Easier
> to find a good functional video card too. I think everybody understands
> Rodolphe, but I was told by my old roomate that such a proposition was
> made long ago and the number of required people were there, but you
> decided for whatever reason not to do the project.

> Thanks,
> Mark

I remember that. Anyway, apparently there was a fork in the road and he
had to dedicate energy to the TT or the Falcon. Personally I always
thought the Falcon users and TT users were about even. More maybe TT users
became Hades and Milan users?

Well, question is, you have a upgrade that will work with the Atari
motherboard, an '030 setup, and apparently TOS 4.06. Rather than
splitting effort to make two seperate upgrades, what would it take to have
the TT emulate what this environment is working with?

In other words, what does the CT60 look for... you say the it is hacked for
the Falcon TOS. What exactly does the CT60 work with in that TOS and with
the Falcon setup that is different from the TT?

How much of the TT is similiar to the Falcon?

In the case of the CT60.... how much of the original computer board is
actually used once the CT60 (or CT63) is working as it should?

Just humor me (and the other 30 TT users wondering this) for a few minutes.
:)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3035. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 05:34:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200507280734.a10901@b.maus.de>
Source record: 12212

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> >> I loathe everything about them.
> >
> > Then you loathe 80 % of all PC-user...
>
> Please don't attempt to put words in my mouth

It's not necessary to put something in your mouth - I deduce only what
you write...

> Most of them are just misinformed, or lack a comprehensive education,
> as far as computing goes...

Aha, you don't loathe them but you think they're idiots... OK!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3036. Re: CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 12:05:05 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42e8c9ef$0$9033$626a14ce@news.free.fr>
Source record: 12214

Greg Goodwin wrote:
> FamilyNet Newsgate
>
>> From: Mark D <mducksub@nosspamatari-source.com>
>
>> On Wed, 27 Jul 2005 18:16:21 +0200, Rodolphe Czuba wrote:
>
>>> AS I already told, I already request to people about a such CTTT
>>> and I get only 30 responses !
>>>
>>> I will never engage a design for 30 sold !! And all the TOS must be
>>> patched like on falcon it was done !!
>>>
>>> Sorry...forget...buy a falcon.. if you want a 060.
>>>
>>> If you can propose me a list of 100 persons ready to buy a CTTT,
>>> ok...
>>>
>
>> The falcon is more special, and surely that's why.. It's a shame
>> the TT's are going to go to waste considering they're faster to
>> start with. Easier to find a good functional video card too. I
>> think everybody understands Rodolphe, but I was told by my old
>> roomate that such a proposition was made long ago and the number of
>> required people were there, but you decided for whatever reason not
>> to do the project.
>
>> Thanks,
>> Mark
>
> I remember that. Anyway, apparently there was a fork in the road
> and he had to dedicate energy to the TT or the Falcon.
> Personally I always thought the Falcon users and TT users were
> about even. More maybe TT users became Hades and Milan users?

You are wrong about the fact that I may have be able to developp CTTT !
I never get more than 30 pre-orders on CTTT !!
If somebody can get 100 pre-order, it's ok for me !!
Hey, try ! move ! do announcments on NG and atari.org and anywhere
else...and you will see...

I have now no more time to try a second time to convince people on TT.
For me TT is really dead because it has no demo/game scene support, what is
one of the last support on Falcon !!

> Well, question is, you have a upgrade that will work with the Atari
> motherboard, an '030 setup, and apparently TOS 4.06. Rather than
> splitting effort to make two seperate upgrades, what would it take
> to have the TT emulate what this environment is working with?

4.06 ??

The CT60 use a patched 4.04 !
It took 1 year to Didier to patch all things into the TOS to get rthe result you can see this day : all integrated into the flash : no drivers to install, no FPU library to install... a great work !! really so better than what was on Afterburner (bad software installation and distribution !!)

> In other words, what does the CT60 look for... you say the it is
> hacked for the Falcon TOS. What exactly does the CT60 work with
> in that TOS and with the Falcon setup that is different from the
> TT?

> How much of the TT is similiar to the Falcon?

Hey the hardware of the TT and falcon is 80% different...
All the BIOS/XBIOS is different !
So, it is a necessity I think to start from TOS 3.06 and patch it ...it will take 1 year too ???
Too long !
Didier has no time and I understand he want to do somethings else... more interesting ;-)

Maybe it is possible to patch without the AES & GEM part and add the GEM/AES part of the Falcon TOS....but is is very complex to do...
So it is better to not dream...

> In the case of the CT60.... how much of the original computer
> board is actually used once the CT60 (or CT63) is working as it
> should?

The CT60 may be able to run without the motherboard if the TOS into the flash is patched again : a BUS ERROR special root should be added to return from all the BUS ERROR we may receive if the 060 try to access where there is no more hardware : I have to generate this BUS ERROR for all Falcon / TT addresses...and so it is possible to run CT alone.
But no VIDEO, NO KEYBOARD, NO HDD, NO SOUND !

It is why I may need to develop a PCI interface and add the EtherNAT card on the CT !

Regards

> Just humor me (and the other 30 TT users wondering this) for a few
> minutes. :)
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

3037. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 12:07:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.28.12.07.21.963208@charter.net>
Source record: 12213

On Thu, 28 Jul 2005 07:34:00 +0200, Fidel-Sebastian Hunrichse-Lara wrote:

> Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:
>
>> >> I loathe everything about them.
>> >
>> > Then you loathe 80 % of all PC-user...
>>
>> Please don't attempt to put words in my mouth
>
> It's not necessary to put something in your mouth - I deduce only what
> you write...
>
>> Most of them are just misinformed, or lack a comprehensive education,
>> as far as computing goes...
>
> Aha, you don't loathe them but you think they're idiots... OK!
>
> Saluti-gerulus

<Filter mode applied - effective NOW>

--
_/_/_/

3038. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 12:08:24 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42e93c523ce2450@adelphia.net>
Source record: 12247

Chris,
Hi!!! If you need help I can e-mail the files I have so that you can
get your FTPSERV setup on the Falcon. I have my Falcon able to access
my MAC through my ROUTER. Very fast at about 100 KB/sec average. Just let
me know if you wish me to e-mail those files and information.

Thanks,
Carey C

3039. Re: CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 12:46:27 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122554787.088129.189370@o13g2000cwo.googlegroups.com>
Source record: 12215

>In the case of the CT60.... how much of the original computer board is actually used once the CT60 (or CT63) is working as it should?

Virtually everything except the CPU.

Coda.

3040. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 13:27:12 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42e8dd30$0$26418$626a14ce@news.free.fr>
Source record: 12216

CT60 fit into the original case and you do not need CTEX for that !!!

The first CT60 have a big fan than cannot be put under the keyboard, but if you use a bit you brain, you will find a way to put the heatsink differently and be able to close the case ! I saw many people that put CT60 into the original case !! One way is just to find a smaller fan and put it near the heatsink.

SO, PLEASE STOP to spread BAD INFOS !!!

Now the CT63 is furnished with a very thin heatsink+fan bloc (have a look on my web pages !!)

exxos wrote:
> "Mark D" <mducksub@nosspamatari-source.com> wrote in message
> news:pan.2005.07.27.17.37.57.564206@nosspamatari-source.com...
>> On Wed, 27 Jul 2005 15:00:43 +0000, SWE wrote:
>>
>>>
>>>
>>> xlator@cix.compulink.co.uk wrote:
>>>
>>>> I thinks it's more than that - certainly I use mine daily and I
>>>> know other club members who do the same (one of them bought a
>>>> CT60). In my case I was tempted, but didn't want to recase my
>>>> Falcon or hang on an external PS. It's so nice and compact at
>>>> present, even with an internal 6.4 GB drive!
>>>
>>> Yes, i also like original case, it is nice and compact. U dont
>>> need to recase it and external psu is not that bad, if u buy 15cm
>>> extension cable and mount it on rear side and ct60. In that case u
>>> can connect external PSU same way as we did with 520ST or Amiga,
>>> c64 etc.. On back of the Falcon, there is only "PSU jack". I did
>>> that with MKX case, which is not much bigger as original case
>>> anyway..
>>>
>>
>> Not to mention tiny ITX PSU's are quite cheap now and could probably
>> be made to fit within the Falcon. I'm sure it's been done. The
>> CT60 was designed to fit in the standard falcon case still. It's
>> the PSU that needs to be taken care of.
>>
>> Thanks,
>> Mark
>>

>>
>
> CT60 didn't fit in a normal falcon case, thats why you need ctex ;-)
> I'd like to fit in a internal PSU also, its just finding the time to
> mess about with it all really :-(
>
> Chris

3041. Re: CT63 : an other run ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 13:58:14 UTC
From: SWE <jvalant@atari.org>
Message-ID: <Wv5Ge.590$cE1.142003@news.siol.net>
Source record: 12217

Greg Goodwin wrote:

> In the case of the CT60.... how much of the original computer board is
> actually used once the CT60 (or CT63) is working as it should?
>
> Just humor me (and the other 30 TT users wondering this) for a few minutes.

All except 030. Videl still generate GFX, STRam is sill video RAM, DMA is used as before, I/O is used as before, sound system, DSP as well.. CT60 provide just faster CPU and Fast RAM. Also it can provide bus/stram acceleration, but that doesn't change anything functionality wise. CT60 falcon is basicaly same as 030 falcon.

Janez

3042. SCSI falcon problem

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 13:58:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e8e457$0$6476$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12219

Hi all,

i've got a IDE and SCSI drive connected to my falcon, both work fine
together.

i've copied everything from the IDE to the SCSI drive as I plan to only use
this one

I booted from HD8 form floppy to install just the SCSI drive and its not
working right. Drive C: is drive D: , I get drive C: icon but I can't access
it. The falcon is booting from the SCSI drive though I can't seem to get it
to configure correctly.

on booting the IDE detecting bit comes up IDE 00.00 then a row of funny
squiggles, it does that in HD8 config also, the IDE drive is now unpluged so
it shouldn't be detecting or using that drive.

Could the SCSI drive being screwing up the IDE in anyway ? will keep trying
though its getting annoying now :-(

Chris

3043. Re: burn CD with yamaha CDRW scsi 16x on falcon ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 14:04:06 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <42e8e49f$0$7116$636a15ce@news.free.fr>
Source record: 12218

You can use the free software Cdrtools.
It's only a beta version but if you read the french tutorial you can use it.

fr.comp.sys.atari:
Cdrtools-1.10 beta (scsi-atari-0.3.c) dispo !

DOCs

"jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr> a crit dans le message
de news: 42e7af1a$0$1254$8fcfb975@news.wanadoo.fr...
> what kind of soft can i use ? French or english....
> Thanks
>
>

3044. CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 14:16:30 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e8e888$0$6483$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12220

Hi all,

While messing with booting of my falcon, if I hold down ALT during boot to skip HD booting, the SDRAM test speed halves ?

Chris

3045. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 14:48:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122562111.647856.47010@o13g2000cwo.googlegroups.com>
Source record: 12221

You need to look in the ct60 hypertext document.

Coda.

3046. Re: SCSI falcon problem

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 14:56:08 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122562568.498883.162880@g49g2000cwa.googlegroups.com>
Source record: 12222

Shouldnt be. The IDE in the Falcon is problematic at times. I was
getting the IDE 0:1 drive detected as a load of
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬ chars when using a particular 80pin
cable. When I use a 40pin single connector cable, or a double with a
CDRW plugged in, its OK.

If you are getting drive assignments that you dont expect you can force
the drive letter inside hddriver to be what you want on each drive.

3047. Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 15:23:44 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e8f83b$0$6475$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12223

Hi all,

Yet again trying to get my falcon to PC netowork to work again....

This is what I get with FTPSERV below...

Network must be working since its trying to logon, I have the passwords set
to "*" so anything should login, though this is the problem I keep having,
started from total scratch and hit the same problem :-(

Chris

Connecting to 192.168.255.2:21

Connected to 192.168.255.2:21, Waiting for Server Response

220 ATARI FTP-Server version 1.09 ready at Tue Jul 26 21:47:46 2005

Host type (1): Automatic detect

USER anonymous

331 Enter PASS command

PASS (hidden)

550 Permission denied

3048. The end ot the road for atari?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 15:46:35 UTC
From: "make.fsnet" <mail@make.fsnet.co.uk>
Message-ID: <1122565595.544695.289050@g47g2000cwa.googlegroups.com>
Source record: 12224

well, my atari st anyway, i'm having to sell it. if anyone wants it you
can find it on ebay co uk with the item number: 5222003002

i'm only mailing it to uk residents i'm affraid.

cheers, S

3049. Re: Looking for two ST programs

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 17:23:58 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42e93eea3ee9340@adelphia.net>
Source record: 12248

Hello Chris,
I may have this BALL one your talking about for the ST. Does it
have kind of a moving ATARI floor so to speak at the bottom of the screen??
it was also in 3D and had mirror like affects on the ball itself and the
floor had shadows of the 3D ball moving forward (at you) on the screen.
Actually a very good little demo. If I can find it agian on my 4 GB HD and
or my 1 GB HD that is hooked to my 1040 STFM. I can pull them onto a floppy
and send it right over if you wish. The other one I seem to remember that
one as well but I do not have that one. If you get it I would love to have
that one to my collection. Let me know!!!

Thanks,
Carey

3050. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 17:39:19 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42e91859$0$8457$626a14ce@news.free.fr>
Source record: 12225

I can be fixed !!
It is an SDMA clock stability problem !

Mark D wrote:
> On Mon, 18 Jul 2005 09:29:35 -0700, Galen wrote:
>
>> Hello,
>>
>> If you are the owner of a CT60, would you kindly post about any SCSI
>> based issues you are having? I'm having a devil of a time with my
>> CDR, and I'm attempting to decide if I should keep spending my
>> evenings trying to figure it out, or just buy an IDE CDRW and the
>> appropriate adapter.
>>
>> Galen
>
> With CT60 and 25MHz bus, the scsi gets errors for me on writes. So I
> only read from scsi devices ;-)
>
> Thanks,
> Mark

3051. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 17:41:19 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42e918bd$0$8328$626a14ce@news.free.fr>
Source record: 12226

I think the CD driver you use is the problem ...it runs too fast with 060 !!
Did you try to remove the FAST RAM flag to allow it to load into ST-RAM
instead od SDRAM ??
It will slow it..and maybe software timings will come back to good values...

What is the CD driver you use ???

If it is the extendos, you should report to the author !! He is a CT60
developer... !
Thanks

Galen wrote:
> kiselo zelje wrote:
>> what is bugging you??
>> I have 7 scsi devices connected to it and working flawelssly...slow,
>> though :)
>> 1.5 to 2 meg throughput...
>> should do for 4x cd r
>>
>
> 7 SCSI?!? You are a high priest of SCSI voodoo! (I thought I was
> impressive for 5 on my stock Falcon!)
>
> Seriously, what I've been running into is the following:
>
> Given HD 8.13 and the following chain: CT60ed Falcon -- 340MB Lacie
> HD -- Panasonic CDR -- external terminator, I had no problem with the
> SCSI bus under the stock motherboard (no solders). After the board
> came back from Rodolphe with solders (and now 25MHz), the HD appears
> to work correctly, but the CDR has the following odd behavior:
>
> 1) refuses to read a CD that it read perfectly two minutes earlier
> "Drive P: is not responding..."
>
> 2) pretends to burn a CD (CDISO gives no errors and reports a
> ready-to-use CD), but the result has directory errors (that is, the CD
> is the correct number of bytes, but folders and files are missing from
> the directory).
>
> 3) adds bursts of static while playing CDs on Aniplayer
>
> I spent much of yesterday copying 8MB ZIP files from place to place
> attempting to find a pattern and ... had no errors whatsoever?!? The
> only thing I can think of that is different is that I rarely have the
> external HD turned on. On my stock Falcon I've long had the habit of

> just turning on the device I intended to use, but perhaps the CT60
> Falcon is more sensitive?
>
> I'll find out over the next few days if my CT60 Falcon has suddenly
> become more cooperative.
>
> Galen

3052. Re: SCSI falcon problem

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 18:06:00 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3ksl48Fvv2q0U1@individual.net>
Source record: 12227

Coda wrote:

> If you are getting drive assignments that you dont expect you can force
> the drive letter inside hddriver to be what you want on each drive.

This is correct, but usually it's better to find out why the behavior is
not as expected.

IDE and SCSI don't influence one another, indeed. I also suspect the
cable to be the problem. I had similar effects when experimenting with
2.5 to 3.5 inch adapters.

--

Dr. Uwe Seimet http://www.seimet.de

3053. Re: SCSI falcon problem

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 18:18:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e9215d$0$6483$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12228

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:3ksl48Fvv2q0U1@individual.net...
> Coda wrote:
>
>> If you are getting drive assignments that you dont expect you can force
>> the drive letter inside hddriver to be what you want on each drive.
>
> This is correct, but usually it's better to find out why the behavior is
> not as expected.
>
> IDE and SCSI don't influence one another, indeed. I also suspect the cable
> to be the problem. I had similar effects when experimenting with 2.5 to
> 3.5 inch adapters.
>
> --

I had that ������������������ problem without the drive pluged in, I
reinstalled HD8 onto floppy and booted from there with no drives pluged in,
setup HD8, installed it on C: again, then turned on the SCSI and installed
on C:..... anyways managed to get it working now on SCSI only :-)

I do think my IDE cable is a bit bad though, its a internal 2.5" IDE, I
think SCSI will be a bit faster... also a 2gig drive not my 540MB IDE ;-)

Cheers,
Chris

> ---
> Dr. Uwe Seimet http://www.seimet.de

3054. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 18:37:44 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20050728203744.a4307@du3.maus.de>
Source record: 12059

>You forget that I sold 330 CT1 and 242 CT2 accelerators before !
>Some people do not need more than CT2 or CT1...

This is an argument. I have three Falcons for example.

The first one is unmodified (and will always be, just for compatibility reasons).
The second one has (of course) a CT60.
The third one has an Afterburner and a NOVA graphics card and I use it on a daily basis as long as there is no acceptable graphics solution for my CT60 falcon.

>I sold CT60 to people that have not a CT2 except 1 or 2 people...
>But how CT1 + CT2 are yet in use..??
>Where are these falcons ? Hey so many people are looking for them...it
>may be good to locate some not used falcon !
>No falcon on ebay....
>Very strange...

I also know a lot of people that still use their Falcons and have more that 1 machine.

So if you assume that there are 6000 Falcons still in use and 1/3 is nearly unmodified, 1/3 is already equipped with a decent accelerator there is 1/3 (or 2000) potential CT60/63 buyers. This means that Rodolphe already has reached more than 10% of them. That is quite a good rate I think.

Do you agree?

Regards,

Frank

3055. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 19:41:35 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <9YydnVqA5tZtqXTfRVnyig@eclipse.net.uk>
Source record: 12229

"exxos" <exxos@home.co.uk> wrote in message
news:42e8f83b$0$6475$cc9e4d1f@news-text.dial.pipex.com...
> Hi all,
>
> Yet again trying to get my falcon to PC netowork to work again....
>
> This is what I get with FTPSERV below...
>
> Network must be working since its trying to logon, I have the passwords
set
> to "*" so anything should login, though this is the problem I keep having,
> started from total scratch and hit the same problem :-(
>
> Chris
>

Its been a while but don't you have to tell it to tranlate the passwords
before use...
Have you run "GENERATE PASSWORDS"

>
>
> Connecting to 192.168.255.2:21
>
> Connected to 192.168.255.2:21, Waiting for Server Response
>
> 220 ATARI FTP-Server version 1.09 ready at Tue Jul 26 21:47:46 2005
>
> Host type (1): Automatic detect
>
> USER anonymous
>
> 331 Enter PASS command
>
> PASS (hidden)
>
> 550 Permission denied
>
>
>
>
>
>

3056. Re: SCSI falcon problem

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 20:05:54 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122581153.882512.131470@f14g2000cwb.googlegroups.com>
Source record: 12230

I use a 10gb 3.5" drive on a 2.5->3.5 converter cos I had both lying around. You can pick up 2.5" 20gb drives pretty cheap now though, but its difficult to use all that space if your not running MiNT (and even if you are, I suppose ;-))

3057. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 21:06:59 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e948a6$0$6467$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12231

"David Wade" <g8mqw@yahoo.com> wrote in message
news:9YydnVqA5tZtqXTfRVnyig@eclipse.net.uk...
> "exxos" <exxos@home.co.uk> wrote in message
> news:42e8f83b$0$6475$cc9e4d1f@news-text.dial.pipex.com...
>> Hi all,
>>
>> Yet again trying to get my falcon to PC netowork to work again....
>>
>> This is what I get with FTPSERV below...
>>
>> Network must be working since its trying to logon, I have the passwords
> set
>> to "*" so anything should login, though this is the problem I keep
>> having,
>> started from total scratch and hit the same problem :-(
>>
>> Chris
>>
>
> Its been a while but don't you have to tell it to tranlate the passwords
> before use...
> Have you run "GENERATE PASSWORDS"
>

yeah, but thats all it does is genereate passwords, rather long ones at
that.... setting the password to " * " means they are ignored, I even tried
using the example users file and logging on with the ones in that, still no
luck. pass word or not it just gets stuck the same.

Its like the TCP protocol gets as far as to logon and gets stuck on
passwords..... I've tried a few versions of TCP.STX (I think that was what
it was called), still no look. Tried ENEC and ENEC3 STX's also... its just
so simple it can't not work really..... I had it working once when I first
brought EtherNEC, but it don't work anymore, I dontknow why. Even tried a
STFM and a new network card.... seems to be some problem in the software
somehow..... *shrugs*

Chrsi

>>
>>
>> Connecting to 192.168.255.2:21
>>
>> Connected to 192.168.255.2:21, Waiting for Server Response
>>

```
>> 220 ATARI FTP-Server version 1.09 ready at Tue Jul 26 21:47:46 2005
>>
>> Host type (1): Automatic detect
>>
>> USER anonymous
>>
>> 331 Enter PASS command
>>
>> PASS (hidden)
>>
>> 550 Permission denied
>>
>>
>>
>>
>>
>>
>
>
```

3058. Re: SCSI falcon problem

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 21:08:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e948f4$0$6476$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12232

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122581153.882512.131470@f14g2000cwb.googlegroups.com...
>I use a 10gb 3.5" drive on a 2.5->3.5 converter cos I had both lying
> around. You can pick up 2.5" 20gb drives pretty cheap now though, but
> its difficult to use all that space if your not running MiNT (and even
> if you are, I suppose ;-))
>

yeah my 540MB is about full, took me hmm, about 15 years to fill it :)) not
sure how long it will take me to fill a 2gig drive ;-)

Chrsi

3059. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 21:09:13 UTC
From: john.smith@macrosft.com
Message-ID: <dcbhhe$r0c$2@garrison.globalnet.hr>
Source record: 12233

i had that message too :)))

I use PC as ftp server and atari as client - there are far better atari clients than servers ;)

have fun

On 28 Jul 2005 16:23:44 , "exxos" wrote:
>Hi all,
>
>Yet again trying to get my falcon to PC netowork to work again....
>
>This is what I get with FTPSERV below...
>
>Network must be working since its trying to logon, I have the passwords set
>to "*" so anything should login, though this is the problem I keep having,
>started from total scratch and hit the same problem :-(
>
>Chris
>
>
>
>Connecting to 192.168.255.2:21
>
>Connected to 192.168.255.2:21, Waiting for Server Response
>
>220 ATARI FTP-Server version 1.09 ready at Tue Jul 26 21:47:46 2005
>
>Host type (1): Automatic detect
>
>USER anonymous
>
>331 Enter PASS command
>
>PASS (hidden)
>
>550 Permission denied
>
>
>
>
>
>
>
>.

```
-------------------------------------------------------------------------
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60
-------------------------------------------------------------------------
```

3060. Re: SCSI falcon problem

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 21:12:49 UTC
From: john.smith@macrosft.com
Message-ID: <dcbho9$r0c$3@garrison.globalnet.hr>
Source record: 12234

that shouldn't bother any of them...check nvram hard disk boot sequence settings - boot from ide or boot fro scsi...
make sure your C: is not greater than 32 Mb, should help...
;)

On 28 Jul 2005 14:58:33 , "exxos" wrote:
>Hi all,
>
>i've got a IDE and SCSI drive connected to my falcon, both work fine
>together.
>
>i've copied everything from the IDE to the SCSI drive as I plan to only use
>this one
>
>I booted from HD8 form floppy to install just the SCSI drive and its not
>working right. Drive C: is drive D: , I get drive C: icon but I can't access
>it. The falcon is booting from the SCSI drive though I can't seem to get it
>to configure correctly.
>
>on booting the IDE detecting bit comes up IDE 00.00 then a row of funny
>squiggles, it does that in HD8 config also, the IDE drive is now unpluged so
>it shouldn't be detecting or using that drive.
>
>Could the SCSI drive being screwing up the IDE in anyway ? will keep trying
>though its getting annoying now :-(
>
>Chris
>
>
>
>
>.

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

3061. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 21:35:30 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e94f4f$0$6470$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12235

"kiselo zelje" <john.smith@macrosft.com> wrote in message
news:dcbhhe$r0c$2@garrison.globalnet.hr...
>i had that message too :)))
>
> I use PC as ftp server and atari as client - there are far better atari
> clients than servers ;)
>
> have fun

I take it you didnt manage to solve it then :)

what would you recommend for a client ? I have not much idea about setting
up the other way around....

Chris

>
>
>
> On 28 Jul 2005 16:23:44 , "exxos" wrote:
>>Hi all,
>>
>>Yet again trying to get my falcon to PC netowork to work again....
>>
>>This is what I get with FTPSERV below...
>>
>>Network must be working since its trying to logon, I have the passwords
>>set
>>to "*" so anything should login, though this is the problem I keep having,
>>started from total scratch and hit the same problem :-(
>>
>>Chris
>>
>>
>>
>>Connecting to 192.168.255.2:21
>>
>>Connected to 192.168.255.2:21, Waiting for Server Response
>>
>>220 ATARI FTP-Server version 1.09 ready at Tue Jul 26 21:47:46 2005
>>
>>Host type (1): Automatic detect
>>
>>USER anonymous
>>

```
>>331 Enter PASS command
>>
>>PASS (hidden)
>>
>>550 Permission denied
>>
>>
>>
>>
>>
>>
>>.
>
> ---------------------------------------------------------------------------
> proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60
> ---------------------------------------------------------------------------
```

3062. Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 21:39:11 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e9502b$0$6484$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12236

Hi all,

While my fav. ram test progs test fine with my 4MB in my falcon, is there
any ram testers to test the 128MB in the CT60 ?

Cheers,
Chris

3063. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 21:41:50 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122586910.201308.155290@g14g2000cwa.googlegroups.com>
Source record: 12237

Should be able to use anything that can test TT ram. Cant think of any
though.
Maybe you could write one ;-)

Coda

3064. Re: SCSI falcon problem

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 21:48:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3kt251FvrdeuU1@individual.net>
Source record: 12238

kiselo zelje wrote:

> that shouldn't bother any of them...check nvram hard disk boot sequence settings - boot from ide or boot fro scsi...
> make sure your C: is not greater than 32 Mb, should help...

Please note that there is no special size limit for C:, even AHDI will
work with bigger C: partitions. C: may be es big as any other partition,
which means it can be up to 1 GB on the Falcon.

--

Dr. Uwe Seimet http://www.seimet.de

3065. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 21:51:40 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e95316$0$6466$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12239

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122586910.201308.155290@g14g2000cwa.googlegroups.com...
> Should be able to use anything that can test TT ram. Cant think of any
> though.
> Maybe you could write one ;-)
>
> Coda
>

yeah I probably could write one, but never got my CT60 to run more than
5mins without crashing, hence the need for the ram tester..... bit ironic
really ;-)

Chris

3066. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 22:47:31 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <o4qdnQVigcke_XTfRVnygA@eclipse.net.uk>
Source record: 12240

"exxos" <exxos@home.co.uk> wrote in message
news:42e948a6$0$6467$cc9e4d1f@news-text.dial.pipex.com...
>
> "David Wade" <g8mqw@yahoo.com> wrote in message
> news:9YydnVqA5tZtqXTfRVnyig@eclipse.net.uk...
> > "exxos" <exxos@home.co.uk> wrote in message
> > news:42e8f83b$0$6475$cc9e4d1f@news-text.dial.pipex.com...
> >> Hi all,
> >>
> >> Yet again trying to get my falcon to PC netowork to work again....
> >>
> >> This is what I get with FTPSERV below...
> >>
> >> Network must be working since its trying to logon, I have the passwords
> > set
> >> to "*" so anything should login, though this is the problem I keep
> >> having,
> >> started from total scratch and hit the same problem :-(
> >>
> >> Chris
> >>
> >
> > Its been a while but don't you have to tell it to tranlate the passwords
> > before use...
> > Have you run "GENERATE PASSWORDS"
> >
>
> yeah, but thats all it does is genereate passwords, rather long ones at
> that.... setting the password to " * " means they are ignored, I even
tried
> using the example users file and logging on with the ones in that, still
no
> luck. pass word or not it just gets stuck the same.

No it doesn't, what it does is to turn the passwords to "hash values". After running "generate passwords" you still enter the original password not the hash value in the file. If you don't do "generate passwords" you won't get on. It works fine for me provided I do this.

>
> Its like the TCP protocol gets as far as to logon and gets stuck on
> passwords..... I've tried a few versions of TCP.STX (I think that was
what
> it was called), still no look. Tried ENEC and ENEC3 STX's also... its just
> so simple it can't not work really..... I had it working once when I

first
> brought EtherNEC, but it don't work anymore, I dontknow why. Even tried a
> STFM and a new network card.... seems to be some problem in the software
> somehow..... *shrugs*
>
> Chrsi
>
>
>
>
>
>
>
> >>
> >>
> >> Connecting to 192.168.255.2:21
> >>
> >> Connected to 192.168.255.2:21, Waiting for Server Response
> >>
> >> 220 ATARI FTP-Server version 1.09 ready at Tue Jul 26 21:47:46 2005
> >>
> >> Host type (1): Automatic detect
> >>
> >> USER anonymous
> >>
> >> 331 Enter PASS command
> >>
> >> PASS (hidden)
> >>
> >> 550 Permission denied
> >>
> >>
> >>
> >>
> >>
> >>
> >>
> >
> >
>
>

3067. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 22:59:41 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e96337$0$6475$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12241

```
"David Wade" <g8mqw@yahoo.com> wrote in message
news:o4qdnQVigcke_XTfRVnygA@eclipse.net.uk...
> "exxos" <exxos@home.co.uk> wrote in message
> news:42e948a6$0$6467$cc9e4d1f@news-text.dial.pipex.com...
>>
>> "David Wade" <g8mqw@yahoo.com> wrote in message
>> news:9YydnVqA5tZtqXTfRVnyig@eclipse.net.uk...
>> > "exxos" <exxos@home.co.uk> wrote in message
>> > news:42e8f83b$0$6475$cc9e4d1f@news-text.dial.pipex.com...
>> >> Hi all,
>> >>
>> >> Yet again trying to get my falcon to PC netowork to work again....
>> >>
>> >> This is what I get with FTPSERV below...
>> >>
>> >> Network must be working since its trying to logon, I have the
>> >> passwords
>> > set
>> >> to "*" so anything should login, though this is the problem I keep
>> >> having,
>> >> started from total scratch and hit the same problem :-(
>> >>
>> >> Chris
>> >>
>> >
>> > Its been a while but don't you have to tell it to tranlate the
>> > passwords
>> > before use...
>> > Have you run "GENERATE PASSWORDS"
>> >
>>
>> yeah, but thats all it does is genereate passwords, rather long ones at
>> that.... setting the password to " * " means they are ignored, I even
> tried
>> using the example users file and logging on with the ones in that, still
> no
>> luck. pass word or not it just gets stuck the same.
>
> No it doesn't, what it does is to turn the passwords to "hash values".
> After
> running "generate passwords" you still enter the original password not the
> hash value in the file. If you don't do "generate passwords" you won't get
> on. It works fine for me provided I do this.
```

nope!

if you have a userfile such as....

name password c:\ 1 d:\ 7

and generate passwords...

name 348th348t9ph34p89htq34tpp234h34hqr9w c:\ 1 d:\ 7

like I said not typing in that lot for a password! the option is practically useless really.

Chris

3068. Re: Last & complete (?) CT60/63 statistics

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 23:33:38 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e96b24$0$6470$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12242

"Rodolphe Czuba" <rodolphe.BeurkSPAM.czuba@free.fr> wrote in message
news:42e8dd30$0$26418$626a14ce@news.free.fr...
> CT60 fit into the original case and you do not need CTEX for that !!!
>
> The first CT60 have a big fan than cannot be put under the keyboard, but
> if you use a bit you brain, you will find a way to put the heatsink
> differently and be able to close the case ! I saw many people that put
> CT60 into the original case !! One way is just to find a smaller fan and
> put it near the heatsink.
>
> SO, PLEASE STOP to spread BAD INFOS !!!
>
> Now the CT63 is furnished with a very thin heatsink+fan bloc (have a look
> on my web pages !!)
>
>

As the CT60 came it does not fit in the case, if you remove ran then maybe
it will fit. maybe if you fit alternative heatinks also, you your self said
not to try to remove the heatinks as of risk to the CPU!!!!!!!!!

So as as said it does not fit, it is not bad infos, you talk about
modifications to CT60, hence you only need modifications since IT DOES NOT
FIT!!!!!!

Chris

>
>
> exxos wrote:
>> "Mark D" <mducksub@nosspamatari-source.com> wrote in message
>> news:pan.2005.07.27.17.37.57.564206@nosspamatari-source.com...
>>> On Wed, 27 Jul 2005 15:00:43 +0000, SWE wrote:
>>>
>>>>
>>>>
>>>> xlator@cix.compulink.co.uk wrote:
>>>>
>>>> I thinks it's more than that - certainly I use mine daily and I
>>>> know other club members who do the same (one of them bought a
>>>> CT60). In my case I was tempted, but didn't want to recase my
>>>> Falcon or hang on an external PS. It's so nice and compact at
>>>> present, even with an internal 6.4 GB drive!
>>>>
>>>> Yes, i also like original case, it is nice and compact. U dont

>>>> need to recase it and external psu is not that bad, if u buy 15cm
>>>> extension cable and mount it on rear side and ct60. In that case u
>>>> can connect external PSU same way as we did with 520ST or Amiga,
>>>> c64 etc.. On back of the Falcon, there is only "PSU jack". I did
>>>> that with MKX case, which is not much bigger as original case
>>>> anyway..
>>>>
>>>
>>> Not to mention tiny ITX PSU's are quite cheap now and could probably
>>> be made to fit within the Falcon. I'm sure it's been done. The
>>> CT60 was designed to fit in the standard falcon case still. It's
>>> the PSU that needs to be taken care of.
>>>
>>> Thanks,
>>> Mark
>>>
>>>
>>
>> CT60 didn't fit in a normal falcon case, thats why you need ctex ;-)
>> I'd like to fit in a internal PSU also, its just finding the time to
>> mess about with it all really :-(
>>
>> Chris
>
>

3069. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 23:50:06 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e96efc$0$6467$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12243

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122562111.647856.47010@o13g2000cwo.googlegroups.com...
> You need to look in the ct60 hypertext document.
>
> Coda.
>

why hypertext ?? I tried that site which had the online converter and it
seems to have gone :-\

was just something I noticed and wondered about!
Chris

3070. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-28 23:59:28 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e9712c$0$6466$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12244

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122562111.647856.47010@o13g2000cwo.googlegroups.com...
> You need to look in the ct60 hypertext document.
>
> Coda.
>

where is the document exactly anyhows, never seen anything on such things,
looking around czuba tech and lots of hardware infos but I assume you mean
instructions ?

Chris

3071. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 00:32:05 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e978ca$0$6468$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12245

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122562111.647856.47010@o13g2000cwo.googlegroups.com...
> You need to look in the ct60 hypertext document.
>
> Coda.
>

dun matter found um hidden away in the software package!

it says hold some keys down before the logo to enter a diagnostics mode,
which sounds fun... if it would actually come up ?!

3072. Looking for two ST programs

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 00:43:58 UTC
From: Chris <thisisjustadummy@dummy.com>
Message-ID: <dcbu3e$n4b$1@lnx107.hrz.tu-darmstadt.de>
Source record: 12246

Hello everyone,

I am looking for two ST programs that I know neither the names of nor where to get them.

The first one is an Omikron basic program that creates and rotates a 3d ball, that is, a wireframe model of a ball. The person who showed me this back in the 80s told me he wrote it himself, but later other people told me this was a demo that came with Omikron basic. I don't know which is true but if you can help me getting this program I'd be very glad.

The second one is a (stand-alone) demo I only remember vaguely. It is a kind of programmed movie sequence of a miniture flight into the interior of a computer. Does this ring any bells with anyone?

Thanks in advance for any help,

Chris

3073. AD: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 05:23:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507282218440.20285-100000@onyx.spiritone.com>
Source record: 12149
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off Games / Software, Hardware & Books for Classic Atari 8 Bit and
Atari ST Computer lines plus Jaguar Consoles and Games! And if your a
Regular Customer, Reward yourself with another 10% off.A Whopping 30% off!
Some items I have only One, Two or Too Few of! Some I have Lots of! Got
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm My New Atari's for Sale!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3074. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 08:13:45 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122624825.605222.129920@g44g2000cwa.googlegroups.com>
Source record: 12150

Timing is important. Press the required keys during the boot picture,
when it gets to the Atari logo its too late.

Coda.

3075. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 08:16:41 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122625000.996336.140630@f14g2000cwb.googlegroups.com>
Source record: 12151

```
Write it in 030 mode ;-)
```

3076. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 09:03:45 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e9f0cf$0$6484$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12152

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122624825.605222.129920@g44g2000cwa.googlegroups.com...
> Timing is important. Press the required keys during the boot picture,
> when it gets to the Atari logo its too late.
>
> Coda.
>

Treid about 300 times, just dont do anything :-(

Chris

3077. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 09:06:24 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42e9f16e$0$6475$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12153

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:42e93c523ce2450@adelphia.net...
> Chris,
> Hi!!! If you need help I can e-mail the files I have so that you can
> get your FTPSERV setup on the Falcon. I have my Falcon able to access
> my MAC through my ROUTER. Very fast at about 100 KB/sec average. Just
> let
> me know if you wish me to e-mail those files and information.
>
> Thanks,
> Carey C

Hi,

That would be great!!

Could you mail all that is needed, IE with sting folder aswell ?

you can get me at

exxos_uk (AT) yahoo DOT co DOT uk

thanks!
chris

3078. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 10:20:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122632453.252959.33540@g14g2000cwa.googlegroups.com>
Source record: 12154

Maybe theres something wrong with your keyboard?

3079. Re: burn CD with yamaha CDRW scsi 16x on falcon ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 10:37:08 UTC
From: "jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr>
Message-ID: <42ea06da$0$25021$8fcfb975@news.wanadoo.fr>
Source record: 12155

Where can I find It ? Please.
Thanks

"DOCs" <docs(croustibat)ifrance.com> a crit dans le message de news:
42e8e49f$0$7116$636a15ce@news.free.fr...
> You can use the free software Cdrtools.
> It's only a beta version but if you read the french tutorial you can use
> it.
>
> fr.comp.sys.atari:
> Cdrtools-1.10 beta (scsi-atari-0.3.c) dispo !
>
> DOCs
>
>
> "jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr> a crit dans le
> message
> de news: 42e7af1a$0$1254$8fcfb975@news.wanadoo.fr...
>> what kind of soft can i use ? French or english....
>> Thanks
>>
>>
>
>
>
>

3080. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 10:47:48 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ea091c$0$6468$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12156

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122632453.252959.33540@g14g2000cwa.googlegroups.com...
> Maybe theres something wrong with your keyboard?
>

holding down both shifts skips SDRAM

ALT-C opens up a new drive window for C:

CTRL-D changes the screen to drive D:

all keys working fine me thinks.

booting without SDRAM changes things a bit, instead of getting a crash
screen the screen just goes black and either locks up and/or resets.

I've got CTCM comming so I can have a play with that, though im getting
tired of trying to get the thing to work :-(

3081. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 11:07:36 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122635256.456298.252820@z14g2000cwz.googlegroups.com>
Source record: 12157

Whats the RAM stick thats in it, and have you tried others?

3082. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 11:26:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ea1221$0$6470$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12158

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122635256.456298.252820@z14g2000cwz.googlegroups.com...
> Whats the RAM stick thats in it, and have you tried others?
>

I've tried 3 or 4, 133mhz CL2 128MB Crucial the one which is in now.

a while ago I sent my falcon with CT60 to rodolphe for testing, he sent it back saying theres nothing wrong with it, the only thing I didnt send was the hard drive, thats why I've trying moving things to SCSI, its the only thing I can do really. The only other thing would be to scope out all the necessay PSU,data,address lines etc and see if I can spot anything amiss between 030 and CT60 mode, its rather time consuming though probably just be easier to take the thing out and forget out it. I could send it back to rodolphe though I really can't see the point.

the diagnostics sounds interesting, though like I say that don't work either :-(

3083. [GAME] pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 11:30:26 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.29.11.30.26.636922@caramail-NOSPAM.com>
Source record: 12159

Hello,

This 0.45 release has only SDL bugfixes, not much change on Doom side.
However, I added memory left on ST-ram, because with 4MB ram, the game may
not have enough memory for video or audio buffers.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3084. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 11:48:27 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122637707.112215.231740@g49g2000cwa.googlegroups.com>
Source record: 12160

I dont think the diagnostics are gonna help you.

Thought... put a multimeter on the PSU lines and see if the voltages
are in tolerance (esp 3.3v).

Thought 2. Are you running NVDI at all?

3085. Re: burn CD with yamaha CDRW scsi 16x on falcon ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 11:51:28 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122637888.231231.166710@g14g2000cwa.googlegroups.com>
Source record: 12162

There are some cd softs here, dont know exactly how uptodate they are:

ftp://ftp.lip6.fr/pub/atari/CD-rom/Drivers/

3086. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 11:51:54 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42ea1858$0$24318$626a14ce@news.free.fr>
Source record: 12161

And you never took 5 others minutes to do a packet and send me the CT60
!???
That's a bit pity really ;-)

exxos wrote:
> "Coda" <smeg_007@hotmail.com> wrote in message
> news:1122586910.201308.155290@g14g2000cwa.googlegroups.com...
>> Should be able to use anything that can test TT ram. Cant think of
>> any though.
>> Maybe you could write one ;-)
>>
>> Coda
>>
>
>
> yeah I probably could write one, but never got my CT60 to run more
> than 5mins without crashing, hence the need for the ram tester..... bit
> ironic really ;-)
>
> Chris

3087. Re: burn CD with yamaha CDRW scsi 16x on falcon ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 11:59:24 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <42ea18e3$0$13505$626a14ce@news.free.fr>
Source record: 12163

http://doyeuxyvan.free.fr/cdrtools-1.10/scsi-atari-0.3.c/CDRECORD.TTP
http://doyeuxyvan.free.fr/cdrtools-1.10/scsi-atari-0.3.c/CDDA2WAV.TTP
http://doyeuxyvan.free.fr/cdrtools-1.10/scsi-atari-0.3.c/MKISOFS.TTP

BUT read this before:
http://groups.google.fr/groups?q=cdrtools+atari&hl=fr&lr=&sa=N&tab=wg

DOCs

"jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr> a crit dans le message
de news: 42ea06da$0$25021$8fcfb975@news.wanadoo.fr...
> Where can I find It ? Please.
> Thanks
>
> "DOCs" <docs(croustibat)ifrance.com> a crit dans le message de news:
> 42e8e49f$0$7116$636a15ce@news.free.fr...
> > You can use the free software Cdrtools.
> > It's only a beta version but if you read the french tutorial you can use
> > it.
> >
> > fr.comp.sys.atari:
> > Cdrtools-1.10 beta (scsi-atari-0.3.c) dispo !
> >
> > DOCs
> >
> >
> > "jean-marc.maucotel" <jean-marc.maucotel@wanadoo.fr> a crit dans le
> > message
> > de news: 42e7af1a$0$1254$8fcfb975@news.wanadoo.fr...
> >> what kind of soft can i use ? French or english....
> >> Thanks
> >>
> >>
> > >
> > >
> > >
> > >
> >
>

3088. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 12:02:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ea1a9b$0$6484$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12164

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122637707.112215.231740@g49g2000cwa.googlegroups.com...
>I dont think the diagnostics are gonna help you.
>
> Thought... put a multimeter on the PSU lines and see if the voltages
> are in tolerance (esp 3.3v).
>
> Thought 2. Are you running NVDI at all?
>

Will check PSU, its a 400W jobbie, ive tried several suppies...

im only running plain GEM.....

ive taken some screenshots of the crashes, will uploaded them shortly.

chris

3089. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 12:05:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ea1b42$0$6484$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12165

"Rodolphe Czuba" <rodolphe.BeurkSPAM.czuba@free.fr> wrote in message
news:42ea1858$0$24318$626a14ce@news.free.fr...
> And you never took 5 others minutes to do a packet and send me the CT60
> !???
> That's a bit pity really ;-)
>
>

actually if you read my other post I did send my falcon and CT60 to you for
testing some time ago, I dont have too much time to play with my falcon
these days so this is why I keep posting from time to time about it.

I will upload some crashes... plain GEM, booting or changing video mode,
that is all!!

Chrsi

>
>
> exxos wrote:
>> "Coda" <smeg_007@hotmail.com> wrote in message
>> news:1122586910.201308.155290@g14g2000cwa.googlegroups.com...
>>> Should be able to use anything that can test TT ram. Cant think of
>>> any though.
>>> Maybe you could write one ;-)
>>>
>>> Coda
>>>
>>
>>
>> yeah I probably could write one, but never got my CT60 to run more
>> than 5mins without crashing, hence the need for the ram tester..... bit
>> ironic really ;-)
>>
>> Chris
>
>

3090. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 12:19:48 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ea1e99$0$6466$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12166

http://www.aumf51.dsl.pipex.com/CT-crash.rar

3091. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 12:32:24 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42ea4e1c886eb0@adelphia.net>
Source record: 12178

[No readable article body recovered]

3092. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 12:38:48 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <42ea4e1c886eb1@adelphia.net>
Source record: 12179

Jean,
Actually that is an average. There has been many times where I get
175 KB/sec. But there are rare cases where it dips to 50-75 KB/sec.
Usually longer transfers tend to fall in the 75 to 100 KB/sec. But just
20 to 50 megs will give me easily over 100 KB/sec. I could try and get a
screen shot if you dont believe me. I use Magic 6.20 FTPSERVer for the Atari
and Fiffi as my FTP client. Connected to a router. On the MAC side I forget
actually how I set it up over there. But they are just a few feet from
each other so I run short cables and I am sure this helps. The MAC seems
to have superior networking capabilities that keep the data streamed better.
I know this because I have tried transferring data to a PC using my exact
setup and it seemed slower.

Thanks,
Carey C

3093. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 13:17:21 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42ea2c61$0$25027$8fcfb975@news.wanadoo.fr>
Source record: 12167

Carey Christenson a ï¿½crit :
>
> Chris,
> Hi!!! If you need help I can e-mail the files I have so that you can
> get your FTPSERV setup on the Falcon. I have my Falcon able to access
> my MAC through my ROUTER. Very fast at about 100 KB/sec average. Just let
> me know if you wish me to e-mail those files and information.
>
Hello,

How do you get this astouning transfer rate ? would you run MiNT ? on
my 100MHz FalCT60, I hardly get 40 kb/s between a PC and it :-(

Thanks,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3094. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 13:17:23 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1122643043.039828.240500@g49g2000cwa.googlegroups.com>
Source record: 12168

Thanks for your efforts, I will give the new version a go as soon as I am back from work!

Regards,

/Joakim

3095. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 13:17:26 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1122643046.719652.56980@g47g2000cwa.googlegroups.com>
Source record: 12169

Thanks for your efforts, I will give the new version a go as soon as I am back from work!

Regards,

/Joakim

3096. Re: burn CD with yamaha CDRW scsi 16x on falcon ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 13:18:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122643133.760267.96960@g47g2000cwa.googlegroups.com>
Source record: 12170

Wow I just realised that CDRTOOLS is for linux, and youve ported it to Atari....

Well done.

Coda.

3097. Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 15:25:45 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcdhppgdt1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12171

Hi,

Might sound like a silly question, but how do you get a Mega STE with an internal SCSI drive to boot from floppy?

Have tried and tried and tried. Not helped with it being a German TOS 2.05. Just bought it off of eBay for £50, no real yellowing, just a bit grubby, into the bath it goes for a good soak (minus the components naturally). :-)

Thanks again,

Aly

3098. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 15:29:10 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1122650950.496668.16980@f14g2000cwb.googlegroups.com>
Source record: 12172

Just tested 0.45 now, and I notice that the problem with the sound is
still the same as before.

/Joakim

3099. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 16:21:41 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122654101.454096.197310@g44g2000cwa.googlegroups.com>
Source record: 12173

1. Must be a cold boot.
2. Immediately after mem test finishes, hold down ALT.

You can abort the mem test, I usually press space then immediately hold down ALT.

This works for disks that boot from the AUTO folder. Boot sector booting disks (like some games) will boot without your intervention.

Coda.

3100. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 16:50:53 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.29.16.50.53.836100@caramail-NOSPAM.com>
Source record: 12174

Le Fri, 29 Jul 2005 08:29:10 -0700, GokMasE a ï¿œcritï¿œ:

> Just tested 0.45 now, and I notice that the problem with the sound is
> still the same as before.

Can you try this http://membres.lycos.fr/pmandin/download/audio.zip and
test under various configurations (tos 030, tos ct60, mint 030, mint
ct60)?

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3101. MulltiTOS and CT60

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 17:15:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ea63fa$0$6475$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12175

anyone got it to work ?

Chris

3102. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 18:16:54 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1122661014.648496.138190@g43g2000cwa.googlegroups.com>
Source record: 12176

YESSSS! Great!
Just one problem: I can't download audio.zip to test :(

Patrice Mandin wrote:
> Hello,
>
> This 0.45 release has only SDL bugfixes, not much change on Doom side.
> However, I added memory left on ST-ram, because with 4MB ram, the game may
> not have enough memory for video or audio buffers.
>
> --
> Patrice Mandin
> WWW: http://membres.lycos.fr/pmandin/
> Programmeur Linux, Atari
> Spécialité: Développement, jeux

3103. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 18:52:47 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcdttv$su6$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12177

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122654101.454096.197310@g44g2000cwa.googlegroups.com...

Thanks Coda :-)

Will try it shortly when it's back in it's case.

Next one to get me wondering is, what's the DIP switch settings.

3104. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 20:46:02 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.07.29.20.46.02.424441@caramail-NOSPAM.com>
Source record: 12180

Le Fri, 29 Jul 2005 12:33:40 -0400, lp a ï¿œcritï¿œ:

>>This 0.45 release has only SDL bugfixes, not much change on Doom side.
>>However, I added memory left on ST-ram, because with 4MB ram, the game
>>may not have enough memory for video or audio buffers.
>
> The way I interpret this is that some audio requests might not come from
> st-ram? At least on a TT, audio must always be played from st-ram and if
> played from fast-ram one gets problems. Just wondering if this could be
> the source of the bad audio on the Falcon with a ct60 added. I am not
> sure how the st-ram/fast-ram works on a falcon, If the same rules apply?

If there is not enough ST ram for audio/video buffers, then Doom will
exits. And for video buffers, it tells how many KBytes are needed.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3105. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 20:58:04 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1122670684.074773.310560@f14g2000cwb.googlegroups.com>
Source record: 12181

Don't you HAVE to use NVDI with the CT60? I get some very interesting
screen problems without it.

Galen

3106. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-29 21:10:39 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ea9b11$0$6484$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12182

"Galen" <atarigalen@yahoo.com> wrote in message
news:1122670684.074773.310560@f14g2000cwb.googlegroups.com...
> Don't you HAVE to use NVDI with the CT60? I get some very interesting
> screen problems without it.
>
> Galen
>

What kind of screen problems ?

I can't boot to plain gem half the time, then all of a sudden it will work
for half a hour fine..... I could try installing it..

chris

3107. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 01:02:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.30.01.02.44.292702@charter.net>
Source record: 12183

On Fri, 29 Jul 2005 13:58:04 -0700, Galen wrote:

> Don't you HAVE to use NVDI with the CT60? I get some very interesting
> screen problems without it.
>
> Galen

So did I! Odd boxes, odd looking lettering 'n stuff.

--
_/_/_/

3108. Re: MulltiTOS and CT60

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 01:05:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.30.01.05.46.611379@charter.net>
Source record: 12184

On Fri, 29 Jul 2005 18:15:50 +0100, exxos wrote:

> anyone got it to work ?
>
> Chris

I just have to ask...why? I mean why would you want to? MultiTOS is old,
slow and buggier than my front porch light on a long summer night... :-)

--
_/_/_/

3109. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 01:13:50 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.30.01.13.49.635326@charter.net>
Source record: 12185

On Fri, 29 Jul 2005 13:19:48 +0100, exxos wrote:

> http://www.aumf51.dsl.pipex.com/CT-crash.rar

I just downloaded and looked at those pics. Others will be able to tell you better than I, but on my setup, I believe it was faulty, "not CT60 friendly" programs, ACCs, and CPXs that caused crashes on my machine that looked like what you are seeing.

Particular, the flag must be set for a lot of apps so that they don't load into Fast ram but ST ram, or are delayed in what they do. (again, others will step in here I'm sure, and explain better than my pitiful attempts).

Did you download the software package from Rodolphes website? The one that has things like the updated main CPX control accessory in it? Thats a must have.

If it is some apps/software, I'd start by disabling *everything* and booting up just as "plain Jane" as I could. Thats how I found what software was giving me errors like you are seeing.

Hope this helps.

--
_/_/_/

3110. Re: FTP SITES

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 04:02:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42eb28d2fcc851@comcast.net>
Source record: 12055

>
>Anyone keeping a list of all the current Atari FTP sites?
>
>If so, maybe someone could post a list.
>
>And specify if they are active or not.
>
>phantomm@bellsouth.net
>

The ones I use are:

chapelie.rma.ac.be

ftp.lip6.fr

atari.xs4all.nl

They are all active. They are some other, but these are the ones I use the most.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3111. FTP SITES

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 07:29:11 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <SZFGe.19367$h.2275@bignews6.bellsouth.net>
Source record: 12186

Anyone keeping a list of all the current Atari FTP sites?

If so, maybe someone could post a list.

And specify if they are active or not.

phantomm@bellsouth.net

3112. Re: FTP SITES

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 07:54:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.30.07.54.43.889188@charter.net>
Source record: 12187

On Sat, 30 Jul 2005 03:29:11 -0400, Phantom wrote:

>
> Anyone keeping a list of all the current Atari FTP sites?
>
> If so, maybe someone could post a list.
>
> And specify if they are active or not.
>
> phantomm@bellsouth.net

Some google results (look older though):

http://www.umich.edu/~archive/atari/Info/atari-ftp.sites
http://www.dsv.su.se/~fk/AtariFTP.html

Hallvard Tangeraas used to maintain a very good list, but I don't think he
does anymore.

I also have a list on my BBS, it should be more current than whats above.

--
_/_/_/

3113. Re: MulltiTOS and CT60

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 08:03:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eb340f$0$6475$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12188

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.30.01.05.46.611379@charter.net...
> On Fri, 29 Jul 2005 18:15:50 +0100, exxos wrote:
>
>> anyone got it to work ?
>>
>> Chris
>
> I just have to ask...why? I mean why would you want to? MultiTOS is old,
> slow and buggier than my front porch light on a long summer night... :-)
>
> --

yeah maybe sp, but its easy to setup and not lynux based, I dont know of any
altentatives, not like I use multitasking that often anyhows...

> _/_/_/_

3114. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 08:05:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eb349c$0$6476$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12189

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.30.01.13.49.635326@charter.net...
> On Fri, 29 Jul 2005 13:19:48 +0100, exxos wrote:
>
>> http://www.aumf51.dsl.pipex.com/CT-crash.rar
>
> I just downloaded and looked at those pics. Others will be able to tell
> you better than I, but on my setup, I believe it was faulty, "not CT60
> friendly" programs, ACCs, and CPXs that caused crashes on my machine that
> looked like what you are seeing.
>
> Particular, the flag must be set for a lot of apps so that they don't load
> into Fast ram but ST ram, or are delayed in what they do. (again, others
> will step in here I'm sure, and explain better than my pitiful attempts).

how do you setup this flag thing ?

>
> Did you download the software package from Rodolphes website? The one that
> has things like the updated main CPX control accessory in it? Thats a must
> have.
>
> If it is some apps/software, I'd start by disabling *everything* and
> booting up just as "plain Jane" as I could. Thats how I found what
> software was giving me errors like you are seeing.

the screens were either changing res of booting, that was plain gem. im
lucky to get as far as the desktop!

disabling SDRAM seems to help, though it still crashes on loading programs,
so even so still something else wrong somewhere.

Chris

>
> Hope this helps.
>
> --
> _/_/_/_

3115. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 08:06:57 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eb34f1$0$6483$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12190

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.30.01.02.44.292702@charter.net...
> On Fri, 29 Jul 2005 13:58:04 -0700, Galen wrote:
>
>> Don't you HAVE to use NVDI with the CT60? I get some very interesting
>> screen problems without it.
>>
>> Galen
>
> So did I! Odd boxes, odd looking lettering 'n stuff.

strange! did you overclock the motherboard aswell ?

Chris

>
> --
> _/_/_/_

3116. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 08:31:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.30.08.31.40.92922@charter.net>
Source record: 12191

On Sat, 30 Jul 2005 09:06:57 +0100, exxos wrote:

> strange! did you overclock the motherboard aswell ?
>
> Chris

I'm having that done now, but this was before. Just the CT60, hooked up
to a stock Falcon MB.

--
_/_/_/

3117. Re: MulltiTOS and CT60

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 08:35:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.30.08.35.08.590796@charter.net>
Source record: 12192

On Sat, 30 Jul 2005 09:03:10 +0100, exxos wrote:

> yeah maybe sp, but its easy to setup and not lynux based, I dont know of any
> altentatives, not like I use multitasking that often anyhows...

Before I'd go with MultiTOS, especially for multitasking, I'd recommend
Neodesk/Geneva, and altough I'm not a big MagiC fan, I guess I'd still
have to recommend it over plain MultiTOS as well.

My first, best recommendation though, would be to take the time to learn
and install MINT.

--
_/_/_/

3118. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 08:41:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.30.08.41.31.193022@charter.net>
Source record: 12193

On Sat, 30 Jul 2005 09:05:31 +0100, exxos wrote:

> how do you setup this flag thing ?

See below first.

> the screens were either changing res of booting, that was plain gem. im
> lucky to get as far as the desktop!

Honestly, that sounds like its because some AUTO folder programs or
ACC/CPXs are causing your problems *first* before you get to the desktop.

You need to do like I mentioned before. Download the updated software for
the CT60. I believe you can get it from Didiers or Rodolphes web sites.

Disable all your current software. All AUTO folder programs and ACCs/CPXs.

Don't try to load a kazillion things at once. Start by adding one AUTO
folder program, or ACC, or CPX at a time. If it works without crashing
move on to the next piece of software.

Trian 'n error is the way to go. I had to do this with my CT60 Falcon.

Use the software from the package you downloaded.

Included in it is the the info/config CPX where you can set the flags you
need on software.

HTHs.

--
_/_/_/

3119. Re: MulltiTOS and CT60

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 08:45:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eb3dd5$0$6471$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12194

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.30.08.35.08.590796@charter.net...
> On Sat, 30 Jul 2005 09:03:10 +0100, exxos wrote:
>
>> yeah maybe sp, but its easy to setup and not lynux based, I dont know of
>> any
>> altentatives, not like I use multitasking that often anyhows...
>
> Before I'd go with MultiTOS, especially for multitasking, I'd recommend
> Neodesk/Geneva, and altough I'm not a big MagiC fan, I guess I'd still
> have to recommend it over plain MultiTOS as well.
>

ahhhh, forgot all about those, might try neodesk out!

chris

> My first, best recommendation though, would be to take the time to learn
> and install MINT.
>
> --
> _/_/_/_

3120. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 08:46:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eb3e23$0$6475$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12195

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.30.08.31.40.92922@charter.net...
> On Sat, 30 Jul 2005 09:06:57 +0100, exxos wrote:
>
>> strange! did you overclock the motherboard aswell ?
>>
>> Chris
>
> I'm having that done now, but this was before. Just the CT60, hooked up
> to a stock Falcon MB.
>

thats odd, sounds like the blitter is having problems then, I have NVDI (I
think) so I could try booting with that installed and see what happens then.

Chris

> --
> _/_/_/_

3121. Re: MulltiTOS and CT60

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 08:57:25 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122713845.432774.218750@g44g2000cwa.googlegroups.com>
Source record: 12197

You dont have to use the unix "features" of MiNT. And its not lynux (sic) based.
MiNT is basically a TOS not GEM replacement (developed from MULTITOS). The Unix part of the MiNT distribution (Sparemint) is just a set of GNU unix based tools. You dont have to have them but it gives you a lot more power and freedom if you do.

Download the latest Freemint package which includes the MiNT kernel and an AES (XAAES) and put your desktop of choice with it.

You dont want to run MULTITOS, plus the AES that comes with it is full of bugs.

3122. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 08:58:39 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eb4105$0$6482$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12196

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.30.08.41.31.193022@charter.net...
> On Sat, 30 Jul 2005 09:05:31 +0100, exxos wrote:
>
>> how do you setup this flag thing ?
>
> See below first.
>
>> the screens were either changing res of booting, that was plain gem. im
>> lucky to get as far as the desktop!
>
> Honestly, that sounds like its because some AUTO folder programs or
> ACC/CPXs are causing your problems *first* before you get to the desktop.
>
> You need to do like I mentioned before. Download the updated software for
> the CT60. I believe you can get it from Didiers or Rodolphes web sites.
>
> Disable all your current software. All AUTO folder programs and ACCs/CPXs.
>
> Don't try to load a kazillion things at once. Start by adding one AUTO
> folder program, or ACC, or CPX at a time. If it works without crashing
> move on to the next piece of software.
>
> Trian 'n error is the way to go. I had to do this with my CT60 Falcon.
>
> Use the software from the package you downloaded.
>
> Included in it is the the info/config CPX where you can set the flags you
> need on software.
>
> HTHs.
>

no I mean if you disable the auto folder, CPX, EVERYTHING, it does not
matter, I went though all this some time ago, I thought a CPX was causing a
crash, so disabled them and rebooted several times enabling each CPX and
auto program one by one, eventually after hours of work I ended up with
nothing disabled and it worked fine. went back to it a few hours latter and
just kept crashing over and over. If I turn off my hard drive and put a
blank floppy int he drive then *maybe* I can get to GEM more often.

and yes I got all the new cpx's and stuff and updated.

I guess its just not to be :-(

Chris

> --
> _/_/_/_

3123. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 09:01:29 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122714089.358038.93680@g44g2000cwa.googlegroups.com>
Source record: 12198

Ignore em. Only 7 is of interest, and that only puts the option to format HD floppies in the format menu on Gem (whether or not you have the hardware).

Coda.

3124. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 10:50:24 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcfm1g$km6$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12049

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122714089.358038.93680@g44g2000cwa.googlegroups.com...
> Ignore em. Only 7 is of interest, and that only puts the option to
> format HD floppies in the format menu on Gem (whether or not you have
> the hardware).
>
> Coda.
>

Okies, ta.

I'm going to write all this stuff up about the MSTE as I gather the
information then post it out there somewhere.

3125. Mega STE Language Disk

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 10:56:29 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcfmct$lk6$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12050

Would anyone have a zipped or .ST image of the English MSTE Language Disk? Have found lots of German MSTE images out there but only standard English ST/Mega disks.

Am guessing that the CONTROL.CPX / .ACC is updated for the 16Mhz function etc. Have the German one..

Thanks :-)

Aly

3126. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 11:06:45 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122721605.423439.19640@f14g2000cwb.googlegroups.com>
Source record: 12051

Well if theres anything else you want to know, shout.

BTW, I had a German MSTe too, I got Chris (Exxos) to burn me an English
2.06. Maybe if you ask him nicely...

Coda.

3127. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 12:24:52 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dcfrik$ke5$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12052

Hi Alison

> Have tried and tried and tried. Not helped with it being a German TOS
> 2.05. Just bought it off of eBay for £50, no real yellowing, just a bit
> grubby, into the bath it goes for a good soak (minus the components
> naturally). :-)

Must see how much mine is worth one day, cant seriously see me using it
anymore.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

3128. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 12:55:58 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122728158.306150.241720@g14g2000cwa.googlegroups.com>
Source record: 12053

Patrice.

CT060@80mhz/25mhz, 64/16mb Tested doom.wad and doom2.wad

Under single TOS: (clean boot, nothing loaded)

Runs about 1 frame a second. Sound effects works fine. No music (is there supposed to be?)

Under MiNT: (Freemint 1-16-1, XAAES, Thing, nothing else)

Runs about 10 frames a second. Sound is horribly screwed up. I guess the same as what other people reported with 0.44. This isnt an inverse sample problem, its like the sound matrix isnt set properly, or the wrong clock is driving the DAC.

Points:
1. Im going to try mobo @16mhz, but I have to put the 25/16mhz mobo boost to a switch on the front panel first.
2. Im guessing that your command line options dont match the original doom, as -nosound and -nomusic dont do anything. If so can you post a list of options?
3. On default I usually have Iphiginie running to set the matrix so that my sound goes out through the FDI/SPDIF instead of the headphone soicke. I notice that when doom starts it initialises the sound system and removes the clock to the FDI. Any way of keeping the FDI output while setting the sound as normal?
4. Rename doom.ttp to doom.prg and it runs at least twice as fast...?!?!
5. Press F1 for the help screen. Another key to get to the second screen. Dies with the message: "W_GetNumForName: HELP2 not found!". This may mean that my .wad is corrupted. Can someone else check this out?
6. Under MiNT the average load while doom was running was only ~30%

Coda

3129. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 12:56:49 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122728209.372768.174950@g14g2000cwa.googlegroups.com>
Source record: 12054

Dont you use your PAK'd MSTE anymore then?

3130. Atari Online News, Etc. #07-31

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 13:35:16 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1122730516.781616.236610@g49g2000cwa.googlegroups.com>
Source record: 12056

A-ONE #0731 07/29/05

~ Use E-mail, You're Old ~ People Are Talking! ~ Password
Protection
~ 90% of Teens Use Web! ~ GTA Outlawed In Oz! ~ Taxing Internet
Porn
~ Grandma Sues Over Sex! ~ 'What the Hack' Conf! ~ Data Security
Bill!

-* Apple Upgrades Mini, iBook! *-
-* Book Relives Commodore & Atari War! *-
-* Hackers Find New Ways To Infect End Users! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

3131. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 13:40:00 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcfvvgppu1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12057

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122721605.423439.19640@f14g2000cwb.googlegroups.com...
> Well if theres anything else you want to know, shout.
>
> BTW, I had a German MSTe too, I got Chris (Exxos) to burn me an
English
> 2.06. Maybe if you ask him nicely...
>
> Coda.
>

Exxos: Already there ;-) Just trying to decide what little thank you-prezzie I'm going to put in the jiffy bag.

Ah, now totally fluent in Atari German ;-) Have partitioned and formatted the disk now with AHDI 5.0, tried to patch it with the effect being that it won't do a thing without a floppy disk in it, so reverted on the patch. May do 6.05 tomorrow to see how that behaves.

Thing that confuses me is that if a floppy disk is present it HD boots immiediately, take the disk out and it adds another 5-10 secs before it'll recongnise the space-bar being pressed and then the FDD light stays on continually until a disk is inserted. Should it do that? The only HD related visible file I have on the HDD is SHDRIVER.SYS in the root, removed AHDI.PRG which was in the AUTO folder as it was loading twice, so guess that's install already in the boot sector. As already mentioned, if I patch AHDI with HD_PATCH then it stops recognising the HD as a logical drive.

Have read the experiences of others on the various forums so trying not to duplicate here, their problems seem to centre around HD upgrades and formatting alone.

Lots to write up.

Will boot from floppy if Ctrl-Alt-Del is pressed, then ALT for a short while until it picks up the boot sector with ALT still being held, else gets halfway through the FDD boot and reverts to the HD boot. Can't get it to do it from power-on ALT or reset ALT though. Takes a bit of getting used to to get it right, bit of a black art this MSTE floppy booting.

Aly :-)

3132. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 14:40:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.30.14.40.41.872855@charter.net>
Source record: 12058

On Sat, 30 Jul 2005 09:58:39 +0100, exxos wrote:

> no I mean if you disable the auto folder, CPX, EVERYTHING, it does not
> matter, I went though all this some time ago, I thought a CPX was causing a
> crash, so disabled them and rebooted several times enabling each CPX and
> auto program one by one, eventually after hours of work I ended up with
> nothing disabled and it worked fine. went back to it a few hours latter and
> just kept crashing over and over. If I turn off my hard drive and put a
> blank floppy int he drive then *maybe* I can get to GEM more often.
>
> and yes I got all the new cpx's and stuff and updated.
>
> I guess its just not to be :-(
>
> Chris

Okay, (I'm trying to make sure I've got all this straight! :-))
if you have all software disabled, then it still crashes?
If so, its something besides software, I would surely think. What kind of
memory do you have installed? Both ST and fastram. I had heard that
certain 4-14 meg ST ram upgrade cards don't work, and that lower quality
SDRAM doesn't work. Also, I've been told that a lower quality power supply
can cause erratic problems. In addition, have you got a good heatsink/fan
on your 060 CPU?

--
_/_/_/

3133. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 15:11:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122736290.636018.274060@g44g2000cwa.googlegroups.com>
Source record: 12060

As to point 2 above I really should have read the README first!

Doom now works in TOS with a just about playable frame rate. All I have done is updated the CT60 from 1.02b to 1.03c. Im not sure if that is enough in itself to fix the problem. I may go back to 1.02b to test the theory.

BTW, I just have the doom.wad and doom.ttp (renamed doom.prg) in the directory. There wasnt a CFG file until after I had run doom in MiNT several times. Until the CFG file was created Doom didnt run at all. Should I have taken this from the PC's Doom folder?

Coda.

3134. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 15:20:04 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eb9a5a$0$6466$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12061

> Okay, (I'm trying to make sure I've got all this straight! :-))
> if you have all software disabled, then it still crashes?

yup, though it does not do it all the time, I would say its like a thermal fault, but it seems to work better when its been left on a bit, though not by much.

> If so, its something besides software, I would surely think. What kind of
> memory do you have installed? B

Its crucial 133 CL2, I tried another stick though CT60 didnt find it so assume its too slow for it.

oth ST and fastram. I had heard that
> certain 4-14 meg ST ram upgrade cards don't work,

I have a ram card, ive tried 4MB and 16MB, can't remember what kind, EDO I think, I tested that out with my fav ram tester for a hour and that passed perfectly (this was why I was asking about TT ram testers)

and that lower quality
> SDRAM doesn't work. Also, I've been told that a lower quality power supply
> can cause erratic problems. In addition, have you got a good heatsink/fan
> on your 060 CPU?

yup, the one which came with the CT60... with fan it idles at 38deg I think it was, without fan 42deg.

PSU ive changed several times, all different makes and models.

When I do boot auto folder programs, it will say work a few times then refuse to boot, then it will work a few times again.....

Something is tripping up somewhere, I thought the IDE drive was to slow and caused problems, but im using SCSI now and still the same.

CT60 seems to run a lot better with SDRAM disabled, those crashes I uploaded were just booting or changing video mode, I dont get such crashes with SDRAM disabled..... Though the other problem is I can't get STOS to boot in CT60 mode and it used to work, works fine in 030 mode. I think the STOS falcon extensions I use init the falcon bus on booting which is causing the crash.

I would relaly like to get CT60 working with STOS Falcon extensions, though I get nowhere near as far as investigating why it crashes.... no point since I have all these other serious problems first to contend with... I suppose I could write a small prog in STOS for the auto folder to disable the blitter to see if that helps...

Cheers,
Chris

>
>
> --
> _/_/_/_

3135. Re: Announcing: STinGadel

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 15:58:40 UTC
From: toothy_grin@theglaholts.net
Message-ID: <QsNGe.163$4z.110@fe02.lga>
Source record: 12062

Hello, all!

STinGadel has made some fine, fine progress. The Beta test has gone quite splendidly, and the telnet service has been as stable as I could have asked for.

It is now configurable to any listener port (defaulting to 23). I've implemented most of the old Citadel BBS commands and features.

If you're interested in logging directly into an Atari ST, right through the internet, telnet into 'bbs.coldwinterknights.net' for the beta test of STinGadel, also known as Cold Winter Knights BBS.

For continuous progress updated, watch the website

http://www.coldwinterknights.net

I've got a few more features I want to add to it before I feel comfortable releasing any versions, but it shouldn't be too long, now.
>

3136. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 17:13:47 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1122743627.713710.225130@g44g2000cwa.googlegroups.com>
Source record: 12063

I can confirm the speed increase both in tos and in Mint if I rename doom.ttp to doom.prg. I think the speed increase in tos has nothing to do with the update to 1.03c.
If I run doom.PRG in MiNT, the sound seems to be more distorted (if it can be ;)) But in TOS the sound is excellent. Really.

3137. Re: FTP SITES

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 17:25:12 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <PIOGe.42149$sJ4.41157@bignews5.bellsouth.net>
Source record: 12064

Hi Ed,

All work for me except for the atari.xs4all.nl

I've tried typing it in just as above but get a bad page.

If I use FTP:// in front of it, I get to the site, but get disconnected
with a message
saying that I don't have permission to access the folder.

Is this a anonymous FTP site?

And or is there things like a password needed to access?

Maybe a different port number or something?

phantomm@bellsouth.net

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42eb28d2fcc851@comcast.net...
> The ones I use are:
>
> chapelie.rma.ac.be
>
> ftp.lip6.fr
>
> atari.xs4all.nl
>
> They are all active. They are some other, but these are the ones I use
> the
> most.
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3138. Hybrid Arts SMPTE Mate Plus

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 18:30:06 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <tFPGe.42584$sJ4.545@bignews5.bellsouth.net>
Source record: 12065

Anyone else have a Hybrid Arts SMPTE Mate Plus?

I need some info on this piece of hardware, just got it recently.

Have no Manual for it, which I really could use.

I know Hybrid did alot of MIDI software and about Tims Atari Midi Site.

Looking for info on what this is capable of.

I Googled for info, but couldn't find anything specific.

Did any software come with this hardware?

Also is this device Falcon compatible?

Any info is appreciated,

phantomm@bellsouth.net

3139. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 19:12:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ebd0dc$0$13695$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12066

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dcfvvgppu1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> "Coda" <smeg_007@hotmail.com> wrote in message
> news:1122721605.423439.19640@f14g2000cwb.googlegroups.com...
>> Well if theres anything else you want to know, shout.
>>
>> BTW, I had a German MSTe too, I got Chris (Exxos) to burn me an
> English
>> 2.06. Maybe if you ask him nicely...
>>
>> Coda.
>>
>
> Exxos: Already there ;-) Just trying to decide what little thank
> you-prezzie I'm going to put in the jiffy bag.
>

people normally stuff the jiffy full of greenies, and I dont mean bogies
either, lol...

and anyway you cant use a cap E in exxos you loose that nice "all the
letters are the same size" kinda thing plus the nice curves..... im a guy,
I like to see curves ;-)

Chris :)

3140. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 19:58:13 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b7mdnWDKjupKRnbfRVnytQ@eclipse.net.uk>
Source record: 12067

```
"exxos" <exxos@home.co.uk> wrote in message
news:42e96337$0$6475$cc9e4d1f@news-text.dial.pipex.com...
>
> "David Wade" <g8mqw@yahoo.com> wrote in message
> news:o4qdnQVigcke_XTfRVnygA@eclipse.net.uk...
> > "exxos" <exxos@home.co.uk> wrote in message
> > news:42e948a6$0$6467$cc9e4d1f@news-text.dial.pipex.com...
> >>
> >> "David Wade" <g8mqw@yahoo.com> wrote in message
> >> news:9YydnVqA5tZtqXTfRVnyig@eclipse.net.uk...
> >> > "exxos" <exxos@home.co.uk> wrote in message
> >> > news:42e8f83b$0$6475$cc9e4d1f@news-text.dial.pipex.com...
> >> >> Hi all,
> >> >>
> >> >> Yet again trying to get my falcon to PC netowork to work again....
> >> >>
> >> >> This is what I get with FTPSERV below...
> >> >>
> >> >> Network must be working since its trying to logon, I have the
> >> >> passwords
> >> > set
> >> >> to "*" so anything should login, though this is the problem I keep
> >> >> having,
> >> >> started from total scratch and hit the same problem :-(
> >> >>
> >> >> Chris
> >> >>
> >> >
> >> > Its been a while but don't you have to tell it to tranlate the
> >> > passwords
> >> > before use...
> >> > Have you run "GENERATE PASSWORDS"
> >> >
> >>
> >> yeah, but thats all it does is genereate passwords, rather long ones at
> >> that.... setting the password to " * " means they are ignored, I even
> > tried
> >> using the example users file and logging on with the ones in that,
still
> > no
> >> luck. pass word or not it just gets stuck the same.
> >
> > No it doesn't, what it does is to turn the passwords to "hash values".
> > After
```

> > running "generate passwords" you still enter the original password not
the
> > hash value in the file. If you don't do "generate passwords" you won't
get
> > on. It works fine for me provided I do this.
>
>
> nope!
>
> if you have a userfile such as....
>
> name password c:\ 1 d:\ 7
>
> and generate passwords...
>
> name 348th348t9ph34p89htq34tpp234h34hqr9w c:\ 1 d:\ 7
>

It does that so if some one fetchs the password file its useless. You still
type "password" as the password. It then runs it through the same routine as
it used when you did a generate password, gets
"348th348t9ph34p89htq34tpp234h34hqr9w" and bingo you are in

>
> like I said not typing in that lot for a password! the option is
practically
> useless really.
>
> Chris
>
>
>
>

3141. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 20:14:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ebdf66$0$13702$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12068

> It does that so if some one fetchs the password file its useless. You
> still
> type "password" as the password. It then runs it through the same routine
> as
> it used when you did a generate password, gets
> "348th348t9ph34p89htq34tpp234h34hqr9w" and bingo you are in
>
>>

failing to understand, if the passwords are in the "password file" and that
is now not the actual password, so *where* are the "actual" passwords stored
? they have to be stored somewhere if not in that file then how does the
program know what the passwords are ? it does not make sence.

Chris

3142. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 20:30:12 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ebe305$0$13696$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12069

I think you ment it encrypts them!

anyhows, I just dragged the FTPUSER onto the APP and the bloody thing it logging on now!!!!!!!!!!!

god knows why, the generate passwords altered my file so it found it, something screwed somewhere, gonna get cracking now :)

Chris

3143. Re: Mega STE Language Disk

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 22:42:47 UTC
From: leaver@alpha.com.au
Message-ID: <42ec0267@news.alphalink.com.au>
Source record: 12070

On 30 Jul 2005 10:56:29 , "techie_alison" wrote:
>Would anyone have a zipped or .ST image of the English MSTE Language
>Disk? Have found lots of German MSTE images out there but only standard
>English ST/Mega disks.
>
>Am guessing that the CONTROL.CPX / .ACC is updated for the 16Mhz
>function etc. Have the German one..
>
>Thanks :-)
>
>Aly

The Atari GENERAL.CPX is the same for all computers. It detects which machine it is running on and displays the appropriate options. On the MSTe it will switch clock speed and enable/disable the cache. On the TT the cache enable/disable is available. On the Falcon or ST(e) neither option appears.

I have the language disk if you want a copy.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

3144. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-30 23:16:27 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dch1oaqma1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12071

Hi Coda

Nope, not used that for some time, it cant keep up the pace with this PC I'm afraid. Without Outlook my life would grind to a halt!

> Dont you use your PAK'd MSTE anymore then?

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

3145. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 00:06:33 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <UAUGe.17821$G71.16261@bignews3.bellsouth.net>
Source record: 12072

Hey Steve,

What News reader/e-mail program did you use on the PAK'd MSTE?

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:dch1oaqma1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> Hi Coda
>
> Nope, not used that for some time, it cant keep up the pace with this
> PC I'm afraid. Without Outlook my life would grind to a halt!
>
>> Dont you use your PAK'd MSTE anymore then?
>
>
> --
>
> (��.�(�*�.� �.�*�)�.��)
> �.���. Steve .���.�
> (�.��(�.��* *��.�)��.�)
>
>

3146. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 00:47:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.31.00.47.01.332362@charter.net>
Source record: 12073

On Sat, 30 Jul 2005 23:16:27 +0000, Steve Sweet wrote:

> Hi Coda
>
> Nope, not used that for some time, it cant keep up the pace with this PC I'm
> afraid. Without Outlook my life would grind to a halt!

Ugh. I can't imagine anyone *wanting* to use that piece of bloated MS crap!

:-(

--
_/_/_/

3147. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 01:01:02 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dch7se$58r$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12074

Hi Phantom

I used eMailer for email, Newsie for news with Fiffi for FTP.

> What News reader/e-mail program did you use on the PAK'd MSTE?

>> Nope, not used that for some time, it cant keep up the pace with this PC
>> I'm afraid. Without Outlook my life would grind to a halt!
>>
>>> Dont you use your PAK'd MSTE anymore then?

3148. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 05:13:32 UTC
From: SWE <jvalant@atari.org>
Message-ID: <06ZGe.630$cE1.151062@news.siol.net>
Source record: 12075

J.-Luc wrote:

>> my MAC through my ROUTER. Very fast at about 100 KB/sec average. Just let
>> me know if you wish me to e-mail those files and information.
>>
> Hello,
>
> How do you get this astouning transfer rate ? would you run MiNT ? on
> my 100MHz FalCT60, I hardly get 40 kb/s between a PC and it :-(

Hi,

100kb/sec i not that fast, i have average arround 250-300kb/s with peaks
over 400kb/s on CT60 and average od arround 180kb/s on CT2. It is Falcon +
ethernec + assemsoft ethernec drivers + MiNT OS.

Janez

3149. Re: FTP SITES

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 07:38:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42ecae78dd2d81@comcast.net>
Source record: 12081

>Hi Ed,
>
>All work for me except for the atari.xs4all.nl
>
>I've tried typing it in just as above but get a bad page.
>
>If I use FTP:// in front of it, I get to the site, but get disconnected
>with a message
>saying that I don't have permission to access the folder.
>
>Is this a anonymous FTP site?
>
>And or is there things like a password needed to access?
>
>Maybe a different port number or something?

Hello,

Sorry about that. Now and then I do have trouble with it. Try this site:

ftp.cs.tu-berlin.de

If you want 8-bit file goto the University of Michigan website and go into the
Atari archives. You will see both ST and 8-bit file sections.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3150. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 08:49:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122799770.832303.99220@o13g2000cwo.googlegroups.com>
Source record: 12076

I think its a case of having to. I dont know any piece of un-bloated
non-crap that can do everything Outlook can, and I hate to admit it too.

3151. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 12:46:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.31.12.46.26.811577@charter.net>
Source record: 12077

On Sun, 31 Jul 2005 01:49:30 -0700, Coda wrote:

> I think its a case of having to. I dont know any piece of un-bloated
> non-crap that can do everything Outlook can, and I hate to admit it too.

Okay, I'll bite. What does Outlook do, that other software can't?

Thanks.

--
_/_/_/

3152. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 15:18:00 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <42eceba8$1_2@x-privat.org>
Source record: 12078

Ronald J. Hall wrote:
>
> On Sun, 31 Jul 2005 01:49:30 -0700, Coda wrote:
>
>> I think its a case of having to. I dont know any piece of un-bloated
>> non-crap that can do everything Outlook can, and I hate to admit it too.
>
> Okay, I'll bite. What does Outlook do, that other software can't?

Spreading virus, worms, trojans, etc ...

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Greeting from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3153. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 15:29:14 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122823754.908068.109770@f14g2000cwb.googlegroups.com>
Source record: 12079

Ill tell you what, because im not going to stoop so low as defend a M$ software here, YOU tell ME what *single* piece of software can organize your life (if youre so inclined) as completely as outlook, and sync it with a PDA.

?

3154. CTPCI

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 15:39:12 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42ecf0e6$0$11898$636a15ce@news.free.fr>
Source record: 12080

I'm planning to design and produce a PCI adaptor for CT60/63...

For that I need at least 100 pre-orders... the list of pre-orders is open up to september, the 30th of 2005 !
At september 30th, if there is not 100 boards on my list, the project is definitively cancelled or I will check to increase the price of the board !

You can see what will be this adaptor here :
http://www.czuba-tech.com/ct60/CTPCI.GIF

- It is a small card that plugs on the CT60/63 bus and uses a PLX 9054 LOCAL-PCI bridge.
This modern bridge is the successor of the 9080 that was used in the Milan. It is register backward compatible...
- Because some of you have ATX tower case, they will want to use the rear brackets of the tower or at least use a rear place. So the other part of the CTPCI is a board connected with two 40 wires ribbon cables (must be short) with 3 PCI slots (one for graphical card and 2 others for what people will be able to do & develop).
- The slots will be 32-bits with ajustable clock for PCI (default will be 33 MHz and you may tune it up to 66 MHz : the PLX is not able to run PCI 66 MHz !). Voltages will be 5V and 3.3V power (no 3.3V on Milan PCI slots !).
- The adaptor will be slave and master PCI : this means that the PCI cards will be able to initiate a PCI master transaction to local bus and so SDRAM of the CT60 without CPU (the eclipse board is just slave, no PCI mastering and the CPU does all transfers in the 2 senses !).
- There are several good PCI graphical cards available : one will be to be choosen by the developer(s). Several developers are ready to help and contribute, some of them have already contributed with fVDI by example !). So I'm confidente for this technical point...
- I will try to design the PCI socket PCB to be cuttable between the first and second PCI slot (to have a single PCI slot card) to allow some of you to try to integrate a small graphical card into their falcon case...(why not).
- Yes, it will be possible to plug the EtherNAT board under it.

If I receive the 100 boards pre-orders, I will design the board...and will request you to pay by advance. The payment is my only assurance that I will not be with some unsold boards after : 10 to 25% of people do not honor their pre-order (do not pay and do not give sign of life !).
Do not send money until I give you my decision (after 30.09) !
Do not forget to give me your name (for those who send me anonymous emails !).

Price : 120 EUR, maybe a bit more (140).
Delays : 1 months to design + 1 month to produce prototype and try it with some software developers. After production may take 1 to 2 months according

the delays to get the parts (here the only that may give problems is PLX).

If you have some questions to decide, do not hesitate...

Rodolphe

3155. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 18:52:42 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dcj6lqkld1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12083

Hi Martin

>>> I think its a case of having to. I dont know any piece of un-bloated
>>> non-crap that can do everything Outlook can, and I hate to admit it too.
>>
>> Okay, I'll bite. What does Outlook do, that other software can't?
>
> Spreading virus, worms, trojans, etc ...

Really, how do you achieve that coz I've never managed it!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

3156. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 18:52:43 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dcj6lqkld2@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12084

Hi Coda

> Ill tell you what, because im not going to stoop so low as defend a M$
> software here, YOU tell ME what *single* piece of software can
> organize your life (if youre so inclined) as completely as outlook, and
> sync it with a PDA.

And your mobile phone.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

3157. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 18:53:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.31.18.53.33.576637@charter.net>
Source record: 12082

On Sun, 31 Jul 2005 08:29:14 -0700, Coda wrote:

> Ill tell you what, because im not going to stoop so low as defend a M$
> software here, YOU tell ME what *single* piece of software can
> organize your life (if youre so inclined) as completely as outlook, and
> sync it with a PDA.
>
> ?

I'm honestly not sure what you mean by "organize your life as completely
as Outlook".

But...

there are lots of Linux choices that sync with PDAs.

--
_/_/_/

3158. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 19:23:36 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.31.19.23.34.360221@charter.net>
Source record: 12085

On Sun, 31 Jul 2005 18:52:42 +0000, Steve Sweet wrote:

> Hi Martin
>
>
>>>> I think its a case of having to. I dont know any piece of un-bloated
>>>> non-crap that can do everything Outlook can, and I hate to admit it too.
>>>
>>> Okay, I'll bite. What does Outlook do, that other software can't?
>>
>> Spreading virus, worms, trojans, etc ...
>
> Really, how do you achieve that coz I've never managed it!

Thats the beauty of it, you don't even know what its doing. :-)

--
_/_/_/

3159. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 19:35:22 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dcj95p$b6v$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12086

Hi "Ronald J. Hall"

>>>>> I think its a case of having to. I dont know any piece of un-bloated
>>>>> non-crap that can do everything Outlook can, and I hate to admit it
>>>>> too.
>>>>
>>>> Okay, I'll bite. What does Outlook do, that other software can't?
>>>
>>> Spreading virus, worms, trojans, etc ...
>>
>> Really, how do you achieve that coz I've never managed it!
>
> Thats the beauty of it, you don't even know what its doing. :-)

Yes i do i know exactly what's its doing and propagating shitte its not

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

3160. Re: Mega STE Language Disk

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 20:52:56 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcjdn8mht1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12087

"David Leaver" <leaver@alpha.com.au> wrote in message
news:42ec0267@news.alphalink.com.au...
> On 30 Jul 2005 10:56:29 , "techie_alison" wrote:
> >Would anyone have a zipped or .ST image of the English MSTE Language
> >Disk? Have found lots of German MSTE images out there but only
standard
> >English ST/Mega disks.
> >
> >Am guessing that the CONTROL.CPX / .ACC is updated for the 16Mhz
> >function etc. Have the German one..
> >
> >Thanks :-)
> >
> >Aly
>
> The Atari GENERAL.CPX is the same for all computers. It detects which
> machine it is running on and displays the appropriate options. On the
> MSTe it will switch clock speed and enable/disable the cache. On the
> TT the cache enable/disable is available. On the Falcon or ST(e)
> neither option appears.
>
> I have the language disk if you want a copy.
>
> David

Hi David,

Yes please :-) Would definitely like to grab a stock copy of the MSTE
disk. Not sure how much it differs from the ST one (GENERAL.CPX) but
would like to get it in my 'formal' disk collection.

The email addy on here is valid :-) Just an account I check
occasionally, using yahoo as seems to bounce all of the newsgroup spam.

If you're happy, I can put the disk up on-site to make it available to
others.

Aly

3161. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 21:03:25 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcjeat$o8m$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12088

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:dcj95p$b6v$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...

> Thats the beauty of it, you don't even know what its doing. :-)
>
> Yes i do i know exactly what's its doing and propagating shitte its
not
>
> --
>
> (��.�(�*�.� �.�*�)�.��)
> �.���. Steve .���.�
> (�.��(�.��* *��.�)��.�)
>
>

Ello ;-)

Not wanting to dive into this debate here, but if you have some of the good (and very small, non bloatware) firewall software installed you'd be shocked to see what Windows software gets up to.

We tried this a few years ago and you have things like Word n stuff, getting totally obsessed with connecting to the net at various ports etc. If you stop it from doing so it just totally slows it down and things. Lots of MS software, and other software does it too.

An MS machine knows when it's connected to the net.... You won't get my Dad near an MS based machine, still using an IBM XT 286 with IBMs war-on-MS rewrite of DOS (IBM still support DOS, even now). Uses Net-Tamer for net communication. Refuses to be swept away in the computer boom, as went through it in the 80's and early 90's. (ooh, here come the next lot).

Aly

3162. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 21:05:02 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <dcjate$o44$1@gateix.bernstein.loc>
Source record: 12096

Hi,

> Would love to hear more about this.

Here are some informations about the Pegasos

The board was developed by bplan. Actual version is Pegasos II mainboard:

http://www.bplan-gmbh.de/

Dual G3/G4 microATX Mainboard - Codename PEGASOS

- microATX Mainboard 236mm x 172mm
- 133 MHz Prozessor Slot
Optional mit 350 MHz G3 PowerPC? / 512k Cache
bis hin zu
Dual MPC 7450 G4 PowerPC / 2 MB Cache in aktuellen Taktraten
- PC133 Hauptspeicher mit zwei Steckplaetzen
maximaler Ausbau bei Modul Verfuegbarkeit 2GB Ram
- AGP Slot
x 2
vom Anwender frei waehlbare Grafikkarte
- PCI Subsystem mit drei Steckplaetzen
fuer Anwender spezifische Erweiterungen
ein PCI Steckplatz mit Riser Card Option
- IEEE1394 VIA VT6306
mit 100/200/400 MBit Datenuebertragung
mit drei Anschluessen
mit drei Anschluessen
- 10/100 MBit Netzwerk Realtek Phyceiver 8201
- USB I/O System
VIA 8231
mit vier Anschlusssen
- AC97 Sound Subsystem
Sigmatel STAC 9766 Codec
mit Mikrofon Eingang, Line In/Out
und Headset Anschluss
optischer S/PDIF Ausgang
- IRDA
zur Komunikation ueber Infarot
- ATA100
VIA 8231
mit zwei Kanaelen zum Anschluss von vier ATA Geraeten
- KBD
furr PS2 kompatible Tastaturen
- Mouse

fuer PS2 kompatible Zeigegeraete
- Seriell
fuer ein RS232 Geraet
- Parallel
fuer Standard Drucker (Centronics)

fuer Standard Drucker (Centronics)
- Floppy
- Gameport
fuer PC-kompatible Joysticks
- 56K Modem
integriert

This board was the base for a PPC bases PC from genesi, which can run
MorphOS and Linux.

http://www.pegasosppc.com/

The PegasosPPC Platform is based around the Pegasos II motherboard:

You can get teh mainboard from genesi:

a) PegasosPPC

* Micro ATX form factor (236mm x 172mm)
* OpenFirmware (IEEE1275) boot interface
* Marvell Discovery II (MV64361) System Controller
* G3 or G4 PowerPC CPU
* 184-pin 266MHz DDR RAM sockets
* 1x AGP slot
* 3x PCI slots with riser connector
* 2x ATA100 IDE Channels
-* 3x IEEE1394 ports (400Mbit)
* 3x USB 1.1 ports (12Mbit)
* Gigabit and 10/100 Ethernet
* AC97 Audio Subsystem
o Stereo audio
o Microphone
o S/PDIF optical output
o PC Gameport/MIDI
* IrDA, Serial (RS232), Parallel (IEEE1284) and PS/2 (Keyboard & Mouse)
* Floppy drive connector
I also, but i have some ideas
- Pegasos II Motherboards $499.00 (EUR415.00)
Includes SmartFirmware, back panel, User Manual.
- Pegasos II Processors (This product is the CPU board ALONE.)
Pegasos II CPU Card - 1GHz G4 (7447) $249.00 (EUR199.00)

There is also a complete Computer based on this board. It was named the
Open Desktop Workstation and you can by it as a Linux PC which can also
run MorphOS and Amiga Software.

The Open Desktop Workstation is based on the Pegasos II using the Marvell Discovery II Northbridge and system components of the highest quality.

> A PPC Atari I would love to know more about.

I also, but i have some ideas.

There is also a project with a coldfire board. It may be an interesting project, but i think it is more easy to use an existing board. The coldfire will come to late. Ii it comes in a few years, there is no one left who will use a Atari clone. A project which is made in the someones free time takes to long.

With the Pegasos a possible hardware is available and this board has many interfaces. A bit like the Atari St at is time. All you need is builtin.
Because linux is running on this board, it can be a base for Aranym.
But Aranym uses an underlying OS. in my opinion it was a little bit to much emulator for an PPC based Atari clone. While talking with my friend a got some ideas how to write a PPCTOS based on existing projects. I would like to use as much existing projects as possible. I would like to use the drivers from linux, some code i had to write, the 68040 emulator from Aranym and EmuTOS without Bios. All bios calls leave the emulator and are handled by teh linux drivers.

This can be a possible way to a PPC based Atari, and i think the fastest way.

Regards
Michel

3163. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 22:12:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ed4c87$0$6482$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12089

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dcjeat$o8m$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:dcj95p$b6v$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
>
>> Thats the beauty of it, you don't even know what its doing. :-)
>>
>> Yes i do i know exactly what's its doing and propagating shitte its
> not
>>
>> --
>>
>> (��.�(�*�.� �.�*�)�.��)
>> �.���. Steve .���.�
>> (�.��(�.��* *��.�)��.�)
>>
>>
>
> Ello ;-)
>
> Not wanting to dive into this debate here, but if you have some of the
> good (and very small, non bloatware) firewall software installed you'd
> be shocked to see what Windows software gets up to.
>
> We tried this a few years ago and you have things like Word n stuff,
> getting totally obsessed with connecting to the net at various ports
> etc. If you stop it from doing so it just totally slows it down and
> things. Lots of MS software, and other software does it too.
>
> An MS machine knows when it's connected to the net.... You won't get my
> Dad near an MS based machine, still using an IBM XT 286 with IBMs
> war-on-MS rewrite of DOS (IBM still support DOS, even now). Uses
> Net-Tamer for net communication. Refuses to be swept away in the
> computer boom, as went through it in the 80's and early 90's. (ooh,
> here come the next lot).
>
> Aly
>
>

reminds me of that "notepad" security fix where hackers could take over your
computer *giggles*........

I always used outlook too..... In fact the way it started was I couldn't afford to pay 100's for modems and net software, my first PC "the brick" old 286 jobbie with DOS and 3.11 cost me nothing, just collected spare parts from people I knew and eventually got a PC built up and on the net... latter 95 and got started with outlook...

A Atari OS would be great virus wise for sure, data would be much safter in atari format..... though for me I can't take the plung to the Atari mail, been trying to get my falcon to work with CT60 for like a year.... thats the BIG problem... if my falcon breaks, im screwed along with all my files.... if my PC breaks, assume the GFX card sets on fire, change the MB, gfx... easy fixes and im away again.... can't exactly pickup a new falcon MB when needed.

There pro's and con's for both..... though for the really serious net use who depends on E-mails (like I do) I can't afford to be without E-mail even for a day... and hey I even have another PC as a backup PC, all my data gets backed up and sent to the other PC... so if mine screws up at worst blowing up the drive and loosing all the data, I can just switch to the second and use that and reapir my main PC at leisure.... I'm affraid thats just not possible with a Falcon..... I can't imagine using a ST for it either, too many issues there to get into...

Atari is fine for probably the small general user, or hobbie guy, but if a PC breaks there are floods of parts for the taking, plenty of PC repair shops willing to break it even more.... just can't say that for the Atari scene.... Its not a matter of people dont want to use them, I'm sure a lot of people are all for using a Atari for E-mails and such, but when the thing dies, where you gonna get it fixed ? Where you gonna get spare parts from ? How much is it gonna cost ? how long is it gonna take ? When you add it all up, a PC wins hands down im affraid.

I'm not taking sides or trying to start a war, if I was I'd use a ST ;-)

Chris

3164. Re: Ether NEC network help

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 22:24:43 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <WOydnQBS5-kx0nDfRVnygw@eclipse.net.uk>
Source record: 12090

"exxos" <exxos@home.co.uk> wrote in message
news:42ebdf66$0$13702$cc9e4d1f@news-text.dial.pipex.com...
>
> > It does that so if some one fetchs the password file its useless. You
> > still
> > type "password" as the password. It then runs it through the same
routine
> > as
> > it used when you did a generate password, gets
> > "348th348t9ph34p89htq34tpp234h34hqr9w" and bingo you are in
> >
> >>
>
>
> failing to understand, if the passwords are in the "password file" and
that
> is now not the actual password, so *where* are the "actual" passwords
stored
> ? they have to be stored somewhere if not in that file then how does the
> program know what the passwords are ? it does not make sence.
>

The actual passwords are not stored any where. Most password files work like
this. Its called a "hash" its slightly different to encryption..

> Chris
>
>
>

3165. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 22:37:10 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcjjqm$o0d$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12091

"exxos" <exxos@home.co.uk> wrote in message
news:42ed4c87$0$6482$cc9e4d1f@news-text.dial.pipex.com...
> I'm not taking sides or trying to start a war, if I was I'd use a ST
;-)
>
> Chris
>

I fully expect you to format your hard disk and install IBM DOS 7, Net
Tamer and Arachne tonight. ;-) Mmmm, maybe Debian or Sun O/S if you're
really really hardcore.

teeheehee, only jibing :-)

Aly

3166. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 23:14:23 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ed5af8$0$6483$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12092

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dcjjqm$o0d$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:42ed4c87$0$6482$cc9e4d1f@news-text.dial.pipex.com...
>> I'm not taking sides or trying to start a war, if I was I'd use a ST
> ;-)
>>
>> Chris
>>
>
> I fully expect you to format your hard disk and install IBM DOS 7, Net
> Tamer and Arachne tonight. ;-) Mmmm, maybe Debian or Sun O/S if you're
> really really hardcore.
>
> teeheehee, only jibing :-)
>
> Aly
>
>

.... and whats wrong with GEM :-)

Chris

3167. Re: Mega STE Language Disk

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 23:25:41 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcjmll$1ms$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12093

"David Leaver" <leaver@alpha.com.au> wrote in message
news:42ec0267@news.alphalink.com.au...
> The Atari GENERAL.CPX is the same for all computers. It detects which
> machine it is running on and displays the appropriate options. On the
> MSTe it will switch clock speed and enable/disable the cache. On the
> TT the cache enable/disable is available. On the Falcon or ST(e)
> neither option appears.
>
> I have the language disk if you want a copy.
>
> David
>

Hello,

Okies, have the uk version of XControl now, so getting there :)

One thing does puzzle me though (what again) and that's how to set the desktop colour. This awful grainy green is dreadful, as much prefer the original solid green when switching from mono.. Have so far edited the NEWDESK.INF file directly to put this to solid but there has to be an easier way.

Just checking before I click 'Send'... Nope, definitely not happening here, Windows Colours is about as far as it goes.

Using XC 1.31 downloaded from here; ftp://gem.win.co.nz/hall/cpx/

Thanks,

Aly

3168. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 23:28:05 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcjmq5$1vg$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12094

"exxos" <exxos@home.co.uk> wrote in message
news:42ed5af8$0$6483$cc9e4d1f@news-text.dial.pipex.com...

> .... and whats wrong with GEM :-)
>
> Chris
>

Well, if you want to run CP/M... ;-)

3169. Re: Mega STE Language Disk

Newsgroup: comp.sys.atari.st
Date: 2005-07-31 23:36:48 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcjnaghoc1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12095

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dcjmll$1ms$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> "David Leaver" <leaver@alpha.com.au> wrote in message
> news:42ec0267@news.alphalink.com.au...
> Using XC 1.31 downloaded from here; ftp://gem.win.co.nz/hall/cpx/
>
> Thanks,
>
> Aly
>
>

Done it!! Just loaded up Steem with English 2.06 TOS..

3170. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 03:24:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.01.03.24.28.191248@charter.net>
Source record: 12097

On Sun, 31 Jul 2005 23:12:34 +0100, exxos wrote:
>When you add it all up, a PC wins hands down im affraid.
>
> I'm not taking sides or trying to start a war, if I was I'd use a ST ;-)
>
> Chris

Yes, but even though Atari is my computer of *choice*, when I have to use
a regular PC I *don't* have to use MS and its bloatware. Linux is mature
and stable - its what I run on my 3 comp LAN here.

Beats Windows to death and leaves it begging for a mercy kill. :-)

--
_/_/_/

3171. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 03:25:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.01.03.25.19.301691@charter.net>
Source record: 12098

On Sun, 31 Jul 2005 19:35:22 +0000, Steve Sweet wrote:

>> Thats the beauty of it, you don't even know what its doing. :-)
>
> Yes i do i know exactly what's its doing and propagating shitte its not

Interesting. I guess all the computer experts in the world are wrong and
you are right. :-)

--
_/_/_/

3172. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 03:26:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.01.03.26.16.739224@charter.net>
Source record: 12099

On Sun, 31 Jul 2005 22:37:10 +0000, techie_alison wrote:

> I fully expect you to format your hard disk and install IBM DOS 7, Net
> Tamer and Arachne tonight. ;-) Mmmm, maybe Debian or Sun O/S if you're
> really really hardcore.
>
> teeheehee, only jibing :-)
>
> Aly

Hey, I played around with Arachne once. Nice software, especially its
ability to run on low-end hardware. Are they still around?

--
_/_/_/

3173. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 07:21:52 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42edcd8b$0$10758$636a15ce@news.free.fr>
Source record: 12100

The better thing surely to go to SCSI HDD !!!
You may get some new problems with SCSI because of the famous SDMA clock patch !!

If you have doubt about your IDE HDD, replace it !!
That's easy to find old and good IDE HDD on ebay !!

I already told several times that some HDD IDE are not able to run coorectly on a falcon even if the bus is not accelerated because the HD Driver is running too fast with the 060 + SDRAM (TOS)...

I can only recommand a old and great QUANTUM FIREBALL !
A really bomb that was rating up to 9 MB/s on a F030 + CT2b !

You may go to 6 MB/s on a falcon + CT60.

Compared to poor SCSI with it's 1.5 to 1.8 MB/s, this gives you no problem to choose between to move to SCSI and to replace the IDE !!!

exxos wrote:
> "Coda" <smeg_007@hotmail.com> wrote in message
> news:1122635256.456298.252820@z14g2000cwz.googlegroups.com...
>> Whats the RAM stick thats in it, and have you tried others?
>>
>
> I've tried 3 or 4, 133mhz CL2 128MB Crucial the one which is in now.
>
> a while ago I sent my falcon with CT60 to rodolphe for testing, he
> sent it back saying theres nothing wrong with it, the only thing I
> didnt send was the hard drive, thats why I've trying moving things to
> SCSI, its the only thing I can do really. The only other thing would
> be to scope out all the necessay PSU,data,address lines etc and see
> if I can spot anything amiss between 030 and CT60 mode, its rather
> time consuming though probably just be easier to take the thing out
> and forget out it. I could send it back to rodolphe though I really
> can't see the point.
> the diagnostics sounds interesting, though like I say that don't work
> either :-(

3174. EtherNEC/Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 08:00:19 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11erlkjcev8su17@corp.supernews.com>
Source record: 12101

I think I may have damaged my Falcon cartridge port by plugging in the EtherNEC upside down! Now my Falcon/CT60 just resets over and over as soon as it is turned on with the EtherNEC plugged in. Without the EtherNEC it boots fine. This really stinks because I have gotten so used to MintNET and multitasking now! The EtherNEC still works with my STe, so I don't think it is damaged, but I wish it was that instead of the Falcon! Can anyone offer help here, or am I doomed to single TOS until the EtherNAT comes out; somewhere over the rainbow?? :-)
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

3175. Re: EtherNEC/Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 08:36:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eddee4$0$13706$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12102

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:11erlkjcev8su17@corp.supernews.com...
>I think I may have damaged my Falcon cartridge port by plugging in
> the EtherNEC upside down! Now my Falcon/CT60 just resets over and
> over as soon as it is turned on with the EtherNEC plugged in.
> Without the EtherNEC it boots fine. This really stinks because I
> have gotten so used to MintNET and multitasking now! The EtherNEC
> still works with my STe, so I don't think it is damaged, but I wish
> it was that instead of the Falcon! Can anyone offer help here, or am
> I doomed to single TOS until the EtherNAT comes out; somewhere over
> the rainbow?? :-)
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

apparently there are fuses on the port, if they blow and you plug somethign
in, its probably pulling down some address lines causing the rebooting.

chris

3176. Re: EtherNEC/Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 08:49:02 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1122886142.748522.161150@z14g2000cwz.googlegroups.com>
Source record: 12103

Hi,

Thats right, I wouldn't worry about damage to the Falcon! There is a
fuse located on the Falcon motherboard near the cartridge port. I
can't remember the part number, but it's something like 0.5A or 1A but
doesn't look like a regular mains/household fuse. You could bridge it
with a single strand of copper wire, but only if you don't plug things
in upside down again :-)

exxos wrote:
> "Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
> news:11erlkjcev8su17@corp.supernews.com...
> >I think I may have damaged my Falcon cartridge port by plugging in
> > the EtherNEC upside down! Now my Falcon/CT60 just resets over and
> > over as soon as it is turned on with the EtherNEC plugged in.
> > Without the EtherNEC it boots fine. This really stinks because I
> > have gotten so used to MintNET and multitasking now! The EtherNEC
> > still works with my STe, so I don't think it is damaged, but I wish
> > it was that instead of the Falcon! Can anyone offer help here, or am
> > I doomed to single TOS until the EtherNAT comes out; somewhere over
> > the rainbow?? :-)
> > --
> > Joseph D. Place
> > ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> > http://www.josephplace.com
>
>
> apparently there are fuses on the port, if they blow and you plug somethign
> in, its probably pulling down some address lines causing the rebooting.
>
> chris

3177. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 09:52:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122889951.592707.221440@f14g2000cwb.googlegroups.com>
Source record: 12104

Respect to Pops.

Coda.

3178. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 09:57:51 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122890271.559633.134560@g47g2000cwa.googlegroups.com>
Source record: 12105

Can you actually *buy* a Pegasos board now though? I heard that they
are so hard to get hold of.

3179. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 10:02:26 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122890546.695049.118160@g14g2000cwa.googlegroups.com>
Source record: 12106

Joe,

Did you copy anything from the DOS distribution other than the wad
file?

Coda.

3180. Re: EtherNEC/Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 10:04:55 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1h0m6ji.1ln2togc5ixhcN%rs.death_of_spam.mac@t-online.de>
Source record: 12108

Joseph D. Place <jdplace@REMOVESPAMcableone.net> wrote:

> I think I may have damaged my Falcon cartridge port by plugging in

It is exactly one microfuse of 0.5Amp, marked on board as "F2"

> the EtherNEC upside down! Now my Falcon/CT60 just resets over and
> over as soon as it is turned on with the EtherNEC plugged in.

Normaly that cost the combo chip (COMBEL)
Boot, reset, boot sounds like

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3181. Re: EtherNEC/Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 10:04:56 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1h0m6od.1teg41idt1hjsN%rs.death_of_spam.mac@t-online.de>
Source record: 12107

<lyndonamsdon@hotmail.com> wrote:

> doesn't look like a regular mains/household fuse. You could bridge it
> with a single strand of copper wire, but only if you don't plug things
> in upside down again :-)

Next short let explode +5 tracks on multilayer mainboard!

Microfuses can be found on good electronics stores.

--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3182. Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 12:31:21 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ee15bc$0$13712$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12109

Hi all,

I'm thinking of building up a small kit to allow a PS2 mouse to connect to a ST. Its not the same as Effile as such. The proposed project will be a small board (about the size of 2 regular stamps) which will plug direct into the mouse port ont he ST. The PS2 mouse will plug into the other end of the board. It will be a small compact design and won't require any case mods or anything.

Note that his is only for the mouse not the keyboard. With the demise in ST mice and the cheap flood of PS2 mice I think the project if worthwhile.

It will take some time to develop, techie_alison has been kind enough to research the programming behind the device and PS2 protocols. I hope to have a few test boards made up over the next few weeks. After that will be a more updated design. I imagine each kit will probably retail for around £15, it will be a plug and play solution.

If there is enough interest in the project then I will consider building a small batch and get the boards made up at the PCB factory. If there is not much interest then I won't go further than the sample boards. If there is interest then great, more people = cheaper prices and a factory manufactured design.

your choice!

Chris

3183. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 12:46:28 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1122900388.012374.254540@g44g2000cwa.googlegroups.com>
Source record: 12110

Speaking of the Eiffel, the mouse protocol conversion work will have
been done already, so why re-invent the wheel? Can't you adapt the bits
you need from that? (Copyright issues not withstanding).

Coda.

3184. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 12:58:14 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ee1c04$0$13706$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12111

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122900388.012374.254540@g44g2000cwa.googlegroups.com...
> Speaking of the Eiffel, the mouse protocol conversion work will have
> been done already, so why re-invent the wheel? Can't you adapt the bits
> you need from that? (Copyright issues not withstanding).
>
> Coda.
>

Yes and no, the first batch will be a very basic "copy" type design. Though
it uses older parts which are expensive, if there is enough interest then
the project will be "re-coded" to use cheaper more ready avaliable parts,
Though of course its only worth doing for larger batches.

Chris

3185. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 14:23:52 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ee3043$0$13712$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12112

I give in,

What is the address range of the SDRAM on the CT60 ? I have a 128MB stick so
if anyone can tell me the address ranges then I will just write a program,
its only peeking and poking into ram, easy enough, probably wont be to fast
but at least it will work!

any idea what ram pattens to use ?

I'm guessing for a 8bit type one things like...

01010101
10101010
00000001
00000010
00000100
00001000
00010000
00100000
01000000
10000000

That *should* do it ?

Chris

3186. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 14:31:49 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1122906709.935986.33420@o13g2000cwo.googlegroups.com>
Source record: 12113

I remember seeing a website showing how to build something like this, based around a PIC. Sounds similar to the mouseburster from Mario Becroft but using PS2 mice (good idea!!). Serial mice are long gone.

3187. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 15:01:50 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1122908510.132010.270320@g47g2000cwa.googlegroups.com>
Source record: 12114

Michael,

We tried to get a development system to port MiNT. Genesi promised a development system. They asked for the address to send the system, they NEVER sent one.

They would respond, then stop for a few months and start up again. After almost 2 years of playing pong with e-mails.. still nothing. I gave up late last year on contacting them any further.

The Pegasos was in our minds the best option to get new hardware. Custom Atari Hardware with it's small production run makes it expensive. I'm sure Rodolphe could agree with that. With the Pegasos being multi platform they had a wider base to make larger production runs to help bring the cost down. ($399 USD for a G4 system)

But, I doubt Genesi will be around much longer. Our best bet is to support Czuba with his Hawk project and also try to get the Pegasos Linux community behind him. Remember, the more units sold will help bring the cost down.

Rodolphe - Any chance of you getting the Hawk information on your website soon?

Rob M

3188. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 19:30:53 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.08.01.19.30.49.997446@caramail-NOSPAM.com>
Source record: 12115

Le Sat, 30 Jul 2005 05:55:58 -0700, Coda a ï¿œcritiï¿œ:

> 1. Im going to try mobo @16mhz, but I have to put the 25/16mhz mobo
> boost to a switch on the front panel first.

Ok, for all people who try to run Doom on their system, and have problems.
You must check without anything loaded, then progressively add features,
till problem arises. You must add features one at a time, to be sure what
feature is causing the problem. It can be any of:

At system level:
- tos/mint/magic
- gem/xaaes/naes/magic aes
- accelerator board on/off
- fastram present or not, and its amount
- amount of stram available

At SDL level:
- xbios/gem video driver (in sdl, switchable with environment variable
under MinT)
- audio driver (in sdl, switchable with environment variable under MiNT)

At Doom level
- software features, like audio on/off, texturing on/off, etc...

Telling it does not work on config x.y.z is not information. What is
info is 'feature n works with x.y.w but not with x.y.v'.

> 2. Im guessing that your command line options dont match the original
> doom, as -nosound and -nomusic dont do anything. If so can you post a
> list of options?

RTFM :-).

> 3. On default I usually have Iphiginie running to set the matrix so
> that my sound goes out through the FDI/SPDIF instead of the headphone
> soicke. I notice that when doom starts it initialises the sound system
> and removes the clock to the FDI. Any way of keeping the FDI output
> while setting the sound as normal?

There is no way to read current audio matrix connexions, and to know which
peripheral are connected or not. On a standard Falcon, at reset, no audio
matrix is done, nothing is connected. Plus, I check if there is an
external clock on DSP port. I need more info about your SPDIF interface.

> 4. Rename doom.ttp to doom.prg and it runs at least twice as
> fast...?!?!

No idea, maybe a special ct60 features that disable caches.

> 5. Press F1 for the help screen. Another key to get to the second
> screen. Dies with the message: "W_GetNumForName: HELP2 not found!".
> This may mean that my .wad is corrupted. Can someone else check this
> out?

WAD too old, try getting the latest updated game version (1.9 for
Doom/Doom II).

> 6. Under MiNT the average load while doom was running was only ~30%

Nice.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3189. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 21:06:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <n_qdnXAoFpskE3PfRVnyjQ@eclipse.net.uk>
Source record: 12116

<lyndonamsdon@hotmail.com> wrote in message
news:1122906709.935986.33420@o13g2000cwo.googlegroups.com...
> I remember seeing a website showing how to build something like this,
> based around a PIC. Sounds similar to the mouseburster from Mario
> Becroft but using PS2 mice (good idea!!). Serial mice are long gone.
>

PS2 are vanishing fast as well. We are going to need USB soon....

3190. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 22:11:54 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dcm6na$f54$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12117

"Coda" <smeg_007@hotmail.com> wrote in message
news:1122900388.012374.254540@g44g2000cwa.googlegroups.com...
> Speaking of the Eiffel, the mouse protocol conversion work will have
> been done already, so why re-invent the wheel? Can't you adapt the
bits
> you need from that? (Copyright issues not withstanding).
>
> Coda.
>

Trouble is with the current offerings is that they're not there to buy straight off the shelf. Also, there are issues with some of the examples with irratic mouse movement and alike. Eiffel is super hardcore stuff, quite outstanding actually, but perhaps overkill for someone who just wants a reliable mouse. I'd build an IDE interface before I did one of those. I think you also lose your Atari keyboard too. Quite alot of unnecessary components on that schematic, quite power hungry too on a little ST.
http://perso.wanadoo.fr/didierm/eiffel-e.htm

As for copyright :-) Long covered, from the ground up ;-)
http://uk.geocities.com/techie_alison/5/

3191. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 22:31:34 UTC
From: Remi Villatel <maxilys@SPAMCOP_tele2.fr>
Message-ID: <dcm7senit1@news.tiscali.fr>
Source record: 12118

exxos wrote:

> I'm thinking of building up a small kit to allow a PS2 mouse to connect to a
> ST. Its not the same as Effile as such. The proposed project will be a small
> board (about the size of 2 regular stamps) which will plug direct into the
> mouse port ont he ST. The PS2 mouse will plug into the other end of the
> board. It will be a small compact design and won't require any case mods or
> anything.

Good, very good! I hope you're already thinking about a way to sell your adaptator worldwide. Well, at least to let it go through the tunnel, just for me. ;-)

My optical mouse must be around 15+ and starts to show its age, in particular its special mat is rather worn out and I have a spare optical Logitech that would fit well with my Hades. A plug-and-play adaptator is all I need.

I hope there is some way to use the wheel of the mouse. That the thing I miss the most when I go from my Linux box to my Hades.

See ya,

--
==================
Remi Villatel
maxilys_@_tele2.fr
==================

3192. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 22:42:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eea4db$0$13705$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12119

"David Wade" <g8mqw@yahoo.com> wrote in message
news:n_qdnXAoFpskE3PfRVnyjQ@eclipse.net.uk...
>
> <lyndonamsdon@hotmail.com> wrote in message
> news:1122906709.935986.33420@o13g2000cwo.googlegroups.com...
>> I remember seeing a website showing how to build something like this,
>> based around a PIC. Sounds similar to the mouseburster from Mario
>> Becroft but using PS2 mice (good idea!!). Serial mice are long gone.
>>
>
> PS2 are vanishing fast as well. We are going to need USB soon....
>

Would like to use USB actually now, not sure if the protocol is the same as PS2 though it must be since you can get PS2-USB cables.... PS2 looks a bit to wide on the plug (is on my mouse anyways) so will have problems there unless the plug is filed a bit..... USB fits nice under the port area along with the PCB..

Chris

>

3193. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 22:43:56 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eea54c$0$13703$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12120

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dcm6na$f54$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> "Coda" <smeg_007@hotmail.com> wrote in message
> news:1122900388.012374.254540@g44g2000cwa.googlegroups.com...
>> Speaking of the Eiffel, the mouse protocol conversion work will have
>> been done already, so why re-invent the wheel? Can't you adapt the
> bits
>> you need from that? (Copyright issues not withstanding).
>>
>> Coda.
>>
>
> Trouble is with the current offerings is that they're not there to buy
> straight off the shelf. Also, there are issues with some of the
> examples with irratic mouse movement and alike. Eiffel is super
> hardcore stuff, quite outstanding actually, but perhaps overkill for
> someone who just wants a reliable mouse. I'd build an IDE interface
> before I did one of those. I think you also lose your Atari keyboard
> too. Quite alot of unnecessary components on that schematic, quite
> power hungry too on a little ST.
> http://perso.wanadoo.fr/didierm/eiffel-e.htm

Yeah, Even though I was all for using chunks of the code, I feel as Alison
said it would be best to actually write the code bottom up, then at least we
know 100% whats going on rather than trying to debug pages of someone else's
code..... Sorry coda we are gonna re-invent the wheel..... mabe get some
new spokes and a good polish for it too ;-)

>
> As for copyright :-) Long covered, from the ground up ;-)
> http://uk.geocities.com/techie_alison/5/
>
>

wow someone has been busy ;-)

Chris

3194. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-01 22:50:21 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eea6cc$0$13696$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12121

> Good, very good! I hope you're already thinking about a way to sell your
> adaptator worldwide. Well, at least to let it go through the tunnel, just
> for me. ;-)
>

Postal worldwide is not a problem, payments go via paypal.

> My optical mouse must be around 15+ and starts to show its age, in
> particular its special mat is rather worn out and I have a spare optical
> Logitech that would fit well with my Hades. A plug-and-play adaptator is
> all I need.
>
> I hope there is some way to use the wheel of the mouse. That the thing I
> miss the most when I go from my Linux box to my Hades.

Problem is with the wheel , there is nothing in GEM to support it, so there is no use in making a adapter to support the wheel..... after all, all the ST has is up,down,left,right,fire..... where are you going to put the wheel data ? Even is a way was molished to get the data into RAM, it would need someone really clued up on GEM to be able to read these values and in effect press the UP and DOWN key on the keyboard..... assuming TOS404 (or whatever) when pressing the arrow keys alters the window pos..... So sorry its not gonna happen, I would like to use the wheel aswell TBH... will keep it in mind.... dont forget this is only a simple adapter, it could be possible with Effile with some mods, but molishing a project like that is far dar down the line..... and would still need patches to GEM........

Chris

3195. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 00:42:20 UTC
From: not@onyournelly.co.uk
Message-ID: <dcmfhcess1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12122

One intersted here in the UK

pmalcolm@(nospam).lineone.net

remover (nospam) to reply

3196. Re: EtherNEC/Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 04:18:14 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11ett06hk6b7lec@corp.supernews.com>
Source record: 12123

On 1 Aug 2005 12:04:56 +, Robert Schaffner wrote:
><lyndonamsdon@hotmail.com> wrote:
>
>> doesn't look like a regular mains/household fuse. You could bridge it
>> with a single strand of copper wire, but only if you don't plug things
>> in upside down again :-)
>
>Next short let explode +5 tracks on multilayer mainboard!
>
>Microfuses can be found on good electronics stores.
>
>--
> -= DOIT-Hardware FAQs =-
> _____________________________________
> Macintosh und Atari Hardware FAQs
> <http://www.doitarchive.de>
>.
You are correct! I checked the continuity of F2, and the fuse is
blown. I have it jumpered temporarily until I can find the
microfuse. I'll be very careful with it :-)

I live in a small town, so I'll probably have to search the internet
electronics suppliers for it. Thanks for your help!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

3197. Re: Making a Mega STE with HDD boot from floppy

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 05:18:16 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <9lDHe.1972$jq.1068@bignews3.bellsouth.net>
Source record: 12124

I use to run Net-Tamer on my Falcon using the FalconSpeed 286 board.
Before we finally got a PPP Atari solution to Web Pages.

Not bragging, but I think I was the first to try that and get it working
on
the Falcon.

It worked really well, speed was fast. Up to 57600Baud using the Falcon
modem port in DOS.
Net-Tamer had or has just about all ya need. E-mail, News, Web, etc.

Never could get Win 3.1 to work with the Falcons Modem port.
I don't think it was supported. Not that I used Win 3.1 that much
anyway.
Running DOS was Cool, alot like using SpartaDos on the ole 8-bit Atari.

I still have my old 80+meg Conner IDE setup to run FalconSpeed and
have 2 FalconSpeed Boards.

Net-Tamer would run on just about anything. I think there is even a pre
286 version.

I have a SuperCharger too, just about bet it would work on it. Would
like to find
a 286 or better upgrade for it.

Haven't tried the 386 version on my Vortex 386SX in my MegaSTE yet.

I sent in the registration fee for the program.

Have there been any updates in the last 2-3 years?

Tell ya Dad to run it on a Falcon for some real Fun!

phantomm@bellsouth.net

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dcjeat$o8m$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
>
> Ello ;-)
>
> Not wanting to dive into this debate here, but if you have some of the
> good (and very small, non bloatware) firewall software installed you'd
> be shocked to see what Windows software gets up to.
>
> We tried this a few years ago and you have things like Word n stuff,
> getting totally obsessed with connecting to the net at various ports
> etc. If you stop it from doing so it just totally slows it down and

> things. Lots of MS software, and other software does it too.
>
> An MS machine knows when it's connected to the net.... You won't get
> my
> Dad near an MS based machine, still using an IBM XT 286 with IBMs
> war-on-MS rewrite of DOS (IBM still support DOS, even now). Uses
> Net-Tamer for net communication. Refuses to be swept away in the
> computer boom, as went through it in the 80's and early 90's. (ooh,
> here come the next lot).
>
> Aly
>
>

3198. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 05:39:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200508020739.a45876@ll.maus.de>
Source record: 12125

Hallo exxos,

>it would need someone really clued up on GEM to be able to read these
>values and in effect press the UP and DOWN key on the keyboard

With MiNT and XaAES you can use mouse wheels. And for MagiC there is a
little tool from Armin Diedering which implements this into GEM.

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

3199. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 06:22:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200508020822.a11258@b.maus.de>
Source record: 12128

> I'm thinking of building up a small kit to allow a PS2 mouse to connect
> to a ST.

Armin Diedering make one.

<http://www.ardisoft.de/Produkte/Jerry_ST/jerry_st.html> (german)

Gerhard

3200. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 08:01:41 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1122969700.994698.18840@z14g2000cwz.googlegroups.com>
Source record: 12126

I have a feeling someone reported to me they got a USB mouse working
with a PS2 adaptor on the Eiffel.

3201. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 09:09:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ef3804$0$6474$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12127

""Martin Els&#65533;sser"" <Martin_Elsaesser@ll.maus.de> wrote in message
news:200508020739.a45876@ll.maus.de...
> Hallo exxos,
>
>>it would need someone really clued up on GEM to be able to read these
>>values and in effect press the UP and DOWN key on the keyboard
>
> With MiNT and XaAES you can use mouse wheels. And for MagiC there is a
> little tool from Armin Diedering which implements this into GEM.
>
> Gru&#65533;
>
> Martin [PGP-Key available]
> ---
> F&#65533;r Mails >16 kByte: martin@melsaesser.de

So if the mouse wheels are supported in GEM, then how is the data processed
from the wheel to GEM ?

chris

3202. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 10:30:06 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <OWHHe.7191$n97.5415@newsfe1-win.ntli.net>
Source record: 12129

"exxos" <exxos@home.co.uk> wrote in message
news:42eea4db$0$13705$cc9e4d1f@news-text.dial.pipex.com...
> Would like to use USB actually now, not sure if the protocol is the same
> as PS2

No it is not.

> though it must be since you can get PS2-USB cables....

Some mice will recognise whether they are plugged into PS2 or USB, and act
accordingly.

Eventually things will drop PS2 support, just as RS232 was replaced by USB.

3203. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 10:54:09 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ef5081$0$6483$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12131

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:OWHHe.7191$n97.5415@newsfe1-win.ntli.net...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:42eea4db$0$13705$cc9e4d1f@news-text.dial.pipex.com...
>> Would like to use USB actually now, not sure if the protocol is the same
>> as PS2
>
> No it is not.
>

Can you provide a URL so I can take alook at this ?

chris

3204. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 11:16:58 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ef55d4$0$6474$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12132

"Odd Skancke" <ozkNOSPAM@org.atariSWAPME> wrote in message
news:1122986991.7456.12.camel@linuxbox...
> tir, 02,.08.2005 kl. 10.09 +0100, skrev exxos:
>> ""Martin Elssser"" <Martin_Elsaesser@ll.maus.de> wrote in message
>> news:200508020739.a45876@ll.maus.de...
>> > Hallo exxos,
>> >
>> >>it would need someone really clued up on GEM to be able to read these
>> >>values and in effect press the UP and DOWN key on the keyboard
>> >
>> > With MiNT and XaAES you can use mouse wheels. And for MagiC there is a
>> > little tool from Armin Diedering which implements this into GEM.
>> >
>> > Gru
>> >
>> > Martin [PGP-Key available]
>> > ---
>> > Fr Mails >16 kByte: martin@melsaesser.de
>>
>>
>> So if the mouse wheels are supported in GEM, then how is the data
>> processed
>> from the wheel to GEM ?
>
> There are various ways. The Milan VDI supports wheels, and have
> vex_mwheel() (or some such called function) which things can use to get
> wheel events. On other machines (other VDI's without this support) I hav
> no idea how wheel data reach GEM, but I have a hunch drivers hook into
> VDI trap vector and implements vex_mwheel(). XaAES have very good
> support for wheels. I think building a new adapter like this needs to
> include wheelsupport ;-) If you ask for help with software, I'm sure
> someone will help you. I can help with low-level MiNT drivers to make
> XaAES take good advantage of it.
>
> Best Regards,
> Odd Skancke
>
>

im all for wheel support, dont get me wrong! Though I can't see how GEM read
the data from the port, AFAIK you only have the 6 data lines......

The only way which it *could* work was if you use UP & DOWN and the same
time for a wheel up pulse, and LEFT & RIGHT for a wheel down pulse.....
though of couse GEM would have to read those values in and act accordingly.

if anyone knows how GEM reads the data, or can delv into the wheel code, and tell me how its reading the data from the port then that would be a BIG help..... unless I know HOW its reading the data then theres nothing I can do!

Chris

.

3205. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 12:20:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.02.12.20.33.306372@charter.net>
Source record: 12133

On Mon, 01 Aug 2005 23:50:21 +0100, exxos wrote:

> Problem is with the wheel , there is nothing in GEM to support it, so there
> is no use in making a adapter to support the wheel..... after all, all the
> ST has is up,down,left,right,fire..... where are you going to put the wheel
> data ? Even is a way was molished to get the data into RAM, it would need
> someone really clued up on GEM to be able to read these values and in effect
> press the UP and DOWN key on the keyboard..... assuming TOS404 (or whatever)
> when pressing the arrow keys alters the window pos..... So sorry its not
> gonna happen, I would like to use the wheel aswell TBH... will keep it in
> mind.... dont forget this is only a simple adapter, it could be possible
> with Effile with some mods, but molishing a project like that is far dar
> down the line..... and would still need patches to GEM........
>
> Chris

I believe, if I'm not mistaken, that MINT supports a wheel mouse, so it is
something to think about, even if its further down the road.

--
_/_/_/

3206. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 12:27:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ef662e$0$6475$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12134

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.02.12.20.33.306372@charter.net...
> On Mon, 01 Aug 2005 23:50:21 +0100, exxos wrote:
>
>> Problem is with the wheel , there is nothing in GEM to support it, so
>> there
>> is no use in making a adapter to support the wheel..... after all, all
>> the
>> ST has is up,down,left,right,fire..... where are you going to put the
>> wheel
>> data ? Even is a way was molished to get the data into RAM, it would need
>> someone really clued up on GEM to be able to read these values and in
>> effect
>> press the UP and DOWN key on the keyboard..... assuming TOS404 (or
>> whatever)
>> when pressing the arrow keys alters the window pos..... So sorry its not
>> gonna happen, I would like to use the wheel aswell TBH... will keep it in
>> mind.... dont forget this is only a simple adapter, it could be possible
>> with Effile with some mods, but molishing a project like that is far dar
>> down the line..... and would still need patches to GEM........
>>
>> Chris
>
> I believe, if I'm not mistaken, that MINT supports a wheel mouse, so it is
> something to think about, even if its further down the road.
>

hmmm, I aint clued up on things these days, is MINT MultiTOS ? Whatever
supports wheelmouse, well I will need a copy of it, in fact if I have wheel
mouse support I might just plug some values into the port and see what
happens... if there is a patch of soemthing to get it working on my falcon
then please send me a copy, can't do anything if I dont have a OS which
supports it......

cheers
chris

3207. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 12:30:38 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dcnp1i$8h6$1@atlantis.news.tpi.pl>
Source record: 12135

exxos napisaďż˝(a):
> hmmm, I aint clued up on things these days, is MINT MultiTOS ? Whatever
> supports wheelmouse, well I will need a copy of it, in fact if I have wheel
> mouse support I might just plug some values into the port and see what
> happens... if there is a patch of soemthing to get it working on my falcon
> then please send me a copy, can't do anything if I dont have a OS which
> supports it......

MiNT (FreeMiNT today) is not MultiTOS, but it has basically the same
functionality. You can get it at http://sparemint.atari.org.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3208. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 12:49:51 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1122986991.7456.12.camel@linuxbox>
Source record: 12130

tir, 02,.08.2005 kl. 10.09 +0100, skrev exxos:
> ""Martin Elssser"" <Martin_Elsaesser@ll.maus.de> wrote in message
> news:200508020739.a45876@ll.maus.de...
> > Hallo exxos,
> >
> >>it would need someone really clued up on GEM to be able to read these
> >>values and in effect press the UP and DOWN key on the keyboard
> >
> > With MiNT and XaAES you can use mouse wheels. And for MagiC there is a
> > little tool from Armin Diedering which implements this into GEM.
> >
> > Gru
> >
> > Martin [PGP-Key available]
> > ---
> > Fr Mails >16 kByte: martin@melsaesser.de
>
>
> So if the mouse wheels are supported in GEM, then how is the data processed
> from the wheel to GEM ?

There are various ways. The Milan VDI supports wheels, and have
vex_mwheel() (or some such called function) which things can use to get
wheel events. On other machines (other VDI's without this support) I hav
no idea how wheel data reach GEM, but I have a hunch drivers hook into
VDI trap vector and implements vex_mwheel(). XaAES have very good
support for wheels. I think building a new adapter like this needs to
include wheelsupport ;-) If you ask for help with software, I'm sure
someone will help you. I can help with low-level MiNT drivers to make
XaAES take good advantage of it.

Best Regards,
Odd Skancke

3209. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 13:33:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.02.13.33.19.958127@charter.net>
Source record: 12136

On Tue, 02 Aug 2005 14:30:38 +0200, Adam Klobukowski wrote:

> MiNT (FreeMiNT today) is not MultiTOS, but it has basically the same
> functionality. You can get it at http://sparemint.atari.org.

and its not *that* hard to setup. If you have questions, post them here,
oodles of people will attempt to help you.

Heck, if they can help an ID-10-T like me get it running, then anyone can
do it! :-)

--
_/_/_/

3210. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 14:06:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ef7da5$0$6470$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12137

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.02.13.33.19.958127@charter.net...
> On Tue, 02 Aug 2005 14:30:38 +0200, Adam Klobukowski wrote:
>
>> MiNT (FreeMiNT today) is not MultiTOS, but it has basically the same
>> functionality. You can get it at http://sparemint.atari.org.
>
> and its not *that* hard to setup. If you have questions, post them here,
> oodles of people will attempt to help you.
>
> Heck, if they can help an ID-10-T like me get it running, then anyone can
> do it! :-)
>

aye, ive looked at that before and aint got any clues whatsoever to set that lot up. Plus not everyone us using it so there wouldn't be use in making a adapter run with that little lot.

To refocus, I think first we need someone to track down the code which is controlling the wheel, then we can take a look into getting the controller to provide those data inputs..... Plus I think it would be a good idea if then someone wrote a small patch just for generic GEM, to add in that option..... I will help develop the hardware side of things but I dont have *that* much time to get into the software side of it aswell.

Like I said a UP/Down press would be the only way to pass the data though, I am not sure how GEM would react to that, hopeing that it wouldn't do anything, as such a small patch to check for that sequence of events and press the down arrow key. That would be the easy solution. Though like I said someone else would have to develop the software patch first!

I think for now is get a generic kit up and running, if enough people support the project, then it would be worth spending a bit more time into looking into the wheel and maybe other things.

The way I see it, if I'm sure Effile supports the wheel ? it interfaces direct to the MB, it would be easy to recode the mouse wheel data to push the up or down arrow key on the keyboard... Though Remember this new project is *not* a keyboard one.... I think this is where the confusion is comming from.

Its *not* the Effile project for mouse and keyboard, its a smaller project *just* for the mouse. As such I don't think it will support the wheel, just not possible without a lot of work. I think if people want to use the wheel then they would have to consider using Effile..

The project at the moment is to interface a PS2 mouse to the ST without having to do any case mods, change the keyboard, or "mess about" in anyway.

If ppl only want to use a new mouse, (which I do) then , if enough sell to fund future developments (which I doubt will happen) then we will look into other things.... Though I think anyone who wants to use the Mouse should use Effile and do all the needed mods etc.... If there is enough demand for Effile in the EC/UK Then we will look into building up some of those.... I dont think the PCB layouts are avaliable so in order to design the PCB there would have to be sufficient demand.

Hope this clears a few things up.
Chris

3211. Re: EtherNEC/Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 21:20:11 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1123017611.342943.81990@z14g2000cwz.googlegroups.com>
Source record: 12138

This sounds like my problem! The EtherNEC worked on my TT fine. When I moved it to my CT60 it stopped working. CT60 won't boot with the EtherNEC installed. And my TT is in storage. Wish I had room to have all my Atari's setup.

Besides jumping the fuse, I have no way to test to see if it's blown. Do the micro fuses change in color? Meaning give a "blown" look like normal fuses. It looks like the fuse in F1, so I can't tell. I must need glasses now..

Rob M

3212. Re: MulltiTOS and CT60

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 21:48:56 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1123019336.643777.128740@o13g2000cwo.googlegroups.com>
Source record: 12139

Neodesk and the CT60 appear to not get along very well.

Geneva does run via the CT60, but for some reason slows the system down
so that Geneva on an accelerated Falcon feels about the same speed as
on a stock Falcon. I do not know why this is the case.

Galen

3213. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 22:01:38 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1123019099.531835.15760@g14g2000cwa.googlegroups.com>
Source record: 12140

Early indications are that the SCSI chain is not sufficiently stable without the external hard drive being on. With the hard drive on, everything tested thus far appears to work.

I'll do more tests as time permits, but who among us has SCSI problems when items in the chain are off? I've heard of this, but have never encountered it before.

Galen

3214. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 22:08:34 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1123020514.478888.3610@g49g2000cwa.googlegroups.com>
Source record: 12141

My problems were similar to Ronald's -- weird lettering, random lines across the screen, very slow redraws of boxes. Restarted with NVDI and this was gone.

Galen

3215. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 22:13:24 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1123020804.628263.302890@g43g2000cwa.googlegroups.com>
Source record: 12142

What file type is .rar? I can't open your pictures.

Galen

3216. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 22:22:37 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1123021357.367012.42290@o13g2000cwo.googlegroups.com>
Source record: 12143

Your problems seem a lot like the ones I've had in the past.

Run the modified control.acc with the ct60 config cpx and NVDI 5 first.
Also, find out what kind of ST RAM card you are using -- this could be
the problem as the CT60 is pretty sensitive to ST RAM.

Are you using HD driver or Cecile?

FWIW, my problems turned out to be a questionable 68060. Even thought
Rodolphe sent the original CPU to me, the chip was not stable at 66Mhz.
A new 68060 solved that problem.

Galen

3217. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 22:34:39 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eff4f6$0$6484$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12144

"Galen" <atarigalen@yahoo.com> wrote in message
news:1123021357.367012.42290@o13g2000cwo.googlegroups.com...
> Your problems seem a lot like the ones I've had in the past.
>
> Run the modified control.acc with the ct60 config cpx and NVDI 5 first.
> Also, find out what kind of ST RAM card you are using -- this could be
> the problem as the CT60 is pretty sensitive to ST RAM.

ST RAM tests out fine, ram normal ram tester for that. I have NDVI4 or 5
upgrade (legit copy) but I can't find the actual NVDI install disks, unless
NVDI is freeware to download then I can't try it :(

>
> Are you using HD driver or Cecile?

HD8

>
> FWIW, my problems turned out to be a questionable 68060. Even thought
> Rodolphe sent the original CPU to me, the chip was not stable at 66Mhz.
> A new 68060 solved that problem.
>

im wondering about that also, but ive got mine running on 50mhz now, seems a
fraction more stable but hard to say since the crashes seem random.

Chris

> Galen
>

3218. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 22:35:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eff51d$0$6469$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12145

"Galen" <atarigalen@yahoo.com> wrote in message
news:1123020804.628263.302890@g43g2000cwa.googlegroups.com...
> What file type is .rar? I can't open your pictures.
>
> Galen
>

rar is winrar http://rarlab.com/download.htm

3219. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 22:36:40 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42eff56f$0$6484$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12146

"Galen" <atarigalen@yahoo.com> wrote in message
news:1123020514.478888.3610@g49g2000cwa.googlegroups.com...
> My problems were similar to Ronald's -- weird lettering, random lines
> across the screen, very slow redraws of boxes. Restarted with NVDI and
> this was gone.
>
> Galen
>

shrugs I dont get that, the only time ive seem that was when the falcon
bus was overclocked to 24mhz.

chris

3220. StarCommander equivalent for .ST floppy disk images?

Newsgroup: comp.sys.atari.st
Date: 2005-08-02 22:56:23 UTC
From: Chris <thisisjustadummy@dummy.com>
Message-ID: <dcotlh$4fg$1@lnx107.hrz.tu-darmstadt.de>
Source record: 12147

Asking questions again...

Is there an editor for .ST floppy disk images available to run on linux or windows? What I am looking for is a tool that enables me to add files from my pc harddisk to a .st disk image, just like StarCommander does for the C64.
If there is no such tool, is there an emulator that allows to access files and/or folders in the host file system, as well as writing to disk images (which would be a workaround for the problem given above)? Linux preferred.

Thanks for any help,

Chris

3221. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 00:19:18 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <a4UHe.20698$Fx3.20236@newsfe7-gui.ntli.net>
Source record: 12148

"exxos" <exxos@home.co.uk> wrote in message
news:42ef5081$0$6483$cc9e4d1f@news-text.dial.pipex.com...

> Can you provide a URL so I can take a look at this ?

Google it. There must be many pages on the subjects.
http://www.microsoft.com/whdc/hwdev/tech/input/mcompat.mspx
http://www.microsoft.com/whdc/hwdev/tech/input/5b_wheel.mspx

Right now I'm in the middle of looking at a PS/2 keyboard to Atari 8-bitter
keyboard.

3222. Re: EtherNEC/Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 06:22:59 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1h0pkk6.drmfmw1hgbrw4N%rs.death_of_spam.mac@t-online.de>
Source record: 11999

RobM <rmahlert@gmail.com> wrote:

> Besides jumping the fuse, I have no way to test to see if it's blown.
> Do the micro fuses change in color? Meaning give a "blown" look like
> normal fuses. It looks like the fuse in F1, so I can't tell. I must
> need glasses now..

You can measure only with multimeter these +5V on romport
That dumb fuse had no display

(Solder an resistor of 350ohm and a LED after fuse) ;)
(Cheap display) :)

Check out pin 1 + 2 on romport, both should have +5 Volt
pin 38 + 40 are GND both

If your romport card woni¿½t work after replace this fuse, ask the
developer to check the timing to access this card. My CT2 woni¿½t also
accept the romport interface from elmar hilgart.

Elmar modified the software card driver so this interface work with CT2
falcon.

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3223. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 06:33:20 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3lb6pgF11ojt4U1@individual.net>
Source record: 12000

Galen wrote:

> I'll do more tests as time permits, but who among us has SCSI problems
> when items in the chain are off? I've heard of this, but have never
> encountered it before.

This is a termination problem, and the hard drive might cause it. The SCSI specification says that a drive that is switched off must not cause any problems with the SCSI bus. With your drive this appears to be different.

--

Dr. Uwe Seimet http://www.seimet.de

3224. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 10:02:16 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123063336.599893.109310@g47g2000cwa.googlegroups.com>
Source record: 12001

One solution may be to set TERMPWR OFF on that hard drive and find an external Passive Terminator to go on the end of the cable instead.

Coda.

3225. Re: CT60 half speed ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 10:06:40 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42f0972e$0$13712$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12002

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:s960f1doeh2jpp43d7c1vbjjbeiv1h8001@4ax.com...
> On Wed, 03 Aug 2005 00:56:15 GMT, Rustynutt
> <rustynutt@spamblock.hotmail.com> wrote:
>
>>On Tue, 2 Aug 2005 23:36:40 +0100, "exxos" <exxos@home.co.uk> wrote:
>>
>>>
>>>"Galen" <atarigalen@yahoo.com> wrote in message
>>>news:1123020514.478888.3610@g49g2000cwa.googlegroups.com...
>>>> My problems were similar to Ronald's -- weird lettering, random lines
>>>> across the screen, very slow redraws of boxes. Restarted with NVDI and
>>>> this was gone.
>>>>
>>>> Galen
>>>>
>>>
>>>*shrugs* I dont get that, the only time ive seem that was when the
>>>falcon
>>>bus was overclocked to 24mhz.
>>>
>>>chris
>>>
>>
>>If i'm not killed.... You saw lots of dots on the screen with the fast
>>bus, right? That's the Videl spewing, usually doesn't cause crashes if
>>you don't have alternate RAM installed.
>>Weird lettering and garbage on the screen, lockup, on a Falcon with
>>alternate RAM, is because the Blitter is enabled. NVDI disables the
>>Blitter. Lot of info in the Afterburner documents.
>>Accept no substitutes :)
>
> Or, as Galen mentions in another thread, problem could be with ST RAM
> card. I run 25mHz bus on Mighty Sonic and standard 4mb Falcon ST RAM
> card without trouble, but I have a NOVA ATI installed, and wouldn't
> necessarily see the trouble. NOVA VDI shuts down the Videl.
>

I will dig out the falcon registers latter and write a small prog to disable
the blitter, see if that improves my luck..

chris

3226. Re: StarCommander equivalent for .ST floppy disk images?

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 10:15:42 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123064142.712092.5960@f14g2000cwb.googlegroups.com>
Source record: 12003

An ST image is not compressed, its just a straight image of the disk, sector by sector. You may be able to mount it as a loopback msdos format floppy disk on linux. I havent tried this myself though. FYI You can use dd to write the image back to a 720k floppy (if you have any).

Coda.

3227. Re: StarCommander equivalent for .ST floppy disk images?

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 13:12:08 UTC
From: Chris <thisisjustadummy@dummy.com>
Message-ID: <dcqfq2$o7c$1@lnx107.hrz.tu-darmstadt.de>
Source record: 12004

Coda, many thanks!

I did not try exactly what you suggested, but your hints were very helpful
in finding the following solution:
I created a (new, blank) 720k standard (IBM) floppy disk image with
WinImage, which works very well with wine on linux, put the files I need in
it (also with WinImage), saved the image file, renamed the file extension
to .ST and "mounted" it in hatari. Works perfectly!
Thanks also for the hint to use dd to write ST images back to physical
disks. I will try that later.

Thanks again,

Chris

Coda wrote:

> An ST image is not compressed, its just a straight image of the disk,
> sector by sector. You may be able to mount it as a loopback msdos
> format floppy disk on linux. I havent tried this myself though. FYI You
> can use dd to write the image back to a 720k floppy (if you have any).
>
> Coda.

3228. Re: CT60 SCSI issues

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 15:47:04 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <3lc77nF121mbpU1@individual.net>
Source record: 12005

In article <3lb6pgF11ojt4U1@individual.net>,
Uwe Seimet <Uwe.Seimet@seimet.de> wrote:
>
>This is a termination problem, and the hard drive might cause it. The
>SCSI specification says that a drive that is switched off must not cause
>any problems with the SCSI bus. With your drive this appears to be
>different.

IIRC, the standard says "should" and not "must" - most devices behave fine
when powered off, but I have seen at least two that reproducibly cause
trouble when powered off - one was the ST296N harddisk, and I do not
remember which the second was.

cu
Michael

3229. Re: EtherNEC/Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 16:15:38 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11f1rdat19dgp93@corp.supernews.com>
Source record: 12006

On 2 Aug 2005 14:20:11 -, "RobM" wrote:
>This sounds like my problem! The EtherNEC worked on my TT fine. When I
>moved it to my CT60 it stopped working. CT60 won't boot with the
>EtherNEC installed. And my TT is in storage. Wish I had room to have
>all my Atari's setup.
>
>Besides jumping the fuse, I have no way to test to see if it's blown.
>Do the micro fuses change in color? Meaning give a "blown" look like
>normal fuses. It looks like the fuse in F1, so I can't tell. I must
>need glasses now..
>
>Rob M
>
>.
No visual change. I used an ohm meter to check the fuse.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

3230. the BITS club intro #17.

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 16:38:53 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1123087133.346402.201800@f14g2000cwb.googlegroups.com>
Source record: 12007

```
THE BITS CLUB
==============
proudly presents:

Intro #17
"CIRCLES"

,----------------------------,
| H H I ! ! ! BB III III SS|
| HHH I ! ! ! BBB I I S |
| H H I ! ! ! BB III IT SS |
| ___---___ |
| _-~ ~-_ |
| = _--~~~~~~~-_ = |
| / = _-----_ = \ |
| | = - _---_ - = | |
| | | = - _-_ - = | | |
| | | | | | o | | | | | |
| | | = - ~-~ - = | | |
| | = = ~----~ = = | |
| \ = ~------~ = / |
| =_ ~=__ __-~ _= |
| -_ ~~~ _- |
| ~~-------~~ |
'----------------------------'

http://so_o2.tripod.com/TBC17-STbin-20050803.zip

Visit The Bits homepage:
http://so_o2.tripod.com/tbc.html
```

3231. Re: Ram test programs for CT60 RAM ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-03 20:43:24 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <gLednYxL5LPxsWzfRVnyiA@pipex.net>
Source record: 12008

In message <42eff51d$0$6469$cc9e4d1f@news-text.dial.pipex.com>, exxos@home.co.uk said:

>"Galen" <atarigalen@yahoo.com> wrote in message
>news:1123020804.628263.302890@g43g2000cwa.googlegroups.com...
>> What file type is .rar? I can't open your pictures.
>
>rar is winrar http://rarlab.com/download.htm

Is there any Atari app that will decode rar files - preferably in
TOS or MagiC and not MiNT?

Regards, /Peter/

3232. AD: Atari Games of Summer! $5 & Up!

Newsgroup: comp.sys.atari.st
Date: 2005-08-04 06:21:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0508032318200.31962-100000@onyx.spiritone.com>
Source record: 12009
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Take a mini-vacation on your Atari. Why not, it's paid for! Relax this summer. Play games on your Atari! Or look for Atari games at http://BenSells.Atari.org Games Starting at $5 & Up! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids Hardening of the Ataris! Call (503)256-9974 or goto:

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3233. TeraDesk 3.60 is available

Newsgroup: comp.sys.atari.st
Date: 2005-08-04 12:20:47 UTC
From: vdjole@EUnet.yu
Message-ID: <dct16sres1@news.eunet.yu>
Source record: 12010

Version 3.60 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

TeraDesk is currently the only open-souce desktop available for 16-bit
and 32-bit Atari computers. Developers' goal is to maintain TeraDesk as
a small, simple, fast and reliable desktop, which can run on any TOS-
compatible Atari computer, clone or emulator and which can be be functional
and competetive in the modern multitasking environments and all flavours
and versions of TOS-compatible operating system(s), while keeping, as
much as reasonable, familiarity with the original TOS desktop.

Several new features have been added since the last published version,
mostly in the areas of handling file attributes and access rights, and
manipulation of desktop and window icons. Also, some bugs have been fixed.

Users are advised to read the documentation before running the program ;)
Some features of TeraDesk may not be immediately obvious.

Have fun.

3234. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-04 12:56:16 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1123160176.837976.154460@g47g2000cwa.googlegroups.com>
Source record: 12011

Hi Coda,

I copied only the wad file i think. I can double check this on next
week, since I'm on holliday ;)

Jozsi

Coda írta:
> Joe,
>
> Did you copy anything from the DOS distribution other than the wad
> file?
>
> Coda.

3235. CTCM : new production

Newsgroup: comp.sys.atari.st
Date: 2005-08-04 14:17:47 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42f223a9$1$13584$626a14ce@news.free.fr>
Source record: 12012

```
If you were not registered for a new CTCM production, you can yet order one.

But now you have directly to pay.

See my web site for price and shipping cost.

you can pay :
- cash (euro) in a letter.
- paypal (add 4% to cover paypal fees).

Thank You
```

--
Rodolphe Czuba
4, all�e du Laurier
Auvillers
60290 Neuilly-sous-Clermont
FRANCE

3236. STOS SITE UP!

Newsgroup: comp.sys.atari.st
Date: 2005-08-04 15:16:28 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42f23081$0$13695$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12013

Hello all,

We are pleased to announce that the site is online
now! Hope you find something of interest there and any
feedback would be appreciated.

We still have plenty to add to the site but this will
take time!

Try not to break it LOL

http://stos.atari.st/

Cheers,
Lee

3237. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-08-04 20:54:30 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <dctrpm$vl2$1@gateix.bernstein.loc>
Source record: 12017

Hi,

> Can you actually *buy* a Pegasos board now though? I heard that they
> are so hard to get hold of.

I dont know because i never tried to get one. But i have send a email to bplan and ask if it is available for customer and i aksed for the prices. If i get a answer i will post the news. I think, bplan as the developer and manufactor of the board is a better address for this question.

Regards
Michael

3238. Re: Rodolphe Czuba Hawk PowerPC Project reveald

Newsgroup: comp.sys.atari.st
Date: 2005-08-04 21:15:36 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <dctt18vtb1@gateix.bernstein.loc>
Source record: 12016

Hi Rob,

> We tried to get a development system to port MiNT. Genesi promised a
> development system. They asked for the address to send the system, they
> NEVER sent one.

If you speak about development system you speak about not pay the full price? As far as i remember, the computer based on the pegasos board was planed as an amiga clone. If i look at the homepage of genesi, the computer based on the Pegasos II board was offered as a linux pc and MorphOS was also running. I have the feeling that the market was a little bit to small. Maybe genesi think, they cant sell enough systems as Atari clones to get the money back they spend in a development system?

Can you give me some information about you plans to porting MiNT? It looks like a different approach to get a Atari system running than my idea. For the first step a had different ideas to save development time.

> The Pegasos was in our minds the best option to get new hardware.
> ...

Thats the reason why i prefer to use an existing board. But in better english :-) And the Pegasos II still exists, developing new hardware will also need time. You had to wait again years (look at the coldfire) to get a PPC board.

I have send a email to bplan. Maybe it is more easy to talk with bplan. But i am afraid that i have to by my development board. But i can save transportation costs because bplan is only 25 km away from my home :-)

Regards
Michael

3239. ICTARI

Newsgroup: comp.sys.atari.st
Date: 2005-08-04 23:43:44 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42f2a778$0$13695$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12014

hi all,

has anyone got working copies of ICTARI issues 39,48,50,51 ? ive searched
google and found a fair few places with them but they all have CRC error :-(

Chris

3240. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2005-08-04 23:45:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.04.23.45.15.783308@charter.net>
Source record: 12015
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 04 Aug 2005 16:34:22 -0400, You wrote:

> I've been looking for some online archives of old Atari Magazines that are
> no longer in print or available by any other means. Specifically, I'm
> looking for an article by Dave Small that was published in the
> December93/January 94 issue of "Current Notes".
>
> The article was titled, Small's Second Law, and it is about the chaotic
> nature of data storage and the universe we live in. If anybody knows where
> I might be able to find an online copy of this article, I'd be most
> grateful.
>
> Thanks,
> William

I love reading what that man wrote. He also wrote a short story that was
published in Current Notes, I thought it was awesome.

Wish I had all of the Current Notes mags I used to have. They got
lost/destroyed over time, and man....I miss them them, all of them, now.

:-(

PS Heck, you know, I even wrote 2 articles for Current Notes. :-)

--
_/_/_/

3241. Re: ICTARI

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 08:38:06 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1123231085.993825.4450@g44g2000cwa.googlegroups.com>
Source record: 12018

Hiya,

A recall uploading all the ones I knew was missing to Martin Byttebiers
FTP, so they should all be accessable from this link:

ftp://193.190.204.128/atari/disk_magazine/ictari/

Regards,

/Joakim

3242. Re: ICTARI

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 10:22:06 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42f33ea5$0$6474$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12019

"lp" <GfA@MiNT.Net> wrote in message news:BF182B24.194A9%GfA@MiNT.Net...
> in article BF182412.194A3%GfA@MiNT.Net, lp wrote on 8/4/2005 7:59 PM:
>
>> in article 42f2a778$0$13695$cc9e4d1f@news-text.dial.pipex.com, exxos
>> wrote
>> on 8/4/2005 7:43 PM:
>>
>>> hi all,
>>>
>>> has anyone got working copies of ICTARI issues 39,48,50,51 ? ive
>>> searched
>>> google and found a fair few places with them but they all have CRC error
>>> :-(
>>
>> I might have them. Have to do some digging and I'll get back to ya.
>
> I found them. They depack on my hades. Grab them here:
> http://gfa.atari-users.net/temp/
>
> Please let me know when you got them so I can remove them.
>

thanks for that, I just downloaded them, and they extract fine!

cheers,
chris

> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>

3243. Re: ICTARI

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 12:57:02 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <ymJIe.162328$Kv7.8783919@phobos.telenet-ops.be>
Source record: 12020

lp wrote:
>
> in article 1123231085.993825.4450@g44g2000cwa.googlegroups.com, GokMasE
> wrote on 8/5/2005 4:38 AM:
>
>> Hiya,
>>
>> A recall uploading all the ones I knew was missing to Martin Byttebiers
>> FTP, so they should all be accessable from this link:
>>
>> ftp://193.190.204.128/atari/disk_magazine/ictari/
>
> The 4 zips mentioned are broken at this url unfortunately.
> I did check them to be sure.

They seems broken indeed. STzip returns me a error 2 message.
>
> Martin,
>
> If you read this you can get good zips at this address and update your ftp?
> http://gfa.atari-users.net/temp/

Ok, I've downloaded the files and will update the server asap.

Thanks,
Martin

--
**********Greeting from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3244. Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 13:43:32 UTC
From: Phil Graham <grazey@tphf.karoo.co.uk>
Message-ID: <6l-dnTxRpOph8W7fSa8jmw@karoo.co.uk>
Source record: 12021

Hi,

I own a 4mb Mega STe running 2.06 TOS.

However my hard drive (a Seagate ST32155N 2.1gb) connected to the ASCI port fails to boot now.The drive was formatted with HDDriver v8.0.

The drive does 'whir' up on power up but does not boot. The HDDriver software finds the ASCI device but no Hard Drive.

Firstly.. is the hard drive beyond saving ?

Secondly is there anyway of recovering the data using a PC ?

Cheers
Phil

3245. Re: Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 14:14:12 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123251252.001810.61130@f14g2000cwb.googlegroups.com>
Source record: 12022

You didnt say which SCSI interface youre using. Maybe its this which is dead and not the drive? Have you any other SCSI devices you can put on the bus to see if they work/recognise?

3246. Re: Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 14:21:11 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3lhauoF12rdcjU1@individual.net>
Source record: 12023

Phil Graham wrote:

> The drive does 'whir' up on power up but does not boot. The HDDriver
> software finds the ASCI device but no Hard Drive.

If finds the device, but no drive? Can you elaborate? Do you mean that
something like "ACSI 0.0" is reported, but the drive name is missing?

> Firstly.. is the hard drive beyond saving ?

Do I understand it correctly that this drive worked before, and even
though you did not change anything regarding your hardware setup it does
not work anymore? If this is the case it sounds bad. But maybe it's just
a broken cable. If the device is recognized, but the name (only a few
bytes) cannot be transferred a broken cable can easily cause that.

> Secondly is there anyway of recovering the data using a PC ?

I doubt it, actually my experience is that it is even more difficult to
recover anything with a PC because the more low level access is required
the less you can do it with a PC. If a device does not report its name
anymore there is something fundamentally wrong.
But nevertheless it's worth a try: A PC running Linux should be able to
access the TOS-compatible partitions of this drive if they can be
accessed at all.
Ensure that under no circumstance anything is written to this drive. If
data are garbled while being transferred trying to write something will
make things even worse.

--

Dr. Uwe Seimet http://www.seimet.de

3247. [GAME] pmheretic 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 14:52:21 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.08.05.14.52.21.917467@caramail-NOSPAM.com>
Source record: 12024

Hello,

Now I ported all what I did from Doom to Heretic. However, in this
version, support for external clock on Falcon is broken as I tried to add
support for FDI interface (both clocks and output).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3248. Re: Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 15:50:54 UTC
From: Phil Graham <grazey@tphf.karoo.co.uk>
Message-ID: <VS2dnX-ou79EF27fSa8jmA@karoo.co.uk>
Source record: 12025

Hello

"Coda" <smeg_007@hotmail.com> wrote in message
news:1123251252.001810.61130@f14g2000cwb.googlegroups.com...
> You didnt say which SCSI interface youre using. Maybe its this which is
> dead and not the drive? Have you any other SCSI devices you can put on
> the bus to see if they work/recognise?
>

I'm using the ACSI interface which is inside my Mega STE.

>
> If finds the device, but no drive? Can you elaborate? Do you mean that
> something like "ACSI 0.0" is reported, but the drive name is missing?
>

When I click on Device check it says "Bus 0: Atari ACSI". But if I try
Format it doesn't list any devices.
The drive worked until yesterday. I then installed a new Power Supply Unit
(Atari's own) into my MSTe.
As I mentioned, the drive does power up ok.

PHil

3249. Re: Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 15:57:33 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3lhgjdF12n78mU1@individual.net>
Source record: 12026

Phil Graham wrote:

> The drive worked until yesterday. I then installed a new Power Supply Unit
> (Atari's own) into my MSTe.

In this case it simply must have something to do with changing the power
supply. Either the new power supply does not work correctly or something
was broken when installing it.

--

Dr. Uwe Seimet http://www.seimet.de

3250. Re: pmheretic 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 16:22:49 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123258969.712776.115580@f14g2000cwb.googlegroups.com>
Source record: 12027

Thanks, I will give it a go!

Coda.

3251. Re: Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 16:46:07 UTC
From: Phil Graham <grazey@tphf.karoo.co.uk>
Message-ID: <ObScnbW_eeZbCm7fSa8jmw@karoo.co.uk>
Source record: 12028

thanks Uwe and Coda

For the past 6 hrs I thought i'd lost everything!!

Anyway I found the problem.... a jumper had fallen off my HD (parity disabled) whilst I was installing my PSU... dohh!

Ok.. now for a Parcp full backup!!

Phil

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message news:3lhgjdF12n78mU1@individual.net...
> Phil Graham wrote:
>
>> The drive worked until yesterday. I then installed a new Power Supply
>> Unit (Atari's own) into my MSTe.
>
> In this case it simply must have something to do with changing the power
> supply. Either the new power supply does not work correctly or something
> was broken when installing it.
>
> --
> ---
> Dr. Uwe Seimet http://www.seimet.de

3252. Atari swapmeet to be September 10

Newsgroup: comp.sys.atari.st
Date: 2005-08-05 20:24:16 UTC
From: Sid Pacman <8-bitter@atari.in.modemland>
Message-ID: <Pine.GSO.4.61.0508051622380.10121@furyy1>
Source record: 12029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,rec.games.video.atari

Here are details for the annual swapmeet to be held next month by
the Columbus Atari club:

DATE: Saturday, September 10, 2005.
TIMES: 9 am to 3 pm.
ADMISSION: $4. (For vendors, including table: $6.)
PLACE: Oakland Park Community Building, 980 Lenore Avenue,
Columbus, Ohio.
MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

3253. Re: Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 05:58:30 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <NiYIe.15994$jq.9009@bignews3.bellsouth.net>
Source record: 12030

While on the subject of Mega STE Internal Hard Drive,

I've a few questions.

I have a Mega STE TOS 2.06, 4megs High Density Floppy Drive and
Internal Hard Drive using the Factory hard drive hardware.

Actually, due to lack of space at the moment, I've not used it that much
and is
in storage. But I plan on setting it up as I move stuff around.

My questions are these.

Will the internal Factory Hard drive hardware support more than one SCSI
hard drive, if I can make room inside the case? Using HD Driver?

If so, what starting version would be ok to run it like this?

(Reason I ask, my original new version of HD Driver seems to be damaged)
(I've never used it or installed it before) Going to check it on another
system
to make sure that it isn't my floppy drive.

And, can I run 2 scsi drives on the Factory hardware and also use a few
more
drives like another SCSI, CDROM/CDRW using a ICD Link II or a Link 97?
(I have both devices.) on the DMA port?

Since I have a Vortex 386SX board installed, I'd like to use it with DOS
on a small
SCSI on the Factory hardware. And have another SCSI drive just for TOS
stuff.
Possibily choosing which drive to boot from on start up if possible. If
not, it isn't
a big problem. I've the manual to guide me on setup.

I want to experiment with Terminal Programs on the 386SX such as
Net-Tamer
and a few others, and since the MegaSTE has 2-3 modem ports it will be
fun for me to see what I can get running on those ports.
I have a CD here called (So Much Modem Madness 2) with over 6000
programs, mostly in DOS stuff. I've had it for along time and would like
to
see what I can find that will work.

However, I have wondered if HD Driver does increase the size of the DOS
Boot
partition, and DOS partitions with PC hardware emulators like the Vortex

386SX
and the FalconSpeed 286 board. As the boot partitions are abit small.
However, with FalconSpeed you can access fairly large partitions even
Tos ones
if memory serves me correctly. But I've not much experience with the
386SX Vortex
yet.

Another question thats probably be asked alot, but I can't remember the
answer.

On A MegaSTE with Factory High Density Floppy Drive, If I connect a
second floppy
drive, whether it is a DS/DD or a 1.44 High Density Drive. Will the
MegaSTE setup for
the right drive, or do I need to change a setting in either software or
inside with a switch?

Can I just plug in any drive such as a 5 1/4 Floppy 720K IB Drive, DS/DD
or High Density
and the MegaSTE will know whats connected? (I hope this is the way it
works).

I know HD Driver is Good. However I have the original English MegaSTE
system Disk and
Atari Advanced Hard Drive software for the MegaSTE.

I have heard that the internal hard drive hardware can be touchy. So
should I use the Atari
hard drive software thats was for the MegaSTE hard drive or go with a
version of HD Driver?

Another question, Is the MegaSTE limited to 19200 Baud or can one use
HSMODEM7 to get
better speed out of all the modem/serial ports?

And if HSMODEM will work, is this only program available to gain those
extra speeds?

It has been awhile since I setup a good Atari from scratch. So I need a
little refresher on
these things.

Any help is most appreciated.

BTW, Any one have a very clean working MEGA STE keyboard for trade?
My MSTE looks like new, but the keyboard is abit yellowed.
Contact me if ya do.

Thanks,
phantomm@bellsouth.net

"Phil Graham" <grazey@tphf.karoo.co.uk> wrote in message
news:ObScnbW_eeZbCm7fSa8jmw@karoo.co.uk...

> thanks Uwe and Coda
>
> For the past 6 hrs I thought i'd lost everything!!
>
> Anyway I found the problem.... a jumper had fallen off my HD (parity
> disabled) whilst I was installing my PSU... dohh!
>
> Ok.. now for a Parcp full backup!!
>
> Phil
>
>
> "Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
> news:3lhgjdF12n78mU1@individual.net...
>> Phil Graham wrote:
>>
>>> The drive worked until yesterday. I then installed a new Power
>>> Supply Unit (Atari's own) into my MSTe.
>>
>> In this case it simply must have something to do with changing the
>> power supply. Either the new power supply does not work correctly or
>> something was broken when installing it.
>>
>> --
>> --
>> Dr. Uwe Seimet http://www.seimet.de
>
>

3254. Re: Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 06:21:09 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3lj36lF12shmlU1@individual.net>
Source record: 12031

Phantom wrote:

> Will the internal Factory Hard drive hardware support more than one SCSI
> hard drive, if I can make room inside the case? Using HD Driver?

No, it won't. You need another host adapter for this.

> (Reason I ask, my original new version of HD Driver seems to be damaged)
> (I've never used it or installed it before) Going to check it on another
> system
> to make sure that it isn't my floppy drive.

Registered users of course get a free replacement by email if their
binaries are damaged.

> And, can I run 2 scsi drives on the Factory hardware and also use a few
> more
> drives like another SCSI, CDROM/CDRW using a ICD Link II or a Link 97?

Yes, you can use up to 7 devices with the Link97, but you have to ensure
that the cables are short if you actually want to connect so many.

> Possibily choosing which drive to boot from on start up if possible. If

The HDDRIVER manual contains information on how to boot from different
partitions.

> However, I have wondered if HD Driver does increase the size of the DOS
> Boot
> partition, and DOS partitions with PC hardware emulators like the Vortex
> 386SX

With HDDRIVER the TOS (!) boot partition may be as big as any other
partition, but HDDRIVER cannot lift any restrictions your PC emulation
may have.

> Another question thats probably be asked alot, but I can't remember the
> answer.

There are search machines for newsgroup searches. Actually a lot of the
questions asked here have been asked and answered many times in the past
;-).

> I have heard that the internal hard drive hardware can be touchy. So

The internal drive is a hard disk drive like any other. There's nothing
special with it.

--

Dr. Uwe Seimet http://www.seimet.de

3255. Re: Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 06:49:36 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <H2ZIe.16485$jq.9881@bignews3.bellsouth.net>
Source record: 12032

Thanks for the info Uwe,

I originally bought HD Driver 6 New, Still have the original card and
serial number.

I bought a german version of HD Driver v. 8.04, Have original disk and
manual with
serial number on disk label.

If I e-mail you the serial numbers, will that be enough to get a version
8.04 thru e-mail?

I could scan the original version 6 card and send it, or just e-mail, my
name, address and
etc along with both serial numbers.

phantomm@bellsouth.net

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:3lj36lF12shmlU1@individual.net...
> Registered users of course get a free replacement by email if their
> binaries are damaged.
>
>
> --
> --
> Dr. Uwe Seimet http://www.seimet.de

3256. Re: Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 06:54:34 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3lj55aF12qmudU1@individual.net>
Source record: 12033

Phantom wrote:

> If I e-mail you the serial numbers, will that be enough to get a version
> 8.04 thru e-mail?

Yes, this will be enough.

--

Dr. Uwe Seimet http://www.seimet.de

3257. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 07:09:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f48f7011bd264@comcast.net>
Source record: 12039
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>I love reading what that man wrote. He also wrote a short story that was
>published in Current Notes, I thought it was awesome.

David Small is agreat guy and speaker. I saw him once give a talk at an Atari show in the Detroit area some years back. Even my wife enjoyed his talk and she basically is not an Atari fan.

>Wish I had all of the Current Notes mags I used to have. They got
>lost/destroyed over time, and man....I miss them them, all of them, now.
>
> :-(

Yeah I only have two copies.

>PS Heck, you know, I even wrote 2 articles for Current Notes. :-)

Good going. I was only mentioned in one issue.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3258. Re: Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 07:11:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f48f7011bd265@comcast.net>
Source record: 12037

>Hi all,
>
>I'm thinking of building up a small kit to allow a PS2 mouse to connect to a
>ST. Its not the same as Effile as such. The proposed project will be a small
>board (about the size of 2 regular stamps) which will plug direct into the
>mouse port ont he ST. The PS2 mouse will plug into the other end of the
>board. It will be a small compact design and won't require any case mods or
>anything.
>
>Note that his is only for the mouse not the keyboard. With the demise in ST
>mice and the cheap flood of PS2 mice I think the project if worthwhile.
>
>It will take some time to develop, techie_alison has been kind enough to
>research the programming behind the device and PS2 protocols. I hope to have
>a few test boards made up over the next few weeks. After that will be a more
>updated design. I imagine each kit will probably retail for around ?15, it
>will be a plug and play solution.
>
>If there is enough interest in the project then I will consider building a
>small batch and get the boards made up at the PCB factory. If there is not
>much interest then I won't go further than the sample boards. If there is
>interest then great, more people = cheaper prices and a factory manufactured
>design.
>
>your choice!
>
>Chris

I have something like that from Mario Becroft that I use with my Hades. I would not mind having a spear just in case something happens to this one.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3259. Re: Atari swapmeet to be September 10

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 07:12:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f48f7011bd266@comcast.net>
Source record: 12040
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,rec.games.video.atari

> Here are details for the annual swapmeet to be held next month by
>the Columbus Atari club:
>
> DATE: Saturday, September 10, 2005.
> TIMES: 9 am to 3 pm.
> ADMISSION: $4. (For vendors, including table: $6.)
> PLACE: Oakland Park Community Building, 980 Lenore Avenue,
>Columbus, Ohio.
> MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
> CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)

I will try and make it if I am off that weekend.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3260. Re: HD protection

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 07:17:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f48f7011bd267@comcast.net>
Source record: 12038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

>
>I have no idea how but my main drive (C) has become write protected. Does
>anyone know how I can remove this???
>
>TIA

If you have HDDdriver you can remove it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3261. [PUB] New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 10:25:34 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <ye0Je.163028$6B7.8789056@phobos.telenet-ops.be>
Source record: 12034

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.45.zip
(329.653 bytes) Atari port of Doom

ftp://chapelie.rma.ac.be/atari/game/pmheretic-0.45.zip
(326.531 bytes) Atari port of Heretic

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera360b.zip
(281.943 bytes) Tera Desktop is a replacement for the builtin TOS desktop
for 16-bit and 32-bit Atari computers.

**video-films**
ftp://chapelie.rma.ac.be/atari/video-films/bab5_3.zip
(1.765.535 bytes) This is a demo did with an Atari Falcon 030 equipped
with a Expose' Digitiser and Apex Media Software.

ftp://chapelie.rma.ac.be/atari/video-films/deathstr.zip
(1.925.604 bytes) This is a demo did with an Atari Falcon 030 equipped
with a Expose' Digitiser and Apex Media Software.

ftp://chapelie.rma.ac.be/atari/video-films/falcon1.zip
(3.430.815 bytes) This is a demo did with an Atari Falcon 030 equipped
with a Expose' Digitiser and Apex Media Software.

ftp://chapelie.rma.ac.be/atari/video-films/starw1.zip
(625.434 bytes) This is a demo did with an Atari Falcon 030 equipped with
a Expose' Digitiser and Apex Media Software.

ftp://chapelie.rma.ac.be/atari/video-films/vmfpan.zip
(2.108.301 bytes) This is a demo did with an Atari Falcon 030 equipped
with a Expose' Digitiser and Apex Media Software.
```

ftp://chapelie.rma.ac.be/atari/video-films/zmerge2.zip
(5.391.524 bytes) This is a demo did with an Atari Falcon 030 equipped
with a Expose' Digitiser and Apex Media Software.

diskmagazine
ftp://chapelie.rma.ac.be/atari/disk_magazine/ictari
The corrupt packages ictari39.zip, ictari48.zip, ictari50.zip and ictari51.zip
has been replaced. They should unpack fine now.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3262. HD protection

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 12:47:51 UTC
From: not@onyournelly.co.uk
Message-ID: <dd2bhnbfh1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12035
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

I have no idea how but my main drive (C) has become write protected. Does anyone know how I can remove this???

TIA

3263. Re: HD protection

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 14:34:32 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <dd2hpn$m37$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12036
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

HI there

I'd have thought there'd be a driver /ancillary application setting to fix
that. Boot using a floppy based driver and look for switches

> I have no idea how but my main drive (C) has become write protected. Does
> anyone know how I can remove this???

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

3264. Re: HD protection

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 17:01:03 UTC
From: not@onyournelly.co.uk
Message-ID: <dd2qcf$m2e$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 12041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

On 6-Aug-2005, "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:

> If you have HDDdriver you can remove it.

I have HDDriver 8+ but that only protects the root and boot sectors and it won't even do that because it's saying that drive C is write protected. Can't find any other setting to fix the problem. I'm on an STe with TOS 2.06 and 4mb ram.

3265. IDE data transfer rate

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 22:21:12 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42f537d8$0$3116$8fcfb975@news.wanadoo.fr>
Source record: 12042

Hello,

On my FalCT60 100/20 MHz, with an IDE HD capable of 100 MB/s transfer
rate and a CD burner capable of 7.2 MB/s, with HD-Driver 8.13, the
actual transfer rate is only of 2.5 MB/s, though the rate displayed
during boot is 6.3 MB/s (CT60 utility rev. 1.03a from march 2005).
Is my Falcon faulty ? or, do they all behave the same way ?

Thanks,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3266. Re: HD protection

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 22:48:50 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.08.06.22.48.48.301738@nosspamatari-source.com>
Source record: 12043
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

On Sat, 06 Aug 2005 12:47:51 +0000, not wrote:

>
> I have no idea how but my main drive (C) has become write protected. Does
> anyone know how I can remove this???

I think this can happen due to disk errors. It depends if the disk has
the S.M.A.R.T stuff or not. Someone else might be able to confirm
it. I know if Linux (I know, a bit higher level) detects errors it
immediately remounts the filesystem read-only. What's to stop disk
manufacturers from doing this low level on critical errors, in order to
protect the integrity of the data.

Thanks,
Mark

3267. Re: Atari swapmeet to be September 10

Newsgroup: comp.sys.atari.st
Date: 2005-08-06 22:49:34 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.08.06.22.49.33.406158@nosspamatari-source.com>
Source record: 12044
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,rec.games.video.atari

On Sat, 06 Aug 2005 11:12:48 +0400, Edward S. Baiz Jr. wrote:

>> Here are details for the annual swapmeet to be held next month by
>>the Columbus Atari club:
>>
>> DATE: Saturday, September 10, 2005.
>> TIMES: 9 am to 3 pm.
>> ADMISSION: $4. (For vendors, including table: $6.)
>> PLACE: Oakland Park Community Building, 980 Lenore Avenue,
>>Columbus, Ohio.
>> MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
>> CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)
>
> I will try and make it if I am off that weekend.

I'm off but it's a long drive. Exactly how big of an event is this? I'm
not going to come if it'll be quite small. I would consider going just to
meet lp, Carey Christenson and you Edward ;)

Thanks,
Mark

3268. Stacey

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 00:33:14 UTC
From: Haystack <binman@ozman.net>
Message-ID: <eFcJe.2099$jv2.757@newsfe2-gui.ntli.net>
Source record: 12045

Offers wanted for a Stacey 4 meg,, 1 gig hard drive plus upgraded 1.44 meg floppy drive , spare screen, pickup Manchester area only.

Anyone interested leave a note here and I will contact you

3269. Re: IDE data transfer rate

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 03:40:51 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.08.07.03.40.51.132483@nosspamatari-source.com>
Source record: 12046

On Sat, 06 Aug 2005 22:21:12 +0000, J.-Luc wrote:

> Hello,
>
> On my FalCT60 100/20 MHz, with an IDE HD capable of 100 MB/s transfer
> rate and a CD burner capable of 7.2 MB/s, with HD-Driver 8.13, the
> actual transfer rate is only of 2.5 MB/s, though the rate displayed
> during boot is 6.3 MB/s (CT60 utility rev. 1.03a from march 2005).
> Is my Falcon faulty ? or, do they all behave the same way ?
>
> Thanks,
>
> Jean-Luc

I think mine does something similar to this. I tested real write
operation with filesystem overhead and everything and it too was somewhere
around 2.5MB/sec. Perhaps there's a bottleneck inside freemint or TOS?
I'd love faster disk throughput. A real 15-20MB/sec would be a dream.

Thanks,
Mark

3270. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 05:04:14 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <TBgJe.8799$%X1.5196@bignews1.bellsouth.net>
Source record: 12047
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have a few issues of Current Notes, but not the ones you need.

I remember Dave sending them to me free along with some 8-bit software
that was fairly new at the time. I exchanged a few letters with him and
he has a great knowledge of Atari.

It would be nice to see Current Notes up on the Web or at least
Daves' stuff.

Also, gotta mention Ben Poehland The 8-bit Alchemist!

phantomm@bellsouth.net

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42f48f7011bd264@comcast.net...
>
>>I love reading what that man wrote. He also wrote a short story that
>>was
>>published in Current Notes, I thought it was awesome.
>
> David Small is agreat guy and speaker. I saw him once give a talk at
> an Atari
> show in the Detroit area some years back. Even my wife enjoyed his
> talk and
> she basically is not an Atari fan.
>
>
>>Wish I had all of the Current Notes mags I used to have. They got
>>lost/destroyed over time, and man....I miss them them, all of them,
>>now.
>>
>> :-(
>
> Yeah I only have two copies.
>
>>PS Heck, you know, I even wrote 2 articles for Current Notes. :-)
>
> Good going. I was only mentioned in one issue.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson

> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3271. Re: Mega STE Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 05:07:53 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <hFgJe.8802$%X1.3574@bignews1.bellsouth.net>
Source record: 12048

Thanks Uwe for sending the software.

phantomm@bellsouth.net

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:3lj55aF12qmudU1@individual.net...
> Phantom wrote:
>
>> If I e-mail you the serial numbers, will that be enough to get a
>> version 8.04 thru e-mail?
>
> Yes, this will be enough.
>
> --
> --
> Dr. Uwe Seimet http://www.seimet.de

3272. Re: HD protection

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 05:18:49 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <yPgJe.8803$%X1.2980@bignews1.bellsouth.net>
Source record: 11949
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

Have you tried running Diamond Edge or some other good Hard Drive
utilitie program
that will look for corrupted files and fragmentation?

If not, try and see if how the Data on Drive C looks.
The drive may need De-Fragmented or errors corrected.

Also, not sure if this has anything to do with your problem. But the
Cartridge Port's
default letter is Drive C. And I would think it would be write
protected since its
the cartridge port.

Are you sure your Hard Drive C is booting up online?

phantomm@bellsouth.net

<not@onyournelly.co.uk> wrote in message
news:dd2bhnbfh1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
>
> I have no idea how but my main drive (C) has become write protected.
> Does
> anyone know how I can remove this???
>
> TIA
>

3273. Re: HD protection

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 06:00:32 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3llmc0F13cm4sU1@individual.net>
Source record: 11950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

Mark D wrote:

> I think this can happen due to disk errors. It depends if the disk has
> the S.M.A.R.T stuff or not. Someone else might be able to confirm

I have never heard of drives that write protect themselves in case of an
error. That does not mean that such drives do not exist, but I would
expect to have heard of them.

--

Dr. Uwe Seimet http://www.seimet.de

3274. Re: IDE data transfer rate

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 06:09:12 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1h0wyud.1902mkq156mxg0N%rs.death_of_spam.mac@t-online.de>
Source record: 11951

J.-Luc <Myname.Mysurname@myisp> wrote:

> Is my Falcon faulty ? or, do they all behave the same way ?

You will not find Falcons that do it faster.
The hardware is from 1998..

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3275. Re: IDE data transfer rate

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 07:03:17 UTC
From: SWE <jvalant@atari.org>
Message-ID: <VmiJe.1190$cE1.175496@news.siol.net>
Source record: 11952

Robert Schaffner wrote:

> J.-Luc <Myname.Mysurname@myisp> wrote:
>
>> Is my Falcon faulty ? or, do they all behave the same way ?
>
> You will not find Falcons that do it faster.
> The hardware is from 1998..

Also worth to mention that we need to load files 10 times smaller as
"modern" machines, so it compensate ;)

Janez

3276. Re: IDE data transfer rate

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 07:24:50 UTC
From: Stephane Perez <sperez>
Message-ID: <Xns96AB60A923A1Espereznospamfreenosp@212.27.42.67>
Source record: 11953

Hello,

Mark D <mducksub@nosspamatari-source.com> wrote in
news:pan.2005.08.07.03.40.51.132483@nosspamatari-source.com:

> I think mine does something similar to this. I tested real write
> operation with filesystem overhead and everything and it too was
> somewhere around 2.5MB/sec. Perhaps there's a bottleneck inside
> freemint or TOS? I'd love faster disk throughput. A real 15-20MB/sec
> would be a dream.

IMHO the bottleneck is called Videl. I have a 30 GB IDE disk (a Maxtor that was running in UDMA 66 mode in an old PC) and I made some tests on my FalconCT60 100/16 (no motherboard boost). It can reach 2.9 MB/s with Freemint when the Videl is switched off, it can easily be done with a program called Turbo Veille: you press on some keys simultaneously and the screen becomes black, giving to the 68060 (or 68030) all the machine time. Before using Turbo Veille the transfert rate was only 2.5 MB/s. You can download this program here:
http://www.geocities.com/SiliconValley/Vista/6443/t_veille.zip

See you
St�phane

3277. Re: HD protection

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 07:56:05 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005080708551016807%derryck@cixcoukinvalid>
Source record: 11954
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

On 2005-08-07 06:18:49 +0100, "Phantom" <phantomm@bellsouth.net> said:

> Cartridge Port's
> default letter is Drive C.

IIRC that would be a lower-case "c" for the cartridge port BTW.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

3278. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 08:53:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f5f9469b44a0@comcast.net>
Source record: 11961
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>On Sat, 06 Aug 2005 11:09:30 +0400, Edward S. Baiz Jr. wrote:
>
>> David Small is agreat guy and speaker. I saw him once give a talk at an Atari
>> show in the Detroit area some years back. Even my wife enjoyed his talk and
>> she basically is not an Atari fan.
>
>I also remember a story about him at one (admittedly at a late date in the
>Atari glory days, but still!) show going down the aisle giving away the
>spectre stuff for free to the audience.

Gee, I wish I had been there...

>> Good going. I was only mentioned in one issue.
>
>Hey, got a copy of that? I'd certainly be interested in reading it! :-)

It was just a one-liner stating that I was into MIDI. Not too interesting, but
I was happy just to have something in the issue.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3279. Re: Atari swapmeet to be September 10

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 08:56:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f5f9469b44a1@comcast.net>
Source record: 11960

>in article pan.2005.08.06.22.49.33.406158@nosspamatari-source.com, Mark D
>wrote on 8/6/2005 6:49 PM:
>
>> On Sat, 06 Aug 2005 11:12:48 +0400, Edward S. Baiz Jr. wrote:
>>
>>>
>>> I will try and make it if I am off that weekend.
>>
>> I'm off but it's a long drive. Exactly how big of an event is this? I'm
>> not going to come if it'll be quite small. I would consider going just to
>> meet lp, Carey Christenson and you Edward ;)
>
>Not sure I'll go atm. Met Ed once before. Would be nice to meet everyone
>else too.

Yeah it would be nice to see everyone again. I belive I met Lonny and Dan at a
MIST in Indy.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3280. Re: pmheretic 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 11:41:14 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.08.07.11.41.14.609375@caramail-NOSPAM.com>
Source record: 11955

Le Fri, 05 Aug 2005 09:22:49 -0700, Coda a ï¿œcritï¿œ:

> Thanks, I will give it a go!

Well, after having talk with someone with FDI interface, the support for
both clock and external output should work, so I need people to test it.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3281. Re: Stacey

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 12:12:53 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3lmc63F13ckgaU1@individual.net>
Source record: 11956

Haystack wrote:
> Offers wanted for a Stacey 4 meg,, 1 gig hard drive plus upgraded 1.44 meg
> floppy drive , spare screen, pickup Manchester area only.
>
> Anyone interested leave a note here and I will contact you

Hmm, certainly interested.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

3282. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 12:17:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.07.12.17.41.511050@charter.net>
Source record: 11957
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 06 Aug 2005 11:09:30 +0400, Edward S. Baiz Jr. wrote:

> David Small is agreat guy and speaker. I saw him once give a talk at an Atari
> show in the Detroit area some years back. Even my wife enjoyed his talk and
> she basically is not an Atari fan.

I also remember a story about him at one (admittedly at a late date in the
Atari glory days, but still!) show going down the aisle giving away the
spectre stuff for free to the audience.

> Good going. I was only mentioned in one issue.

Hey, got a copy of that? I'd certainly be interested in reading it! :-)

--
_/_/_/

3283. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 12:18:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.07.12.18.21.631554@charter.net>
Source record: 11958
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 07 Aug 2005 01:04:14 -0400, Phantom wrote:

> Also, gotta mention Ben Poehland The 8-bit Alchemist!
>
>
> phantomm@bellsouth.net

I remember him! :-)

--
_/_/_/

3284. Re: Stacey

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 13:04:03 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <7FnJe.245517$xm3.214408@attbi_s21>
Source record: 11959

Haystack wrote:

> Offers wanted for a Stacey 4 meg,, 1 gig hard drive plus upgraded 1.44
> meg floppy drive , spare screen, pickup Manchester area only.
>
> Anyone interested leave a note here and I will contact you

What does a STacy go for these days? I missed out buying one when they were new..

Waited too long and the store closed on me, the last atari store in the area.

3285. Re: Stacey

Newsgroup: comp.sys.atari.st
Date: 2005-08-07 20:44:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.07.20.44.12.106581@charter.net>
Source record: 11962

On Sun, 07 Aug 2005 13:04:03 +0000, Ziggy wrote:

> Waited too long and the store closed on me, the last atari store in the
> area.

Bet that sad memory is etched into too many of our minds... :-(

I remember when Software Alternative in Pikeville closed here. Bummer. I have to give the owner kudos though - he rode the Atari wave, got rich, saw what was coming, closed out and retired to Florida. I wish him all the best. Wouldn't mind hearing from him, just to know how he's doing. Sadly, I can't remember his name now. :-(

--
_/_/_/

3286. [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 02:04:22 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <42f6bda7$0$13232$636a15ce@news.free.fr>
Source record: 11963

Hi all,

Zview BETA 6 is available.

I'm grateful to every beta-testers and would especially like
to thank Sascha Uhlig for his great work on the documentation (which is
better that the software itself :) and for the desktop icon.

Well, the most important news features are:

- PDF support
- Godpaint read and write
- Animated Gif
- Zoom function

Due at a G++ bug, only the FPU version are available this time :/

ZcodecLib and Zweather are also updated to match with the new codecs format.

Ciao,
Zorro

--
Webpage: http://zorro.arcadia-crew.com
Blog: http://zorro-arcadia.blogspot.com

3287. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 04:00:59 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <42F6D8FB.47222871@comcast.net>
Source record: 11964
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"Ronald J. Hall" wrote:
>
> On Sat, 06 Aug 2005 11:09:30 +0400, Edward S. Baiz Jr. wrote:
>
> > David Small is agreat guy and speaker. I saw him once give a talk at an Atari
> > show in the Detroit area some years back. Even my wife enjoyed his talk and
> > she basically is not an Atari fan.
>
> I also remember a story about him at one (admittedly at a late date in the
> Atari glory days, but still!) show going down the aisle giving away the
> spectre stuff for free to the audience.
>
Please excuse my ignorance, but is David Small deceased???

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond It is moral cowardice to
leave |
| undone what one perceives
right |
| richmond at plano dot net to do. -- Confucius
|
+-----------------------------------------------------------------+
```

3288. Re: HD protection

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 05:57:16 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ztCJe.25645$BA5.17134@bignews6.bellsouth.net>
Source record: 11965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

Could be, its been awhile since I have messed with the cart port as
Drive C.

It is interesting that Atari put this into TOS.
They must have had some idea for using the cart port for more than what
has been developed for it.

Anyone know if the Falcon and TT also have a Drive C for the cartridge
port?

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200508070855101680 7%derryck@cixcoukinvalid...
> On 2005-08-07 06:18:49 +0100, "Phantom" <phantomm@bellsouth.net> said:
>
>> Cartridge Port's
>> default letter is Drive C.
>
> IIRC that would be a lower-case "c" for the cartridge port BTW.
>
> --
> Derryck
>
> / The Cheshunt Computer Club /
> / http://ccc.atari.org /
> / The essential accessory for your Atari /
>

3289. Re: HD protection

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 06:41:47 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3lod5bF13dmtsU1@individual.net>
Source record: 11966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

Phantom wrote:

> Anyone know if the Falcon and TT also have a Drive C for the cartridge
> port?

Yes, it's the smae with the Falcon and TT.

--

Dr. Uwe Seimet http://www.seimet.de

3290. Standard Falcon Monitor port

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 07:00:32 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <SoDJe.25784$BA5.99@bignews6.bellsouth.net>
Source record: 11967

I need a source for a few standard Falcon monitor ports. Male and
Female.

This is for a project.

I'm not talking about the VGA or RGB monitor adapters. I need the actual
ports that are standard on the Falcon.

Can these be found fairly easy from electronic shops or are these
special
ports.

If I knew what they were called, part number or something similar it
would
help.

Thanks in advance for any help.

phantomm@bellsouth.net

3291. Re: Standard Falcon Monitor port

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 07:14:57 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <RDDJe.75142$oJ.213@news-server.bigpond.net.au>
Source record: 11968

Phantom wrote:
> I need a source for a few standard Falcon monitor ports. Male and
> Female.
>
> This is for a project.
>
> I'm not talking about the VGA or RGB monitor adapters. I need the actual
> ports that are standard on the Falcon.
>
> Can these be found fairly easy from electronic shops or are these
> special
> ports.
>
> If I knew what they were called, part number or something similar it
> would
> help.
>
> Thanks in advance for any help.
>
> phantomm@bellsouth.net
>
>
>

DB19 male and female. Also refered to as d sub or sub d.

Mark

3292. Re: IDE data transfer rate

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 07:22:52 UTC
From: PeP <pep@hms.se>
Message-ID: <1123485772.201571.224120@g43g2000cwa.googlegroups.com>
Source record: 11969

While the Videl certantly slows things down, the biggest (smallest?)
bottleneck is the 16 bit, 16/25Mhz bus. No way around that.

Have a look at the benchmarks (ST-RAM speeds) at the URL below.
http://www.czuba-tech.com/CT60/english/benchs_eng.htm

On top of that, the IDE communication itself adds some overhead.

-- Peter

3293. Re: Standard Falcon Monitor port

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 08:07:21 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <xnEJe.25927$BA5.24587@bignews6.bellsouth.net>
Source record: 11970

Thanks for that info.

Now I know what to look for and order.

phantomm@bellsouth.net

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:RDDJe.75142$oJ.213@news-server.bigpond.net.au...
>>
>>
>
> DB19 male and female. Also refered to as d sub or sub d.
>
> Mark

3294. Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 09:26:06 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <lxFJe.10012$%X1.2063@bignews1.bellsouth.net>
Source record: 11971
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Still looking for a Magnavox Professional RGB Monitor that has
the LIN RGB (ST-Falcon connection), TTL RGB, VCR Button, and
RCA jacks for connecting an Atari 8-bit.

These were also made in another name or two such as Philips RGB.

I will consider a broken one with a bad tube as my tube is fine.

Contact me if ya have something that may work.

And no I'm not spending $150.00 plus at BRAVO Computers.

Thanks,
phantomm@bellsouth.net

3295. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 10:22:56 UTC
From: BMaedicke@t-online.de
Message-ID: <1h0z6a4.2sogha1h0ll94N%BMaedicke@t-online.de>
Source record: 11972

Zorro <zorro271-1@yahoo.fr> wrote:

> - PDF support

I can view now PDF documents on my falcon now? Great.
What version of PDF is supported?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

3296. Re: pmheretic 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 10:33:01 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123497180.999671.310310@g49g2000cwa.googlegroups.com>
Source record: 11973

I tried, but the sound only worked through the headphone socket. There was no clock at all for the FDI.
Earlier (pmdoom 0.45 thread) you said that there is no way to read the sound matrix. I have done some reading/coding and found that although there is no XBIOS way to read the matrix, you can still read the words at $FF8930 and 32 to determine the matrix settings. See the Atari Compendium for further details.
While testing this I think I found a bug in Iphigenie, it doesnt set the clock divider rate properly, which prevents the external output through the DSP port. This may be my understanding of the program, or the matrix itself. But I coded a little assembler that did set it properly, and then the FDI started working OK.
Are the sources available for pmheretic 0.45? I would like to take a look at the FDI code.

Coda.

3297. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 10:54:26 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <42f739e2$0$28665$636a15ce@news.free.fr>
Source record: 11974

Bernd Maedicke a ï¿½crit :
> Zorro <zorro271-1@yahoo.fr> wrote:
>
>> - PDF support
>
> I can view now PDF documents on my falcon now? Great.
> What version of PDF is supported?

Almost all.. Only the last PDF 1.6 with embedded videos and/or
animations are not (yet) supported.

Ciao,
Zorro
--
Webpage: http://zorro.arcadia-crew.com
Blog: http://zorro-arcadia.blogspot.com

3298. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 12:07:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f775667617d1@comcast.net>
Source record: 11986

>Hi all,
>
>Zview BETA 6 is available.
>
>I'm grateful to every beta-testers and would especially like
>to thank Sascha Uhlig for his great work on the documentation (which is
>better that the software itself :) and for the desktop icon.
>
>Well, the most important news features are:
>
>- PDF support
>- Godpaint read and write
>- Animated Gif
>- Zoom function
>
>Due at a G++ bug, only the FPU version are available this time :/
>
>ZcodecLib and Zweather are also updated to match with the new codecs format.
>

That is super. Thanks much. It is much appreciated...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3299. Re: pmheretic 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 13:37:37 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.08.08.13.37.33.149007@caramail-NOSPAM.com>
Source record: 11975

Le Mon, 08 Aug 2005 03:33:01 -0700, Coda a ï¿œcritï¿œ:

> Are the sources available for pmheretic 0.45? I would like to take a
> look at the FDI code.

In fact, all audio/video code is in SDL (cvs):
http://www.libsdl.org/cgi/cvsweb.cgi/SDL12/src/audio/mint/

The XBIOS code with external clock support is there:
http://www.libsdl.org/cgi/cvsweb.cgi/SDL12/src/audio/mint/SDL_mintaudio_xbios.c?rev=1.9&co
ntent-type=text/x-cvsweb-markup

and Didier Mequignon rewrote the Devconnect() ROM function which is buggy
when setting the external clock.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3300. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 13:43:50 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42f76195$0$8102$626a14ce@news.free.fr>
Source record: 11976

That's really excellent !!

Is there an other Zorro guy that may do the same excellent work on a web broswer that support JAVA ? ;-)

Zorro wrote:
> Bernd Maedicke a crit :
>> Zorro <zorro271-1@yahoo.fr> wrote:
>>
>>> - PDF support
>>
>> I can view now PDF documents on my falcon now? Great.
>> What version of PDF is supported?
>
> Almost all.. Only the last PDF 1.6 with embedded videos and/or
> animations are not (yet) supported.
>
>
> Ciao,
> Zorro

3301. Re: [GAME] pmheretic 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 15:12:25 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dd7sfnjhf1@nemesis.news.tpi.pl>
Source record: 11977

Patrice Mandin napisaďż˝(a):
> Hello,
>
> Now I ported all what I did from Doom to Heretic. However, in this
> version, support for external clock on Falcon is broken as I tried to add
> support for FDI interface (both clocks and output).

What about pmHexen?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3302. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 16:42:37 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dd81oheek1@atlantis.news.tpi.pl>
Source record: 11978

Zorro napisaďż˝(a):
<cut>

Works well on my CT60 except, when I'm openinig browser Xaaes freezes
(it works well under Naes).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3303. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 17:28:00 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <42f79621$0$15145$626a14ce@news.free.fr>
Source record: 11979

Adam Klobukowski a ďž˝crit :

> Works well on my CT60 except, when I'm openinig browser Xaaes freezes
> (it works well under Naes).

I have sent a mail to Osk 5 minutes ago about that and here his answer:

"Just tested it on the Milan with latest stuff, and it runs fine."

Maybe you use a brocken CVS version? I don't know howerver it must work
on Xaaes.

Ciao,
Zorro

--
Webpage: http://zorro.arcadia-crew.com
Blog: http://zorro-arcadia.blogspot.com

3304. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 17:46:06 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dd85fj$t6b$1@atlantis.news.tpi.pl>
Source record: 11980

Zorro napisaďż˝(a):
> Adam Klobukowski a ďż˝crit :
>
>> Works well on my CT60 except, when I'm openinig browser Xaaes freezes
>> (it works well under Naes).
>
>
> I have sent a mail to Osk 5 minutes ago about that and here his answer:
>
> "Just tested it on the Milan with latest stuff, and it runs fine."
>
> Maybe you use a brocken CVS version? I don't know howerver it must work
> on Xaaes.

I've downloaded zView from your page, Xaaes is from CVS and may be in
fac broken.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3305. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 17:53:40 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <E_MJe.164814$G81.8888409@phobos.telenet-ops.be>
Source record: 11981

Zorro wrote:
>
> Adam Klobukowski a ï¿½crit :
>
>> Works well on my CT60 except, when I'm openinig browser Xaaes freezes
>> (it works well under Naes).
>
> I have sent a mail to Osk 5 minutes ago about that and here his answer:
>
> "Just tested it on the Milan with latest stuff, and it runs fine."
>
> Maybe you use a brocken CVS version? I don't know howerver it must work
> on Xaaes.

On Hades 060 with a very recent version (5 august) of XaAES Zview 0.6
seems to work very good. Browsing through a folder with 308 images
(img, jpg, gif) didn't give me any problem.

Loading a pdf file worked ok, only the text was soo small I couldn't
read the pdf.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3306. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 17:55:21 UTC
From: BMaedicke@t-online.de
Message-ID: <1h0zrb1.1ki32bd739b7eN%BMaedicke@t-online.de>
Source record: 11982

Zorro <zorro271-1@yahoo.fr> wrote:

> Almost all.. Only the last PDF 1.6 with embedded videos and/or
> animations are not (yet) supported.

That's great!!!
Very thanx for your work

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

3307. Stacy on ebay

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 18:53:22 UTC
From: mike omputer <bwiltshire@bluey.co.uk>
Message-ID: <vdaff1h0d3lr8mdlq026cm6rto2mcgml7r@4ax.com>
Source record: 11983

have a look here:-
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=6790708618&ssPageName=ADME:L:DS:UK:8

3308. HD controller on ebay

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 18:54:17 UTC
From: mike omputer <bwiltshire@bluey.co.uk>
Message-ID: <6haff19oah2st8sh9dur2ev11j2jnvvec2@4ax.com>
Source record: 11984

have a look at this:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5226341142&ssPageName=ADME:L:DS:UK:8

3309. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 19:51:36 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <cJOJe.5251$ns.2013@newsread1.news.atl.earthlink.net>
Source record: 11985
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Phantom" <phantomm@bellsouth.net> wrote in message
news:TBgJe.8799$%X1.5196@bignews1.bellsouth.net...
>
> Also, gotta mention Ben Poehland The 8-bit Alchemist!
>
> phantomm@bellsouth.net

Where is Ben these days, and what is he up to?

RetroJess

3310. Re: Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 21:12:53 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-BGdbVjdRVNdB@draco.w2kserv.local>
Source record: 11987
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

what went wrong with the old one? I do these repairs for a living,
maybe I can help.

Ken

On Mon, 8 Aug 2005 09:26:06 UTC, "Phantom" <phantomm@bellsouth.net>
wrote:

>
> Still looking for a Magnavox Professional RGB Monitor that has
> the LIN RGB (ST-Falcon connection), TTL RGB, VCR Button, and
> RCA jacks for connecting an Atari 8-bit.
>
> These were also made in another name or two such as Philips RGB.
>
> I will consider a broken one with a bad tube as my tube is fine.
>
> Contact me if ya have something that may work.
>
> And no I'm not spending $150.00 plus at BRAVO Computers.
>
>
> Thanks,
> phantomm@bellsouth.net
>
>
>

--

3311. Re: Stacey

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 21:39:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d6d35@fmlynet.org>
Source record: 11992

FamilyNet Newsgate

> From: "Ronald J. Hall" <dark_lord@charter.net>

> Bet that sad memory is etched into too many of our minds... :-(

> --
> _/_/_/_

3312. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2005-08-08 21:40:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d6d36@fmlynet.org>
Source record: 11993

FamilyNet Newsgate

> From: Charles Richmond <richchas@comcast.net>

> "Ronald J. Hall" wrote:
>>
>> On Sat, 06 Aug 2005 11:09:30 +0400, Edward S. Baiz Jr. wrote:
>>
>> > David Small is agreat guy and speaker. I saw him once give a talk at an
> Atari
>>> show in the Detroit area some years back. Even my wife enjoyed his talk and
>> > she basically is not an Atari fan.
>>
>> I also remember a story about him at one (admittedly at a late date in the
>> Atari glory days, but still!) show going down the aisle giving away the
>> spectre stuff for free to the audience.
>>
> Please excuse my ignorance, but is David Small deceased???

> --
> +---+
> | Charles and Francis Richmond It is moral cowardice to
> leave |
> | undone what one perceives
> right |
> | richmond at plano dot net to do. -- Confucius
> |
> +---+

Nope, just moved onto other pastures, making occational contact with folk
along the way. You live in Dallas?

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3313. How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 01:23:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.09.01.23.22.410891@charter.net>
Source record: 11988

We were talking about this, so I decided to post it for all:

http://aroundcny.com/technofile/texts/davesmall91.html

By Al Fasoldt
Copyright ï¿½ 1991, The Syracuse Newspapers

There was bedlam in Reston, Va., a town near Washington, two weeks ago. A man at the front of a conference room at the Sheraton was passing out free Macintoshes -- hundreds of them. It was Dave Small at his best. Small, the inventor of the plug-in device that turns ST computers into Macs, told the crowd of ST users at a computer fair that he wanted to thank them for helping make his unusual product a success. And he then reached into a large box and tossed $300 Spectre 128 emulator cartridges out to his fans. The crowd reacted like pigeons that hadn't been fed for weeks, grabbing the palm-sized devices as they sailed across the room. I was in the audience, returning with my wife, Nancy, from our honeymoon in the mountains. I didn't catch an emulator (somebody alongside me did a flanking maneuver and deflected the one that was coming my way), but I did get to see Dave Small and his miracles in action. The first, of course, is his Mac emulator. With the ST's screen size being larger than the standard Mac's, an ST-Mac is a beauty to behold. Two million STs have been sold worldwide, and thousands upon thousands of them turn themselves into Apple Macintoshes every day at the click of a mouse. The second was something he calls the SST. It's an ST that runs at 40 megahertz. It's faster in every way than Apple's most expensive Macintosh, and a lot cheaper, too. Dave Small is one reason the ST hasn't disappeared from the American market. The company that makes the ST, Atari, had nearly abandoned the U.S. market for Europe, but Small and a few others have helped keep interest alive here. It's paying off. An advanced ST, called the TT, is now available to consumers in this country, and the company is taking orders for a notebook-size ST, too. A pen-based ST notebook computer is expected out next year. The crowd in Reston gave the TTs that were being demonstrated there high marks. But they gave their biggest thanks in the cheers that went out for Dave Small.

--
_/_/_/

3314. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 02:54:46 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <tUUJe.946$Kp.176@bignews6.bellsouth.net>
Source record: 11989

I am lucky enough to have a Spectre with the 128k Mac Roms and software,
and manual. And a small collection of Mac Disks that work with it.

Have it setup on a small hard drive and it works well on my 1040STE.
I used it some, but never put it thru its full paces. It is stored in a
box at
the moment.

It's abit old now, but one can still do some cool stuff with it.

I never tried any of the Macs Terminal or Net software. I can't remember
if
it supports the modem port or not. It probably does.

phantomm@bellsouth.net

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.09.01.23.22.410891@charter.net...
> We were talking about this, so I decided to post it for all:
>
> http://aroundcny.com/technofile/texts/davesmall91.html
>
> By Al Fasoldt
> Copyright © 1991, The Syracuse Newspapers
>
> There was bedlam in Reston, Va., a town near Washington, two weeks
> ago.
> A man at the front of a conference room at the Sheraton was passing
> out
> free Macintoshes -- hundreds of them. It was Dave Small at his best.
> Small, the inventor of the plug-in device that turns ST computers
> into
> Macs, told the crowd of ST users at a computer fair that he wanted
> to
> thank them for helping make his unusual product a success. And he
> then
> reached into a large box and tossed $300 Spectre 128 emulator
> cartridges out to his fans. The crowd reacted like pigeons that
> hadn't
> been fed for weeks, grabbing the palm-sized devices as they sailed
> across the room. I was in the audience, returning with my wife,
> Nancy,
> from our honeymoon in the mountains. I didn't catch an emulator
> (somebody alongside me did a flanking maneuver and deflected the one
> that was coming my way), but I did get to see Dave Small and his

> miracles in action. The first, of course, is his Mac emulator. With
> the
> ST's screen size being larger than the standard Mac's, an ST-Mac is
> a
> beauty to behold. Two million STs have been sold worldwide, and
> thousands upon thousands of them turn themselves into Apple
> Macintoshes
> every day at the click of a mouse. The second was something he calls
> the SST. It's an ST that runs at 40 megahertz. It's faster in every
> way
> than Apple's most expensive Macintosh, and a lot cheaper, too. Dave
> Small is one reason the ST hasn't disappeared from the American
> market.
> The company that makes the ST, Atari, had nearly abandoned the U.S.
> market for Europe, but Small and a few others have helped keep
> interest
> alive here. It's paying off. An advanced ST, called the TT, is now
> available to consumers in this country, and the company is taking
> orders for a notebook-size ST, too. A pen-based ST notebook computer
> is
> expected out next year. The crowd in Reston gave the TTs that were
> being demonstrated there high marks. But they gave their biggest
> thanks
> in the cheers that went out for Dave Small.
>
> --
> _/_/_/_

3315. Re: Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 03:19:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <xfVJe.952$Kp.481@bignews6.bellsouth.net>
Source record: 11990
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, it was probably my fault. I tried to run a program on a 1040STE that was for
High Res only. After booting I lost all power to the monitor.
The Fuse did not blow. And when connected to the power, I get a humming and
sometimes a faint whistle. near the transformer. To me, that means some Caps are
blown. Or another componet. But on that side, there are mostly Caps and diodes.

If I had one with a bad tube, the power supply part along with the front power switch
will slide out of the monitor. A Cable has to be un plugged and a ground wire cut.
But thats about it. I plan on replacing the Caps and see if that helps, but my time
is limited until school starts.

I also bought a like new Mag 80 RGB exactly like the PRO model but doesn't
have the LIN RGB ST-Falcon port on the back. It has the place for it. But no
circuitry for it. Everything else is exactly the same except for the Lin RGB Port.

I Have wondered if the TTL RGB port would work on a ST-Falcon if a cable could be
made. Does anyone know?

The ports are very similar, both round, but number of Pins are different. AFAIK the TTL RGB is
for a PC RGB connection. Or maybe an Amiga connection.

I have 2 TTL RGB cables, but no ends for the ST Computer Monitor Port.
One end of the cable looks similar to a 9pin Serial port connector. The other is round and
connects to the TTL RGB Monitor Port.

The Mag Pro is a excellent monitor. Would buy a working one if price is right, or bad one
if I can make use of it. Also may trade, Have lots of Atari Stuff.

If someone knows of a similar ST-Falcon RGB monitor that will also allow an 8-bit Atari to be
connected at the same time. Let me know the make and model.

phantomm@bellsouth.net

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-BGdbVjdRVNdB@draco.w2kserv.local...
> what went wrong with the old one? I do these repairs for a living,
> maybe I can help.
>
> Ken
>
> On Mon, 8 Aug 2005 09:26:06 UTC, "Phantom" <phantomm@bellsouth.net>
> wrote:
>
>>
>> Still looking for a Magnavox Professional RGB Monitor that has
>> the LIN RGB (ST-Falcon connection), TTL RGB, VCR Button, and
>> RCA jacks for connecting an Atari 8-bit.
>>
>> These were also made in another name or two such as Philips RGB.
>>
>> I will consider a broken one with a bad tube as my tube is fine.
>>
>> Contact me if ya have something that may work.
>>
>> And no I'm not spending $150.00 plus at BRAVO Computers.
>>
>>
>> Thanks,
>> phantomm@bellsouth.net
>>
>>
>>
>
>
> --
>

3316. Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 03:31:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <MqVJe.967$Kp.146@bignews6.bellsouth.net>
Source record: 11991

I recently acquired a Nova Graphics Card for a MegaSTE or TT.

I plan on putting it into my MegaSTE along with the Vortex 386SX.

I have the manual and Software Disk. It is checked by the PLUS 32.

Looking at the board, it looks like I didn't get a full board of memory chips.

Can these memory chips still be found?

If so, I would like to try and put sockets on the board and add the extra
memory if this will work. Of Course this is a future project. But would like
the info, if it can be done.

I think I have a populated 2meg board but not sure.

Anyone know what the size of the memory chips are? 256k?

phantomm@bellsouth.net

3317. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 07:40:07 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.08.09.07.40.06.139672@atari-source.com>
Source record: 11994

On Mon, 08 Aug 2005 23:31:22 -0400, Phantom wrote:

>
> I recently acquired a Nova Graphics Card for a MegaSTE or TT.
>
> I plan on putting it into my MegaSTE along with the Vortex 386SX.
>
> I have the manual and Software Disk. It is checked by the PLUS 32.
>
> Looking at the board, it looks like I didn't get a full board of memory
> chips.
>
> Can these memory chips still be found?
>
> If so, I would like to try and put sockets on the board and add the
> extra
> memory if this will work. Of Course this is a future project. But would
> like
> the info, if it can be done.
>
> I think I have a populated 2meg board but not sure.
>
> Anyone know what the size of the memory chips are? 256k?
>
> phantomm@bellsouth.net

even if you do that I think the 2 GAL's on the VME card need to be
upgraded. I remember the SuperNova that I have used to be a 2 meg Nova
with a Mach32. It was updated to a Mach64 with 4 megs I think and had to
have the GAL's changed. The old ones should still be around somewhere...
Basically you're going to have an interesting time with that ;) You may
be able to upgrade the memory but will the driver recognize it or care?
Additionally, you may have an easier time finding a new ISA Mach32/64 card
that has hte amount of memory you want. They're certainly able to be
found even if it's somewhat complicated due to their age.

Thanks,
mark

3318. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 08:20:21 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3lr7a2F12i3lgU1@individual.net>
Source record: 11995

Phantom wrote:
> I am lucky enough to have a Spectre with the 128k Mac Roms and software,
> and manual. And a small collection of Mac Disks that work with it.

The CGR was something else - Mac floppies in the ST drive. Some
seriously clever engineering going on there!

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

3319. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 08:56:36 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF1E3C64.921D%vlg@o2.pl>
Source record: 11996

w poscie 1h0zrb1.1ki32bd739b7eN%BMaedicke@t-online.de, Bernd Maedicke od BMaedicke@t-online.de napisal 8.8.2005 19:55:

> Zorro <zorro271-1@yahoo.fr> wrote:
>
>> Almost all.. Only the last PDF 1.6 with embedded videos and/or
>> animations are not (yet) supported.
>
> That's great!!!
> *Very* thanx for your work

Yeah, thatï¿½s GREAT, PDF Viewer a one of many things that made system useable :) Especially for Atari those times.

Really good work, and of course we wait for more really great stuff :)

Pawel Kaznowski

3320. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 12:32:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f8e4d63a2590@comcast.net>
Source record: 11802

>
>I recently acquired a Nova Graphics Card for a MegaSTE or TT.
>
>I plan on putting it into my MegaSTE along with the Vortex 386SX.
>
>I have the manual and Software Disk. It is checked by the PLUS 32.
>
>Looking at the board, it looks like I didn't get a full board of memory
>chips.
>
>Can these memory chips still be found?
>
>If so, I would like to try and put sockets on the board and add the
>extra
>memory if this will work. Of Course this is a future project. But would
>like
>the info, if it can be done.
>
>I think I have a populated 2meg board but not sure.
>
>Anyone know what the size of the memory chips are? 256k?
>
>phantomm@bellsouth.net

I have a 4meg Nova ATI graphics card for my Hades that is connected through
the PCI BUS. I got it from Homa Systems in Canada.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3321. EtherNAT is finished !!

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 15:13:47 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <42f8c8b8$0$7786$626a14ce@news.free.fr>
Source record: 11997

Hi!

We're very happy to announce that the ETHERNAT is finally finished!!! The 100Mbit ethernet part is working fine and though we have no finished driver for the USB part yet, the enumeration test by Jan Thomas shows that it will work fine once the USB stack has been written (also by Jan). For more technical details read the (soon available) news on our homepage: nature.atari.org.

Now we need to know exactly how many boards we're going to produce, because it affects the price we need to ask of you. We have done some more detailed calculations on the final price. Have a look at this:

200 orders => 120 EURO/board
150 orders => 125 EURO/board
100 orders => 138 EURO/board

Shipping costs will be added to this. The prices are including Swedish VAT (25%) and apply for all EU customers except companies that are VAT registrated in their respective countries.
For all customers outside the EU instead the following prices apply (VAT for your country will probably be added by your customs):

200 orders => 96 EURO/board
150 orders => 100 EURO/board
100 orders => 111 EURO/board

HINT: To avoid the 25% Swedish VAT within the EU, let a VAT registrated company buy all the boards for your country from us and distribute them within your country. Contact us first if you run a company and want to do this.

Swedish customers may pay us in SEK instead of EURO. More info on that later.

Now please send us an email (to "hencox at hotmail dot com" or "henrik at gildaelectronics dot se" or "torbjorn at gildaelectronics dot se") and state exactly how many boards you want. Please don't write anything else, this is not yet your order! And we want this email even from our closer friends in the atari community, because we can't be sure that you want a board just because we know you...

We know that we've already asked for your interest in this product several months ago, but we need to get a fresh picture now.

Because Rodolphe Czuba has experienced that 10-20% of all who state that they will buy a board never goes through with it, please be honest when you

write this email.

You have two weeks to register your interest (until August 23rd 2005). After that we'll post information on how to prepay us for the boards.

Regards
Henrik and Torbj&#65533;rn

3322. Re: Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 16:51:00 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1h11du6.1vck23s1a71vqsN%rs.death_of_spam.mac@t-online.de>
Source record: 11998
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Phantom <phantomm@bellsouth.net> wrote:

> Well, it was probably my fault. I tried to run a program on a 1040STE
> that was for
> High Res only. After booting I lost all power to the monitor.

You blast v/h sync. input on your monitor.
(And maybee flyback transformer and some other parts)

Regards, Robert
--
-= DOIT-Hardware FAQs =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3323. 68881 for MegaSTe -socket type

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 19:31:53 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42f904ac$1@news.broadpark.no>
Source record: 11799

I've been looking around for a 68881 math co-processor for my
MegaSTe, and a dealer told me they had found a second hand one,
but wasn't sure about the socketing.
They sent me the following photo:

http://home.c2i.net/w-460389/68881.JPG

This doesn't look like something that'll fit in the existing
socket, but I may be wrong, and there may be adapters available
for all I know.
Anyone know if I can use the one pictured above in my MegaSTe?

--
Hallvard

3324. Re: 68881 for MegaSTe -socket type

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 21:50:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123624231.847948.206500@g44g2000cwa.googlegroups.com>
Source record: 11800

Thats a PGA. The socket in the MegaSTe is a PLCC. The PLCC has legs all
around the outside edge, not all across the underside like the PGA.
Look at the following: <http://www.ontrak.net/plcc.gif> - thats a PLCC.

Coda.

3325. Re: 68881 for MegaSTe -socket type

Newsgroup: comp.sys.atari.st
Date: 2005-08-09 22:18:53 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <42f92bcf$1@news.broadpark.no>
Source record: 11801

Coda wrote:
> Thats a PGA. The socket in the MegaSTe is a PLCC. The PLCC has legs all
> around the outside edge, not all across the underside like the PGA.
> Look at the following: <http://www.ontrak.net/plcc.gif> - thats a PLCC.

Unfortunately that's what I thought, which means I'm still on the
lookout for a 68881.
Anyone have one they don't need, or know of any good sources
where I can get one?

--
Hallvard

3326. Looking for Legends of Valor Game Boxed

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 04:17:04 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1123647418.b77d0306fc436843d92c35f45d79ddd7@teranews>
Source record: 11803

Hey all

Looking for this game complete in box. I will pay up to $18 + shipping
depending on box condition.

Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

3327. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 05:55:10 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <SDgKe.8334$op.6833@bignews4.bellsouth.net>
Source record: 11804

The Nova software is original version 2.61. at least from the disk
label.

Still not sure if I have the 1 or 2 meg version. If each chip is 256k,
then I
count 2 megs. With room for 2 more megs.

The manual just says the more memory you have the higher the
resolutions.

Even if it turns out to be a 1 meg version. It is still Great for a
MegaSTE.

The VME device is interesting as it would seem one could use a
different graphics card if one had the right drivers.

As for adding Memory, I have a EPROM BURNER that will copy Gals nicely
if I need that for the extra memory project and can get ahold of one.

Or with the software, it would be possible to update the Gal using a new
one.

Great little Chip Burner I have here.

My MegaSTE is mostly used for the CYBER SERIES of programs like CAD 3-D
2.0.
The addition of this graphics card will help speed along the process of
updating
those files, with GEM compatible Graphic Software. And DTP Work.

Even the Vortex 386SX may benefit as it includes a ton of drivers. Not
sure It would
work with the Nova, but with a little tinkering anything is possible.
Heck, FalconSpeed, works with Screen Blaster II for higher resolutions.
And there are some special Screen Drivers as well.

The Modem Maddness 2 CD for Dos has tons of fun stuff to explore.
BackDoors, BBS's, Terminal and Net software, Ham Radio and more.
I get a kick out of running any Dos stuff on Ataris.

I am interested in how the Nova graphics card connects to the Falcon.
All Ataris are mentioned in the manual. However no info is given on the
connection
to the Falcon. I'm sure there is a different connecting device other
than the
Mega STE/TT VME adapter. What type of adapter is used and is it
connected
directly to the Falcons internal expansion slots?

Also the MegaST is mentioned in the manual. Will the VME adapter connect the Nova
to the internal expansion slot in the MegaST? If so, that would be cool for my JRI Genlock in
my MegaST4.

My First ST was a 1040STE, and ever since, I wanted to improve the graphics modes.

Since the MegaSTe is Faster, with internal Hard Drive, Tos 2.06 and I have the hardware
to expand hard drives and CDROM/CDR on the DMA port, Onlong with much better
Video Modes for GEM Graphics Work and DTP work. Along with some DOS stuff for
Fun, I finally have a Atari STE that I've always wanted. Not meaning to brag. As it has
taken me too long to get the stuff for such a setup. But its a nice feeling when you have
an Atari that you wouldn't trade for the latest Win machine on the market. I have a
Vidi ST-12 or a VideoMaster STE that I can use on it, as well as SCAN X with a
UMAX FlatBed Color Scanner. Good Printers, Happy Discovery Cart., Spectre GCR cart,
Even a SuperCharger, And a good GoldenImage Hand Scanner. And the Midi Network
Kits with software and manual will really help to transfer files over to one of the Falcons
if all goes well. I've a ton of good ole Atari Applications and Games. No way I'd trade in
all this wealth and especially knowledge on a Win. Machine.

But I am still a Falcon Nutt, but my CAD 2.0 updates can be done on the MegaSTE now
as well as my DTP stuff which will free up a Falcon for me.

Now if I could only get my dream Falcon machine, I'm close....

But in my opinion a working stock Falcon is a dream machine, if you have
the right software and use its capabilities to the fullest.

I know I am rambling, but what the heck. If I can inspire another Atari User to
keep using his computer and find new things to do with it, then that makes me
happy as the Ataris are too good to just abandon.

For me, a new area I am going to explore is the MIDI side of the Ataris. As, I am into Video and D2D recording. I want to see what MIDI can do as there's
a ton of software out there thats FREE. Good stuff too!

phantomm@bellsouth.net

"lp" <GfA@MiNT.Net> wrote in message news:BF1EB566.19810%GfA@MiNT.Net...
> in article 42f8e4d63a2590@comcast.net, Edward S. Baiz Jr. wrote on
> 8/9/2005
> 8:32 AM:
>
>>>
>>> I recently acquired a Nova Graphics Card for a MegaSTE or TT.
>>>
>>> I plan on putting it into my MegaSTE along with the Vortex 386SX.
>>>
>>> I have the manual and Software Disk. It is checked by the PLUS 32.
>>>
>>> Looking at the board, it looks like I didn't get a full board of
>>> memory
>>> chips.
>>>
>>> Can these memory chips still be found?
>>>
>>> If so, I would like to try and put sockets on the board and add the
>>> extra
>>> memory if this will work. Of Course this is a future project. But
>>> would
>>> like
>>> the info, if it can be done.
>>>
>>> I think I have a populated 2meg board but not sure.
>>>
>>> Anyone know what the size of the memory chips are? 256k?
>>>
>>> phantomm@bellsouth.net
>>
>>
>> I have a 4meg Nova ATI graphics card for my Hades that is connected
>> through
>> the PCI BUS. I got it from Homa Systems in Canada.
>
> It might be more cost effect to just get a used ATI card off ebay.
> That's what I did. A whopping 12 bucks for a 4mb mach64 some years
> ago.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your
> mind...]
> Atari Team
> http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>

3328. Re: Looking for Legends of Valor Game Boxed

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 05:57:42 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <2GgKe.8342$op.701@bignews4.bellsouth.net>
Source record: 11805

Rory,

I have the game. Like brand new. I've never played it.
But not sure I want to get rid of it at the moment.

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:1123647418.b77d0306fc436843d92c35f45d79ddd7@teranews...
> Hey all
>
> Looking for this game complete in box. I will pay up to $18 + shipping
> depending on box condition.
>
> Rory
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html

3329. Re: 68881 for MegaSTe -socket type

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 05:59:38 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <RHgKe.8350$op.8168@bignews4.bellsouth.net>
Source record: 11806

I need one too, so put me down for one as well.

phantomm@bellsouth.net

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:42f92bcf$1@news.broadpark.no...
> Coda wrote:
>> Thats a PGA. The socket in the MegaSTe is a PLCC. The PLCC has legs
>> all
>> around the outside edge, not all across the underside like the PGA.
>> Look at the following: <http://www.ontrak.net/plcc.gif> - thats a
>> PLCC.
>
> Unfortunately that's what I thought, which means I'm still on the
> lookout for a 68881.
> Anyone have one they don't need, or know of any good sources where I
> can get one?
>
> --
> Hallvard

3330. Re: Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 06:06:35 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <lOgKe.8376$op.810@bignews4.bellsouth.net>
Source record: 11807
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'll take a look at the verticle and horizontial stuff as well and see
if I can fix it or
send it to someone who can. I really need it fixed or replaced.
Heck, I'd love to have 2 or 3 or em.

phantomm@bellsouth.net

"Robert Schaffner" <rs.death_of_spam.mac@t-online.de> wrote in message
news:1h11du6.1vck23s1a71vqsN%rs.death_of_spam.mac@t-online.de...
> Phantom <phantomm@bellsouth.net> wrote:
>
>> Well, it was probably my fault. I tried to run a program on a 1040STE
>> that was for
>> High Res only. After booting I lost all power to the monitor.
>
> You blast v/h sync. input on your monitor.
> (And maybee flyback transformer and some other parts)
>
> Regards, Robert
> --
> -= DOIT-Hardware FAQs =-
> _____________________________
> Macintosh und Atari Hardware FAQs
> <http://www.doitarchive.de>

3331. Need SCSI Cables

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 06:36:47 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <FehKe.8479$op.5128@bignews4.bellsouth.net>
Source record: 11808

Anyone in the USA or Canada have alot of SCSI Cables to sell or trade?

I need, 50 pin Male on one end that will connect to a Falcons SCSI II
port.

The other end can be a 50 pin Centronics or another 50 pin Male SCSI
connector
just like the first one that will connect to a Falcons SCSI port.

Contact me if ya have em for sale/trade.

Will also consider just the 50pin male connectors without cables.

ALso, Need some 68 pin SCSI adapters to 50pin SCSI for changing 68pin
SCSI III hard Drives
to 50 pin for easier use.

ANd or, need 68pin SCSI Cable connector on one end and 50 pin male SCSI
on the other.

Got something that might help me out?

E-mail me at:
phantomm@bellsouth.net

3332. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 09:24:04 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123665844.368927.203350@g47g2000cwa.googlegroups.com>
Source record: 11809

>I am interested in how the Nova graphics card connects to the Falcon. All Ataris are mentioned in the manual. However no info is given on the connection

The Nova cards are PC ISA cards with a basic interface for whatever Atari machine you had. There are people here who have the Falcon Nova, I have never seen one in the flesh, I think its a Falcon bus -> ISA adapter basically. The TT and MegaSTe are VME -> ISA adapters. I would like to know if I could talk to another ISA card from my TT or MSTE such as my Yamaha SW60XG.

3333. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 11:52:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42fa17ae184680@comcast.net>
Source record: 11817

>> I have a 4meg Nova ATI graphics card for my Hades that is connected through
>> the PCI BUS. I got it from Homa Systems in Canada.
>
>It might be more cost effect to just get a used ATI card off ebay.
>That's what I did. A whopping 12 bucks for a 4mb mach64 some years ago.

That is a bargin. I paid about $60-$70 for mine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3334. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 11:54:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42fa17ae184681@comcast.net>
Source record: 11814

>>even if you do that I think the 2 GAL's on the VME card need to be
>>upgraded. I remember the SuperNova that I have used to be a 2 meg Nova
>>with a Mach32. It was updated to a Mach64 with 4 megs I think and had to
>>have the GAL's changed. The old ones should still be around somewhere...
>>Basically you're going to have an interesting time with that ;) You may
>>be able to upgrade the memory but will the driver recognize it or care?
>>Additionally, you may have an easier time finding a new ISA Mach32/64 card
>>that has hte amount of memory you want. They're certainly able to be
>>found even if it's somewhat complicated due to their age.
>>
>>Thanks,
>>mark
>>
>
>I was wondering about that. I have a 2meg VRAM Mach64 and 4meg VRAM
>Mach64. I don't think the NOVA VDI driver does anything with the extra
>2meg, available resolutions remain the same as far as I can tell.
>Gehard is quick to respond to questions about Photoline on the PC, he
>might have an answer to that question.
>Mike

What computer are you using. I know when I upgraded my PCI Mach64 card to
4meg, I was able to get more resolutions on Hades060 than I did before...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3335. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 12:00:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42fa17ae184682@comcast.net>
Source record: 11818

>
>The Nova software is original version 2.61. at least from the disk
>label.

I have version 2.67 for my Hades,, but it is mainly for 68020/68030 machines.
Could use another upgrade, but I doubt if we will see it. It would be nice as
the only color resolution that operates with no error is 256 colors.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3336. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 12:01:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42fa17ae184683@comcast.net>
Source record: 11816

>>I am interested in how the Nova graphics card connects to the Falcon. All Ataris are mentioned in the manual. However no info is given on the connection
>
>The Nova cards are PC ISA cards with a basic interface for whatever
>Atari machine you had. There are people here who have the Falcon Nova,
>I have never seen one in the flesh, I think its a Falcon bus -> ISA
>adapter basically. The TT and MegaSTe are VME -> ISA adapters. I would
>like to know if I could talk to another ISA card from my TT or MSTE
>such as my Yamaha SW60XG.

I could have had an ISA card, but I got the PCI one.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3337. Re: Need SCSI Cables

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 12:04:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42fa17ae184684@comcast.net>
Source record: 11815

```
>
>Anyone in the USA or Canada have alot of SCSI Cables to sell or trade?
>
>I need, 50 pin Male on one end that will connect to a Falcons SCSI II
>port.
>
>The other end can be a 50 pin Centronics or another 50 pin Male SCSI
>connector
>just like the first one that will connect to a Falcons SCSI port.
>
>Contact me if ya have em for sale/trade.
>
>Will also consider just the 50pin male connectors without cables.
>
>
>ALso, Need some 68 pin SCSI adapters to 50pin SCSI for changing 68pin
>SCSI III hard Drives
>to 50 pin for easier use.
>
>ANd or, need 68pin SCSI Cable connector on one end and 50 pin male SCSI
>on the other.
>
>Got something that might help me out?
>
>E-mail me at:
>phantomm@bellsouth.net
>

I got most of the above from the Internet at various dealers. Just got an
adapter (centronics to 68-pin) for a new 9-gig hard drive. Works great...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

3338. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 18:29:50 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20050810202950.a4405@du3.maus.de>
Source record: 11811

>I was wondering about that. I have a 2meg VRAM Mach64 and 4meg VRAM
>Mach64. I don't think the NOVA VDI driver does anything with the extra
>2meg, available resolutions remain the same as far as I can tell.

That's not true. With a 4meg card you can have a resolution of 1280x1024 with TrueColor, with a 2meg NOVA only in 256 Colors. I only have a 2meg version. :-(

>Gehard is quick to respond to questions about Photoline on the PC, he
>might have an answer to that question.

He is still giving answers to ATARI users. That is what I call long term support. :-)

Regards,

Frank

3339. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 18:31:14 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20050810203114.a4406@du3.maus.de>
Source record: 11812

>Atari machine you had. There are people here who have the Falcon Nova,
>I have never seen one in the flesh, I think its a Falcon bus -> ISA
>adapter basically.

Yes. That's what it is. Falcon bus->ISA plus ATI Mach64 ISA card (with DRAM or VRAM, 1, 2 or 4meg) and of course the driver software (sourcecode available).

Regards,

Frank

3340. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 19:04:58 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <udsKe.166413$hk1.9377881@phobos.telenet-ops.be>
Source record: 11810

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview-beta6.lzh
(1.695.129 bytes) Zview is a plugins based image and PDF browser, converter
and viewer for Atari TOS and compatible systems.

ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zviewsrc-beta6.lzh
(1.698.492 bytes) source of Zview

ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview-beta6.zip
(1.695.594 bytes)

ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview-browser.jpg
(254.910 bytes) Snapshot of the imagebrowser of zview

ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview-pdf.jpg
(186.813) Snapshot of the pdf viewer

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

3341. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 20:42:43 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123706563.229233.55400@o13g2000cwo.googlegroups.com>
Source record: 11813

>(sourcecode available).

Where? Gimmee! :-)

Coda.

3342. Re: Need SCSI Cables

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 21:54:23 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1123710863.187186.68630@z14g2000cwz.googlegroups.com>
Source record: 11819

http://www.cablesonline.net/scsicables.html is a very good source of
SCSI cables.

Galen

3343. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-10 21:56:24 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20050810235624.a4409@du3.maus.de>
Source record: 11820

>>(sourcecode available).
>Where? Gimmee! :-)

It's not available to the public but I have the permission of Gerhard Huber
to give it to interested developers.

If you are really interested send my an email to frank DOT szymanski AT
12move DOT de and I will send you the sources.

Regards,

Frank

3344. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 05:49:41 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <wEBKe.1464$Rm3.1377@bignews4.bellsouth.net>
Source record: 11821

Ok, I have wondered about using different graphics cards with the
VME device.

So, If I were to look for another graphics card to use with the VME
device it should be an ATI type card?

For example if I could write my own driver for the graphics card.
What type (model name) of card would I look for?

And of course I would want the names of any cards that would work
with the VME device that drivers and etc already exist for.

Actually, the VME device for the MSTE/TT Would be a good starting place
for a Newer Graphics Card. If someone would write the drivers and etc.

According to the manual the card will work with a MegaST, but you need
a extra part called a MegaBus adapter that the card uses inside of the
MegaST.

I have no Idea what it would look like.

Also, Can I use this Nova 32 in with a Falcon, if I have the right
connector? If so, what would the connection look like?

My Nova 32 is in a Black Box, I took a look at the main graphics chip
and
it is a ATI MACH 32. I also notice 2 socketed ISA chips labeled ODD and
Even.

Anyone know what those are for? They are dated 1994.

And after looking at the memory chips, I am fairly sure its a 2meg unit,
which is good
as that will allow me to reach higher resolutions with more colors.

According to the manual even a 1meg Plus 32 will get the following....
640x480x24bit
800x600x32K
1024x768x256

Which would be enough for me, but 2 megs should do alot better. And the
board
has room for another 2 megs of chips. The spaces and holes are there,
just looks
like to me one only has to solder them in. I have to at least try and
see. 8-)

If I can get the memory chips, it would only take around an hour to do.
I will use
sockets just in case there are problems. This is a interesting project,
one that I will
do as soon as I can get a source on the memory chips.

phantomm@bellsouth.net

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42fa17ae184680@comcast.net...
>>> I have a 4meg Nova ATI graphics card for my Hades that is connected
>>> through
>>> the PCI BUS. I got it from Homa Systems in Canada.
>>
>>It might be more cost effect to just get a used ATI card off ebay.
>>That's what I did. A whopping 12 bucks for a 4mb mach64 some years
>>ago.
>
> That is a bargin. I paid about $60-$70 for mine.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3345. A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 07:40:53 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <JgDKe.1470$Rm3.935@bignews4.bellsouth.net>
Source record: 11822

Have a few Items for sale.

Atari Falcon 4meg board. Like New.
Price $35.00 Firm.

Atari VideoMaster Falcon Cartridge with RGB Splitter,
Like new, with manuals, software and original Box.
Price $175.00 Firm.

TruePaint, Like new 3 original disks with original Manual.
$25.00 Firm.

Atari Falcon RGB Video Adapter. New in Package.
$20.00 Firm.

Original Atari Falcon 030 Manual package with software.
Includes....
Original Falcon 030 owners Manual,
Extras Manual for the Audio Fun Machine,
Falcon-D2D Recorder, System Audio Manager (SAM),
Breakout, and Landmine.
Atari Works Manual.
Also, comes with the original SpeedoGDos Disk software
that came with the Falcon 030.
Original Atari Works Software Disks that came with the Falcon.
ANd Original Falcon Extras Disk, that includes the Audio Fun Machine,
Falcon-D2D Recorder Software, System Audio Manager (SAM),
Breakout and Landmine.
PRICE- $50.00 FIRM

If interested in any item, e-mail me at:
phantomm@bellsouth.net

3346. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 08:43:08 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42fb0efb$0$6468$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11823

"Phantom" <phantomm@bellsouth.net> wrote in message
news:JgDKe.1470$Rm3.935@bignews4.bellsouth.net...
>
> Have a few Items for sale.
>
> Atari Falcon 4meg board. Like New.
> Price $35.00 Firm.
>
> Atari VideoMaster Falcon Cartridge with RGB Splitter,
> Like new, with manuals, software and original Box.
> Price $175.00 Firm.
>
> TruePaint, Like new 3 original disks with original Manual.
> $25.00 Firm.
>
> Atari Falcon RGB Video Adapter. New in Package.
> $20.00 Firm.
>
> Original Atari Falcon 030 Manual package with software.
> Includes....
> Original Falcon 030 owners Manual,
> Extras Manual for the Audio Fun Machine,
> Falcon-D2D Recorder, System Audio Manager (SAM),
> Breakout, and Landmine.
> Atari Works Manual.
> Also, comes with the original SpeedoGDos Disk software
> that came with the Falcon 030.
> Original Atari Works Software Disks that came with the Falcon.
> ANd Original Falcon Extras Disk, that includes the Audio Fun Machine,
> Falcon-D2D Recorder Software, System Audio Manager (SAM),
> Breakout and Landmine.
> PRICE- $50.00 FIRM
>
> If interested in any item, e-mail me at:
> phantomm@bellsouth.net
>

wow, i sold about 10 video carts on Ebay of all kindas a few years ago, must
of totaled like 2grands worth of kit, went for a fiver!

Chris

3347. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 10:24:28 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123755868.338889.305350@g14g2000cwa.googlegroups.com>
Source record: 11824

Mail on the way.

Coda.

3348. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 10:58:08 UTC
From: SWE <jvalant@atari.org>
Message-ID: <4bGKe.1275$cE1.193376@news.siol.net>
Source record: 11825

exxos wrote:

> wow, i sold about 10 video carts on Ebay of all kindas a few years ago, must
> of totaled like 2grands worth of kit, went for a fiver!

;)) i could also earn a lot selling VideoMaster, didnt have a heart to ripoff
fellow Atarians ;) Last VM (no docs tho) goes away in few day, as a gift :))

Janez

3349. Re: GFA-Basic Editor v1.20 released

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 16:41:53 UTC
From: SWE <jvalant@atari.org>
Message-ID: <ldLKe.1281$cE1.194919@news.siol.net>
Source record: 11826

lp wrote:

> The most important new feature in this release is the direct support for
> RUN! Software's new RUN!Only interpreter. The instant satisfaction you got
> from hitting the 'Run' button is back.

Good, good! :))

Janez

3350. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 18:03:52 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <8hgss2-id5.ln1@speaker.rodsbooks.com>
Source record: 11827

In article <tUUJe.946$Kp.176@bignews6.bellsouth.net>,
"Phantom" <phantomm@bellsouth.net> writes:
>
> I never tried any of the Macs Terminal or Net software. I can't remember
> if it supports the modem port or not. It probably does.

It does. I recall using terminal emulators with mine back in the early
1990s. It also makes the ST's parallel port look like a serial port to the
Mac software, so you can print to a parallel printer (if you've got
appropriate Mac drivers for it).

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

3351. Re: GFA-Basic Editor v1.20 released

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 18:37:21 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1123785441.690222.29230@o13g2000cwo.googlegroups.com>
Source record: 11828

Yep this is great stuff, feels like using the old editor but without
its disadvantages. At last, GFA is fully GEM friendly :)

Thanks!

/Joakim

3352. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 19:58:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508112158.a12022@b.maus.de>
Source record: 11831

Salve commonly, Zorro <zorro271-1@yahoo.fr> wrote:

> Only the last PDF 1.6 with embedded videos and/or animations are not (
> yet) supported.

Hyperlinks & dynamic navigation elements are also not supported...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3353. How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 20:46:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.08.15.16.23.295131@charter.net>
Source record: 11829

http://aroundcny.com/technofile/texts/davesmall91.html

By Al Fasoldt
Copyright ï¿½ 1991, The Syracuse Newspapers

There was bedlam in Reston, Va., a town near Washington, two weeks ago. A man at the front of a conference room at the Sheraton was passing out free Macintoshes -- hundreds of them. It was Dave Small at his best. Small, the inventor of the plug-in device that turns ST computers into Macs, told the crowd of ST users at a computer fair that he wanted to thank them for helping make his unusual product a success. And he then reached into a large box and tossed $300 Spectre 128 emulator cartridges out to his fans. The crowd reacted like pigeons that hadn't been fed for weeks, grabbing the palm-sized devices as they sailed across the room. I was in the audience, returning with my wife, Nancy, from our honeymoon in the mountains. I didn't catch an emulator (somebody alongside me did a flanking maneuver and deflected the one that was coming my way), but I did get to see Dave Small and his miracles in action. The first, of course, is his Mac emulator. With the ST's screen size being larger than the standard Mac's, an ST-Mac is a beauty to behold. Two million STs have been sold worldwide, and thousands upon thousands of them turn themselves into Apple Macintoshes every day at the click of a mouse. The second was something he calls the SST. It's an ST that runs at 40 megahertz. It's faster in every way than Apple's most expensive Macintosh, and a lot cheaper, too. Dave Small is one reason the ST hasn't disappeared from the American market. The company that makes the ST, Atari, had nearly abandoned the U.S. market for Europe, but Small and a few others have helped keep interest alive here. It's paying off. An advanced ST, called the TT, is now available to consumers in this country, and the company is taking orders for a notebook-size ST, too. A pen-based ST notebook computer is expected out next year. The crowd in Reston gave the TTs that were being demonstrated there high marks. But they gave their biggest thanks in the cheers that went out for Dave Small.

--
_/_/_/

3354. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-11 20:48:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.11.20.48.44.921291@charter.net>
Source record: 11830

On Thu, 11 Aug 2005 16:46:30 -0400, Ronald J. Hall wrote:

> http://aroundcny.com/technofile/texts/davesmall91.html
>
> By Al Fasoldt
> Copyright ï¿½ 1991, The Syracuse Newspapers

Apologies to the group, Pan sent this again for some odd reason.

--
_/_/_/

3355. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 02:00:07 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <hnTKe.7463$rp.5585@bignews1.bellsouth.net>
Source record: 11832

Not trying to rip anyone off on the VideoMaster Falcon and Splitter.

It is like new. Actually, under priced. Contact B&C or Best Electronics
here
in the USA and see what you'll pay for a Falcon only version with RGB
Splitter!

I payed full price for it, much more than what I'm asking. It has all
manuals, software
even the colored filters that have never been used.

Not many of the Falcon Only versions around either.

If no one wants it at this price, I'll put it up on E-Bay and will
probably get more.

Not trying to sound greedy or trying to be an ass. But very few have
gave me anything
for free, and I usually have to pay out the butt to get the good stuff
from some on this
newsgroup. But have had very fair dealings with others here. And I much
appreciate
those folks.

I think its a fair price, considering the condition and what all comes
with it.
And I normally include a nice Bonus to anyone who deals with me.

phantomm@bellsouth.net

"SWE" <jvalant@atari.org> wrote in message
news:4bGKe.1275$cE1.193376@news.siol.net...
>
>
> exxos wrote:
>
>> wow, i sold about 10 video carts on Ebay of all kindas a few years
>> ago, must
>> of totaled like 2grands worth of kit, went for a fiver!
>
> ;)) i could also earn a lot selling VideoMaster, didnt have a heart to
> ripoff
> fellow Atarians ;) Last VM (no docs tho) goes away in few day, as a
> gift :))
>
> Janez
>

3356. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 02:12:07 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <vyTKe.7512$rp.196@bignews1.bellsouth.net>
Source record: 11833

Did you get that Fiver from Ebay in the USA or Ebay in the UK?

I notice that alot of Atari items from the UK are on the US EBAY site.

And from month to month it keeps growing.

This tells me that either Folks selling Atari stuff in the UK are
getting more
money for their stuff from us Greedy Americans or no one in the UK wants
it,
Or they feel it is overpriced.

Think I'll start selling stuff on the UK E-BAY. How about some Coal for
those
long cold Nights that are coming this winter with the outrageous Oil
Prices?

I just have to go out side and dig it out of my hillside. Put it in a
good bag or
box and sell it by weight. 5pounds, 10pounds, and etc.

Hell, I'll be rich in no time!

phantomm@bellsouth.net

"exxos" <exxos@home.co.uk> wrote in message
news:42fb0efb$0$6468$cc9e4d1f@news-text.dial.pipex.com...
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:JgDKe.1470$Rm3.935@bignews4.bellsouth.net...
>>
>> Have a few Items for sale.
>>
>> Atari Falcon 4meg board. Like New.
>> Price $35.00 Firm.
>>
>> Atari VideoMaster Falcon Cartridge with RGB Splitter,
>> Like new, with manuals, software and original Box.
>> Price $175.00 Firm.
>>
>> TruePaint, Like new 3 original disks with original Manual.
>> $25.00 Firm.
>>
>> Atari Falcon RGB Video Adapter. New in Package.
>> $20.00 Firm.
>>
>> Original Atari Falcon 030 Manual package with software.

>> Includes....
>> Original Falcon 030 owners Manual,
>> Extras Manual for the Audio Fun Machine,
>> Falcon-D2D Recorder, System Audio Manager (SAM),
>> Breakout, and Landmine.
>> Atari Works Manual.
>> Also, comes with the original SpeedoGDos Disk software
>> that came with the Falcon 030.
>> Original Atari Works Software Disks that came with the Falcon.
>> ANd Original Falcon Extras Disk, that includes the Audio Fun Machine,
>> Falcon-D2D Recorder Software, System Audio Manager (SAM),
>> Breakout and Landmine.
>> PRICE- $50.00 FIRM
>>
>> If interested in any item, e-mail me at:
>> phantomm@bellsouth.net
>>
>
>
>
> wow, i sold about 10 video carts on Ebay of all kindas a few years
> ago, must of totaled like 2grands worth of kit, went for a fiver!
>
> Chris
>
>
>

3357. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 06:17:59 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1123827479.717328.280620@g49g2000cwa.googlegroups.com>
Source record: 11834

Heres one for you all. I met Dave online via Toad computers Atari forums. He was getting rid of a bunch of Atari computers. Really was going to give them away to anyone in colorado that would come get them. So I replied to the message and noticed the email address was something like dsmall@****.com. I thought to myself thats weird maybe its really Dave Small. So a day goes by get a reply telling me what he had to get rid of. Since he was on a large IP he had a IM program that I began chatting with him about the Atari ST. He then asks me if I know about the Spectre GCR. I tell hime that I do and asked if he was indeed Dave Small, he replies yes thats me. So to make a long story short I kept tring to get the shipping rate of the equipment and he would never get it to me. I lost contact with him and a few weeks later 2 very large packages arrived at my home. It was Dave Smalls TT030 and a TTM195 monitor. I sent emails thanking him and asked him to let me pay the shipping costs. It never happened. So the center point of my atari collection is my TT030 that was owned and used by Dave Small that he shipped to me for FREE and gave to me for FREE. What a great guy. You know I watched that thread on Toads site to see if anyone ever asked him any questions. Nobody ever did.

He said his kids were doing great and he was recovering from broken arm(if my mind serves me corretly). No longer married. But seemed like the Dave Small that everyone loved.

Don

3358. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 10:12:47 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123841567.420562.316190@g49g2000cwa.googlegroups.com>
Source record: 11835

>It is like new. Actually, under priced. Contact B&C or Best Electronics here in the USA
and see what you'll pay for a Falcon only version with RGB Splitter!

That says it all really. Only desperate people pay those sort of
prices.

>I payed full price for it

Goes with the territory.

>Not many of the Falcon Only versions around either

I bought mine direct from Hisoft 2 years ago for £25.

>If no one wants it at this price, I'll put it up on E-Bay and will probably get more.

Very unlikely. Why would someone bid MORE than they could pay a B&C or
Best? But then, theres one born every minute.

>Not trying to rip anyone off on the VideoMaster Falcon and Splitter.
(forgive the upside down quoting)...
We know that.

> Price $175.00 Firm.

Can you explain what "Firm" means, being UK side im not familiar with
the term.

Coda.

3359. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 11:10:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42fc82db$0$13701$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11836

"Phantom" <phantomm@bellsouth.net> wrote in message
news:vyTKe.7512$rp.196@bignews1.bellsouth.net...
>
> Did you get that Fiver from Ebay in the USA or Ebay in the UK?
>
> I notice that alot of Atari items from the UK are on the US EBAY site.
>
> And from month to month it keeps growing.
>
> This tells me that either Folks selling Atari stuff in the UK are getting
> more
> money for their stuff from us Greedy Americans or no one in the UK wants
> it,
> Or they feel it is overpriced.
>
> Think I'll start selling stuff on the UK E-BAY. How about some Coal for
> those
> long cold Nights that are coming this winter with the outrageous Oil
> Prices?
>
> I just have to go out side and dig it out of my hillside. Put it in a good
> bag or
> box and sell it by weight. 5pounds, 10pounds, and etc.
>
> Hell, I'll be rich in no time!
>
> phantomm@bellsouth.net
>

all the stuff I sold was on UK ebay, I always offer to US, most people in the US want upgraded ST's... and yes your item is probably worth $170, though its only worth what people will pay for it, I spent around £200 on each of the Atari's I upgraded, people wont pay that much for one, so I've lost probably over a £1,000 on that lot alone, I lost about the same on the video stuff aswell... and yes I get a great loss for providing people with cheap stuff, something which I am not doing any longer.

If you feel its value is $170 then you keep it, its only *worth* what people will pay for it. The US market is a lot bigger than the UK one in some things... offer your item on global ebay, start bidding at $5 if you are lucky someone will bid, if your VERY lucky you may get a bit more. I really hope you do get the full asking price.

I paid about £200 for my VIDIST kit, its rare and should still be worth a lot, though im not even going to try and sell it, its £200 value to me

probably ?1 value to someone else. Nobody is having a go or telling what to do, but hey I would like ?500 for the my video stuff, I could wait for the next 50 years before someone would pay it, as I wanted to clear the stuff out of the way I let it all go for a pathetic ?5.... You either put it at a low $5 or be wait until someone will pay the full amout you ask, one day someone will but demanding such a price in a "or else" fassion is never going to work.

List it on ebay for $170, just remember you may have to keep listing it for the next several months if not years, the only people who are making anything is Ebay, probably $5 each time you list it, if you list it 10 times and it does not sell then your $50 down, and you STILL have to sell it then. I know this ALL to well..... its just some friendly advice which people are offering you, just be warned that holding out for the full asking price is likely to cost YOU a lot more than you will will sell the item for in the end.

Chris

3360. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 11:35:41 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42fc88c8$0$13702$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11837

>If no one wants it at this price, I'll put it up on E-Bay and will probably
>get more.

>Very unlikely. Why would someone bid MORE than they could pay a B&C or
>Best? But then, theres one born every minute.

what gets me is places like atariworkshop have listed USED ST's for like
£200, I mean who in thier right mind is going to pay that when they can get
one for £20 with piles of cables, games etc off Ebay... they have some nice
stuff which I would like though I aint paying 15 years ago prices for stuff
today!

On the other side of the coin, they probably paid alot for the stuff when it
was new and they want to get thier money back, wouldn't we all, but prices
drop and you have no choice but to follow..... in theory anyways....

>Not trying to rip anyone off on the VideoMaster Falcon and Splitter.
(forgive the upside down quoting)...
>We know that.

> Price $175.00 Firm.

>Can you explain what "Firm" means, being UK side im not familiar with
>the term.

It means he aint going to accept anything else for it, if someone offered
$170 then he wouldn't take it.

Chris

3361. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 13:33:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.12.13.33.25.957202@charter.net>
Source record: 11838

On Fri, 12 Aug 2005 03:13:35 -0400, lp wrote:

> in article 1123827479.717328.280620@g49g2000cwa.googlegroups.com, atarionly
> wrote on 8/12/2005 2:17 AM:
>
>> He said his kids were doing great and he was recovering from broken
>> arm(if my mind serves me corretly). No longer married. But seemed like
>> the Dave Small that everyone loved.
>
> Cool.
>
> I purchased John Eidsvoog's (remember the CodeHeads?) TT030 and SyQuest
> drive several years ago. It was in bad shape, but I was glad to have it.
> ;-)

I've got Dave Troy's Mega STe keyboard!

Toad Computers...what a great bunch of people that was (are!). Some of my
most enjoyable Atari memories are of dealing with them. Man, the money I
spent there! Don't regret a single red cent. :-)

--
_/_/_/

3362. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 13:38:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.12.13.38.22.583011@charter.net>
Source record: 11839

On Fri, 12 Aug 2005 03:12:47 -0700, Coda wrote:

>>It is like new. Actually, under priced. Contact B&C or Best Electronics here in the USA and see what you'll pay for a Falcon only version with RGB Splitter!
>
> That says it all really. Only desperate people pay those sort of
> prices.

Okay, I'm desparate. :-(

I paid B&C Computervision $150 USD earlier this year for my VideoMaster Falcon, without the RGB splitter.

I guess I could have waited and got it from some place like Ebay for less money (if one ever showed up) but I feel that its worth it *to me*.

I suppose it all comes down to the eye of the beholder, eh? One mans' gold is another mans' garbage... :-)

--
_/_/_/

3363. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 13:52:26 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123854746.799036.318260@g44g2000cwa.googlegroups.com>
Source record: 11840

Oh Ron. If you'd have asked for one on here I could have let you have mine. I dont use it anyway.

Coda.

3364. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 13:54:14 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123854854.678066.193550@o13g2000cwo.googlegroups.com>
Source record: 11841

Why are cents red? Has this got something to do with communism? :-)

Coda

3365. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 16:39:59 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <42fcd0de$0$3109$8fcfb975@news.wanadoo.fr>
Source record: 11842

Coda a ï¿½crit :
>
> Oh Ron. If you'd have asked for one on here I could have let you have
> mine. I dont use it anyway.

Hello,

Is there a place where I could have a full description of this item ? I
don't remember I read anything about it in the past.

Regards,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3366. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 16:49:59 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.08.12.16.49.59.479697@nosspamatari-source.com>
Source record: 11843

On Thu, 11 Aug 2005 01:49:41 -0400, Phantom wrote:

>
>
> Ok, I have wondered about using different graphics cards with the
> VME device.
>
> So, If I were to look for another graphics card to use with the VME
> device it should be an ATI type card?
>
> For example if I could write my own driver for the graphics card.
> What type (model name) of card would I look for?
>
> And of course I would want the names of any cards that would work
> with the VME device that drivers and etc already exist for.
>
> Actually, the VME device for the MSTE/TT Would be a good starting place
> for a Newer Graphics Card. If someone would write the drivers and etc.
>
> According to the manual the card will work with a MegaST, but you need
> a extra part called a MegaBus adapter that the card uses inside of the
> MegaST.
>
> I have no Idea what it would look like.
>
> Also, Can I use this Nova 32 in with a Falcon, if I have the right
> connector? If so, what would the connection look like?
>
> My Nova 32 is in a Black Box, I took a look at the main graphics chip
> and
> it is a ATI MACH 32. I also notice 2 socketed ISA chips labeled ODD and
> Even.
>
> Anyone know what those are for? They are dated 1994.
>
> And after looking at the memory chips, I am fairly sure its a 2meg unit,
> which is good
> as that will allow me to reach higher resolutions with more colors.
>
> According to the manual even a 1meg Plus 32 will get the following....
> 640x480x24bit
> 800x600x32K
> 1024x768x256
>

> Which would be enough for me, but 2 megs should do alot better. And the
> board
> has room for another 2 megs of chips. The spaces and holes are there,
> just looks
> like to me one only has to solder them in. I have to at least try and
> see. 8-)
>
> If I can get the memory chips, it would only take around an hour to do.
> I will use
> sockets just in case there are problems. This is a interesting project,
> one that I will
> do as soon as I can get a source on the memory chips.
>

I have substantial doubts about the possibility of using other cards. It's somewhat likely that this VME card is not really an ISA bus implementation so much as a minimum implementation to make the ATI Mach series cards work. If you need a GAL update just to move from Mach32 to Mach64, you'll need a GAL update to do much else other than video ram upgrade maybe. If you look at the ethernec for instance, it's supposed to be for Ne2000 ISA cards, but the reality is relatively few of those cards work. If you go to the store and buy a brand new netgear NE2k compatible ISA card, guess what.. it won't work. You need an RTL chipset card for the best compatibility though some others work fine as well. It was built on that RTL chipset.. I forget the digits. I'm thinking the Panther upgrade for the Mega ST might actually be a full ISA bus.

The CTPCI thankfully will be a full REAL PCI bus. Meaning some day when I want to plugin a firewire card or something, it's a simple matter of drivers... simpler than you think really thanks to linux. Hardware has always been our unicorn.

Thanks,
Mark

3367. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 18:08:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.12.18.08.42.945266@charter.net>
Source record: 11844

On Fri, 12 Aug 2005 06:52:26 -0700, Coda wrote:

> Oh Ron. If you'd have asked for one on here I could have let you have
> mine. I dont use it anyway.
>
> Coda.

Well, I thank you for the kind offer anyways. Honestly, I never even thought about asking on here for one, although it should have been the very first resource I turned to.

A fool and his money, eh? :-)

Hmm, do you have the RGB splitter though? I wouldn't mind getting one of those to go along with it, for a fair price.

--
_/_/_/

3368. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 18:58:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508122058.a12094@b.maus.de>
Source record: 11845

Salve commonly, Phantom <phantomm@bellsouth.net> wrote:

> I have substantial doubts about the possibility of using other cards.

<http://gem.win.co.nz/mb/atarihw/galaxy.html>

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3369. [GAME] xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 21:57:25 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.08.12.21.57.25.173428@caramail-NOSPAM.com>
Source record: 11846

Hello,

This is a straight port of xmame to the Atari platform. This is an
EXPERIMENTAL release, i.e. the program may not work at all. It is sure
that if you encounter a problem, I will not be able to help you.

However, you can still drop me a mail about your experience trying to run this
beast.

Hardware/software requirements:
- 68020 or higher CPU.
- FPU.
- 32 MB RAM (just to load it), so you'd better have more than 40 MB free if you
want to load a game.
- True colour video (Falcon, or any machine with graphics card), i.e. 15, 16,
24 or 32 bits video mode available.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3370. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 22:43:28 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123886608.542492.300310@f14g2000cwb.googlegroups.com>
Source record: 11847

>Salve commonly, Phantom <phant...@bellsouth.net> wrote:

>> I have substantial doubts about the possibility of using other cards.

><http://gem.win.co.nz/mb/atarih w/galaxy.html>

1. It wasnt Phantom that wrote that, but Mark.
2. That statement was in the context of using other GFX cards, with the
NOVA's VME/ISA adapter.

Coda.

3371. Re: [GAME] xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 23:04:34 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.08.12.23.04.33.134896@atari-source.com>
Source record: 11848

On Fri, 12 Aug 2005 23:57:25 +0200, Patrice Mandin wrote:

> Hello,
>
> This is a straight port of xmame to the Atari platform. This is an
> EXPERIMENTAL release, i.e. the program may not work at all. It is sure
> that if you encounter a problem, I will not be able to help you.
>
> However, you can still drop me a mail about your experience trying to run this
> beast.
>
> Hardware/software requirements:
> - 68020 or higher CPU.
> - FPU.
> - 32 MB RAM (just to load it), so you'd better have more than 40 MB free if you
> want to load a game.
> - True colour video (Falcon, or any machine with graphics card), i.e. 15, 16,
> 24 or 32 bits video mode available.

Mame needs some serious power.

Don't expect to be able to run much more than the original Pacman. But a
lot of old games should work at least a little.

Mark

3372. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-12 23:59:30 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <alaLe.5357$xW.3357@bignews6.bellsouth.net>
Source record: 11849

I have 3 VideoMaster Falcons with Splitters.
And 1 ST/STE/Falcon version.
ALso have
Vidi ST with RGB Splitter and Vidi ST-12.
2 Expose Digitisers
3 Genlocks
and some other misc video stuff.

I was just trying to offer one of the extra VMF carts at what I though
it
was worth. Thats all.
No one has to buy, I'm not twisting anyone's arm.
And I really don't care if I sell it or not as I use them.

If I were out to make money, I'd be selling something other than Atari
stuff.

And I do think it would sell at a good price on Ebay. Because, I have
never seen
one on there. And most good stuff goes for a high price.

And if someone did pay my asking price, it's there business and mine.
Calling folks suckers in someone else's thread isn't right.

And really it's nobody else's business.

What was done here, is no different than going into someone's place
of business and telling the customers in there that they are suckers
if they pay that price for a certain item.

There are laws against that sort of thing. Maybe not on the Net.

I just don't get it, why try to devalue my stuff. If you don't like it
thats fine, But I don't think you have the right to come in my thread
and call someone a sucker if they buy a item from me.

I have never done that to anyone advertising an Atari product on here.

But it seems everytime I list something on here, someone from overseas
has something nasty to say about it. Fine, It goes both ways.

I can be a Big Bastard when pushed to far.

phantomm@bellsouth.net

"exxos" <exxos@home.co.uk> wrote in message
news:42fc82db$0$13701$cc9e4d1f@news-text.dial.pipex.com...
>

> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:vyTKe.7512$rp.196@bignews1.bellsouth.net...
>>
>> Did you get that Fiver from Ebay in the USA or Ebay in the UK?
>>
>> I notice that alot of Atari items from the UK are on the US EBAY
>> site.
>>
>> And from month to month it keeps growing.
>>
>> This tells me that either Folks selling Atari stuff in the UK are
>> getting more
>> money for their stuff from us Greedy Americans or no one in the UK
>> wants it,
>> Or they feel it is overpriced.
>>
>> Think I'll start selling stuff on the UK E-BAY. How about some Coal
>> for those
>> long cold Nights that are coming this winter with the outrageous Oil
>> Prices?
>>
>> I just have to go out side and dig it out of my hillside. Put it in a
>> good bag or
>> box and sell it by weight. 5pounds, 10pounds, and etc.
>>
>> Hell, I'll be rich in no time!
>>
>> phantomm@bellsouth.net
>>
>
>
>
> all the stuff I sold was on UK ebay, I always offer to US, most people
> in the US want upgraded ST's... and yes your item is probably worth
> $170, though its only worth what people will pay for it, I spent
> around ?200 on each of the Atari's I upgraded, people wont pay that
> much for one, so I've lost probably over a ?1,000 on that lot alone, I
> lost about the same on the video stuff aswell... and yes I get a great
> loss for providing people with cheap stuff, something which I am not
> doing any longer.
>
> If you feel its value is $170 then you keep it, its only *worth* what
> people will pay for it. The US market is a lot bigger than the UK one
> in some things... offer your item on global ebay, start bidding at $5
> if you are lucky someone will bid, if your VERY lucky you may get a
> bit more. I really hope you do get the full asking price.
>
> I paid about ?200 for my VIDIST kit, its rare and should still be
> worth a lot, though im not even going to try and sell it, its ?200

> value to me probably ?1 value to someone else. Nobody is having a go
> or telling what to do, but hey I would like ?500 for the my video
> stuff, I could wait for the next 50 years before someone would pay it,
> as I wanted to clear the stuff out of the way I let it all go for a
> pathetic ?5.... You either put it at a low $5 or be wait until someone
> will pay the full amout you ask, one day someone will but demanding
> such a price in a "or else" fassion is never going to work.
>
> List it on ebay for $170, just remember you may have to keep listing
> it for the next several months if not years, the only people who are
> making anything is Ebay, probably $5 each time you list it, if you
> list it 10 times and it does not sell then your $50 down, and you
> STILL have to sell it then. I know this ALL to well..... its just some
> friendly advice which people are offering you, just be warned that
> holding out for the full asking price is likely to cost YOU a lot more
> than you will will sell the item for in the end.
>
> Chris
>
>

3373. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 03:29:24 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <YMdLe.7460$XL3.4901@bignews3.bellsouth.net>
Source record: 11850

Don't feel bad for what you paid for it Ronald.
At least you know you got a New one and not a worn out hand me down.
These used to cost alot more than that.

As for the Splitter, I'll see what I can do for you if you can't find
one at
decent price. Maybe we can do a trade or something.
phantomm@bellsouth.net

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.12.13.38.22.583011@charter.net...
> On Fri, 12 Aug 2005 03:12:47 -0700, Coda wrote:
>
>>>It is like new. Actually, under priced. Contact B&C or Best
>>>Electronics here in the USA and see what you'll pay for a Falcon only
>>>version with RGB Splitter!
>>
>> That says it all really. Only desperate people pay those sort of
>> prices.
>
> Okay, I'm desparate. :-(
>
> I paid B&C Computervision $150 USD earlier this year for my
> VideoMaster
> Falcon, without the RGB splitter.
>
> I guess I could have waited and got it from some place like Ebay for
> less
> money (if one ever showed up) but I feel that its worth it *to me*.
>
> I suppose it all comes down to the eye of the beholder, eh? One mans'
> gold
> is another mans' garbage... :-)
>
> --
> _/_/_/_

3374. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 05:46:23 UTC
From: SWE <jvalant@atari.org>
Message-ID: <POfLe.1338$cE1.201332@news.siol.net>
Source record: 11851

Phantom wrote:

> What was done here, is no different than going into someone's place
> of business and telling the customers in there that they are suckers
> if they pay that price for a certain item.

No. We have every right to say:"ppl this item can be get cheaper". No one call customers suckers. I dont mind how much one pay for a product, he has right to know whole picture, aka others prices.

> There are laws against that sort of thing. Maybe not on the Net.

There is no law for such thing. Maybe in US. U have right to set price, cusotmers have right to know they are high/low whatever...

> I just don't get it, why try to devalue my stuff. If you don't like it
> thats fine, But I don't think you have the right to come in my thread
> and call someone a sucker if they buy a item from me.

Again, u are repeating, and twist to make us look bad: We dont call anyone sucker, especialy not the customers. We have every right, to tell customers that certain thigns can ge get somewhere cheaper. If i get XX item for 20$ and sold it for 20$, i have right telling people that 200 may be too much. What they will do next, is their problem...

> I have never done that to anyone advertising an Atari product on here.

Bottom line, this place is not proper one for advertising in first place.

> But it seems everytime I list something on here, someone from overseas
> has something nasty to say about it. Fine, It goes both ways.

Oh, so now its political problem? Complain to Bush, he may drop a bomb or two. I dont mint overseas or not. I already bought stuff and send them to ppl overseas. I also bought items from US persons, never had a prob. NOTE: buying in US is exactly the same "oversea" to me as is Europe to you. I dont have problem with that. And i dont see why saying: "guys hold your horses, Falcons can be get from 100usd on in Europe. Rethink, u may get it way cheaper that way, spending extra money for add-ons.." fall in category "someone from overseas has something nasty to say..) And sending item from US to Germany or UK, is exactly the same as sending it from UK to Slovenia or Greece etc.. A tad longer, so it is not such problem as i keep hearing all the time...

All US guys bought CT60 at SAME prices as we did with overeas posting, so why not extend that to other things? Or u just have a problem with us down here if we notice ppl about something? That happens u do not like... Or u are

paranoid, and we all plot big conspiracy again US here.... This is pathetic.

> I can be a Big Bastard when pushed to far.

No need pushing, simply pointing out is enough...

3375. Re: xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 09:29:40 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123925380.564530.251060@g49g2000cwa.googlegroups.com>
Source record: 11852

My thoughts exactly, but it should run games from around 1980-85 no problem on a CT60.

Coda.

3376. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 10:05:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508131205.a12138@b.maus.de>
Source record: 11858

Salve commonly, Coda <smeg_007@hotmail.com> wrote:

> It wasnt Phantom that wrote that, but Mark.

My fault!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3377. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 11:16:21 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3m6345F15fo28U2@individual.net>
Source record: 11853

Phantom wrote:

> I can be a Big Bastard when pushed to far.

Uh-huh.

Gotta love the sales technique. But then, when I was in the US, I saw
the word "Firm" in an advert for used kit, and ignored those adverts.

Dude, dick-waving on Usenet is really sad. Especially when you're trying
to sell some overpriced obsolete junk to people.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

3378. VFAT driver for BetaDOS available?

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 13:33:10 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <3m6b3mF15fm2jU1@individual.net>
Source record: 11854

Hi,

I need this for using long filenames in the Atari emulator TOSBOX running on
MS Win 98.
Any help is greatly appreciated.

regards, Ludwig

3379. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 13:40:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.13.13.40.18.949464@charter.net>
Source record: 11855

On Sat, 13 Aug 2005 12:16:21 +0100, RichardK wrote:

> Dude, dick-waving on Usenet is really sad. Especially when you're trying
> to sell some overpriced obsolete junk to people.
>
> Richard

Just my opinion here, so everyone can take it as far as it goes, but let me point out some things:

1. Phantomms prices are in range with what dealers are selling it for here in the US (and cheaper, if you throw in the RGB splitter).
2. I might have easily missed something, having been out of the Atari scene, before re-emerging in the last year but I've not seen -1- VMF advertised here, or on Ebay, until Phantomms post. So my assumption is that they are not as common as leaves falling off trees.
3. Hmm, I guess that, in some peoples opinions I paid too much for mine, but I wouldn't consider it to be obsolete junk at all. (if you do lean towards that argument, then you would have to apply it to *all* our Atari hardware and software <grin>).I mean, I use it, I like it, it works for me. Aside from that, what choices does a Falcon user have if they want to play around with recording video/audio? Not a lot, that I can tell.

One user did say that they got one for 25 pounds(?) from Hisoft in the UK. That sure sounds like a bargain to me, when its converted to US dollars but that is in the UK.

I personally have no problem with people buying/selling on usenet. It is for the users, right? Is there a comp.sys.atari.marketplace or something like that? If there is, it might be more appropriate there. Otherwise...

As I said, just my opinion and 2 cents worth... <smile>

Later gang.

--
_/_/_/

3380. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 13:41:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.13.13.41.42.766056@charter.net>
Source record: 11856

On Fri, 12 Aug 2005 23:29:24 -0400, Phantom wrote:

> Don't feel bad for what you paid for it Ronald.
> At least you know you got a New one and not a worn out hand me down.
> These used to cost alot more than that.

I know.

> As for the Splitter, I'll see what I can do for you if you can't find
> one at
> decent price. Maybe we can do a trade or something.

Okay, I'll keep that in mind. Thanks much! :-)

--
_/_/_/

3381. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 14:02:14 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3m6crmF152ko8U1@individual.net>
Source record: 11857

Ronald J. Hall wrote:

> 3. Hmm, I guess that, in some peoples opinions I paid too much for mine,
> but I wouldn't consider it to be obsolete junk at all. (if you do lean
> towards that argument, then you would have to apply it to *all* our Atari
> hardware and software <grin>).I mean, I use it, I like it, it works for
> me. Aside from that, what choices does a Falcon user have if they want to
> play around with recording video/audio? Not a lot, that I can tell.

True, but there is a point where common sense has to step in. If the
cost of sticking this stuff onto a Falcon outweighs the cost of, say, an
old iMac DV and a USB or Firewire video interface, then really, why
would you want to use the Falcon?

I moved from Falcon to Mac for music, because whilst there is a certain
cachet to using the Falcon, only the most determined retrophile would
insist that it was in any way better than the same sort of money
invested in newer Apple or PC hardware. The dealer prices in the UK of
around ï¿½450 for a Falcon, ï¿½200 or so for a better MIDI interface, and
GodKnowsWhat for DSP audio hardware, were vastly in excess of the cost
of a decent iMac, a 128-channel MIDI interface (by the same
manufacturer!) and good quality Audio I/O.

What things are worth, is what someone is prepared to pay for it. I'm
not denying that Phantom can pretty much ask whatever he wants and hope
for a sale, it's a free world, but getting into "I can be a big bastard
when pushed" posing when trying to sell stuff strikes me as an exercise
in futility.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

3382. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 15:08:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.13.15.08.46.381788@charter.net>
Source record: 11859

On Sat, 13 Aug 2005 15:02:14 +0100, RichardK wrote:

Hi Richard.

> True, but there is a point where common sense has to step in. If the
> cost of sticking this stuff onto a Falcon outweighs the cost of, say, an
> old iMac DV and a USB or Firewire video interface, then really, why
> would you want to use the Falcon?

Okay, I'll concede that point as far as cost goes. However, think along these lines, I'm not here because of cost. I'm not here because platform x does something better or cheaper than platform y or even z.

I'm here because I love Atari. Especially my Falcon. If it was all about cost, I would stick with my 3 comp Linux LAN & laptop, and never do anything with Atari hardware/software.

Its love of the machines, the community, and pure old nostalgia. :-)

> I moved from Falcon to Mac for music, because whilst there is a certain
> cachet to using the Falcon, only the most determined retrophile would
> insist that it was in any way better than the same sort of money
> invested in newer Apple or PC hardware. The dealer prices in the UK of
> around ï¿½450 for a Falcon, ï¿½200 or so for a better MIDI interface, and
> GodKnowsWhat for DSP audio hardware, were vastly in excess of the cost
> of a decent iMac, a 128-channel MIDI interface (by the same
> manufacturer!) and good quality Audio I/O.

From your viewpoint, I understand what you are saying. If I were a music professional, I would absolutely agree with you.

Its a hobby to me. Its that "for the love of" concept. The best times I've ever had, computing wise, was with Atari. I still have more fun, and get a better sense of achievement when I do things with my Atari's than I do with anything else. I was simply overjoyed when I was able to get my BBS online, available for Atari users world-wide once again. I could have done it (easier/cheaper) with a Linux BBS, but it wouldn't have been the same. I really, really like Linux a lot, for example, but its -just- not the same. I don't do "windows" at all. Never have. Never will. Atari (MINT) was my stepping stone into the Linux world. Just something else I have to thank Atari for.

So many memories...its a good fight, just keeping them alive. :-)

See ya Richard!

--
_/_/_/

```
_/ Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"_/
_/ The DarkForce! BBS. Sysop - DarkLord. Telnet 24.177.23.74_/
_/_/_/
```

3383. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 16:44:30 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11fs8re7dq23if4@corp.supernews.com>
Source record: 11860

On 13 Aug 2005 15:02:14 , RichardK wrote:
>Ronald J. Hall wrote:
>
>> 3. Hmm, I guess that, in some peoples opinions I paid too much for mine,
>> but I wouldn't consider it to be obsolete junk at all. (if you do lean
>> towards that argument, then you would have to apply it to *all* our Atari
>> hardware and software <grin>).I mean, I use it, I like it, it works for
>> me. Aside from that, what choices does a Falcon user have if they want to
>> play around with recording video/audio? Not a lot, that I can tell.
>
>True, but there is a point where common sense has to step in. If the
>cost of sticking this stuff onto a Falcon outweighs the cost of, say, an
>old iMac DV and a USB or Firewire video interface, then really, why
>would you want to use the Falcon?
>
>I moved from Falcon to Mac for music, because whilst there is a certain
>cachet to using the Falcon, only the most determined retrophile would
>insist that it was in any way better than the same sort of money
>invested in newer Apple or PC hardware. The dealer prices in the UK of
>around £450 for a Falcon, £200 or so for a better MIDI interface, and
>GodKnowsWhat for DSP audio hardware, were vastly in excess of the cost
>of a decent iMac, a 128-channel MIDI interface (by the same
>manufacturer!) and good quality Audio I/O.
>
>What things are worth, is what someone is prepared to pay for it. I'm
>not denying that Phantom can pretty much ask whatever he wants and hope
>for a sale, it's a free world, but getting into "I can be a big bastard
>when pushed" posing when trying to sell stuff strikes me as an exercise
>in futility.
>
>Richard
>
>--
>RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
>Retro computing - http://www.dmc12.demon.co.uk/retrotech/
>Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
>MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)
>.
When i found my Falcon I was recording music on a Roland VS, and
sometimes on a PC at work. The Roland gear was nice, but the "state
of the art" PC gear was terrible, simply because it ran with Windows.
I got into the Falcon mainly because I could get the gear for much
less (a few years ago) than buying the Roland gear or similar setup

for my home studio, and I was an old Atari user from way back who had never even experienced the Falcon. It was a great decision. I love my Falcon and have continued to improve upon it. It is not only a great home studio solution, but I've had loads of fun learning Mint, adding the CT60, etc. Although I've gotten most of it for bargain prices, it is worth the price of "new" gear to me. I have an iMac G5 at work now, and I love that too, but I wouldn't say it is better than my Falcon setup for the money involved. I say let individuals post their gear here at ridiculous prices if they want. At least it stimulates some conversation and sometimes I hear about gear that I didn't know about, even if I don't want to pay those prices. If I have something to sell, I'll list it "make an offer" to help out other Atarians.

3384. Re: [GAME] xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 18:36:06 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.08.13.18.36.05.565186@nosspamatari-source.com>
Source record: 11861

On Fri, 12 Aug 2005 23:57:25 +0200, Patrice Mandin wrote:

> Hello,
>
> This is a straight port of xmame to the Atari platform. This is an
> EXPERIMENTAL release, i.e. the program may not work at all. It is sure
> that if you encounter a problem, I will not be able to help you.
>
> However, you can still drop me a mail about your experience trying to run this
> beast.
>
> Hardware/software requirements:
> - 68020 or higher CPU.
> - FPU.
> - 32 MB RAM (just to load it), so you'd better have more than 40 MB free if you
> want to load a game.
> - True colour video (Falcon, or any machine with graphics card), i.e. 15, 16,
> 24 or 32 bits video mode available.

Every game I try on my CT60 falcon works but is super super slow. It's a
shame there's not special better 68k emulation that isn't really emulation
;) Especially considering a LOT of these games use 68k chips and Z80's
can't be that hard to emulate? Kudos on a good port!

Thanks,
Mark

3385. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 19:30:02 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ARrLe.7289$xW.6452@bignews6.bellsouth.net>
Source record: 11862

"SWE" <jvalant@atari.org> wrote in message
news:POfLe.1338$cE1.201332@news.siol.net...
>
> No. We have every right to say:"ppl this item can be get cheaper". No
> one
> call customers suckers. I dont mind how much one pay for a product, he
> has right to know whole picture, aka others prices.

I agree you have the right to tell folks that a item can be gotten
cheaper.

But I don't think you have the right to come into my thread or
advertisement
and say that.

If what you are saying is true, then anyone can hack into a Business Web
Page
and say Hey you can get it cheaper at XXXX.

Try doing that at some of the major Computer Business Web Sites and
see what happens to you.

>
> There is no law for such thing. Maybe in US. U have right to set
> price,
> cusotmers have right to know they are high/low whatever...

Net time I'm in the UK, I'll be sure to put your knowledge of the Law
to the test. I'd like to see someone from the UK go into a business and
do that. Anyone have the guts?

>
>
> Again, u are repeating, and twist to make us look bad: We dont call
> anyone sucker, especialy not the customers. We have every right, to
> tell
> customers that certain thigns can ge get somewhere cheaper. If i get
> XX
> item for 20$ and sold it for 20$, i have right telling people that 200
> may be too much. What they will do next, is their problem...

Below is a direct quote from CODA....

(Very unlikely. Why would someone bid MORE than they could pay a B&C or
Best? But then, theres one born every minute.)

End Quote

Sucker wasn't mentioned but certainly implied.
If you need the whole posting with headers for proof, it can be
provided.

If you want to tell someone here that a VideoMaster Falcon only version
with RGB splitter, original manuals, software and box can be bought
cheaper somewhere else. That is fine with me.
But do it in your own Thread. Not mine!
It is most dis-respectful to do that in someone elses thread at the
least.

I don't come into your thread and do you that way.
But if it continues, I will.

>
> Bottom line, this place is not proper one for advertising in first
> place.

I don't see why not. It is Atari re-lated and folks have been
advertising
Atari stuff in here for years.
According to you, The CT060 shouldn't be advertisted in here.

Well how the hell, does anyone suppose to find a Atari product that
they might want? Google? E-Bay? Sure you can search for items.
But if you don't even know the items name or that it was ever made,
then how else?

>
> Oh, so now its political problem? Complain to Bush, he may drop a
> bomb or
> two. I dont mint overseas or not. I already bought stuff and send them
> to
> ppl overseas. I also bought items from US persons, never had a prob.
> NOTE:
> buying in US is exactly the same "oversea" to me as is Europe to you.
> I dont have problem with that. And i dont see why saying:
> "guys hold your horses, Falcons can be get from 100usd on in Europe.
> Rethink, u may get it way cheaper that way, spending extra money for
> add-ons.." fall in category "someone from overseas has something
> nasty to
> say..) And sending item from US to Germany or UK, is exactly the same
> as
> sending it from UK to Slovenia or Greece etc.. A tad longer, so it is
> not
> such problem as i keep hearing all the time...

Not political, to me. Just a Fact that every Degrading remark related to
my advertising has came from overseas, and alot are from the UK.
And have been done in my Thread or Posting. Thats a Fact.

Again, I have no problem with you or anyone else saying a product can
be gotten at a cheaper price. I like a good deal myself.
I do have a problem when it is done in my thread.

If you have such info, then post where it can be gotten at and do it
in your own posting. Not in my posting, or Web Page, or place of
business.
UNDERSTAND?

> All US guys bought CT60 at SAME prices as we did with overeas posting,
> so why not extend that to other things? Or u just have a problem with
> us down
> here if we notice ppl about something? That happens u do not like...
> Or u are
> paranoid, and we all plot big conspiracy again US here.... This is
> pathetic.

Fine, do it in your own thread or posting.

Your are trying to twist my words. I never said that one could not post
or say
that a item could be bought cheaper.
I only said, that if you want to do that, then do it in your own Posting
not in
mine.

Or do you feel you have the right to go into anyones posting, Web Page,
or Place of Business and do that?

I don't have a problem with any people as a whole, I am not that way.
I do not like someone who trys to devalue my stuff in my Face.
Which was what was done.

I like getting a good deal on items myself. But I don't go into peoples
postings and start a argument over a item they have offered for sale
just because I feel the price is to high or that it can be gotten
cheaper
somewhere else.

And I am still waiting for the info on where one can get a
VideoMaster Falcon only cartridge with RGB Splitter, Original
Manuals, Software and original Box. Like New for less than
$175.00 US?

>
> No need pushing, simply pointing out is enough...

You seem to be a expert at that.

phantomm@bellsouth.net

3386. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 19:34:27 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <HVrLe.7290$xW.6824@bignews6.bellsouth.net>
Source record: 11863

"RichardK" <atari@NOSPAMbtconnect.com> wrote in message
news:3m6345F15fo28U2@individual.net...
> Phantom wrote:
>
> Uh-huh.
>
> Gotta love the sales technique. But then, when I was in the US, I saw
> the word "Firm" in an advert for used kit, and ignored those adverts.
>
> Dude, dick-waving on Usenet is really sad. Especially when you're
> trying to sell some overpriced obsolete junk to people.

Well, we know what you think of Atari stuff now don't we.

Btw, your SIG if off topic.

phantomm@bellsouth.net

>
> Richard
>
> --
> RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
> Retro computing - http://www.dmc12.demon.co.uk/retrotech/
> Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
> MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

3387. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 20:00:55 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1123963255.044729.255000@o13g2000cwo.googlegroups.com>
Source record: 11864

Does a SIG _HAVE_ to be on any particular topic?

Should he have a different SIG for every newsgroup he reads???
Thats just plain daft.

3388. Re: VFAT driver for BetaDOS available?

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 21:22:38 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <ddlo1j$n56$1@nemesis.news.tpi.pl>
Source record: 11866

Ludwig Maetzke napisaďż˝(a):
> Hi,
>
> I need this for using long filenames in the Atari emulator TOSBOX running on
> MS Win 98.
> Any help is greatly appreciated.

Tosbox is nice, but outdated. Use Aranym instead.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3389. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 22:18:19 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42fe558b.0@entanet>
Source record: 11865

On 11 Aug 2005 21:58:00 , Fidel-Sebastian Hunrichse-Lara wrote:
>Salve commonly, Zorro <zorro271-1@yahoo.fr> wrote:
>
>> Only the last PDF 1.6 with embedded videos and/or animations are not (
>> yet) supported.
>
>Hyperlinks & dynamic navigation elements are also not supported...
>
> Saluti-gerulus
>

Zorro,

ZView is looking really good especially the PDF viewer. I did a lot of tests with Porthos and reported various problems to the author. ZView all ready displays stuff that Porthos struggles with.

Is the Zoom feature not implemented yet ?

Regards,

Peter

3390. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 22:20:43 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <zluLe.7319$xW.5747@bignews6.bellsouth.net>
Source record: 11867

No more dafter than the crap you and a few more have been
saying in this thread.

phantomm@bellsout.net

"Coda" <smeg_007@hotmail.com> wrote in message
news:1123963255.044729.255000@o13g2000cwo.googlegroups.com...
> Does a SIG _HAVE_ to be on any particular topic?
>
> Should he have a different SIG for every newsgroup he reads???
> Thats just plain daft.
>

3391. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 22:29:02 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <OuuLe.168811$ch1.9349309@phobos.telenet-ops.be>
Source record: 11868

Peter Slegg wrote:

> ZView is looking really good especially the PDF viewer. I did a lot of tests
> with Porthos and reported various problems to the author. ZView all ready
> displays stuff that Porthos struggles with.

Porthos doesn't work quite well with XaAES. Although much slower
Ghostview perform better then Porthos.
Zview looks promishing indeed. It's reasonable fast and can display
most pdf-files.
>
> Is the Zoom feature not implemented yet ?

That's a feature I miss dearly. I hope this will be implemented one
day.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3392. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 22:30:50 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <DxuLe.7325$xW.5389@bignews6.bellsouth.net>
Source record: 11869

Oh, I have heard it before, in this group a few years ago.
When some where complaining of Sigs being to long and etc.

The subject of the Sig did come up.
I bet I have it archived here somewhere.

Not sure what the official rules for Sigs in NewsGroups are.
Would be interested to find out my self.

Anyone have the URL for reference to USENET rules?

If not, I'll search for it myself.

phantomm@bellsouth.net

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:7crsf118o0v9rclccsl391v1ujum4bes2a@4ax.com...
> On 13 Aug 2005 13:00:55 -0700, "Coda" <smeg_007@hotmail.com> wrote:
>
>>Does a SIG _HAVE_ to be on any particular topic?
>>
>>Should he have a different SIG for every newsgroup he reads???
>>Thats just plain daft.
>
> Now there is one I haven't herd.
> I favor, 'that's bullshit" :)
>
> Vintage Motocross rules
> Clinton didn't suck, Monica did
> I don't like war.
> Was Sinclap right?
> Is habitat for humanity run by socialist?
> If NTSC has better quality than PAL where did the phrases "Never Twice
> the Same Color, and Pay for Added Luxury" come from?
>
> oh yea, Atari Falcon too.

3393. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 22:33:36 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ExuLe.7326$xW.5716@bignews6.bellsouth.net>
Source record: 11870

Oh yea, I am still waiting on where that VideoMaster Falcon cart and
RGB splitter is for under 175.00US.

I'd probably buy it myself, unless it came from the UK.

phantomm@bellsouth.net

"Coda" <smeg_007@hotmail.com> wrote in message
news:1123963255.044729.255000@o13g2000cwo.googlegroups.com...
> Does a SIG _HAVE_ to be on any particular topic?
>
> Should he have a different SIG for every newsgroup he reads???
> Thats just plain daft.
>

3394. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 22:39:01 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <JCuLe.7332$xW.761@bignews6.bellsouth.net>
Source record: 11871

"SWE" <jvalant@atari.org> wrote in message
news:POfLe.1338$cE1.201332@news.siol.net...
>
> No. We have every right to say:"ppl this item can be get cheaper". No
> one
> call customers suckers. I dont mind how much one pay for a product, he
> has right to know whole picture, aka others prices.

I agree you have the right to tell folks that a item can be gotten
cheaper.

But I don't think you have the right to come into my thread or
advertisement
and say that.

If what you are saying is true, then anyone can hack into a Business Web
Page
and say Hey you can get it cheaper at XXXX.

Try doing that at some of the major Computer Business Web Sites and
see what happens to you.

>
> There is no law for such thing. Maybe in US. U have right to set
> price,
> cusotmers have right to know they are high/low whatever...

Net time I'm in the UK, I'll be sure to put your knowledge of the Law
to the test. I'd like to see someone from the UK go into a business and
do that. Anyone have the guts?

>
>
> Again, u are repeating, and twist to make us look bad: We dont call
> anyone sucker, especialy not the customers. We have every right, to
> tell
> customers that certain thigns can ge get somewhere cheaper. If i get
> XX
> item for 20$ and sold it for 20$, i have right telling people that 200
> may be too much. What they will do next, is their problem...

Below is a direct quote from CODA....

(Very unlikely. Why would someone bid MORE than they could pay a B&C or
Best? But then, theres one born every minute.)

End Quote

Sucker wasn't mentioned but certainly implied.
If you need the whole posting with headers for proof, it can be
provided.

If you want to tell someone here that a VideoMaster Falcon only version
with RGB splitter, original manuals, software and box can be bought
cheaper somewhere else. That is fine with me.
But do it in your own Thread. Not mine!
It is most dis-respectful to do that in someone elses thread at the
least.

I don't come into your thread and do you that way.
But if it continues, I will.

>
> Bottom line, this place is not proper one for advertising in first
> place.

I don't see why not. It is Atari re-lated and folks have been
advertising
Atari stuff in here for years.
According to you, The CT060 shouldn't be advertisted in here.

Well how the hell, does anyone suppose to find a Atari product that
they might want? Google? E-Bay? Sure you can search for items.
But if you don't even know the items name or that it was ever made,
then how else?

>
> Oh, so now its political problem? Complain to Bush, he may drop a
> bomb or
> two. I dont mint overseas or not. I already bought stuff and send them
> to
> ppl overseas. I also bought items from US persons, never had a prob.
> NOTE:
> buying in US is exactly the same "oversea" to me as is Europe to you.
> I dont have problem with that. And i dont see why saying:
> "guys hold your horses, Falcons can be get from 100usd on in Europe.
> Rethink, u may get it way cheaper that way, spending extra money for
> add-ons.." fall in category "someone from overseas has something
> nasty to
> say..) And sending item from US to Germany or UK, is exactly the same
> as
> sending it from UK to Slovenia or Greece etc.. A tad longer, so it is
> not
> such problem as i keep hearing all the time...

Not political, to me. Just a Fact that every Degrading remark related to
my advertising has came from overseas, and alot are from the UK.
And have been done in my Thread or Posting. Thats a Fact.

Again, I have no problem with you or anyone else saying a product can
be gotten at a cheaper price. I like a good deal myself.
I do have a problem when it is done in my thread.

If you have such info, then post where it can be gotten at and do it
in your own posting. Not in my posting, or Web Page, or place of
business.
UNDERSTAND?

> All US guys bought CT60 at SAME prices as we did with overeas posting,
> so why not extend that to other things? Or u just have a problem with
> us down
> here if we notice ppl about something? That happens u do not like...
> Or u are
> paranoid, and we all plot big conspiracy again US here.... This is
> pathetic.

Fine, do it in your own thread or posting.

Your are trying to twist my words. I never said that one could not post
or say
that a item could be bought cheaper.
I only said, that if you want to do that, then do it in your own Posting
not in
mine.

Or do you feel you have the right to go into anyones posting, Web Page,
or Place of Business and do that?

I don't have a problem with any people as a whole, I am not that way.
I do not like someone who trys to devalue my stuff in my Face.
Which was what was done.

I like getting a good deal on items myself. But I don't go into peoples
postings and start a argument over a item they have offered for sale
just because I feel the price is to high or that it can be gotten
cheaper
somewhere else.

And I am still waiting for the info on where one can get a
VideoMaster Falcon only cartridge with RGB Splitter, Original
Manuals, Software and original Box. Like New for less than
$175.00 US?

>
> No need pushing, simply pointing out is enough...

You seem to be a expert at that.

phantomm@bellsouth.net

3395. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 23:17:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508140117.a12182@b.maus.de>
Source record: 11873

Salve commonly, Phantom <phantomm@bellsouth.net> wrote:

> But I don't think you have the right to come into my thread

Your thread? Did you pay for it?

> I do have a problem when it is done in my thread. If you have such
> info, then post where it can be gotten at and do it in your own posting.

AFAIK this is a discussion group - someone post something, the others
discuss its implications, isn't it?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3396. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-13 23:39:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.13.23.39.11.906157@charter.net>
Source record: 11872

On Sat, 13 Aug 2005 18:30:50 -0400, Phantom wrote:

> Not sure what the official rules for Sigs in NewsGroups are.
> Would be interested to find out my self.

Haven't read it myself in a long time, but I remember a few general
things. Like no more than 4 lines. Also, its considered polite to leave
politics, religion, etc, out of .sigs, essentially anything that might be
considered inflammatory.

Was that a RFC, "Request For Comments' document somewhere? Can't remember
off the top of my head.

--
_/_/_/

3397. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 04:32:50 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <qOzLe.9952$XL3.7852@bignews3.bellsouth.net>
Source record: 11874

I paid for the right to use the NET.

If you guys want to start arguments over someone offering something for
sell. You are just going to turn this newsgroups into the ones filled
with
Spam, Non related Atari stuff and ruin one of the last places Atari
owners can post messages in a non Web format.

I did not start this.

Just keep on picking on everyword I say, go ahead.
Mess it up for everyone.

Cause I dam sure don't give a rats ass now.

phantomm@bellsouth.net

"Fidel-Sebastian Hunrichse-Lara"
<Fidel-Sebastian_Hunrichse-Lara@b.maus.de> wrote in message
news:200508140117.a12182@b.maus.de...
> Salve commonly, Phantom <phantomm@bellsouth.net> wrote:
>
>> But I don't think you have the right to come into my thread
>
> _Your_ thread? Did you pay for it?
>
>> I do have a problem when it is done in my thread. If you have such
>> info, then post where it can be gotten at and do it in your own
>> posting.
>
> AFAIK this is a discussion group - someone post something, the others
> discuss its implications, isn't it?
>
> Saluti-gerulus
>
> --
> *"If this were a dictatorship, it'd be a heck of a lot easier, just
> so*
> *long as I'm the dictator."* G.W. Bush
> <http://www.brunnenvergifter.de>
> #Investigations between ratio and paranoia#

3398. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 09:09:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42ff350cd5a570@comcast.net>
Source record: 11889

>ZView is looking really good especially the PDF viewer. I did a lot of tests
>with Porthos and reported various problems to the author. ZView all ready
>displays stuff that Porthos struggles with.
>
>Is the Zoom feature not implemented yet ?
>
>Regards,
>
>Peter

I can agree with that. I have a PDF book I downloaded and Porthos shows the
text fine, but not the graphics. ZView shows everything and works great. Most
PDF's work fine except for the ones I get from my local Atari club. For some
reason the some letters are missing and I get garbled text. It is the same
under Genva. Trying to figure out what the problem is.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3399. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 09:46:20 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3m8i7gF14ujbgU2@individual.net>
Source record: 11875

Phantom wrote:
> Oh, I have heard it before, in this group a few years ago.
> When some where complaining of Sigs being to long and etc.

Too long, sure. Greater than 4 lines long, or 76 characters wide, and lacking the delimiter.

BTW, Top-posting is almost as bad as having a stupid oversize sig ;)

Which
--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

3400. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 09:49:21 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3m8id2F14ujbgU3@individual.net>
Source record: 11876

Phantom wrote:
> "RichardK" <atari@NOSPAMbtconnect.com> wrote in message
> news:3m6345F15fo28U2@individual.net...
>
>>Phantom wrote:
>>
>>Uh-huh.
>>
>>Gotta love the sales technique. But then, when I was in the US, I saw
>>the word "Firm" in an advert for used kit, and ignored those adverts.
>>
>>Dude, dick-waving on Usenet is really sad. Especially when you're
>>trying to sell some overpriced obsolete junk to people.
>
>
> Well, we know what you think of Atari stuff now don't we.
>
> Btw, your SIG if off topic.

Hahahahahah...

No, really.

BTW, want me to list the Ataris I've owned and got now? I can't actually remember how many Falcons I've been through as I sold the last one about 18 months ago.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

3401. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 11:21:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e57d7@familynet-international.org>
Source record: 11887

FamilyNet International Newsgate

> From: "Phantom" <phantomm@bellsouth.net>

> I am lucky enough to have a Spectre with the 128k Mac Roms and software,
> and manual. And a small collection of Mac Disks that work with it.

> Have it setup on a small hard drive and it works well on my 1040STE.
> I used it some, but never put it thru its full paces. It is stored in a
> box at
> the moment.

> It's abit old now, but one can still do some cool stuff with it.

> I never tried any of the Macs Terminal or Net software. I can't remember
> if
> it supports the modem port or not. It probably does.

> phantomm@bellsouth.net

On my spectre GCR page I have a list of programs that I have tested. The Spectre could only run System 6.08 (as high as that is) and the serial port worked perfectly with like Z-Term and ones like that.

I never had much luck with the System 6 version of FreePPP or the system 6 internet browser. Sadly Spectre seems to only work about 80% with most System 6 stuff. What is funny is that SoftPC for System 6 actally worked, and so did the Apple II emulator. :)

Playing Spectre on a Spectre was always fun. :)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3402. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 11:25:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e57d8@familynet-international.org>
Source record: 11886

FamilyNet International Newsgate

Congrats on scoring a Nova card. All I have is a AlbeiTT. :)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3403. Update on Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 12:05:30 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <ddnc29gmb1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11877

Hello :-)

Have been reading through the posts on here and thought it was time to answer some of the queries directly.

RE: Wheel mice and Eiffel
I would suspect that this works via Eiffel as the entire keyboard MCU is replaced, therefore allowing the additional 'super' features of the PS2 mouse to be realised. It is likely that these are represented as regular keystrokes which are interpreted by a software driver and then represented.

Without replacing the keyboard controller and opening up the case or de-standardising the ST hardware, there is no possible way to use anything other than LB/RB/XA/XB/YA/YB.

The only short-cut hack possible would be to have the third button act as either a double-click motion or to 'hold' onto a paned selection when dragging until it is pressed again.

RE: USB support
At the moment that's a no-go. USB is inheriently a substantially more sophisticated standard than is realised among the masses. That's not to say that it isn't possible. A third party bolt-on is currently required to interface USB to programmable interface controllers, thus pushing up the price with little gain other than novelty.

RE: USB vs PS2 lifespan
It's unlikely, very unlikely that we'll be seeing the back of PS2 anytime soon. The main issue that I used to have with USB hardware in a support role is that the equipment isn't recognised until after an O/S is used. For example, if there was a laptop with a malfunctioning keyboard and there were no PS2 ports to connect a desktop unit it was back-to-the-manufacturer time to find out that it was a corrupt bios that had caused the problem. All very unnecessary and further control being taken away from the user.

Saying that though, laptops are now shipped without COM or LPT ports. Overall I feel that the consumer is getting a bad deal in the interests of manufacturers pushing for change that is supposedly better. Might lower costs perhaps, but there's going to be alot of mighty useless computer equipment in the future. Certainly not my idea of environmentally friendly. We are all here on this newsgroup afterall, supporting a computer (Atari) which is 20 years old and still perfectly usable.

RE: PS2 mice which are supported by this converter
ALL PS2 mice are supported in standard X/Y/2 button mode. This is the default mode for all mice, even super-charged ones with jet engines. There are specifically 2 type of mice which are endorsed here, the Microsoft Optical Mouse, and the Logitech trackballs. Regular balled mice are perfectly usable although suffer from the reasons which pushed us to buy optical mice in the first place.

RE: Tracking speed
The PS2 converter tracks faster than the ST mouse, at approximately twice the speed. Also, movements are not misinterpreted should the mouse be moved exceptionally fast across the desktop, as occurs with the original Atari STM1 mice. Why anyone would want to do this is anyones guess.

RE: Future inclusions to the project
It has been discussed between myself and Chris, to add support for the Commodore Amiga since this is just a case of changing the ports in the chip doing the conversion. Another idea is to enable the tracking speed to be changed. These options would be set by for example, pressing both mouse buttons within 2 seconds of interface-power-on. Pressing the left button would toggle Atari/Amiga mode, pressing the right button would toggle between 1 report/mm, 2 reports/mm, 4 reports/mm, and 8 reports/mm, pressing both buttons again would leave the configuration mode. These settings would be saved into EEPROM on the interface chip, and be read automatically thereafter on power-up. The aim here is to add some form of setup for the user in a way which will never interfere with the funtion of the interface.

RE: Firmware/software development progress
The interface firmware/software is now coded and functional. It is completely transparant, and once plugged in the PS2 mouse just works as you'd expect, in that you can leave the computer for 24 hours and come straight back to it and it's working. The interface has so far been tested on an Atari STFM and a Mega STE/TT style keyboard. All STs right across the range use the same keyboard controller chip so no issues are percieved from STF thru to TT.

RE: Hardware development progress
There are no external supporting electronic components whatsoever, just the interface chip. This is deliberate, to cut down on quality issues. As Capt. Scott of the Enterprise said, "The more you overwork the plumbing, the easier it is to block up the drains."

OK, that about wraps it up here really. The next stage at our end is to have the PCB's manufactured and put a few together ready for sale, direct PayPal will be the chosen method of payment, eBay may be used but some reservations about that. In retro tradition, it is planned for an A4 flyer/thing to be put together describing it. Planned cost is about £15 for the complete interface. OEM sources of MS optical mice (the red LED ones) have been found, with the price tag being about £15 for one of those also, being careful with those actually so not to rip anyone off although the street price is some £25! which I do feel is a total rip

off given that you're paying for packaging that's going straight into
the bin. So, no packaging, just the wrapping they come in.

As for the next project, we're open to suggestions. A simple Atari - CF card interface is being discussed although some difficultly in sourcing the low-level interfacing, have to understand it first. The plan with that would be a small box that plugs straight into the AHDI port and draws it's power from the signal lines, only just possible perhaps, but hoping as the mA consumption would be so low. No further discussion on that however as that red-herring has been thrashed out over and over again on the forums with no results.

Aly, and Chris/Exxos, speaking for you here Chris ;-)

3404. Re: VFAT driver for BetaDOS available?

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 12:36:44 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <3m8s5sF15q1u7U1@individual.net>
Source record: 11878

Hi Adam,

> > I need this for using long filenames in the Atari emulator TOSBOX
running on
> > MS Win 98.
> > Any help is greatly appreciated.
> Tosbox is nice, but outdated. Use Aranym instead.
TOSBOX with access to long filenames would be sufficient for me at first. It
is far more compatible than aranym and with TOS206 it runs faster than
aranym with TOS404. With fvdi aranym performs better, but then even less
Atari Apps run.
I also find TOSBOX more interesting because I've created an Atari Boot disk
for x86 PC's with the free Caldera DOS, TOSBOX, a TOS Imagefile and some
Atari system essentials and would like to continue development of this Boot
disk.

regards, Ludwig

3405. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 12:39:35 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050814133901168O7%derryck@cixcoukinvalid>
Source record: 11879

On 2005-08-13 14:40:19 +0100, "Ronald J. Hall" <dark_lord@charter.net> said:

> I personally have no problem with people buying/selling on usenet.
>
Right. The bone of contention is with commercial sellers.

--

Cheers

Derryck

3406. Re: VFAT driver for BetaDOS available?

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 13:06:09 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <ddnfaa$jv9$1@atlantis.news.tpi.pl>
Source record: 11880

Ludwig Maetzke napisaďż˝(a):
> Hi Adam,
>
>
>>>I need this for using long filenames in the Atari emulator TOSBOX
>
> running on
>
>>>MS Win 98.
>>>Any help is greatly appreciated.
>>
>>Tosbox is nice, but outdated. Use Aranym instead.
>
> TOSBOX with access to long filenames would be sufficient for me at first. It
> is far more compatible than aranym and with TOS206 it runs faster than
> aranym with TOS404. With fvdi aranym performs better, but then even less
> Atari Apps run.
> I also find TOSBOX more interesting because I've created an Atari Boot disk
> for x86 PC's with the free Caldera DOS, TOSBOX, a TOS Imagefile and some
> Atari system essentials and would like to continue development of this Boot
> disk.

Ok. But long filenames are impossible with TOSBOX.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3407. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 14:01:14 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1124028074.235987.208440@o13g2000cwo.googlegroups.com>
Source record: 11881

Now youre just hurling insults, and starting to show your (mental) age.
Go take a cold shower or something.

Coda.

3408. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 14:06:37 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1124028397.132320.237730@g43g2000cwa.googlegroups.com>
Source record: 11882

Hey,

Got a chip on your shoulder? Pissed that some of us in the UK seem to
be paying FAIR prices for Atari stuff?

Get the bug out of your butt and grow up.

Coda.

3409. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 14:09:49 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1124028589.337179.68180@o13g2000cwo.googlegroups.com>
Source record: 11883

Wow.

Thanks for the info.

> and accumulation of skin oil.

eww, thats gross! :-)

Coda.

3410. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 14:13:24 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <ddnji4$6pd$1@reader2.panix.com>
Source record: 11884

Phantom <phantomm@bellsouth.net> writes:

No such thing as USENET rules, other than the definitions of spewing and spamming, which still apply to spewing and spamming, and not to unwanted commercial advertisements.

Where those words are is "Zen and the Art of Internet", by Bodan Keho, Probably misspelled, I think. I have a hard copy printed out from someplace, so it should be findable.

Jim

: Oh, I have heard it before, in this group a few years ago.
: When some where complaining of Sigs being to long and etc.

: The subject of the Sig did come up.
: I bet I have it archived here somewhere.

: Not sure what the official rules for Sigs in NewsGroups are.
: Would be interested to find out my self.

: Anyone have the URL for reference to USENET rules?

: If not, I'll search for it myself.

: phantomm@bellsouth.net

: "Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
: news:7crsf118o0v9rclccsl391v1ujum4bes2a@4ax.com...
: > On 13 Aug 2005 13:00:55 -0700, "Coda" <smeg_007@hotmail.com> wrote:
: >
: >>Does a SIG _HAVE_ to be on any particular topic?
: >>
: >>Should he have a different SIG for every newsgroup he reads???
: >>Thats just plain daft.
: >
: > Now there is one I haven't herd.
: > I favor, 'that's bullshit" :)
: >
: > Vintage Motocross rules
: > Clinton didn't suck, Monica did
: > I don't like war.
: > Was Sinclap right?
: > Is habitat for humanity run by socialist?
: > If NTSC has better quality than PAL where did the phrases "Never Twice
: > the Same Color, and Pay for Added Luxury" come from?
: >

: > oh yea, Atari Falcon too.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3411. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 15:26:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508141726.a12239@b.maus.de>
Source record: 11890

Salve commonly, Phantom <phantomm@bellsouth.net> wrote:

> According to you, The CT060 shouldn't be advertisted in here.

That's not the point! Rudolphe AFAIK never wrote, that someone hasn't
the right to come into his thread/advertisement and say what he think
about his proposal - that's the difference!

> If what you are saying is true, then anyone can hack into a Business
> Web Page and say Hey you can get it cheaper at XXXX.

UseNet != Business Web Page

> But do it in your own Thread. Not mine!

You've no own thread - if you want your own thread: use WWW!

> I don't have a problem with any people as a whole, I am not that way. I
> do not like someone who trys to devalue my stuff in my Face.

That's suggested: you've only problems with any kind of people as far
as they don't agree with you, isn't it?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3412. Re: [PUB]Zview BETA 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 15:48:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508141748.a12240@b.maus.de>
Source record: 11894

Salve commonly, Martin "Nightowl" Byttebier <geek@atarians.com> wrote:

> Zview looks promishing indeed. It's reasonable fast and can display
> most pdf-files.

That's right! Only the dynamic navigation ability of Adobe Acrobat
Reader is something I'm realy missing. Although Adobe Reader 3.0.1
perform on my 40 MHz MC68040 much more faster...

> I hope this will be implemented one day.

Printing via NVDI would be also fine...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3413. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 16:15:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508141815.a12242@b.maus.de>
Source record: 11893

Salve commonly, Phantom <phantomm@bellsouth.net> wrote:

> I paid for the right to use the NET.

But not for your own csas-thread!

> I did not start this.

You wrote that someone hasn't the right to come into your thread, but
discussion groups are principally invitations to come into the thread!

M.f.G.

--
"Wenn dies eine Diktatur wï¿½re, dann wï¿½rde dies wahnsinnig viel
einfacher sein, solange ich der Diktator wï¿½re." George W. Bush
<http://www.brunnenvergifter.de> #Recherchen zwischen Ratio & Paranoia#

3414. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 16:19:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508141819.a12243@b.maus.de>
Source record: 11891

Salve commonly, lp <GfA@MiNT.Net> wrote:

> Also you can employ some filters and just get rid of the nagging ones.

There're also (atari-)tools to get rid of sigs...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3415. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 16:21:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508141821.a12241@b.maus.de>
Source record: 11892

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> Haven't read it myself in a long time, but I remember a few general
> things. Like no more than 4 lines.

That's true!

> Also, its considered polite to leave politics, religion, etc, out of
> .sigs, essentially anything that might be considered inflammatory.

That's wrong! In Germany we call that Blockwart-mentality...

> Was that a RFC, "Request For Comments' document somewhere?

<http://www.ietf.org/rfc/rfc1855.txt>
<http://www.chemie.fu-berlin.de/outerspace/netnews/son-of-1036.html>

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3416. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 16:33:37 UTC
From: SWE <jvalant@atari.org>
Message-ID: <BnKLe.1362$cE1.206206@news.siol.net>
Source record: 11885

Phantom wrote:

> Not political, to me. Just a Fact that every Degrading remark related to
> my advertising has came from overseas, and alot are from the UK.
> And have been done in my Thread or Posting. Thats a Fact.

Maybe, just maybe, due to differences and since u are far away, and
bombed with own views, u need a view from a side (here we step in) and
thats why generaly u hear complains from our side... BTW, i live far from
U.K.

> I do have a problem when it is done in my thread.
> If you have such info, then post where it can be gotten at and do it
> in your own posting. Not in my posting, or Web Page, or place of
> business.
> UNDERSTAND?

Whohoo! CAPS! Btw, this is ridicilous: This is public forum and topics
as well are public. So, u propose that each time some on has a remark on
something (as we did on prices) new thread is opened. And then if someone
will have remark on something in new thread, new will need to be open? ;)

> Or do you feel you have the right to go into anyones posting, Web Page,
> or Place of Business and do that?

Hey, ones can invade contries and other can not even comment postings
in c.s.a.s ;) Be sure, that if i will sell item for XXX$ and u would say
it is expensive i will not get upset and even try to excuse that as invading
into my thread... But to be honest im long on scene, like Atari stuffs and
most i either get or give via exchanging or VERY cheap policy, esp in those
times where we are little, we need to take care about community. Personal
goals are, imho, less important. That is the "scene spirit", not giving away
goods at big prices "as i like to offer them to fellow Atarians instead eBay".
U say u like good deal, we all do, sell on eBay, no problems...

>> No need pushing, simply pointing out is enough...
>
> You seem to be a expert at that.

U posted, we comented, u went berserk. Think about that. U used political
sign, u started to go inpolite. Think about that too. I guess we poked in
right spot.

Janez

3417. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 17:46:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.14.17.46.58.91446@charter.net>
Source record: 11888

On Sun, 14 Aug 2005 07:06:37 -0700, Coda wrote:

> Hey,
>
> Got a chip on your shoulder? Pissed that some of us in the UK seem to
> be paying FAIR prices for Atari stuff?
>
> Get the bug out of your butt and grow up.
>
> Coda.

I've got a totally random thought (generator) going here...why don't we
all just drop this. Its not like its us vs them, after all we're all
Atarians here - its what draws us together.

Thanks everyone! :-)

--
_/_/_/

3418. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 20:12:43 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.08.14.20.12.43.672898@nosspamatari-source.com>
Source record: 11895

On Sun, 14 Aug 2005 13:46:58 -0400, Ronald J. Hall wrote:

>
> I've got a totally random thought (generator) going here...why don't we
> all just drop this. Its not like its us vs them, after all we're all
> Atarians here - its what draws us together.
>
> Thanks everyone! :-)

I was going to comment on this thread until I read the whole way through
it and realized I have no idea who I agree with more. It's all just crazy...

Thanks,
Mark

3419. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 20:34:21 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <QTNLe.7871$xW.922@bignews6.bellsouth.net>
Source record: 11896

"Fidel-Sebastian Hunrichse-Lara"
<Fidel-Sebastian_Hunrichse-Lara@b.maus.de> wrote in message
news:200508141726.a12239@b.maus.de...
> Salve commonly, Phantom <phantomm@bellsouth.net> wrote:
>
>> According to you, The CT060 shouldn't be advertisted in here.
>
> That's not the point! Rudolphe AFAIK never wrote, that someone hasn't
> the right to come into his thread/advertisement and say what he think
> about his proposal - that's the difference!

But if some one did, it is dis-respectful. And I would think that
Rudolphe
would not like it.
>
>> If what you are saying is true, then anyone can hack into a Business
>> Web Page and say Hey you can get it cheaper at XXXX.
>
> UseNet != Business Web Page

Never said that. This has to do with having respect and being
a decent responsible USENET user.

>
>> But do it in your own Thread. Not mine!
>
> You've no own thread - if you want your own thread: use WWW!

No, I don't own my own thread. Never said that. But it was just
a advertisement. If you or anyone did not like the price then
at least thats all that should have been said. And if there is
anywhere were it could have been gotten cheaper it should
have been posted.

Instead, I was insulted. Which anyone has the right to do.
But it shows everyone reading this thread what kind of
person you are.
I know that I will never buy anything from or have anything to do with
the
people who started this. And the ones that keep it going.
Which probably will not hurt anyone in the least. But remember
this. When you post here, Expect the same treatment that you
have shown to me.
>
>> I don't have a problem with any people as a whole, I am not that way.
>> I

>> do not like someone who trys to devalue my stuff in my Face.
>
> That's suggested: you've only problems with any kind of people as far
> as they don't agree with you, isn't it?

If I came into your posting and insulted you in this newsgroup would
this not upset you?

Still there is no mention on where the item I had for sale can be
gotten at a cheaper price.

Instead, there were just some people who wanted to start a Flame War
and thats what they got.

I have nothing more to say about it. Insult me all you want. If thats
what
makes you guys happy.

But it goes both ways and it will.

phantomm@bellsouth.net

>
> Saluti-gerulus
>
> --
> *"If this were a dictatorship, it'd be a heck of a lot easier, just
> so*
> *long as I'm the dictator."* G.W. Bush
> <http://www.brunnenvergifter.de>
> #Investigations between ratio and paranoia#

3420. Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 21:20:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.14.21.20.15.717278@charter.net>
Source record: 11897

Well guys, I'm beginning to believe that I'm incompatible with TOS computers anymore. :-(

I've been having some problems with backing up data from my BBS (one burn works, 2 don't, 1 won't, 3 will, etc,etc,.) via a SCSI Plextor CDR. So I decided that I would upgrade from HDDriver 7.0 to 8.1. (I'm already using the latest version of Anodynes' excellent ExtenDOS software).I figured it was time to upgrade anyways.

So from a running system, I deleted everything in the HDDriver folder on C:, then copied in everything v8.1. I then ran the utils app. It ran. I located hddriver.sys. It complained that it was an older incompatible version. So I used the install option. This seemed to work, it just gave me a message afterwards that I needed to reset all my options afterwards.

So. I looked at my settings. The device check found all 3 of my devices on the SCSI chain. However, it would not find any partitions. Or let me pick anything that would let me look at them.

Somewhere from in the foggy mists of my mind, I seemed to recall that at some point you have to reboot with HDDriver to get everything going. So I did that. Ooops. No go. The bootups says this:

HDDriver info
No Partitions Found
Some amount of memory allocated

and a lo-res TOS desktop with an A, B and trash icon. Thats all. Installing a C icon and clicking on it only gives a "no such partition" error.

Note that this was *without* the HDDriver floppy inserted - so it had to have run from the hard drive, right? Tell me I'm not crazy on this point.

Anyways, so I inserted the HDDRiver v8.1 floppy, rebooted, and I get the same message as above. No partitions found, blah, blah, blah. So I run the HDDriver utils app from the floppy drive. It runs. I pick the scan for devices option. It reports this:

Device check:
Bus 0: Atari ACSI
01.00: Seagate ST 34555N 0930 Direct Access
02.00: Plextor CD-R PX-R412C 1.07 CDROM/Recorder/DVD (approx)
03:00: SyQuest EZ135s 1.17 Direct Access

So it finds the hardware. I then try formatting (just for testing purposes, I really, really don't want to reformat or re-partition),

partitioning, trying to locate HDDriver.sys, nothing. No selector boxes ever shows C as active, its always greyed out.

Some specs., its a Mega ST4, TOS 1.4, 4 gig seagate HD, Plextor CDR, Syquest EZ135 cart drive, and it was all a solid, no errors running system with HDDriver v7.0.

I used this same v8.1 floppy disk to install HDDriver on my Falcon, but I don't remember having these problems at all, except for having to reboot at some time to get it to show up the partitions.

So. I'm stuck without a Mega ST to run my BBS. Can someone tell me how to get HDDriver to find my setup again? How to do this without losing approx. 4 gigs of data from my BBS? Tell me what I did wrong so I won't do it again (I promise!). :-)

Thanks everyone.

--
_/_/_/

3421. DarkForce BBS

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 21:21:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.14.21.21.19.793163@charter.net>
Source record: 11898

Is down again folks. Until I get the problem sorted out with my bungled
attempt at upgrading my HDDriver software.

Sorry.

--
_/_/_/

3422. Re: Update on Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 21:29:54 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42ffb725$0$6471$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11899

```
woooaaaaa <big snip>

> Aly, and Chris/Exxos, speaking for you here Chris ;-)
>

My PS2 mouse flashes, work that one out ;-)

yeah I think that clears everything up, for once im without anything to add
:-)))

Chris
```

3423. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 21:33:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e6dcd@familynet-international.org>
Source record: 11908

FamilyNet International Newsgate

> From: lp <GfA@MiNT.Net>

> in article 1123827479.717328.280620@g49g2000cwa.googlegroups.com, atarionly
> wrote on 8/12/2005 2:17 AM:

>> He said his kids were doing great and he was recovering from broken
>> arm(if my mind serves me corretly). No longer married. But seemed like
>> the Dave Small that everyone loved.

> Cool.

> I purchased John Eidsvoog's (remember the CodeHeads?) TT030 and SyQuest
> drive several years ago. It was in bad shape, but I was glad to have it.
> ;-)

Oh I loved Codeheads!! Especially Warp 9 and the fortune cookie program.
That was awesome!

As for Dave Small, when I wrote and put up the Spectre GCR site, Dave said
he liked it, had a lot of fond memories of the Spectre, and was going to
offer me the code for Spectre 3.1, but that never happened. But great
talking. His daughter actually wrote me to say hi. She was now in
highschool or something like that. Or maybe even college? :)

Dave Small and Codeheads... the two reasons I keep an ST around to this
day.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3424. DarkForce BBS

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 21:43:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e6e52@familynet-international.org>
Source record: 11909

FamilyNet International Newsgate

> From: "Ronald J. Hall" <dark_lord@charter.net>

> Is down again folks. Until I get the problem sorted out with my bungled
> attempt at upgrading my HDDriver software.

> Sorry.

> --
> _/_/_/_

3425. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 22:03:41 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1124057021.627950.16320@z14g2000cwz.googlegroups.com>
Source record: 11900

When you reboot the machine, its probably booting the boot sector from the hard drive first rather than the floppy's auto program (I cant be sure with the mega, never had one). If so, then its loading hddriver 7 off the HD bootsector, then loading the auto folder version of hddriver 8.
Try holding down the CTRL key to force the computer to skip booting *ANY* devices, then once you get to GEM, insert HDDRIVER V8 floppy, browse to auto folder and run hddriver.prg. Next run hddrutil.app and do an install driver or what ever it is, I cant remember, then reboot mega without the floppy.

If this doesnt work, im sure Uwe will be able to help you further.

BTW. A little tip:
Whenever upgrading one version to another *NEVER* delete anything. In this case you should have renamed the folder to HDDRIVER.7 or something.

Coda.

3426. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 22:31:21 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <pat4t2-ja2.ln1@don.localnet>
Source record: 11901
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 07 Aug 2005 23:00:59 -0500, Charles Richmond
<richchas@comcast.net> wrote:
> "Ronald J. Hall" wrote:
>>
>> On Sat, 06 Aug 2005 11:09:30 +0400, Edward S. Baiz Jr. wrote:
>>
>> > David Small is agreat guy and speaker. I saw him once give a talk
>> > at an Atari show in the Detroit area some years back. Even my wife
>> > enjoyed his talk and she basically is not an Atari fan.
>>
>> I also remember a story about him at one (admittedly at a late date in the
>> Atari glory days, but still!) show going down the aisle giving away the
>> spectre stuff for free to the audience.
>>
> Please excuse my ignorance, but is David Small deceased???
>
Not as far as I can tell. Google '"dave small" atari'. The second link
was "Where are they now?" The server for that link was down;
archive.org says it was last updated in April 2004.

That page
<http://web.archive.org/web/20040405210412/http://www.toyz.org/mrblog/archives/00000115.html>

points to an AtariAge forum thread from 2001.
<http://www.atariage.com/forums/viewtopic.php?t=9183&highlight=spectre+gcr>

Found an AOL page with a photo, but I have no idea how recent that is.
<http://hometown.aol.com/davetracer/index.html>

The AOL page doesn't mention Atari at all, but it came from his AtariAge
user profile.

--
BOFH excuse #426:
internet is needed to catch the etherbunny

3427. Re: DarkForce BBS

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 23:16:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.14.23.16.22.37615@charter.net>
Source record: 11902

On Sun, 14 Aug 2005 17:21:19 -0400, Ronald J. Hall wrote:

> Is down again folks. Until I get the problem sorted out with my bungled
> attempt at upgrading my HDDriver software.
>
> Sorry.

Nevermind, back up already. Needless panic mode <off>. :-)

--
_/_/_/

3428. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 23:18:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.14.23.18.09.90049@charter.net>
Source record: 11903

On Sun, 14 Aug 2005 17:44:27 -0400, lp wrote:

> Not sure what else to suggest. Although if you simply deleted the SYS file
> from C:, I can see how that might cause problems. Not sure but the boot
> sector might look for it then get confused when it's not found. There is a
> key combo to force a proper floppy boot which might help also. Anyone
> remember it? Something to do with the modifier keys on the left of the
> keyboard.

Well, I didn't simply delete it, I used "install" to overwrite the old
version. Which I guess, amounts to the same thing <grin>.

Anyways, its fixed now. See my reply to coda for full details but it was
along the lines of what you were both saying, AFAICT.

Thanks ever so much! :-)

--
_/_/_/

3429. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 23:20:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508150120.a12263@b.maus.de>
Source record: 11907

Salve commonly, Phantom <phantomm@bellsouth.net> wrote:

> But if some one did, it is dis-respectful.

ï¿½A little rudeness and disrespect can elevate a meaningless
interaction to a battle of wills and add drama to an
otherwise dull day.ï¿½ - Bill Watterson

> This has to do with having respect and being a decent responsible
> USENET user.

Having respect and being responsible is for me something difference...

> If I came into your posting and insulted you in this newsgroup would
> this not upset you?

Of course not - I'm a civilized man & not a brute animal!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3430. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 23:26:27 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.14.23.26.26.767423@charter.net>
Source record: 11904

On Sun, 14 Aug 2005 15:03:41 -0700, Coda wrote:

> When you reboot the machine, its probably booting the boot sector from
> the hard drive first rather than the floppy's auto program (I cant be
> sure with the mega, never had one). If so, then its loading hddriver 7
> off the HD bootsector, then loading the auto folder version of hddriver
> 8.

That seems to be correct, AFAICT. Confusion between the new/old drivers
and what was running at bootup.

> Try holding down the CTRL key to force the computer to skip booting
> *ANY* devices, then once you get to GEM, insert HDDRIVER V8 floppy,
> browse to auto folder and run hddriver.prg. Next run hddrutil.app and
> do an install driver or what ever it is, I cant remember, then reboot
> mega without the floppy.

It was <alt>, no software at all, then ran hddriver.prg from the auto
folder on the floppy. It found the partitions correctly then. Then running
the utility app from the floppy, auto configure, with preserve old
partitions on, and bingo, the reboot worked fine.

> If this doesnt work, im sure Uwe will be able to help you further.

I've no doubt that the "guru" of Atari hard drives could! <smile>

One thing I've noticed though, there seems to be one small bootup diff.
from 7 to 8.15. On bootup from the hard drive, there is a 3-4 second
pause, right after the devices are displayed. Its not the floppy pause,
I've got a blank, formatted floppy in the drive. This pause was not there
under 7.0. Its probably just some odd setting or the other, I'll review
the options when I get more time later.

> BTW. A little tip:
> Whenever upgrading one version to another *NEVER* delete anything. In
> this case you should have renamed the folder to HDDRIVER.7 or
> something.

Actually, while thats good advice, its not the best (wait, wait, don't get
upset!), the best advice would be for gung-ho people like me to *ASK* here
on comp.sys.atari.st FIRST so that people like you, Uwe, and Lonny can
keep me out of trouble! <big grin>

Thanks ever so much (and to the forums on Atari-age that also posted
helpful info)!!!

--
_/_/_/

/ Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"/
/ The DarkForce! BBS. Sysop - DarkLord. Telnet 24.177.23.74/
_/_/_/

3431. Re: Update on Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-14 23:58:11 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <ddolqj$75e$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11905

"exxos" <exxos@home.co.uk> wrote in message
news:42ffb725$0$6471$cc9e4d1f@news-text.dial.pipex.com...
>
> My PS2 mouse flashes, work that one out ;-)
>
> yeah I think that clears everything up, for once im without anything
to add
> :-)))
>
> Chris
>

Do what? It flashes!! Tell me more, can't have that. Does it really?
It's working yes? Priv-mail me, bit startled by that..

Erm, only thing I can imagine is that the PS2_IS_MOUSE_CONNECTED proc is
playing up and repeatedly re-initialising it. Not entirely refined that
proc, had problems developing that one, relies on the CLOCK and DATA
going low, sometimes read as highs due to the port latching over.

Tell me more...

Aly

3432. Atari Online News, Etc. #07-33

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 01:00:36 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1124067636.930119.142560@g49g2000cwa.googlegroups.com>
Source record: 11906

A-ONE #0733 08/12/05

~ Nigerian Scammers ~ People Are Talking! ~ Students
Charged!
~ New GFA Basic Editor! ~ Golden Penguin Bowl! ~ New Zview
Available!
~ U.S. Recruits Hackers! ~ ID Theft Ring Found! ~ Firefox Update!
~ Blog Visitors Growing! ~ Spam Assets Seized! ~ MS Wins Spam
Case!

-* Columbus Atari Swapmeet Near *-
-* U.S. Passes the Buck on ID Theft! *-
-* Internet Scammers Keep Working in Nigeria! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

3433. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 03:44:20 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <43000F95.D4185B5B@comcast.net>
Source record: 11911

Rustynutt wrote:
>
> On 12 Aug 2005 06:54:14 -0700, "Coda" <smeg_007@hotmail.com> wrote:
>
> >Why are cents red? Has this got something to do with communism? :-)
> >
> >Coda
>
> U.S. Currency
> The "red" refers to both the color of a penny and the image that used
> to be on the penny, an American Indian head. The Indian Head penny was
> first issued in 1859 and looks just like the ones issued in 1908
> (before the Lincoln cent). The only difference was that those from
> 1859 to 1864 were of a different copper-nickel alloy, while 1864
> started the common bronze, which was used until 1982. The
> copper-nickel alloy was a reddish tint, which turns redder with time
> and accumulation of skin oil.
>
Are you sure about the bronze??? I thought pennies were copper until
the zinc centers were put in about 1982...that is, except the 1943 steel
pennies made during WWII. I *never* heard of bronze pennies.

--
+---+
| Charles and Francis Richmond It is moral cowardice to leave |
| undone what one perceives right |
| richmond at plano dot net to do. -- Confucius |
+---+

3434. Re: DarkForce BBS

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 03:49:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.15.03.49.44.373532@charter.net>
Source record: 11910

On Sun, 14 Aug 2005 21:43:54 +0000, Greg Goodwin wrote:

> Apparently he got it working. Just got on the BBS tonight.

Yep, thanks to help from here and Atariage. :-)

> Common ST users... call this BBS available on telnet ran on a real Mega STE
> computer!

Thanks for the endorsement Doc! (but its actually a Mega ST, not STe).

:-)

--
_/_/_/

3435. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 06:36:21 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3marf6F160d3iU1@individual.net>
Source record: 11912

Ronald J. Hall wrote:

> It was <alt>, no software at all, then ran hddriver.prg from the auto
> folder on the floppy. It found the partitions correctly then. Then running
> the utility app from the floppy, auto configure, with preserve old
> partitions on, and bingo, the reboot worked fine.

Whatever it was that caused your problem, please note that there should
not be any delay when booting. My guess is that you have configured SCSI
IDs or LUNs without any devices present. You should only enable those
IDs that correspond to an existing device. You can use "Auto
Configuring" for that, but you can also do it manually.

--

Dr. Uwe Seimet http://www.seimet.de

3436. Re: Update on Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 08:08:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <43004cbb$0$13704$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11913

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:ddolqj$75e$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:42ffb725$0$6471$cc9e4d1f@news-text.dial.pipex.com...
>>
>> My PS2 mouse flashes, work that one out ;-)
>>
>> yeah I think that clears everything up, for once im without anything
> to add
>> :-)))
>>
>> Chris
>>
>
> Do what? It flashes!! Tell me more, can't have that. Does it really?
> It's working yes? Priv-mail me, bit startled by that..
>
> Erm, only thing I can imagine is that the PS2_IS_MOUSE_CONNECTED proc is
> playing up and repeatedly re-initialising it. Not entirely refined that
> proc, had problems developing that one, relies on the CLOCK and DATA
> going low, sometimes read as highs due to the port latching over.
>
> Tell me more...
>
> Aly
>
>

lemmie rephase it :-) "I have a mouse that can flash" , not done the test
pcb yet so not got as far as beta testing the program yet :))

chris

3437. Re: A few Atari Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 08:34:31 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3mb2cnF163tqaU1@individual.net>
Source record: 11914

Ronald J. Hall wrote:

> I'm here because I love Atari. Especially my Falcon. If it was all about
> cost, I would stick with my 3 comp Linux LAN & laptop, and never do
> anything with Atari hardware/software.
>
> Its love of the machines, the community, and pure old nostalgia. :-)

Sure, and I do the same (and have done), but there is just this
crossover, I feel. If you want to do something with a computer that
no-one else really wants to do because the technology simply isn't
suitable for modern requirements, paying more for the hardware makes no
sense at all. It's just obsolete hardware. I've got a house full of it,
I enjoy using it, but I can still see this.

>>I moved from Falcon to Mac for music, because whilst there is a certain
>>cachet to using the Falcon, only the most determined retrophile would
>>insist that it was in any way better than the same sort of money
>>invested in newer Apple or PC hardware. The dealer prices in the UK of
>>around ï¿½450 for a Falcon, ï¿½200 or so for a better MIDI interface, and
>>GodKnowsWhat for DSP audio hardware, were vastly in excess of the cost
>>of a decent iMac, a 128-channel MIDI interface (by the same
>>manufacturer!) and good quality Audio I/O.
>
>
> From your viewpoint, I understand what you are saying. If I were a music
> professional, I would absolutely agree with you.

Even not as a music professional - I enjoyed using the Falcon, but I
wanted the better MIDI capability, and the recording. Even though the
Falcon had been out of production for years, and Falcons were in fact at
their cheapest, the additional hardware was still priced at insane
levels for something unsupported and limited.

I'd have liked to keep using the Falcon, but it lacked the stability of
the ST for crude MIDI stuff, and the cost/benefit of the advanced
stuff... madness.

But, if I found a cheap Falcon with all the audio bits, I'd be using it
right now, and telling people "Hey! I made this on 12 year old obsolete
technology! Isn't that amazing!".

You think Falcons are retro? I do stuff with Apple IIs - my IIgs runs
VNC, is a webserver, an IRC client.. and I'm waiting for the same
abilities to come to the Apple //e via Contiki.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

3438. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 08:40:42 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3mb2obF16aum6U1@individual.net>
Source record: 11915

Ronald J. Hall wrote:

One additional remark:

> Device check:
> Bus 0: Atari ACSI
> 01.00: Seagate ST 34555N 0930 Direct Access
> 02.00: Plextor CD-R PX-R412C 1.07 CDROM/Recorder/DVD (approx)
> 03:00: SyQuest EZ135s 1.17 Direct Access

If your boot drive is not device 0 but device 1 your problem most likely resulted from HDDRIVER (the one you installed on your hard disk, not the one from the floppy) not being configured to check your boot device. The default installation only checks device 0, but not 1. This means that after installing you can boot the hard disk driver (TOS does that for you) but the driver, when started by TOS, does not find the boot partition. The result is just like you described: No partitions are found and the Atari is in a state as if no hard disk were connected: Only A: and B: icons, low resolution etc.

In general I recommend using device 0 as the boot device in order to avoid problems like that. Other configurations work as well, but they need more care when configuring. The "Auto Configuring" option of hDDRUTIL is helpful in this case because it automatically finds all connected devices and adds them to HDDRIVER's device list.

--

Dr. Uwe Seimet http://www.seimet.de

3439. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 11:07:52 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <cl_Le.169845$3L4.9495688@phobos.telenet-ops.be>
Source record: 11916

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview-beta6.lzh
(1.695.129 bytes) Zview is a plugins based image and PDF browser, converter
and viewer for Atari TOS and compatible systems.

ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zviewsrc-beta6.lzh
(1.698.492 bytes) source of Zview

ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview-beta6.zip
(1.695.594 bytes)

ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview-browser.jpg
(254.910 bytes) Snapshot of the imagebrowser of zview

ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview-pdf.jpg
(186.813) Snapshot of the pdf viewer

**internet**
ftp://chapelie.rma.ac.be/atari/internet/gim-0.3-bin.tar.gz
(198.173 bytes) Gem Instand Messenger is a open source Instant Messaging client
for MiNT on Atari compatibles.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/zweather.lzh
(386.003 bytes) A tool to see in real time weather info of your city.
Needs a modern OS (MiNT 1.15.12, MagiC 5.03 or better) and zview codecs.

ftp://chapelie.rma.ac.be/atari/utilities/hypview_0352d.zip
(84.709 bytes) Nice (colored icons, etc ...) Hypertext viewer

Have fun,
Martin
```

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3440. Re: Timeworks ST Publisher 2

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 12:15:51 UTC
From: giovanni melonari <gmelonar@laliceposta.it>
Message-ID: <5t01g1t1is6mbn89ssrmelkjapn7rhckqq@4ax.com>
Source record: 11917

Good mornig, Problem to experts, I do not know the best ATARI ST
(520 ST - 1040 ST -STF- STFM - STE - MEGA 2- MEGA 4 - MEGA STE - TT
030 - FALCON 030) to play game first in low resolution and second in
high resolution .
Thank
Giovanni Melonari

3441. Re: Timeworks ST Publisher 2

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 13:12:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.15.13.12.01.979398@charter.net>
Source record: 11918

On Mon, 15 Aug 2005 12:15:51 +0000, giovanni melonari wrote:

> Good mornig, Problem to experts, I do not know the best ATARI ST
> (520 ST - 1040 ST -STF- STFM - STE - MEGA 2- MEGA 4 - MEGA STE - TT
> 030 - FALCON 030) to play game first in low resolution and second in
> high resolution .
> Thank
> Giovanni Melonari

Thats a tought one, depending on priorities. If you def. want to do DTP, and its the most important, the the TT with its 19" monitor and high-res is hard to beat. But...the TT is the least compatible with games. Thats not to say that there are no games for it. If you wanted to play games as the top priority, but still wanted to do some DTP, then the Mega STe has the most power with the most compatibilty. The Falcon always is a contender, IMO, for just about anything. Its more compatible than the TT, though not as compatible as the STe's, but offers greater res/colors than the STe's, although not (stock) higher than the TTs special high-rez mode. The Falcon is enjoying better support, IMO. I see many more wonderful hardware announcements concerning it than the other models. Examples, CT60/63/PCI, EtherNAT, SuperVidel, etc, etc,..

Availability is another issue - it is getting harder to find higher end Atari's these days.

If Rodolphe Czuba manages to make the Hawk a reality, it might be another choice to consider as well.

Just my 2 cents worth. Others, I'm sure, will weigh in with helpful and thoughtful insights...

--
_/_/_/

3442. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 13:15:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.15.13.15.29.549451@charter.net>
Source record: 11919

On Mon, 15 Aug 2005 10:40:42 +0200, Uwe Seimet wrote:

> In general I recommend using device 0 as the boot device in order to
> avoid problems like that. Other configurations work as well, but they
> need more care when configuring. The "Auto Configuring" option of
> hDDRUTIL is helpful in this case because it automatically finds all
> connected devices and adds them to HDDRIVER's device list.

and that was what I did finally. Thanks Uwe! :-)

--
_/_/_/

3443. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 13:18:55 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.15.13.18.55.743964@charter.net>
Source record: 11920

On Mon, 15 Aug 2005 08:36:21 +0200, Uwe Seimet wrote:

> Whatever it was that caused your problem, please note that there should
> not be any delay when booting. My guess is that you have configured SCSI
> IDs or LUNs without any devices present. You should only enable those
> IDs that correspond to an existing device. You can use "Auto
> Configuring" for that, but you can also do it manually.

Well, I was watching it this morning, and it seems to be when its trying
to access the EZ135 during bootup. I don't normally keep a cart actually
in it. The pause starts, disk access light on the EZ is blinking (and
remember this is no great amount of time, maybe 3-4 secs.) then the
disk access light stops and the boot process continues on just fine.

--
_/_/_/

3444. Re: Update on Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 16:19:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4300bfa4$0$13703$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11921

I've put q quick page together with Alisons FAQ's on the tail end. Also some first images of the project.

http://www.cps-electronics.co.uk/web/PS2.htm

Chris

3445. Re: [GAME] xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 19:44:49 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1124135086.bcb1e269a70c1e40ed2ad616f76311af@teranews>
Source record: 11922

Mark,

I agree. Some games are unplayable on a P4 3Ghz with 1GB memory. I get
about 10fps playing Radikal Biker. Way too slow...

Rory

On Fri, 12 Aug 2005 19:04:34 -0400, Mark Duckworth
<mduckworth@atari-source.com> wrote:

>Mame needs some serious power.
>
>Don't expect to be able to run much more than the original Pacman. But a
>lot of old games should work at least a little.
>
>Mark

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

3446. Re: Update on Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-15 22:39:03 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <ddr5i7$mn9$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11923

"exxos" <exxos@home.co.uk> wrote in message
news:4300bfa4$0$13703$cc9e4d1f@news-text.dial.pipex.com...
> I've put q quick page together with Alisons FAQ's on the tail end.
Also some
> first images of the project.
>
> http://www.cps-electronics.co.uk/web/PS2.htm
>
> Chris
>
>

Couple of videos here for the time being, will leave here for a while if
it doesn't hit the bandwidth.

http://www.retro.dial.pipex.com/Movie.wmv

http://www.retro.dial.pipex.com/Movie2.wmv

3447. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-16 07:19:16 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3mdibkF12ff1tU1@individual.net>
Source record: 11924

Ronald J. Hall wrote:

> Well, I was watching it this morning, and it seems to be when its trying
> to access the EZ135 during bootup. I don't normally keep a cart actually
> in it. The pause starts, disk access light on the EZ is blinking (and
> remember this is no great amount of time, maybe 3-4 secs.) then the
> disk access light stops and the boot process continues on just fine.

This sounds as if the EZ takes unusually long to report that there is no
cartridge in the drive. I doubt there is anything you can do about it
(except booting with a cartridge inserted) because HDDRIVER has to wait
for the EZ to respond before proceeding.

--

Dr. Uwe Seimet http://www.seimet.de

3448. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-16 18:08:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.16.18.08.00.84073@charter.net>
Source record: 11925

On Tue, 16 Aug 2005 09:19:16 +0200, Uwe Seimet wrote:

> This sounds as if the EZ takes unusually long to report that there is no
> cartridge in the drive. I doubt there is anything you can do about it
> (except booting with a cartridge inserted) because HDDRIVER has to wait
> for the EZ to respond before proceeding.

That sounds right. The reason I left the cart out though, is that it takes even longer when it reads the cart. I'm thinking that particular cart is probably getting old/wore out.

Also, under v7.0, it did not have this wait. I 'm thinking its probably some setting or the other that I've got different.

Its not a problem either way - since its the Mega ST system that runs my BBS it only gets rebooted/shutdown-powered up about once a month, or longer (if necessary) anyways.

Legendary rock-solid Atari systems - gotta love it. <grin>

--
_/_/_/

3449. Re: Nova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 2005-08-16 21:39:15 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.08.16.21.39.15.898993@nosspamatari-source.com>
Source record: 11926

On Sun, 14 Aug 2005 11:25:34 +0000, Greg Goodwin wrote:

> FamilyNet International Newsgate
>
> Congrats on scoring a Nova card. All I have is a AlbeiTT. :)
>

There's plenty of CrazyDots cards for sale on ebay UK or DE or some of the other ones. I remember I saw some sold 3 separate times consecutively. Most auctions say they will only ship in the local country but if you email, a lot of times they'll ship to the US. Might be a nice step up from the AlberTT.

Thanks,
Mark

3450. Re: xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-16 22:40:02 UTC
From: mail@freeman-studio.com
Message-ID: <1124232002.906490.83120@g47g2000cwa.googlegroups.com>
Source record: 11927

Rory McMahon wrote:

> I agree. Some games are unplayable on a P4 3Ghz with 1GB memory. I get
> about 10fps playing Radikal Biker. Way too slow...

Are you talking about this Atari port on Aranym, or the Windows port? I have the Mac version running on a basic 350MHz G3 iMac, and all games seem to run at 100% full speed with no signs of slowdown at all. Then again, I do tend to stick to the older classics, which I prefer.

Now, when I have the time for the download, and to *try* to get Mint running again, I'll be trying out the new Atari port on my CT60. I know it would probably be a bear of a program to port in this way, but I do hope it can be ported to run on a more basic Atari system instead of Unix/Mint, so that it can be run from TOS or Magic someday. Even with EasyMint, I've had such a horrible time getting things to operate correctly, I'm always forced to return to Magic and TOS, so porting for general Atari systems rather than Mint-only would be nice, when possible.

Mike Freeman
mike [at] freeman-studio [dot] com

3451. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-16 22:46:46 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1124232405.991600.100870@g44g2000cwa.googlegroups.com>
Source record: 11928

US cents (pennies is an informal term) were 95% copper and 5% zinc from 1864 until 1982. This is not bronze (an alloy of copper and tin). It might be considered brass (an alloy of copper and zinc) except that brass is generally far more than 5% zinc.

We now return you to our discussion of Atari computers.

Galen

3452. Re: How Dave Small made miracles for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-08-16 22:53:47 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <43026E7C.2590BB97@comcast.net>
Source record: 11929

```
Galen wrote:
>
> US cents (pennies is an informal term) were 95% copper and 5% zinc from
> 1864 until 1982. This is not bronze (an alloy of copper and tin). It
> might be considered brass (an alloy of copper and zinc) except that
> brass is generally far more than 5% zinc.
>
Except for the 1943 steel penny...
>
> We now return you to our discussion of Atari computers.
>
A much more interesting subject anyway.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond It is moral cowardice to leave |
| undone what one perceives right |
| richmond at plano dot net to do. -- Confucius |
+-----------------------------------------------------------------+
```

3453. Re: Update on Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-16 23:14:36 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1124234076.447371.246740@g14g2000cwa.googlegroups.com>
Source record: 11930

Looks like you've got it -- nicely done.

Do let us know when you are ready to take orders.

Galen

3454. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-16 23:20:02 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1124234402.663434.146090@o13g2000cwo.googlegroups.com>
Source record: 11931

I suspect that your delay is HDDriver looking for IDs 4, 5, 6, & 7.
You can tell HDDriver not to bother checking those.

Galen

3455. Re: Update on Atari - PS2 converter project

Newsgroup: comp.sys.atari.st
Date: 2005-08-17 08:28:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4302f494$0$6474$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11932

"Galen" <atarigalen@yahoo.com> wrote in message
news:1124234076.447371.246740@g14g2000cwa.googlegroups.com...
> Looks like you've got it -- nicely done.
>
> Do let us know when you are ready to take orders.
>
> Galen
>

Won't be long, will be towards the end of the month.

Chris

3456. Re: xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-17 08:42:30 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.08.17.08.42.28.14035@caramail-NOSPAM.com>
Source record: 11933

Le Tue, 16 Aug 2005 15:40:02 -0700, mail a ï¿œcritï¿œ:

> I know it would probably be a bear of a program to port in this way, but
> I do hope it can be ported to run on a more basic Atari system instead
> of Unix/Mint, so that it can be run from TOS or Magic someday. Even with
> EasyMint, I've had such a horrible time getting things to operate
> correctly, I'm always forced to return to Magic and TOS, so porting for
> general Atari systems rather than Mint-only would be nice, when
> possible.

In fact, the only problem preventing it from running under TOS is the
default path setup. It looks for config files/roms in
/usr/local/share/xmame and in ${HOME}/.xmame. I just have to search where
these paths are setup, and add '.' (current directory) to the list of
search paths.

As I said, this is a straight recompilation, to see where problems may
come from (like this path problem).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3457. Re: Done it again... :-(

Newsgroup: comp.sys.atari.st
Date: 2005-08-17 12:11:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.17.12.11.54.45698@charter.net>
Source record: 11934

On Tue, 16 Aug 2005 16:20:02 -0700, Galen wrote:

> I suspect that your delay is HDDriver looking for IDs 4, 5, 6, & 7.
> You can tell HDDriver not to bother checking those.
>
> Galen

Thanks, I'll check that out asap.

--
_/_/_/

3458. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-17 13:09:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4303615ea305a1@comcast.net>
Source record: 11940

>Okay, I've got a Mega ST4, Plextor SCSI CDR, 1-2x burning speeds, using
>HDDriver 8.15 and the latest Anodyne Software (CDBackup, CDiso, ExtenDOS
>Gold Pro).
>
>I've made 1 successful burn so far of my C partition, and about 15
>coasters. It was with Sony media. I'm still using Sony media.
>
>The Plextor drive does correctly read all commercial CDs and CDs that I've
>burnt under Linux just fine, no problems at all.
>
>The one successful burn was using CDBackup, entire partition. This means I
>can read it on my Atari comps, but no where else.
>
>When I use CDBackup (entire partition or used space) or CDIso, the
>software completes, reports success, ejects the CDR, but I can not read
>the CD on my Atari, or in the case of CDIso, on my Linux boxes.
>
>The burn light does come on during the burn process. I used 1x since this
>is a lower end Atari.

>I really don't think its the software, as I've used it just fine on my
>Falcon. I'm leaning towards a bad burner. What does everyone think?
>
>Thanks gang.

What happens when you try to read the cd? Does the computer flash some kind of message? How have you gotten things setup with the programs? When I have problems with CDBackup and CDISO, it usually has to do with termination of the last device on my SCSI line. I just went through that.

You are correct about reading a CDBackup disc only on an Atari, but also the drive doing the reading should be a CDRW drive and not just a CDR drive. Discs from a CDISO backup should be able to be read by any computer.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3459. Gemini 1.99 english ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-17 16:44:01 UTC
From: Joe <Nickoteen@Inet.Hr>
Message-ID: <ddvpgj$n04$1@fegnews.vip.hr>
Source record: 11935

Is it even possible to find Gemini in English ?

3460. Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-17 21:09:29 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.17.21.09.28.536268@charter.net>
Source record: 11937

Okay, I've got a Mega ST4, Plextor SCSI CDR, 1-2x burning speeds, using HDDriver 8.15 and the latest Anodyne Software (CDBackup, CDiso, ExtenDOS Gold Pro).

I've made 1 successful burn so far of my C partition, and about 15 coasters. It was with Sony media. I'm still using Sony media.

The Plextor drive does correctly read all commercial CDs and CDs that I've burnt under Linux just fine, no problems at all.

The one successful burn was using CDBackup, entire partition. This means I can read it on my Atari comps, but no where else.

When I use CDBackup (entire partition or used space) or CDIso, the software completes, reports success, ejects the CDR, but I can not read the CD on my Atari, or in the case of CDIso, on my Linux boxes.

The burn light does come on during the burn process. I used 1x since this is a lower end Atari.

I bought a Philip CD cleaner and used it but it has apparently made no difference.

I've got a 2nd Yamaha SCSI CDRW burner in my Falcon case, I can pull it and will next, but before I do that, can anyone offer any advice, hints, tips or tricks?

I really don't think its the software, as I've used it just fine on my Falcon. I'm leaning towards a bad burner. What does everyone think?

Thanks gang.

--
_/_/_/

3461. Re: xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-17 21:13:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.17.21.13.06.592508@charter.net>
Source record: 11938

On Wed, 17 Aug 2005 21:02:29 -0100, Peter Slegg wrote:

> Hi Patrice,
>
> I downloaded and installed Xmame a few days ago and then found a game to
> download called KasumiNinja (no idea what it is).

Not sure how many different platforms it was released on, but there is
a Jaguar game like that. You're not trying to run a Jaguar game on Xmame
are you? <smile> Just a thought...

--
_/_/_/

3462. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-17 21:17:23 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3mhnr4F1713psU1@individual.net>
Source record: 11939

Ronald J. Hall wrote:

> I really don't think its the software, as I've used it just fine on my
> Falcon. I'm leaning towards a bad burner. What does everyone think?

Have you contacted Anodyne? I'm asking this because usually when I see questions about my own software in newsgroups it's the only place where this question was asked, instead of (maybe additionally) writing me an email. Not everybody is reading newsgroups, and here (like in other newsgroups) the answer are not always right.

--

Dr. Uwe Seimet http://www.seimet.de

3463. Re: xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-17 22:02:29 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <430397d5.0@entanet>
Source record: 11936

On 17 Aug 2005 10:42:30 , Patrice Mandin wrote:
>Le Tue, 16 Aug 2005 15:40:02 -0700, mail a &#65533;crit&#65533;:
>
>> I know it would probably be a bear of a program to port in this way, but
>> I do hope it can be ported to run on a more basic Atari system instead
>> of Unix/Mint, so that it can be run from TOS or Magic someday. Even with
>> EasyMint, I've had such a horrible time getting things to operate
>> correctly, I'm always forced to return to Magic and TOS, so porting for
>> general Atari systems rather than Mint-only would be nice, when
>> possible.
>
>In fact, the only problem preventing it from running under TOS is the
>default path setup. It looks for config files/roms in
>/usr/local/share/xmame and in ${HOME}/.xmame. I just have to search where
>these paths are setup, and add '.' (current directory) to the list of
>search paths.
>
>As I said, this is a straight recompilation, to see where problems may
>come from (like this path problem).
>

```
Hi Patrice,

I downloaded and installed Xmame a few days ago and then found a game to
download called KasumiNinja (no idea what it is).

Running Xmame chucked out the report below but the game didn't start.
I must have something wrong.

I placed the zip file in a folder /usr/local/share/xmame/roms

Peter

>
warning: no mixer plugins available
info: trying to parse: /usr/local/share/xmame/xmamerc
error: unknown option mitshm, on line 34 of file: /usr/local/share/xmame/xmamerc
ignoring line
error: unknown option xsync, on line 35 of file: /usr/local/share/xmame/xmamerc
ignoring line
error: unknown option run-in-root-window, on line 38 of file:
/usr/local/share/xmame/xmamerc
ignoring line
error: unknown option root_window_id, on line 39 of file: /usr/local/share/xmame/xmamerc
ignoring line
error: unknown option grabmouse, on line 49 of file: /usr/local/share/xmame/xmamerc
```

```
ignoring line
error: unknown option winkeys, on line 50 of file: /usr/local/share/xmame/xmamerc
ignoring line
info: trying to parse: /home/.xmame/xmamerc
info: trying to parse: /usr/local/share/xmame/xmame-SDLrc
info: trying to parse: /home/.xmame/xmame-SDLrc
fuzzy name compare, running yanchamr
info: trying to parse: /usr/local/share/xmame/rc/yanchamrrc
info: trying to parse: /home/.xmame/rc/yanchamrrc
loading rom 0: ky_a-4e-.bin
loading rom 1: ky_a-4d-.bin
loading rom 2: ky_t-8k-.bin
loading rom 3: ky_t-8l-.bin
loading rom 4: ky_a-3a-.bin
loading rom 5: dr01.3cd
loading rom 6: dr02.3f
loading rom 7: ky_t-2c-.bin
loading rom 8: ky_t-2d-.bin
loading rom 9: ky_t-2a-.bin
loading rom 10: ky_b-4k-.bin
loading rom 11: ky_b-4f-.bin
loading rom 12: ky_b-4l-.bin
loading rom 13: ky_b-4h-.bin
loading rom 14: ky_b-3n-.bin
loading rom 15: ky_b-4n-.bin
loading rom 16: ky_b-4m-.bin
loading rom 17: ky_b-3m-.bin
loading rom 18: ky_b-4c-.bin
loading rom 19: ky_b-4e-.bin
loading rom 20: ky_b-4d-.bin
loading rom 21: ky_b-4a-.bin
loading rom 22: ky_t-4l-.bin
loading rom 13: ky_b-4h-.bin
loading rom 14: ky_b-3n-.bin
loading rom 15: ky_b-4n-.bin
loading rom 16: ky_b-4m-.bin
loading rom 17: ky_b-3m-.bin
loading rom 18: ky_b-4c-.bin
loading rom 19: ky_b-4e-.bin
loading rom 20: ky_b-4d-.bin
loading rom 21: ky_b-4a-.bin
loading rom 22: ky_t-4l-.bin
loading rom 23: ky_t-4m-.bin
loading rom 24: ky_t-4n-.bin
loading rom 25: dr25.3f
loading rom 26: dr30.1m
loading rom 27: dr26.3h
loading rom 28: dr31.1n
loading rom 29: dr27.3j
loading rom 30: dr29.1l
```

```
loading rom 31: dr32.5p
loading rom 32: dr28.8f
loading rom 33: dr33.6f
done
ky_a-4e-.bin NOT FOUND
ky_a-4d-.bin NOT FOUND
ky_t-8k-.bin NOT FOUND
ky_t-8l-.bin NOT FOUND
ky_a-3a-.bin NOT FOUND
dr01.3cd NOT FOUND
dr02.3f NOT FOUND
ky_t-2c-.bin NOT FOUND
ky_t-2d-.bin NOT FOUND
ky_t-2a-.bin NOT FOUND
ky_b-4k-.bin NOT FOUND
ky_b-4f-.bin NOT FOUND
ky_b-4l-.bin NOT FOUND
ky_b-4h-.bin NOT FOUND
ky_b-3n-.bin NOT FOUND
ky_b-4n-.bin NOT FOUND
ky_b-4m-.bin NOT FOUND
ky_b-3m-.bin NOT FOUND
ky_b-4c-.bin NOT FOUND
ky_b-4e-.bin NOT FOUND
ky_b-4d-.bin NOT FOUND
ky_b-4a-.bin NOT FOUND
ky_t-4l-.bin NOT FOUND
ky_t-4m-.bin NOT FOUND
ky_t-4n-.bin NOT FOUND
dr25.3f NOT FOUND
dr30.1m NOT FOUND
dr26.3h NOT FOUND
dr31.1n NOT FOUND
dr27.3j NOT FOUND
dr29.1l NOT FOUND
dr32.5p NOT FOUND
dr28.8f NOT FOUND
dr33.6f NOT FOUND
ERROR: required files are missing, the game cannot be run.
```

3464. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 01:13:29 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <pu3dt2-1ro.ln1@speaker.rodsbooks.com>
Source record: 11941

In article <pan.2005.08.17.21.09.28.536268@charter.net>,
"Ronald J. Hall" <dark_lord@charter.net> writes:
>
> Okay, I've got a Mega ST4, Plextor SCSI CDR, 1-2x burning speeds, using
> HDDriver 8.15 and the latest Anodyne Software (CDBackup, CDiso, ExtenDOS
> Gold Pro).
>
> I've made 1 successful burn so far of my C partition, and about 15
> coasters. It was with Sony media. I'm still using Sony media.

I've found that modern CD-R discs often perform poorly at slow burning speeds. I started running into problems with a 2x Sony CD-R drive about four years ago, even though it had performed flawlessly before then. The change was quite sudden and coincided EXACTLY with the purchase of some new discs. Some brands performed better than others after that point, but the general compatibility was way down. Thus, I'd suggest you buy small quantities of new discs of any given brand or type until you've tested them thoroughly. If you can buy some old stock of older discs (maybe check eBay), you might have better luck.

Of course, this is all VERY speculative. It's entirely possible that you're running into some other problem. At the very least, though, it's worth buying a few discs of other brands as test discs.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

3465. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 03:06:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.18.03.06.05.547239@charter.net>
Source record: 11942

On Thu, 18 Aug 2005 01:13:29 +0000, Rod Smith wrote:

<snip>

> Of course, this is all VERY speculative. It's entirely possible that
> you're running into some other problem. At the very least, though, it's
> worth buying a few discs of other brands as test discs.

You raise a good point there. The local stores (Wal-mart) etc, do sell 5
packs from different manufacturers, so I guess I'll mix 'n match and see
if that makes a difference.

Thanks!

--
_/_/_/

3466. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 03:07:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.18.03.07.38.554248@charter.net>
Source record: 11943

On Wed, 17 Aug 2005 23:17:23 +0200, Uwe Seimet wrote:

> Have you contacted Anodyne? I'm asking this because usually when I see
> questions about my own software in newsgroups it's the only place where
> this question was asked, instead of (maybe additionally) writing me an
> email. Not everybody is reading newsgroups, and here (like in other
> newsgroups) the answer are not always right.

Well, I was gonna get input from here first, but the point you raise makes sense. I'll try some of the suggestions I've received here so far, and if nothing works, contact Roger.

Thanks!

--
_/_/_/

3467. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 03:10:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.18.03.10.37.241717@charter.net>
Source record: 11944

On Wed, 17 Aug 2005 17:09:28 +0400, Edward S. Baiz Jr. wrote:

Hi Edward!

> What happens when you try to read the cd? Does the computer flash some kind of
> message? How have you gotten things setup with the programs? When I have
> problems with CDBackup and CDISO, it usually has to do with termination of the
> last device on my SCSI line. I just went through that.

I get a dialog box with the message "Data on disk P may be damaged, cancel
or retry".

I'll double-check my termination when I get the chance.

> You are correct about reading a CDBackup disc only on an Atari, but also the
> drive doing the reading should be a CDRW drive and not just a CDR drive. Discs
> from a CDISO backup should be able to be read by any computer.

I've only got the Plextor for use with my Mega ST and it is a 2x CDR,
unfortunately. :-(

--
_/_/_/

3468. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 04:41:06 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <aiUMe.24559$XM3.657@bignews5.bellsouth.net>
Source record: 11945

Ron,

I agree that it could be the brand of CDs you are using.

I have used Sony CDs on my Teac 55s CDR at 1x-4x speeds and
usually end up with more bad CDs than good ones.

Since I changed brands, I have noticed much better results.

Funny, even on the Atari 8-bit I remember the Sony brand of 5 1/4 disks
always gave me problems and avoided them. Have heard similar stories
from other Atari users.

I have had very good performance out of Memorex, Imation, TDK, and
FujiFilm
CDR and CDRW media on the CT2B Falcon with the Teac 55s CDR.
I have used SoundPools CD Recording software, ExtenDos Gold and CD
Writer,
but not the latest version yet as I've not upgraded, but will soon.

I have used SoundPools CD Recording software the most on the CT2B
Falcon, and
with good media and all things setup correctly I normally have at least
a 95%
success rate when burning a CD. And they work fine on the VAIO.
Of course, I use ExtenDos Gold to read the CDs on the Falcons and all my
Ataris.
It's the best IMO. Just haven't tried CD Writer that much. I think the
version I have
only does Audio CDs, Not sure on that. But I know I need to upgrade!

The most common Error I have when burning a CD is Buffer
OverRun/UnderRun on
the CT2B Falcon. But if the CD gets completed it is always good.

After I upgrade to the latest version of CD Writer/ExtenDos Gold. I'll
use it
to burn CDs more and see how it works on the 2 Yamaha's I have. One is
faster than the other. And the Teac as well.

I need to connect at least one of the Yamaha's up to one of my stock
Falcons
and see how things go. And try the Teac on it too, just to see what
difference
there is if any. I've never burned a CD on a Stock Falcon or Atari
unless you
count the normal Falcon mode of the CT2B. I can burn in either Turbo or

normal
Falcon mode. But I do think I may have a program running that causes
problems
when burning a CD. As I have almost 100% success, if I do a Clean Falcon
Boot,
by holding down the control key and running SoundPools software all
alone with
nothing else. No Control Panel, ACCs or anything.

Will take a while to find the program or programs as I run alot of stuff
at once.

You might try disabling any un-needed software that you have running on
the Mega
and see if that helps as well.

I have 3 external CDRW burners on my VAIO, and the Brand of CD Media
does make a
difference on them. The type of Sony CD Media I had was giving me
problems on the
VAIO as well, but after switching to a different brand mentioned above,
no real
problems.

phantomm@bellsouth.net

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.18.03.06.05.547239@charter.net...
> On Thu, 18 Aug 2005 01:13:29 +0000, Rod Smith wrote:
>
> <snip>
>
>> Of course, this is all VERY speculative. It's entirely possible that
>> you're running into some other problem. At the very least, though,
>> it's
>> worth buying a few discs of other brands as test discs.
>
> You raise a good point there. The local stores (Wal-mart) etc, do sell
> 5
> packs from different manufacturers, so I guess I'll mix 'n match and
> see
> if that makes a difference.
>
> Thanks!
>
> --
> _/_/_/_

3469. Re: xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 08:43:16 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <1124354596.715607.300260@z14g2000cwz.googlegroups.com>
Source record: 11946

Ronald J. Hall wrote:
> On Wed, 17 Aug 2005 21:02:29 -0100, Peter Slegg wrote:
>
> Not sure how many different platforms it was released on, but there is
> a Jaguar game like that. You're not trying to run a Jaguar game on Xmame
> are you? <smile> Just a thought...
>

I got it from here http://www.rom-world.com/ which I found by Googling
for
Xmame and roms so I assumed it was the right sort of file, maybe not.

Do you have any useful links to the correct rom files ?

Peter

3470. PS2 - ST mouse converts now taking pre-orders

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 13:52:12 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <430491d4$0$6468$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11947

Hi all,

We are now taking pre-orders fo the project now named "PeST".

You can order here http://www.aqtq39.dsl.pipex.com/ps2.htm

the offical page is http://www.cps-electronics.co.uk/web/PS2.htm (will update shortly)

We need to get a number of orders before PCB's will be made at factory. We will count the number of orders towards the end of next month 30/09/05 approx. Orders at that time will be produced.

Alison will be setting up a store on Ebay for those who wish to buy though there. Probably benefit UK orders mostly. Alison will post more detials on that in due course.

Documents and specs will also be posted in a few days.

Chris

3471. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 14:07:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.18.14.07.24.276059@charter.net>
Source record: 11948

On Thu, 18 Aug 2005 00:41:06 -0400, Phantom wrote:

>
> Ron,
>
> I agree that it could be the brand of CDs you are using.

Well, I was thinking thats a possibility. Even though I've had no problems at all with these 700mb Sonys and the Plextor in my Linux box.

<snip>

> It's the best IMO. Just haven't tried CD Writer that much. I think the
> version I have
> only does Audio CDs, Not sure on that. But I know I need to upgrade!

Yes, the latest versions include CDBackup (Atari backup), CDaudio (burns audio CDs) and CDiso (standard iso9660 backups that can be read by all).

I was looking at Anodynes website the other day, and it looks like he's gonna have support for DVDs soon!

> The most common Error I have when burning a CD is Buffer
> OverRun/UnderRun on
> the CT2B Falcon. But if the CD gets completed it is always good.

Hmm, see thats why I was leaning towards a bad burner. CDBackup and CDiso finish completely and both report success when they are done. I'm getting no errors of any kind during burning. However, when I put the burned copy back in, I always get the "Disk in drive P may be damaged, retry or cancel" error.

I have tried reading the disks (the iso9660 ones) in my Linux comps and they give errors there as well.

<snip>

> You might try disabling any un-needed software that you have running on
> the Mega
> and see if that helps as well.

Because I use it to run my BBS, its pretty well stripped down to only what is needed already. I can try further disabling of everything thats left though.

Thanks.

--
_/_/_/

/ Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"/
/ The DarkForce! BBS. Sysop - DarkLord. Telnet 24.177.23.74/
_/_/_/

3472. Re: xmame 0.97

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 14:10:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.18.14.10.19.443936@charter.net>
Source record: 11749

On Thu, 18 Aug 2005 01:43:16 -0700, peter.slegg wrote:

> I got it from here http://www.rom-world.com/ which I found by Googling
> for
> Xmame and roms so I assumed it was the right sort of file, maybe not.
>
> Do you have any useful links to the correct rom files ?
>
> Peter

No, sorry I don't. I think I setup Xmame under Linux one time, but never
did fool with it much after that...

If I'm wrong others will correct me, but I'd be surprised if Xmame
supports any Jaguar games. My understanding is that the Jag is hard to
emulate, although there is an emulator that I had running under Linux one
time. I never could get sound to work on it though.

--
_/_/_/

3473. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 16:23:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508181823.a12537@b.maus.de>
Source record: 11751

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> I get a dialog box with the message "Data on disk P may be damaged,
> cancel or retry".

Buffer underrun! Your Mega ST4 isn't fast enough...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3474. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 16:30:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508181830.a12538@b.maus.de>
Source record: 11750

Salve commonly, Phantom <phantomm@bellsouth.net> wrote:

> As I have almost 100% success, if I do a Clean Falcon Boot

A F030 is with 1 MBit/s a littel bit faster than a Mega ST4, isn't it?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3475. Warning to Ebay Buyers

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 20:37:18 UTC
From: BobMcCob@gmail.com
Message-ID: <1124397437.964908.86900@f14g2000cwb.googlegroups.com>
Source record: 11752
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

VSWMORETP on ebay has been misadvertising,
shipping empty boxes to customers.

Buy at your own risk.

Robert

3476. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 20:48:26 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1124398106.891282.171650@o13g2000cwo.googlegroups.com>
Source record: 11753

I've run into a similar issue when my CT60 was installed. I'm not sure (more tests to do), but the early indication is that it's a termination issue.

Darn frustrating when CDISO reports no problems yet you can't read it!

Galen

3477. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 20:51:43 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1124398303.042305.133770@g44g2000cwa.googlegroups.com>
Source record: 11754

The "Data on Drive P: may be damaged" error is not likely to be buffer
underrun (since the software is known to work on the ST @ 1x speed),
but it's easy enough to check -- try burning a very small CD, say 1 Mb
and see if the same error occurs.

Even if there is buffer underrun, CDISO should give an error message,
so I doubt that's the case.

Galen

3478. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 21:07:40 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <wM6Ne.4516$Hn3.1510@newssvr23.news.prodigy.net>
Source record: 11755
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

<BobMcCob@gmail.com> wrote in message
news:1124397437.964908.86900@f14g2000cwb.googlegroups.com...

> VSWMORETP on ebay has been misadvertising,
> shipping empty boxes to customers.
>
> Buy at your own risk.

Wow - I've bought from them several times and never had a problem. Always
got what I ordered. BTW, VSWMORETP is "Software and More". They used to
operate at http://members.aol.com/SWMoreTP/HOME.html but moved to eBay.

3479. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 21:13:36 UTC
From: Mike Spurgeon <mike@spurgeon.net>
Message-ID: <4304F9FB.7070101@spurgeon.net>
Source record: 11756
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

BobMcCob@gmail.com wrote:
> VSWMORETP on ebay has been misadvertising,
> shipping empty boxes to customers.
>
> Buy at your own risk.

I'll be on Auburn Blvd. next Thursday, and will stop in.

Anything you want me to ask?

3480. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 21:48:00 UTC
From: Vince Briel <vbriel@removethisspamcomcast.net>
Message-ID: <TaSdnZ2dnZ0kWxyjnZ2dnb2fmN6dnZ2dRVn-zZ2dnZ0@comcast.com>
Source record: 11757
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

That wouldn't be the bell and howell box that he was selling on ebay would it? The description was quite clear to me, B & H BOX. I wouldn't expect a computer inside.

Vince

--
Making the past possible for the future
Replica 1 the Apple 1 clone
http://www.brielcomputers.com

<BobMcCob@gmail.com> wrote in message
news:1124397437.964908.86900@f14g2000cwb.googlegroups.com...
> VSWMORETP on ebay has been misadvertising,
> shipping empty boxes to customers.
>
> Buy at your own risk.
>
> Robert
>

3481. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 22:10:09 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <5H7Ne.4525$Hn3.3753@newssvr23.news.prodigy.net>
Source record: 11758
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

"Vince Briel" <vbriel@removethisspamcomcast.net> wrote in message
news:TaSdnZ2dnZ0kWxyjnZ2dnb2fmN6dnZ2dRVn-zZ2dnZ0@comcast.com...
> That wouldn't be the bell and howell box that he was selling on ebay would
> it? The description was quite clear to me, B & H BOX. I wouldn't expect a
> computer inside.

Nah, that was "junkyard4$" in Illinois.
http://cgi.ebay.com/Bell-Howell-Black-Apple-II-Computer-Box_W0QQitemZ5226338657QQcategoryZ80286QQrdZ1QQcmdZViewItem

Software and More is here...
http://stores.ebay.com/00000-Vintage-Software-and-More_W0QQsspagenameZL2QQtZkm

I highly recommend them... nnless you're bidding against me... in that case,
shoo! shoo! go away! bad! BAAAAD!!!!

3482. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 22:21:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.18.22.21.30.827793@charter.net>
Source record: 11759

On Thu, 18 Aug 2005 13:48:26 -0700, Galen wrote:

> I've run into a similar issue when my CT60 was installed. I'm not sure
> (more tests to do), but the early indication is that it's a termination
> issue.

Well, thats what Edward posted. Here is what I've got:

Mega ST -> ICD Link2/plugged into an Syquest EZ135 -> out to a shoebox
style case with a 4 gig Seagate HD, then internally to the CDR, then the
SCSI cable comes to an external connection on the same case.

Termination:

Mega ST - beginning of chain
Link2/Syquest - not terminated
Seagate HD - not terminated
Plextor CDR - not terminated
External connection on HD case - termination block (end of chain).

That should be correct, AFAICT. HDDriver and Extendos both report all the
devices, each with separate ID numbers. The drives work fine, no data
corruption when copying files, and with a BBS and all the file activity
that goes on, you'd know it pretty darn quick. :-)

The CDR reads all disks just fine, except the ones I burn on it. All
commercial CDs are read fine, as well as any CDs that I've burnt on my
Linux comps.

> Darn frustrating when CDISO reports no problems yet you can't read it!
>
> Galen

Yes!

--
_/_/_/

3483. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 22:29:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.18.22.29.37.578977@charter.net>
Source record: 11760

On Thu, 18 Aug 2005 13:51:43 -0700, Galen wrote:

> The "Data on Drive P: may be damaged" error is not likely to be buffer
> underrun (since the software is known to work on the ST @ 1x speed),
> but it's easy enough to check -- try burning a very small CD, say 1 Mb
> and see if the same error occurs.
>
> Even if there is buffer underrun, CDISO should give an error message,
> so I doubt that's the case.
>
> Galen

No thats definitely not it. I just finished a test I was trying. I took out that older Plextor CDR and put my Falcons Plextor 12/4/32 in its place. I can report that I just successfully burnt an iso9660 CD with CDiso and its just fine. Both the Atari and my Linux box reads it just fine. So to sum it up, everything worked with swapping out the drive and burning at 2x, which is the Plextor from the Falcons minimum speed.

So now, I need to try something else. Somebody in another post in this thread mentioned that the newer media sometimes doesn't like 1x. I had not tried that with the older Plextor CDR. Since I've got the newer Plextor hooked up right now, I'm going to go ahead and back up all my data. Then I'll swap the drives back out and see if going to 2x with the older Plextor CDR and the Sony media will work.

If it works, then I guess its the media after all. If it does not work, I'm going to assume that the older Plextor will work with reading CDs but not burning any (does it have different lasers for reading and writing? Maybe just the one that burns is bad?).

I should be able to finish up later tonight and I'll post what results I get.

Thanks everyone.

--
_/_/_/

3484. TeraDesk 3.61 released

Newsgroup: comp.sys.atari.st
Date: 2005-08-18 23:37:13 UTC
From: vdjole@EUnet.yu
Message-ID: <de3637$ts3$1@news.eunet.yu>
Source record: 11761

Version 3.61 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

This is a bug-fix update. Soon after the release of V3.60 some errors were noticed, two of them rather serious, and they have now been fixed. Upgrade from V3.60 as soon as possible is advised. Beware that any icons created in V3.60 by dragging objects from directory windows to the desktop may have corrupt or missing object path information.

Have in mind that substantial changes were made in TeraDesk since V3.50; although the program has been tested as much as reasonable, it is possible that some newly created bugs has passed unnoticed. If you observe any anomalies, please let me know.

See the history file and the hypertext manual for more information.

Have fun.

3485. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 00:08:50 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0508190200010.2489@feanor.schunter.etc.tu-bs.de>
Source record: 11762

Hi, Ronald!

RJH> If it does not work, I'm going to assume that the older Plextor will
RJH> work with reading CDs but not burning any (does it have different
RJH> lasers for reading and writing? Maybe just the one that burns is
RJH> bad?).

This really could be the point. The first burning lasers were not that durable, so maybe it really has become too weak for producing correct patterns on the CDR-media.

You mentioned that one burning attempt succeeded (with the backup tool) - was that the first CDR that you burned with the old Plextor (and all the unreadable ones produced afterwards)? This would support this assumption.

Regards,

Alexander

3486. Re: Gemini 1.99 english ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 00:37:46 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <uR9Ne.262871$_o.14696@attbi_s71>
Source record: 11763

Joe wrote:

> Is it even possible to find Gemini in English ?

It used to exist, i had a copy once upon a time. So I'm sure its out there *somewhere*.

3487. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 02:30:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.19.02.30.09.639205@charter.net>
Source record: 11764

On Fri, 19 Aug 2005 02:08:50 +0200, Alexander Beuscher wrote:

> Hi, Ronald!
>
> This really could be the point. The first burning lasers were not that
> durable, so maybe it really has become too weak for producing correct
> patterns on the CDR-media.
>
> You mentioned that one burning attempt succeeded (with the backup tool) -
> was that the first CDR that you burned with the old Plextor (and all the
> unreadable ones produced afterwards)? This would support this assumption.

Thats exactly right, one successful burn with that particular CDR and then
none since. :-)

--
_/_/_/

3488. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 03:07:33 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0508182305090.19171@shell1>
Source record: 11765
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 18 Aug 2005, Mike Spurgeon wrote:

> I'll be on Auburn Blvd. next Thursday, and will stop in.
>
> Anything you want me to ask?

Software & More no longer has a storefront. Hasn't had one in
several years.

However, Paula and Tony
may be at the Classic Gaming
Expo this weekend,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3489. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 04:17:11 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <uslag1p7fe8cuc2d99jolupkocoqu21gpv@4ax.com>
Source record: 11766

Hi Ronald,
On Thu, 18 Aug 2005 18:21:31 -0400, "Ronald J. Hall"
<dark_lord@charter.net> wrote:
>
>Mega ST -> ICD Link2/plugged into an Syquest EZ135 -> out to a shoebox
>style case with a 4 gig Seagate HD, then internally to the CDR, then the
>SCSI cable comes to an external connection on the same case.
>

The Link2 doesn't support arbitration. Most CD-Rs like to see it,
although if that was the problem, I would expect that you wouldn't be
able to read or write to the recorder.

>Termination:
>
>Mega ST - beginning of chain
>Link2/Syquest - not terminated
>Seagate HD - not terminated
>Plextor CDR - not terminated
>External connection on HD case - termination block (end of chain).
>

There's some possibility that your device chain might be too long - I
don't know what the limit is for the Link2, but don't assume that it's
necessarily the SCSI max (which is 6 metres). It could also be a bad
cable somewhere in the chain. Or even (unlikely) a bad terminator.

>That should be correct, AFAICT. HDDriver and Extendos both report all the
>devices, each with separate ID numbers.

Are you using HDDRIVER"S SCSIDRV driver, or ExtenDOS's internal
routines?

The drives work fine, no data
>corruption when copying files, and with a BBS and all the file activity
>that goes on, you'd know it pretty darn quick. :-)
>

You're probably right, at least as far as reading is concerned.

>The CDR reads all disks just fine, except the ones I burn on it. All
>commercial CDs are read fine, as well as any CDs that I've burnt on my
>Linux comps.
>
>> Darn frustrating when CDISO reports no problems yet you can't read it!
>>
>> Galen

>
>Yes!

If CDISO doesn't report any problems, then the recorder isn't reporting any problems either (unless there's a pretty gross bug in the drivers which no-one else has found). If the recorder isn't reporting problems, I think it must be either a hardware failure (presumably only in the write hardware) or a termination/cable problem.

By the way, although I appreciate people wanting to solve problems without taking up my valuable :-) time, I really don't mind helping out. So please feel free to email me if you (or anyone else) has any problem with any Anodyne Software products. Please use the email address on the web site, I post under a Yahoo account to try to reduce spam (fat chance).

Roger Burrows

3490. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 04:40:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.19.04.39.59.498802@charter.net>
Source record: 11767

On Fri, 19 Aug 2005 00:17:11 -0400, Roger Burrows wrote:

> Hi Ronald,

Hi Roger! :-)

> The Link2 doesn't support arbitration. Most CD-Rs like to see it,
> although if that was the problem, I would expect that you wouldn't be
> able to read or write to the recorder.

Reading from that CDR is not a problem. Everything I've thrown at it,
besides CDs actually burnt by it, are read just fine.

> There's some possibility that your device chain might be too long - I
> don't know what the limit is for the Link2, but don't assume that it's
> necessarily the SCSI max (which is 6 metres). It could also be a bad
> cable somewhere in the chain. Or even (unlikely) a bad terminator.

All valid possibilites, but I'm fairly sure none of the above is the
problem (see below).

> Are you using HDDRIVER"S SCSIDRV driver, or ExtenDOS's internal
> routines?

I'm going to make an assumption here - I recently upgraded to v8.15 of
HDDriver from 7.0. I used the autoconfigure all devices option, so unless
it sets the SCSIDRV to be used automatically, then I would say no, because
I didn't specifically see or check that option. So I'm using ExtenDOS's
internal routines, I suppose. Perhaps Uwe can let us know for sure about
that.

> If CDISO doesn't report any problems, then the recorder isn't reporting
> any problems either (unless there's a pretty gross bug in the drivers
> which no-one else has found). If the recorder isn't reporting problems,
> I think it must be either a hardware failure (presumably only in the
> write hardware) or a termination/cable problem.

I'm fairly sure its the hardware (see below).

> By the way, although I appreciate people wanting to solve problems
> without taking up my valuable :-) time, I really don't mind helping out.
> So please feel free to email me if you (or anyone else) has any problem
> with any Anodyne Software products. Please use the email address on the
> web site, I post under a Yahoo account to try to reduce spam (fat
> chance).
>
> Roger Burrows

I understand Roger, and thanks for replying to this thread. Most of the time, I will post/ask questions here, because I figure if it gets resolved then its available for anyone else to read as well. Perhaps it will help someone else who encounters the same problem.

Now. Here is why I don't think its anything but hardware failure on the part of the older Plextor CDR (you might have already read this in another message I posted, so apologies if you have). I took a much newer Plextor CDRW, 12/4/32, out of my Falcon and replaced the older CDR in my Mega ST setup. I made *no* other changes. Using CDIso at 2x (the min speed the newer driver will apparently do), I proceeded to backup 3-4 gigs of data on multiple CDs with -> ZERO <- coasters or errors. So AFAICT, that pretty well seems to point to the older CDR instead of termination, cable length, or CD media problems. Another user did post that he thought some of the newer CD media (I'm using Sony CDRs, if you didn't catch that ealier in the thread) had problems being burnt at 1x speed. I hadn't heard this before. So next I'm going to put the older CDR back in, and try burning at 2x with it. If it still doesn't work, then I believe its the problem. If it does work at 2x, then I guess its the media.

I'll try that out tomorrow and post the results.

Again, thanks for the reply Roger and mega thanks for continuing to support such great software for the Atari community!!!

See ya. :-)

--
_/_/_/

3491. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 07:06:32 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3mlenoF17dv4uU1@individual.net>
Source record: 11768

Ronald J. Hall wrote:

> I'm going to make an assumption here - I recently upgraded to v8.15 of
> HDDriver from 7.0. I used the autoconfigure all devices option, so unless
> it sets the SCSIDRV to be used automatically, then I would say no, because
> I didn't specifically see or check that option. So I'm using ExtenDOS's
> internal routines, I suppose. Perhaps Uwe can let us know for sure about
> that.

Whether the SCSI driver is used or not depends on a setting in the CD
writer software. The SCSI driver is always available and it depends on
the thirdy-party software whether it is used or not.

--

Dr. Uwe Seimet http://www.seimet.de

3492. EditTrack II, Midi Software- FREE to a good home

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 08:09:08 UTC
From: sunlight@myself.com
Message-ID: <1124438947.947881.19670@g49g2000cwa.googlegroups.com>
Source record: 11769

Have EditTrack II, Midi Software; Atari ST; and 5th edition manual
(Hybrid Arts Studio) for any musician (prefered) using Atari. You pay
shipping.
I am located near Pittsboro NC, USA.

My email address that I follow is sunbath at ureach dot com
sunbath(_at_)ureach(_dot_)comª

3493. Re: IDE data transfer rate

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 08:16:07 UTC
From: Chris Wilkinson <blobster@SPAMOFF.con>
Message-ID: <43059473$1@dnews.tpgi.com.au>
Source record: 11770

Hi there,

J.-Luc wrote:
> Hello,
>
> On my FalCT60 100/20 MHz, with an IDE HD capable of 100 MB/s transfer
> rate and a CD burner capable of 7.2 MB/s, with HD-Driver 8.13, the
> actual transfer rate is only of 2.5 MB/s, though the rate displayed
> during boot is 6.3 MB/s (CT60 utility rev. 1.03a from march 2005).
> Is my Falcon faulty ? or, do they all behave the same way ?

Before I sold my Falcon earlier this year I had a 1.2GB IDE disk
in it, and this topped out at 2.5MB/sec, but only in lower colour
modes. I once took the 1.2GB out and made a disk image of it to
use with ARAnyM in Mandrake Linux - creating the image took just 2
minutes...an average of 10.5MB/sec. Obviously the IDE controller in
the Falcon will be the limiting factor with all but the slowest and
oldest IDE disk units....

--
Kind regards,

Chris Wilkinson, Brisbane, Australia.
Anyone wishing to email me directly can remove the obvious
spamblocker, and replace it with t p g <dot> c o m <dot> a u

Software patents are killing YOUR freedom, STOP THEM NOW!
http://swpat.ffii.org/ http://nosoftwarepatents.com/

3494. FREE Games and Utility Software- to good homes

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 08:33:06 UTC
From: sunlight@myself.com
Message-ID: <1124440386.511786.15130@g44g2000cwa.googlegroups.com>
Source record: 11771

Have free games and utility software in original packing for the
PERSONAL use of any Artarian.

They are:
GAMES:
3x boxes - Pawn, The; by Magic Scrolls; Atari ST; Rainbird,
cellowrapped
Guild of Thieves,The; by Magic Scrolls; Atari ST; Rainbird, not
cellowrapped
2x boxes - Starglider; Atari ST; Rainbird,
2x boxes - Sentry, The (Gold Edition); Atari ST; Firebird, cellowrapped
and unwwrapped
Golden Path; Atari ST; Firebird, cellowrapped
Championship Wrestling; Atari ST512K color monitor required 182100;
Epyx, cellowrapped
Metro Cross; Atari ST512K color monitor required 501100, Epyx,
cellowrapped
Dragon Scape; Atari ST; Freespirit software, cellowrapped
BattleShip; Atari ST; 145100 Epyx software, cellowrapped

UTILITIES:
2x boxes - Advanced OCP Art Studio; Atari ST 16 bit color; Rainbird,
cellowrapped
4x boxes - Art & Film Director; Atari ST; 63110D; Epyx software,
cellowrapped

Let me know what you want. You pay shipping.
I am located near Pittsboro NC, USA.

My email address that I follow is sunbath at ureach dot com
sunbath(_at_)ureach(_dot_)com J

3495. English version of N.Fsel

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 10:52:37 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1124448757.615401.292240@g44g2000cwa.googlegroups.com>
Source record: 11772

Does anybody have the english version of N.FSEL supplied with N.AES?
Unfortunately my distribution is in German.

3496. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 11:54:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4305f53c46b3c0@comcast.net>
Source record: 11777

>On Wed, 17 Aug 2005 17:09:28 +0400, Edward S. Baiz Jr. wrote:
>
>Hi Edward!
>
>> What happens when you try to read the cd? Does the computer flash some kind of
>> message? How have you gotten things setup with the programs? When I have
>> problems with CDBackup and CDISO, it usually has to do with termination of the
>> last device on my SCSI line. I just went through that.
>
>I get a dialog box with the message "Data on disk P may be damaged, cancel
>or retry".
>
>I'll double-check my termination when I get the chance.
>
>> You are correct about reading a CDBackup disc only on an Atari, but also the
>> drive doing the reading should be a CDRW drive and not just a CDR drive. Discs
>> from a CDISO backup should be able to be read by any computer.
>
>I've only got the Plextor for use with my Mega ST and it is a 2x CDR,
>unfortunately. :-(

Hello,

I got the same warning when I tried to read a CD Backup disc in a CDR drive.
The Plextor above should get this warning. Any ISO CD should do fine in the
Plextor drive.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3497. Re: Burning CDs (resolved)

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 11:58:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4305f53c46b3c1@comcast.net>
Source record: 11778

>I think we can pretty well conclude that while the CDR is reading any CDs
>not actually burnt on it just fine, its burn mechanism (laser, etc) is
>basically shot. Guess I'm in the market for another one, once I get the
>funds. :-)

I have two CDRW drives in my Hades. One is a Yamaha 2x and the other is a Sony 10s/4x/32x which is just super.

>I wish to thank Roger, Uwe, Galen, Phantomm Jean-Luc, Edward and anyone
>else who contributed to this thread. Thanks guys! :-)

Your welcome.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3498. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 15:53:53 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <43060091$0$22278$8fcfb975@news.wanadoo.fr>
Source record: 11773

Ronald J. Hall a ï¿½crit :
>
> Okay, I've got a Mega ST4, Plextor SCSI CDR, 1-2x burning speeds, using
> HDDriver 8.15 and the latest Anodyne Software (CDBackup, CDiso, ExtenDOS
> Gold Pro).
>
Hello Ronald,

Had big trouble with a Plextor unit, got it solved with an LG drive.
Maybe should you try with a Yamaha ?

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3499. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 16:01:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.19.16.01.21.583563@charter.net>
Source record: 11774

On Fri, 19 Aug 2005 09:06:32 +0200, Uwe Seimet wrote:

> Whether the SCSI driver is used or not depends on a setting in the CD
> writer software. The SCSI driver is always available and it depends on
> the thirdy-party software whether it is used or not.

Okay, I wasn't sure about where that setting was. Thanks Uwe.

--
_/_/_/

3500. FREE Games and Utility Software- to good homes

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 17:04:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000f3cbc@familynet-international.org>
Source record: 11779

FamilyNet International Newsgate

Sure let me know if no one else gives interest. I'm at greg (dot) goodwin
(at) rdfig (dot) net

Doc Clu

> From: sunlight@myself.com

> Have free games and utility software in original packing for the
> PERSONAL use of any Artarian.

> They are:
> GAMES:
> 3x boxes - Pawn, The; by Magic Scrolls; Atari ST; Rainbird,
> cellowrapped
> Guild of Thieves,The; by Magic Scrolls; Atari ST; Rainbird, not
> cellowrapped
> 2x boxes - Starglider; Atari ST; Rainbird,
> 2x boxes - Sentry, The (Gold Edition); Atari ST; Firebird, cellowrapped
> and unwwrapped
> Golden Path; Atari ST; Firebird, cellowrapped
> Championship Wrestling; Atari ST512K color monitor required 182100;
> Epyx, cellowrapped
> Metro Cross; Atari ST512K color monitor required 501100, Epyx,
> cellowrapped
> Dragon Scape; Atari ST; Freespirit software, cellowrapped
> BattleShip; Atari ST; 145100 Epyx software, cellowrapped

> UTILITIES:
> 2x boxes - Advanced OCP Art Studio; Atari ST 16 bit color; Rainbird,
> cellowrapped
> 4x boxes - Art & Film Director; Atari ST; 63110D; Epyx software,
> cellowrapped

> Let me know what you want. You pay shipping.
> I am located near Pittsboro NC, USA.

> My email address that I follow is sunbath at ureach dot com
> sunbath(_at_)ureach(_dot_)com J

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3501. Re: Burning CDs (resolved)

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 18:30:55 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.19.18.30.54.587412@charter.net>
Source record: 11775

Okay, I've now had a chance to swap out drives. I've put the older Plextor CDR back in, and took the newer Plextor CDRW 12/4/32 out, after backing up all my data from the BBS.

I tried burning the Sony media at 2x with the older Plextor and had the same result; CDiso reports a completely successful burn, but I still get the "Data on Drive P may be damaged - Retry or Cancel" error when trying to read the freshly burned CD. Inspecting the Sony CD after burning, it doesn't even look like anything has been burnt to it.

I think we can pretty well conclude that while the CDR is reading any CDs not actually burnt on it just fine, its burn mechanism (laser, etc) is basically shot. Guess I'm in the market for another one, once I get the funds. :-)

I wish to thank Roger, Uwe, Galen, Phantomm Jean-Luc, Edward and anyone else who contributed to this thread. Thanks guys! :-)

--
_/_/_/

3502. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-08-19 18:54:03 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <fVpNe.173265$qt3.9730168@phobos.telenet-ops.be>
Source record: 11776

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/gemgt2.lzh
(371.347 bytes): GemGT2 is GT2 modules player for Falcon 030 computers.

ftp://chapelie.rma.ac.be/atari/falcon/audio/gemmod.lzh
(134.904 bytes): GemMOD is GEM player for *.MOD files

**internet**
ftp://chapelie.rma.ac.be/atari/internet/cat/cat543.zip
(1.391.064 bytes): Cat used to be a mailer for the German (and Austrian) MausNet.
Now it can also be used as a normal internet mailer/newsreader.

ftp://chapelie.rma.ac.be/atari/internet/cat/cput543.zip
(238.484 bytes): Catputz: the cleaner for cat. Cat itself can only add messages
to the database, but not delete any. So this is the job for catputz.

ftp://chapelie.rma.ac.be/atari/internet/cat/i2c209.zip
(179.504 bytes): In2Cat: To use POP3, SMTP and NNTP instead of Maus

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera361b.zip
(283.140 bytes): Tera Desktop is a replacement for the builtin
TOS desktop for 16-bit and 32-bit Atari computers.
This program is Freeware and Open Source.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
```

UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3503. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 03:34:56 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <7v8dg1hkhg6a25pb7b041rhvurch12cf2t@4ax.com>
Source record: 11780

Hi Ronald,
On Fri, 19 Aug 2005 12:01:21 -0400, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>On Fri, 19 Aug 2005 09:06:32 +0200, Uwe Seimet wrote:
>
>> Whether the SCSI driver is used or not depends on a setting in the CD
>> writer software. The SCSI driver is always available and it depends on
>> the thirdy-party software whether it is used or not.
>
>Okay, I wasn't sure about where that setting was. Thanks Uwe.

Yes, there's a setting under 'Advanced options' in the ExtenDOS
installation/reconfiguration program (INSTALL.APP) to use SCSIDRV or
ExtenDOS internal routines. The default is to use the SCSI driver, if
available for that device (which it will be when you've used the auto
configuring option in HDDRIVER).

Roger

3504. Huge Atari ST Collection For-Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 04:29:24 UTC
From: Jeff Thomas <atari_st@yahoo.com>
Message-ID: <EkyNe.7410$1J2.97720@twister.southeast.rr.com>
Source record: 11781

If you are in the Charlotte NC area and are interested in a massive ST collection, please contact me at: atari_st@yahoo.com

Local pickup only....way too much to ship

Sample:

Mega STE
1040 STE
520 STFM
520 ST
520 ST with switchable TOS
5 to 6 Monitors 1425, SM124 (2 or 3), Mag. Color, (2) Atai color etc
500 + floppies slammed with software
50+ Software titles in boxes
Old BBS System from Atlanta GA with two MFM Drives with an Adaptec card
Several SCSI Hard Drives
Much Much More

3505. Re: Huge Atari ST Collection For-Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 07:24:29 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.08.20.07.24.29.88753@atari-source.com>
Source record: 11782

On Sat, 20 Aug 2005 04:29:24 +0000, Jeff Thomas wrote:

> If you are in the Charlotte NC area and are interested in a massive ST
> collection, please contact me at: atari_st@yahoo.com
>
> Local pickup only....way too much to ship
>
> Sample:
>
> Mega STE
> 1040 STE
> 520 STFM
> 520 ST
> 520 ST with switchable TOS
> 5 to 6 Monitors 1425, SM124 (2 or 3), Mag. Color, (2) Atai color etc
> 500 + floppies slammed with software
> 50+ Software titles in boxes
> Old BBS System from Atlanta GA with two MFM Drives with an Adaptec card
> Several SCSI Hard Drives
> Much Much More

I'm interested in the Mega and the 1040 and I'm flying down through there (to New Bern) for vacation, unfortunately Charlotte is a bit out of my my way. For a falcon, I'd drive it ;)

Thanks,
Mark

3506. Re: Huge Atari ST Collection For-Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 08:35:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000f521c@familynet-international.org>
Source record: 11791

FamilyNet International Newsgate

The various scsi drives and the BBs software had me interested. :) Oh
well.

Doc Clu

> From: Mark Duckworth <mduckworth@atari-source.com>

> On Sat, 20 Aug 2005 04:29:24 +0000, Jeff Thomas wrote:

>> If you are in the Charlotte NC area and are interested in a massive ST
>> collection, please contact me at: atari_st@yahoo.com
>>
>> Local pickup only....way too much to ship
>>
>> Sample:
>>
>> Mega STE
>> 1040 STE
>> 520 STFM
>> 520 ST
>> 520 ST with switchable TOS
>> 5 to 6 Monitors 1425, SM124 (2 or 3), Mag. Color, (2) Atai color etc
>> 500 + floppies slammed with software
>> 50+ Software titles in boxes
>> Old BBS System from Atlanta GA with two MFM Drives with an Adaptec card
>> Several SCSI Hard Drives
>> Much Much More

> I'm interested in the Mega and the 1040 and I'm flying down through there
> (to New Bern) for vacation, unfortunately Charlotte is a bit out of my my
> way. For a falcon, I'd drive it ;)

> Thanks,
> Mark

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3507. Sourcing Atari/Mouse style connectors

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 10:21:37 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <de707hptr1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11783

Hello,

Bit of a whim this one.. Would anyone know where low profile 9-pin dtypes can be sourced, preferably in the UK? Something like on the ends of the cables here; http://www.ardisoft.de/Produkte/Jerry_ST/jerry.jpg . Closest I've been to finding them is small computer shops who want megabucks , or far eastern companies who want to sell 10,000 of them.

Tnx,

Aly.

3508. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 12:14:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.20.12.14.17.35982@charter.net>
Source record: 11784

On Fri, 19 Aug 2005 23:34:56 -0400, Roger Burrows wrote:

> Hi Ronald,
> On Fri, 19 Aug 2005 12:01:21 -0400, "Ronald J. Hall"
> <dark_lord@charter.net> wrote:
>
>>On Fri, 19 Aug 2005 09:06:32 +0200, Uwe Seimet wrote:
>>
>>> Whether the SCSI driver is used or not depends on a setting in the CD
>>> writer software. The SCSI driver is always available and it depends on
>>> the thirdy-party software whether it is used or not.
>>
>>Okay, I wasn't sure about where that setting was. Thanks Uwe.
>
> Yes, there's a setting under 'Advanced options' in the ExtenDOS
> installation/reconfiguration program (INSTALL.APP) to use SCSIDRV or
> ExtenDOS internal routines. The default is to use the SCSI driver, if
> available for that device (which it will be when you've used the auto
> configuring option in HDDRIVER).
>
> Roger

Thanks Roger. I guess you already read my earlier posts, it was bad
hardware on the older Plextor drive.

Still, this brings up another question for me - what difference, if any is
there between using the SCSI driver, and ExtenDOS's internal routines? Any
advantages either way?

Thanks much.

--
_/_/_/

3509. zview6

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 12:21:20 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndge820.3tf.nospam@localhost.localdomain>
Source record: 11785

Hi,

I got errors when trying to unpack the zview6.lzh archive from Zorro's website. The problem occurred when using the lha command on both my SpareMiNT system and my Linux Fedora Core 3 system. Anyone else experienced similar problems ?

Then I downloaded the zip archive from the chapelie ftp site and this one unpacked without problems.

ZVIEW6 is working great. I really appreciate the possibility to have a image & PDF viewer on my ARAnyM boxnow that doesn't require NVDI or the GEM XServer. A zoom function would be welcome, but I'm sure that will be added in the near future.

I have a problem though with PDF files with music scores that I created using Mup (Music Publisher) and ps2pdf (Ghostscript). ZVIEW displays the lines and beams correctly, but not the noteheads. I'm having the same problem on my Linux box when using gpdf, no problems when using xpdf or ghostscript for viewing.

Music PDF scores that were created by abcm2ps + ps2pdf are displayed without problems.

abcm2ps and ghostscript (ps2pdf is part of the ghostscript distribution) can be found in the SpareMiNT RPM collection.For mup go to www.arkkra.com or download the SpareMiNT version from http://www.home.zonnet.nl/m.tarenskeen/download/mint

--

Martin Tarenskeen

3510. [GAME] pmheretic and pmhexen, v 0.46

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 12:38:49 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.08.20.12.38.49.261727@caramail-NOSPAM.com>
Source record: 11786

Hello,

When trying to get hexen to work (because of some endianness problems), I
had to add a small fix to Heretic also.

So now both games are up to dates.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3511. Re: Sourcing Atari/Mouse style connectors

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 13:02:15 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1124542935.806139.159080@o13g2000cwo.googlegroups.com>
Source record: 11787

techie_alison wrote:
> Hello,
>
> Bit of a whim this one.. Would anyone know where low profile 9-pin
> dtypes can be sourced, preferably in the UK? Something like on the ends
> of the cables here; http://www.ardisoft.de/Produkte/Jerry_ST/jerry.jpg .
> Closest I've been to finding them is small computer shops who want
> megabucks , or far eastern companies who want to sell 10,000 of them.
>
> Tnx,
>
> Aly.

Try Maplin, Rapid Electronics, Farnell and RS. Try Ebay as well.
Sometimes it's actually cheaper to buy a cable, and chop it up than buy
the parts to make one.

3512. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 13:08:04 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3moo9lF17k6l7U1@individual.net>
Source record: 11788

Ronald J. Hall wrote:

> Still, this brings up another question for me - what difference, if any is
> there between using the SCSI driver, and ExtenDOS's internal routines? Any
> advantages either way?

Always use the SCSI driver if more than one software package (note that
a hard disk driver is such a software pacakges) accesses IDE or SCSI
devices. Otherwise one software packages might change SCSI bus signals
without the other package knowing about it, which can lead to problems.
Additionally (but for the same reason), you cannot use MagiC's
background DMA without ensuring that all SCSI-related software uses the
SCSI driver interface.
The fact that it can be dangerous to let several independent programs
use the SCSI bus as they want to was one of the reasons why Steffen
Engel designed the SCSI driver interface years ago. On other platforms,
like Windows or Linux/Unix, such an interface is the only way to access
peripherals.

CAF users know what it means if a software does not use the SCSI driver
but SCSI code of its own: They cannot use any hard disk driver they want
because the CAF SCSI code results in incompatibilities.

--

Dr. Uwe Seimet http://www.seimet.de

3513. Re: pmheretic and pmhexen, v 0.46

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 13:24:19 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1124544259.813142.248610@g47g2000cwa.googlegroups.com>
Source record: 11789

Thanks Patrice, can't wait to get back home from work so I can try them out ;)

/Joakim

3514. Re: Sourcing Atari/Mouse style connectors

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 13:32:55 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <de7be7kkt1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11790

<lyndonamsdon@hotmail.com> wrote in message
news:1124542935.806139.159080@o13g2000cwo.googlegroups.com...
>
> techie_alison wrote:
> > Hello,
> >
> > Bit of a whim this one.. Would anyone know where low profile 9-pin
> > dtypes can be sourced, preferably in the UK? Something like on the
ends
> > of the cables here;
http://www.ardisoft.de/Produkte/Jerry_ST/jerry.jpg .
> > Closest I've been to finding them is small computer shops who want
> > megabucks , or far eastern companies who want to sell 10,000 of
them.
> >
> > Tnx,
> >
> > Aly.
>
> Try Maplin, Rapid Electronics, Farnell and RS. Try Ebay as well.
> Sometimes it's actually cheaper to buy a cable, and chop it up than
buy
> the parts to make one.
>
Hiya,

Nope, not suitable for the application here. All of the Maplin, Rapid
etc. offerings are standard industrial D-types which barely fit into an
ST's mouse port. As for buying an existing cable, when mass producing
something I'm not sure the customers would be happy paying an extra £6
for a chopped up 1.5m Atari extension cable when the slimline D-types
are out there. Just don't want to buy 10,000 of them.

The slimline plugs/sockets that you put together yourself are out there,
though manufacturers who use them won't tell you who their suppliers
are.

I need slimline sockets, about 100-200 of them. Years ago Amstrad
bought up a company's entire stock for their joysticks at something
silly like a penny a piece.

Aly

3515. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 17:04:18 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <43076292$0$3131$8fcfb975@news.wanadoo.fr>
Source record: 11792

Ronald J. Hall a ï¿½crit :
>
Hello Ronald,

> [...]
> I'm going to make an assumption here - I recently upgraded to v8.15 of
> HDDriver from 7.0.

Er... you meant 8.13, didn't you ?

Anyway... happy you found what was wrong ;-)

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3516. Re: zview6

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 20:01:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508202201.a12715@b.maus.de>
Source record: 11795

Salve commonly, Martin Tarenskeen <nospam@telebyte.nl> wrote:

> Anyone else experienced similar problems ?

Yes! Mostly the file (1,6 MB) isn't complete! Zorro's Apache/ProXad-
free.fr-server often simply cuts the download...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3517. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 21:38:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.20.21.38.40.708386@charter.net>
Source record: 11793

On Sat, 20 Aug 2005 17:04:18 +0000, J.-Luc wrote:

> Er... you meant 8.13, didn't you ?
>
> Anyway... happy you found what was wrong ;-)
>
> Regards,
>
> Jean-Luc

Well, I thought that was what scrolled up on my Mega STs screen, but considering I really had the CDR issue on my mind, I could have easily made a mistake. :-)

Thanks for the help/advice!

--
_/_/_/

3518. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-20 21:40:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.20.21.40.16.690789@charter.net>
Source record: 11794

On Sat, 20 Aug 2005 15:08:04 +0200, Uwe Seimet wrote:

<snip>

> CAF users know what it means if a software does not use the SCSI driver
> but SCSI code of its own: They cannot use any hard disk driver they want
> because the CAF SCSI code results in incompatibilities.

Okay. Thanks for the explanation Uwe! :-)

--
_/_/_/

3519. Re: zview6

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 07:55:26 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <43083374$0$32110$626a14ce@news.free.fr>
Source record: 11796

Hi Martin,

> I got errors when trying to unpack the zview6.lzh archive from Zorro's website.
> The problem occurred when using the lha command on both my SpareMiNT system
> and my Linux Fedora Core 3 system. Anyone else experienced similar problems ?

This is a known problem.. I will change the link in my webpage to the
chapelie FTP.

> ZVIEW6 is working great. I really appreciate the possibility to have a image
> & PDF viewer on my ARAnyM boxnow that doesn't require NVDI or the GEM XServer.

Thanks :)

> A zoom function would be welcome, but I'm sure that will be added in the near
> future.

Off course, it's planned.

> I have a problem though with PDF files with music scores that I created using
> Mup (Music Publisher) and ps2pdf (Ghostscript). ZVIEW displays the lines and
> beams correctly, but not the noteheads. I'm having the same problem on my Linux
> box when using gpdf, no problems when using xpdf or ghostscript for viewing.

Can you send me one of this PDF?

zorro271-1@yahoo.fr

You will need only to make the little computation, it's my anti-spam :)

Ciao,
Zorro
--
Webpage: http://zorro.arcadia-crew.com
Blog: http://zorro-arcadia.blogspot.com

3520. Re: zview6

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 09:45:43 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndggja7.3t2.nospam@localhost.localdomain>
Source record: 11797

On 2005-08-21, Zorro <zorro271-1@yahoo.fr> wrote:

>
>> I have a problem though with PDF files with music scores that I created using
>> Mup (Music Publisher) and ps2pdf (Ghostscript). ZVIEW displays the lines and
>> beams correctly, but not the noteheads. I'm having the same problem on my Linux
>> box when using gpdf, no problems when using xpdf or ghostscript for viewing.
>
> Can you send me one of this PDF?

Suddenly everything is working perfectly here, even better than with gpdf
! But if I find such a problem again I will send you an example.

--

Martin Tarenskeen

3521. Re: 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 11:35:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <430892606ccfb0@comcast.net>
Source record: 11705

>I was loading a game last night and my 1040ST crashed in the middle of
>loading. When I rebooted it, it would no longer access any disk. It
>behaves normally on reboot in that it seeks a disk if none is inserted,
>but if one is inserted it quickly goes to the green desktop exactly as
>if it had a blank formatted disk inserted. It views every disk as a
>blank disk.
>
>I have swapped the drive, and it isn't the drive, so it must be on the
>system board.
>
>Any ideas? worth fixing? I hate to toss it, as it is barely used in
>mint condition, rubber feet and all, no discoloration etc.
>
>thanks
>
>Andy

Hmmmm??? Have you tried opening up the ST and pushing down all of th chips and
then trying it again? That has solved many problems for me from time to time.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3522. 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 17:53:14 UTC
From: Andrew Summers <asummers@columbus.rr.com>
Message-ID: <210820051353145434%asummers@columbus.rr.com>
Source record: 11798

I was loading a game last night and my 1040ST crashed in the middle of loading. When I rebooted it, it would no longer access any disk. It behaves normally on reboot in that it seeks a disk if none is inserted, but if one is inserted it quickly goes to the green desktop exactly as if it had a blank formatted disk inserted. It views every disk as a blank disk.

I have swapped the drive, and it isn't the drive, so it must be on the system board.

Any ideas? worth fixing? I hate to toss it, as it is barely used in mint condition, rubber feet and all, no discoloration etc.

thanks

Andy

3523. I need a plastic case for a 520STE

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 17:55:21 UTC
From: Andrew Summers <asummers@columbus.rr.com>
Message-ID: <210820051355213048%asummers@columbus.rr.com>
Source record: 11699

I bought a 520 STE which works great (4MB, AdSpeed board etc) but the case is shattered. Anyone have a dead unit I can salvage the case off of to keep this one alive? I need the top and the bottom.

thanks

Andy

3524. Re: I need a plastic case for a 520STE

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 19:04:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4308cf92$0$13702$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11700

"Andrew Summers" <asummers@columbus.rr.com> wrote in message
news:21082005135521304 8%asummers@columbus.rr.com...
>I bought a 520 STE which works great (4MB, AdSpeed board etc) but the
> case is shattered. Anyone have a dead unit I can salvage the case off
> of to keep this one alive? I need the top and the bottom.
>
> thanks
>
> Andy

It would help if you posted where in the world you are.

Chris

3525. Re: 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 19:08:56 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <deajg8$8ie$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11701

"Andrew Summers" <asummers@columbus.rr.com> wrote in message
news:210820051353145434%asummers@columbus.rr.com...
> I was loading a game last night and my 1040ST crashed in the middle of
>...
> Any ideas? worth fixing? I hate to toss it, as it is barely used in
> mint condition, rubber feet and all, no discoloration etc.
>
> thanks
>
> Andy

Try formatting a disc and writing to it. Something like the
desktop.inf. Swap the WD1772 over, re-insert it.

3526. Re: 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 19:16:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.21.19.16.57.269425@charter.net>
Source record: 11702

On Sun, 21 Aug 2005 13:53:14 -0400, Andrew Summers wrote:

> Any ideas? worth fixing? I hate to toss it, as it is barely used in
> mint condition, rubber feet and all, no discoloration etc.
>
> thanks
>
> Andy

Personally, I feel that *any* Atari is worth fixing! <grin>

Seriously though, have you tried the time honored tradition of taking all connecting cables loose from the ST, raising it about 6-12 inches and dropping it on a hard surface? If you do that, and it works, its probably chip creep. The chips will "creep" out of their sockets sometimes, due to heat expansion/contraction, etc, etc,..

If it does work, then you'd probably want to disassemble the ST and check all your socketed chips, connections.

If it doesn't work I guess I'd swap out cables to see if one went bad.

Hope something here helps.

PS If you do decide to toss it out, e-mail me for my address! <smile>

--
_/_/_/

3527. EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 19:52:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.21.19.52.52.908589@charter.net>
Source record: 11703

http://www.fujiman.com/index.htm

Guys, has anyone been able to get through to here lately? I've been trying
for about 2-3 days now and it keeps timing out.

I'm looking for the instructions on how to setup an EtherNEC with STing.

I'm curious to see if I can get it working with my BBS and thusly, a
faster transfer rate than the serial port.

Thanks!

--
_/_/_/

3528. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 20:42:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4308e647$0$13707$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11704

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.21.19.52.52.908589@charter.net...
> http://www.fujiman.com/index.htm
>
> Guys, has anyone been able to get through to here lately? I've been trying
> for about 2-3 days now and it keeps timing out.
>
> I'm looking for the instructions on how to setup an EtherNEC with STing.
>
> I'm curious to see if I can get it working with my BBS and thusly, a
> faster transfer rate than the serial port.
>
> Thanks!
>
> --
> _/_/_/_

3529. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 20:56:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4308e98d$0$13695$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11706

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.21.19.52.52.908589@charter.net...
> http://www.fujiman.com/index.htm
>
> Guys, has anyone been able to get through to here lately? I've been trying
> for about 2-3 days now and it keeps timing out.
>
> I'm looking for the instructions on how to setup an EtherNEC with STing.
>
> I'm curious to see if I can get it working with my BBS and thusly, a
> faster transfer rate than the serial port.
>
> Thanks!
>
> --
> _/_/_/_

3530. Re: I need a plastic case for a 520STE

Newsgroup: comp.sys.atari.st
Date: 2005-08-21 21:26:57 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1124659617.129133.175130@g43g2000cwa.googlegroups.com>
Source record: 11707

That will be states-side. Just a hunch. Oh and the Roadrunner ISP.

3531. Re: I need a plastic case for a 520STE

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 00:48:11 UTC
From: R3tr0Geek <retrogeek@aol.com>
Message-ID: <11gi86d1n2975a2@corp.supernews.com>
Source record: 11708

I have a 1040 STE case top and bottom and am in Seattle! It is a little discolored but looks great and not broken at all.

Tim
"Andrew Summers" <asummers@columbus.rr.com> wrote in message news:21082005135521304 8%asummers@columbus.rr.com...
>I bought a 520 STE which works great (4MB, AdSpeed board etc) but the
> case is shattered. Anyone have a dead unit I can salvage the case off
> of to keep this one alive? I need the top and the bottom.
>
> thanks
>
> Andy

3532. Re: 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 00:51:28 UTC
From: R3tr0Geek <retrogeek@aol.com>
Message-ID: <11gi8cilc8ou438@corp.supernews.com>
Source record: 11709

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.21.19.16.57.269425@charter.net...
> On Sun, 21 Aug 2005 13:53:14 -0400, Andrew Summers wrote:
>
> Seriously though, have you tried the time honored tradition of taking all
> connecting cables loose from the ST, raising it about 6-12 inches and
> dropping it on a hard surface? If you do that, and it works, its probably
> chip creep. The chips will "creep" out of their sockets sometimes, due to
> heat expansion/contraction, etc, etc,..

Yikes, 6-12 inches? That could seriously break it. The standard is
actually 4" in the "Atari 4 inch drop" LOL!

> If it does work, then you'd probably want to disassemble the ST and check
> all your socketed chips, connections.\

Yes this would be the better option if you like your Atari!

3533. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 02:10:57 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <43093432$1@news.alphalink.com.au>
Source record: 11710
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

<BobMcCob@gmail.com> wrote in message
news:1124397437.964908.86900@f14g2000cwb.googlegroups.com...
> VSWMORETP on ebay has been misadvertising,
> shipping empty boxes to customers.
>
> Buy at your own risk.
>
> Robert
>

why go to all that trouble of sending just the box? If they dont send the items, there is going to be bad vibes...but if they just send the box, there is still going to be bad vibes..as another poster said, read the description...

why would anyone want a B and H box?

gra

gra

3534. Re: I need a plastic case for a 520STE

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 02:21:31 UTC
From: Andrew Summers <asummers@columbus.rr.com>
Message-ID: <2108200522213312384%asummers@columbus.rr.com>
Source record: 11711

I'm in the U.S., Ohio specifically. Sorry for that, the world seems so
small now with the Internet. I imagine a UK case would work too?
Maybe shipping would be prohibitive.

In article <4308cf92$0$13702$cc9e4d1f@news-text.dial.pipex.com>, exxos
<exxos@home.co.uk> wrote:

> "Andrew Summers" <asummers@columbus.rr.com> wrote in message
> news:210820051355213048%asummers@columbus.rr.com...
> >I bought a 520 STE which works great (4MB, AdSpeed board etc) but the
> > case is shattered. Anyone have a dead unit I can salvage the case off
> > of to keep this one alive? I need the top and the bottom.
> >
> > thanks
> >
> > Andy
>
> It would help if you posted where in the world you are.
>
> Chris

3535. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 02:52:40 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <Y5bOe.488$L77.348@newssvr19.news.prodigy.com>
Source record: 11712
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

Graham wrote:

> why would anyone want a B and H box?

It wasn't the same auction, but to answer your question:

"Obsessive-compulsive collectors" ... Why is irrelevant.

3536. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 05:37:48 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1124689215.839ba1ab246f34069d93dde638673b28@teranews>
Source record: 11713

Hi all,

My page is http://fujiman.no-ip.com. It is hosted on my home 'puter.

I hope to have a FAQ soon for Magic, MiNT and STing soon. If you have
any configuration questions or problems you can email me at
rorymcmahon@nospamyahoo.com . I will try my best to help you out.

I also have ichat/yahoo messenger user bigmacmang3 and I can try to
walk you through some file configuration.

If you have a FAQ or suggestions for a FAQ, let me know.

Thanks,
Rory

On Sun, 21 Aug 2005 15:52:52 -0400, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>http://www.fujiman.com/index.htm
>
>Guys, has anyone been able to get through to here lately? I've been trying
>for about 2-3 days now and it keeps timing out.
>
>I'm looking for the instructions on how to setup an EtherNEC with STing.
>
>I'm curious to see if I can get it working with my BBS and thusly, a
>faster transfer rate than the serial port.
>
>Thanks!

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

3537. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 05:59:55 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1124690515.8aad5a8b9a62d824f6f73c8c793762fb@teranews>
Source record: 11714

Hi all,

My page is http://fujiman.no-ip.com. It is hosted on my home 'puter.

I hope to have a FAQ soon for Magic, MiNT and STing soon. If you have
any configuration questions or problems you can email me at
rorymcmahon@nospamyahoo.com . I will try my best to help you out.

I also have ichat/yahoo messenger user bigmacmang3 and I can try to
walk you through some file configuration.

If you have a FAQ or suggestions for a FAQ, let me know.

Thanks,
Rory

On Sun, 21 Aug 2005 15:52:52 -0400, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>http://www.fujiman.com/index.htm
>
>Guys, has anyone been able to get through to here lately? I've been trying
>for about 2-3 days now and it keeps timing out.
>
>I'm looking for the instructions on how to setup an EtherNEC with STing.
>
>I'm curious to see if I can get it working with my BBS and thusly, a
>faster transfer rate than the serial port.
>
>Thanks!

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

3538. Re: 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 09:59:47 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1124704787.644759.289660@g44g2000cwa.googlegroups.com>
Source record: 11715

Well even that is too high. It used to be called 'The 2" drop' !!!

Coda

3539. Re: 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 12:41:33 UTC
From: Andrew Summers <asummers@columbus.rr.com>
Message-ID: <220820050841335539%asummers@columbus.rr.com>
Source record: 11716

You guys are really smart. the 2-4" drop solved everything :)

thanks

Andy
In article <1124704787.644759.289660@g44g2000cwa.googlegroups.com>,
Coda <smeg_007@hotmail.com> wrote:

> Well even that is too high. It used to be called 'The 2" drop' !!!
>
> Coda

3540. Re: 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 12:50:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.22.12.50.26.306646@charter.net>
Source record: 11717

On Mon, 22 Aug 2005 08:41:33 -0400, Andrew Summers wrote:

> You guys are really smart. the 2-4" drop solved everything :)
>
> thanks
>
> Andy
> In article <1124704787.644759.289660@g44g2000cwa.googlegroups.com>,
> Coda <smeg_007@hotmail.com> wrote:
>
>> Well even that is too high. It used to be called 'The 2" drop' !!!
>>
>> Coda

I forgot to say, start at 2", then when that doesn't fix it, work your way
up to 12", in 4" increments. <big grin>

Glad you got it working, but you do know that means you will sooner or
later need to take it apart and give the socketed chips a good reseating,
right?

--
_/_/_/

3541. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 12:53:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.22.12.53.38.831529@charter.net>
Source record: 11718

On Mon, 22 Aug 2005 00:59:55 -0500, Rory McMahon wrote:

> Hi all,
>
> My page is http://fujiman.no-ip.com. It is hosted on my home 'puter.

Timed out here as well. Sorry.

> I hope to have a FAQ soon for Magic, MiNT and STing soon. If you have
> any configuration questions or problems you can email me at
> rorymcmahon@nospamyahoo.com . I will try my best to help you out.

Okay Rory, thanks!

> I also have ichat/yahoo messenger user bigmacmang3 and I can try to
> walk you through some file configuration.
>
> If you have a FAQ or suggestions for a FAQ, let me know.
>
> Thanks,
> Rory

I have some questions already. I went to the Atari hardware sight that was
mentioned, where there is a small walkthrough. Keep in mind, I've not
tried *anything* yet.

1. The ip address that is mentioned - is it really locked into just that
one?
2. I don't have *any* Windows machines, never have, never will. I do have
a Dlink hardware router. I'm assuming that I can just assign an ip address
by it, to the same effect, right?

Thanks.

--
_/_/_/

3542. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 13:01:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.22.13.01.52.389608@charter.net>
Source record: 11719

On Sun, 21 Aug 2005 21:56:03 +0100, exxos wrote:

> I broke ur BBS :P

Its an Atari - it can't be broken by mortal man. <grin>

> {}---<>---<>---<>---<>---<>---<>---<>---<>---<>---<>---<>---<>---{}
>
> A Polar bear is a Rectangular bear after a
> Co-ordinate transform...
>
>
> Script Error: Can't OPEN file
> Script File : C:\BBS\MENUS_80\QUOTES.COM
> At Line Num : 149
>
>
>
> Press 'X' to check out all the new files uploaded since your last call...

Here is why, you logged on as a "visitor" and never obtained a permanent
user account. I need to update that script file so that if you are a
visitor it ignores you. Visitors can tour the BBS, but honestly are very
limited in what they can do/see. Which is as it should be.

Why not take just a couple of minutes and get a permanent account? :-)

> (2 Mins On/13 Mins Left) DarkForce! Command:

Caller #20862 8/21/:5 On At 4:47:58 pm >>> A VISITOR <<<
exxos staffs, UK
Computer Type: Baud Rate: ????
Last Called 12/25/96 Total Calls: 0 Mins On Today: 0
** Birthday--TODAY! **
At 4:48:04 pm, exxos Entered the DarkForce! News Section.
08/21/2005 16:48:28 hrs Entered [Bull 0.08 by C&R Systems]
08/21/2005 16:48:40 hrs Exited Bull...
At 4:48:54 pm, exxos Read the List of Ten.
At 4:50:30 pm, exxos Quick-Scanned the Message Bases.

Sorry you had any trouble though... I'll work on that script when I get a
few minutes... (heck, I just live for any excuse to play around with the
coding anyways!) :-)

--
_/_/_/

/ The DarkForce! BBS. Sysop - DarkLord. Telnet 24.177.23.74/
_/_/_/

3543. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 13:24:58 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4309d169$0$13703$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11720

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.22.13.01.52.389608@charter.net...
> On Sun, 21 Aug 2005 21:56:03 +0100, exxos wrote:
>
>> I broke ur BBS :P
>
> Its an Atari - it can't be broken by mortal man. <grin>
>
>
>>
>> {}---<>---<>---<>---<>---<>---<>---<>---<>---<>---<>---<>---<>---{}
>>
>> A Polar bear is a Rectangular bear after a
>> Co-ordinate transform...
>>
>>
>> Script Error: Can't OPEN file
>> Script File : C:\BBS\MENUS_80\QUOTES.COM
>> At Line Num : 149
>>
>>
>>
>> Press 'X' to check out all the new files uploaded since your last call...
>
> Here is why, you logged on as a "visitor" and never obtained a permanent
> user account. I need to update that script file so that if you are a
> visitor it ignores you. Visitors can tour the BBS, but honestly are very
> limited in what they can do/see. Which is as it should be.
>
> Why not take just a couple of minutes and get a permanent account? :-)
>
>> (2 Mins On/13 Mins Left) DarkForce! Command:
>
> Caller #20862 8/21/:5 On At 4:47:58 pm >>> A VISITOR <<<
> exxos staffs, UK
> Computer Type: Baud Rate: ????
> Last Called 12/25/96 Total Calls: 0 Mins On Today: 0
> ** Birthday--TODAY! **
> At 4:48:04 pm, exxos Entered the DarkForce! News Section.
> 08/21/2005 16:48:28 hrs Entered [Bull 0.08 by C&R Systems]
> 08/21/2005 16:48:40 hrs Exited Bull...
> At 4:48:54 pm, exxos Read the List of Ten.
> At 4:50:30 pm, exxos Quick-Scanned the Message Bases.
>

> Sorry you had any trouble though... I'll work on that script when I get a
> few minutes... (heck, I just live for any excuse to play around with the
> coding anyways!) :-)
>
> --
> _/_/_/_

3544. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 13:30:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.22.13.30.07.768385@charter.net>
Source record: 11721

On Mon, 22 Aug 2005 14:24:58 +0100, exxos wrote:

> hehe, keeping tabs on me are you ;-)

Well, it logs everyone and their actions so don't feel too special! <grin>

> was just having a look around thats all :-)

I know. Thats what the visitor option is for, after all. I just need to
update that particular script file

> Chris

Thanks for reporting it to me, BTW. :-)

--
_/_/_/

3545. Atari Online News, Etc. #07-34

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 14:04:43 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1124719483.497583.70220@z14g2000cwz.googlegroups.com>
Source record: 11722

A-ONE #0734 08/19/05

~ Hidden Net Tolls Law! ~ People Are Talking! ~ CCAG 2005 Show!
~ Virus Writers At War! ~ The Theory on Theory! ~ TeraDesk
Updated!
~ Swap Books for Laptops ~ Porn Domain Delayed? ~ Xbox 360 Price
Set!
~ Nintendo DS Price Cut! ~ GameBoy Micro Soon! ~ Yahoo Local
Search!

-* PC Prices Not Likely To Rise *-
-* Data Theft Case Gets A Conviction! *-
-* ZoTob Worm Takes Out Media Outlets, More! *-

--- ---
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org

3546. Re: Need new floppy!

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 14:36:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <430a0f84725f30@comcast.net>
Source record: 11730

>Hi!
>Anyone can help me on this?
>My ATARI STe as no longer a valid floppy drive. So I would like to know if
>it is possible adapt a new one, like a PC one on the Atari. What I need to
>do? Do I need a special floppy or I can simply use a regular PC one!
>
>HELP!!!
>
>Thanks
>
>
>Luis Gomes (Portugal)

You are talking about an internal drive correct? Yes that is possible. I installed a PC TEAC drive in a 1040ST. After changing the jumpers around, the drive worked perfectly.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3547. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 14:38:46 UTC
From: BluPhoenyx <bluphoenyx-@-earthlink.net>
Message-ID: <WrlOe.70$z2.67@newsread3.news.pas.earthlink.net>
Source record: 11723
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

Sean Fahey wrote:
> Graham wrote:
>
>> why would anyone want a B and H box?
>
>
> It wasn't the same auction, but to answer your question:
>
> "Obsessive-compulsive collectors" ... Why is irrelevant.

Not really. Many items are worth more with the box intact. In some
cases, even double the value.

Cheers,
Mike T.

3548. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 14:46:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <430a0f84725f31@comcast.net>
Source record: 11731

>My MiNT installation has gone belly up enough times for me to have
>learned how to refill it quickly, but the last two times it died, I
>checked something I had never checked before. My boot drive had
>some lost sectors. Used Discus, could use ICD Cleanup or Diamond
>Edge or some other programs to find and fix this. The interesting
>thing was that the lost sectors had the same content, log files
>from two programs, and two chunks of binary.

Same for me. I hadn't booted it up for a while and when I did I got a load of errors. Also I noticed the Mint.Cnf file was messed. I had to copy in my backup in order to try it again. I am going to try and get it back by using the EasyMint installation. I just want to format my hard drive and I will copy over my files that I had backed up onto a CD.

>BTW, CD backups work fine. Writing at 4X speed on my TT can be
>done only by disabling the MiNT.CNF file and booting into single
>tasking MiNT. Otherwise, I will get a disk error at exactly the
>point, and make a batch of coasters.

Just how are you backing up Mint onto a CD?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3549. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 16:30:07 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <j4nOe.409$yo7.67@newssvr23.news.prodigy.net>
Source record: 11724
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

"BluPhoenyx" <bluphoenyx-@-earthlink.net> wrote in message
news:WrlOe.70$z2.67@newsread3.news.pas.earthlink.net...

> > "Obsessive-compulsive collectors" ... Why is irrelevant.
>
> Not really. Many items are worth more with the box intact. In some
> cases, even double the value.

The box, it's value - it's all perception based. Most collectors of these kinds of items are somewhat obsessive-compulsive. They want to complete a collection, they seek to have something the other collectors do not. The reason anything has value is because someone out there wants it or it would be worthless otherwise. I don't mean that like it's a bad thing, merely that it's a reality.

Besides - that box looked like it was in pretty rough shape.

From a collecting standpoint - MHO is that an item like the B&H box is only worth something if it matched up to the computer that came with it (BH with original packing container), or if it had some historical or special value. Maybe... "B&H Apple II box, originally hand-packaged by Woz himself - has small blood stain from where Woz accidentally nicked himself with the packing tape dispenser. Proof of DNA on file, will provide Certificate of Authenticity. Clone your own personal Woz."

Ick!

3550. Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 20:12:25 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dedbj9$g95$1@reader2.panix.com>
Source record: 11725

My MiNT installation has gone belly up enough times for me to have learned how to refill it quickly, but the last two times it died, I checked something I had never checked before. My boot drive had some lost sectors. Used Discus, could use ICD Cleanup or Diamond Edge or some other programs to find and fix this. The interesting thing was that the lost sectors had the same content, log files from two programs, and two chunks of binary.

It may be possible for a damaged boot drive to munge the MiNT drive. If enough of the crowd of MiNT users who have to back up and start over will be so kind as to investigate their boot drive when MiNT gets damaged, someone may get to the bottom of this yet.

BTW, CD backups work fine. Writing at 4X speed on my TT can be done only by disabling the MiNT.CNF file and booting into single tasking MiNT. Otherwise, I will get a disk error at exactly the point, and make a batch of coasters.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3551. Wanted to rent--Hypercopy registered

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 20:20:01 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dedc1h$g95$2@reader2.panix.com>
Source record: 11726

I have dispatched more than enough funds, in Euros, to the last known address of the author of Hypercopy v.1.7, long enough to expect a registration code any day now.

I want to investigate something while nature takes its course.

Hcopy will let you investigate anything on the boot sector of a disk. The registered version will let you save a boot sector format to use in formatting more disks.

The drive on a Dell clone at work fills the boot sector with unimportant, I think, details, and the details my Atari TT and unregistered Hypercopy put there are different. I think that copying the Dell boot sector would let me format disks on my TT that will read on the Dell DOS clone.

Thus, I would like to borrow or rent a registered version of Hcopy, for some investigation that might help with several people's problems, and get the author a few more registrations.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3552. Need new floppy!

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 21:24:20 UTC
From: Yes <lpg@netc.pt>
Message-ID: <430a43e7$0$29790$a729d347@news.telepac.pt>
Source record: 11728

Hi!
Anyone can help me on this?
My ATARI STe as no longer a valid floppy drive. So I would like to know if it is possible adapt a new one, like a PC one on the Atari. What I need to do? Do I need a special floppy or I can simply use a regular PC one!

HELP!!!

Thanks

Luis Gomes (Portugal)

3553. Re: Wanted to rent--Hypercopy registered

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 21:53:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3muvqdF18m2jkU1@individual.net>
Source record: 11727

Jim DeClercq wrote:

> The drive on a Dell clone at work fills the boot sector with
> unimportant, I think, details, and the details my Atari TT
> and unregistered Hypercopy put there are different. I think
> that copying the Dell boot sector would let me format disks on
> my TT that will read on the Dell DOS clone.

When formatting a floppy disk with DISKUS the Dell did not accept it?
Whether a PC is manufactured by Dell or another vendor should not make
any difference, because DOS basically is DOS, regardless of the vendor.
(DR DOS or MS DOS should not matter here), and DOS is responsible for
evaluating the data on the boot sector.
If your PC does not accept floppy disks created by the TT it might be
because of floppy disk controller incompatibilities, not because of the
actual boot sector content. The Atari controller might produce something
the Dell controller cannot read.
If this is the case it is more than unlikely that any software can fix this.

--

Dr. Uwe Seimet http://www.seimet.de

3554. Re: Need new floppy!

Newsgroup: comp.sys.atari.st
Date: 2005-08-22 23:37:53 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <430a5fbc$0$19001$afc38c87@news.optusnet.com.au>
Source record: 11729

Yes wrote:
> Hi!
> Anyone can help me on this?
> My ATARI STe as no longer a valid floppy drive. So I would like to know if
> it is possible adapt a new one, like a PC one on the Atari. What I need to
> do? Do I need a special floppy or I can simply use a regular PC one!

Most PC drives will do in a pinch, just have to make sure it is set to
ID0. Teac have a solder link on their drives IIRC, and work quite well.

Mark

3555. Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 03:31:32 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.23.03.31.32.573469@charter.net>
Source record: 11732

Guys for the record, where is pin 1 on the cartridge port? I mean, looking at a Falcon or Mega ST (the cartridge port is standard across the ST/TT/ and Falcon machines, right?), is pin one close to the front, or the backplane?

Thanks.

--
_/_/_/

3556. Re: I need a plastic case for a 520STE

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 03:35:44 UTC
From: Andrew Summers <asummers@columbus.rr.com>
Message-ID: <220820052335442648%asummers@columbus.rr.com>
Source record: 11733

Retrogeek, I'm interested in your case if you'll part with it. Please
email me.

In article <11gi86d1n2975a2@corp.supernews.com>, R3tr0Geek
<retrogeek@aol.com> wrote:

> I have a 1040 STE case top and bottom and am in Seattle! It is a little
> discolored but looks great and not broken at all.
>
> Tim
> "Andrew Summers" <asummers@columbus.rr.com> wrote in message
> news:210820051355213048%asummers@columbus.rr.com...
> >I bought a 520 STE which works great (4MB, AdSpeed board etc) but the
> > case is shattered. Anyone have a dead unit I can salvage the case off
> > of to keep this one alive? I need the top and the bottom.
> >
> > thanks
> >
> > Andy

3557. Re: Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 05:19:55 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <tkyOe.6762$ZD4.742@bignews3.bellsouth.net>
Source record: 11734

Pin 1 is located toward the back of the computer on Top on the cart
port.
Pin 2 is on the bottom of Pin 1. Both are +5V.

Use a Multi-Meter to check the Voltage if not sure.
phantomm@bellsouth.net

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.23.03.31.32.573469@charter.net...
>
> Guys for the record, where is pin 1 on the cartridge port? I mean,
> looking
> at a Falcon or Mega ST (the cartridge port is standard across the
> ST/TT/
> and Falcon machines, right?), is pin one close to the front, or the
> backplane?
>
> Thanks.
>
> --
> _/_/_/_

3558. For Sale: Spectre GCR Cart

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 05:36:32 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <0AyOe.6776$ZD4.4254@bignews3.bellsouth.net>
Source record: 11735

For Sale....

Spectre GCR Cartridge with 128K Mac Roms installed.

Includes Original Manual and a NewsLetter or 2.

Version 3 of the GCR Software. System 6.8.0 on Disk

Also, includes around 100 related Disks of Mac Software.

Cartridge is in very Good Condition. Worked fine last time I

used it on a 1040STE. Fairly Rare Item.

NOT FOR SELL IN THE UK OR GERMANY!

I may trade it to some other Atari Item I don't have.

For asking price, contact me in E-Mail.

Cartridge and etc is in the USA.

phantomm@bellsouth.net

3559. ST BOOK schematics

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 10:22:35 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <430af8eb$0$8253$636a15ce@news.free.fr>
Source record: 11736

http://cgi.ebay.com/ST-BOOK-Schematics-12-sheets-A3-very-good-quality_W0QQitemZ5233910524QQcategoryZ82631QQrdZ1QQcmdZViewItem

3560. Re: Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 10:38:07 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <430afbae$0$6474$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11737

```
"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.23.03.31.32.573469@charter.net...
>
> Guys for the record, where is pin 1 on the cartridge port? I mean, looking
> at a Falcon or Mega ST (the cartridge port is standard across the ST/TT/
> and Falcon machines, right?), is pin one close to the front, or the
> backplane?
>
> Thanks.
>
> --
> _/_/_/_
```

3561. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 11:15:25 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <def0gd$n9b$1@reader2.panix.com>
Source record: 11738

Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:

: >My MiNT installation has gone belly up enough times for me to have

: Just how are you backing up Mint onto a CD?

: --
: Edward S. Baiz Jr.
: (Gamer)

It takes two CDs. Usr share is one CD, everything else fits on the other. Extendos, CDISO, set for Unix and MiNT compatibility. The "name changes" work themselves out in the end, from an unadvertized file that puts them back. Nothing much to it other than not trying to record too fast, which will cause a write error at the same point on every disk.

File selector for this is Boxkite. The n_aes file selector does not seem to cooperate at selecting what to back up.

Is that an answer?

Jim

3562. Re: Wanted to rent--Hypercopy registered

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 11:21:16 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <def0rb$n9b$2@reader2.panix.com>
Source record: 11739

Thank you. I had forgotten that Discus formats disks, as silly
as that may sound. I will try one and report back.

You may be right, but it may also be true that whatever drives
the floppy drive may look for exact correspondence to its own
boot sector, to avoid some programming lines, and what my Atari
TT writes differs just a little in things other than tracks and
sectors. This is what I want to find out.

Jim

Uwe Seimet <Uwe.Seimet@seimet.de> writes:

: Jim DeClercq wrote:

: > The drive on a Dell clone at work fills the boot sector with
: > unimportant, I think, details, and the details my Atari TT
: > and unregistered Hypercopy put there are different. I think
: > that copying the Dell boot sector would let me format disks on
: > my TT that will read on the Dell DOS clone.

: When formatting a floppy disk with DISKUS the Dell did not accept it?
: Whether a PC is manufactured by Dell or another vendor should not make
: any difference, because DOS basically is DOS, regardless of the vendor.
: (DR DOS or MS DOS should not matter here), and DOS is responsible for
: evaluating the data on the boot sector.
: If your PC does not accept floppy disks created by the TT it might be
: because of floppy disk controller incompatibilities, not because of the
: actual boot sector content. The Atari controller might produce something
: the Dell controller cannot read.
: If this is the case it is more than unlikely that any software can fix this.

: --
: --
: Dr. Uwe Seimet http://www.seimet.de

3563. Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 12:39:55 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <def5er$73b$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11740

Hi,

Question is, how straightforward is it if a 720k is already fitted internally?

I'd like to connect an external FDD to my MSTE running TOS 2.06. Most of my externals (5 of em) have been fitted with Sony MPF-520's, which are high density drives.

If I connect one internally then no problems, 1.44!! If external though, then grumble grumble goes the drive.

Have read up on the situation with regular ST/STE's and extra sensing lines. Can only wonder that the sensing line isn't present on an MSTE's floppy port, but then that would mean that an MSTE could only ever use an external 720k drive.

Having read a bit about the reviews on the MSTE, it says it has no way of distinguishing between a 720 and 1440.

Is written here on the bottom of page 2;
http://www.retro.dial.pipex.com/megaste/

Any ideas?

Thanks,

techie_a

3564. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 13:22:10 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <430b2301$0$5880$636a15ce@news.free.fr>
Source record: 11741

1.44 MB floppy works fine on MSTE !
You have to :
- use TOS 2.06, not 2.05 that is buggy for HD...
- put Jumper #6 on ON (the HD button will appear in the FORMAT menu of the TOS !).
- check and correct the GAL UA02 if it is the version #1 (you need #2). And add a wire on the mb if it is the fist model of mb !

techie_alison wrote:
> Hi,
>
> Question is, how straightforward is it if a 720k is already fitted
> internally?
>
> I'd like to connect an external FDD to my MSTE running TOS 2.06. Most
> of my externals (5 of em) have been fitted with Sony MPF-520's, which
> are high density drives.
>
> If I connect one internally then no problems, 1.44!! If external
> though, then grumble grumble goes the drive.
>
> Have read up on the situation with regular ST/STE's and extra sensing
> lines. Can only wonder that the sensing line isn't present on an
> MSTE's floppy port, but then that would mean that an MSTE could only
> ever use an external 720k drive.
>
> Having read a bit about the reviews on the MSTE, it says it has no way
> of distinguishing between a 720 and 1440.
>
> Is written here on the bottom of page 2;
> http://www.retro.dial.pipex.com/megaste/
>
> Any ideas?
>
> Thanks,
>
> techie_a

3565. Re: Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 13:44:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.23.13.44.09.417616@charter.net>
Source record: 11742

Thanks Exxos, Phantomm. :-)

--
_/_/_/

3566. I sell a 68060 on ebay

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 15:45:07 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <430b4483$0$8237$636a15ce@news.free.fr>
Source record: 11743

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5232775752&ssPageName=ADME:L:LCA:FR:11

3567. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 15:53:02 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <defgou$i76$1@reader2.panix.com>
Source record: 11744

Ideas, not necessarily correct: for 720K, you feed a drive with
a 8khz clock, and to get 1440 you feed it with a 16khz clock.

They also need different step rate times. Perhaps you need an auto
folder program that sets the step rate for Drive B. I have one,
if that turns out to be the problem. At least I think I have one,
but have not used it for quite a while. It came with an IB 5 1/2
inch drive.

Growling drive to me suggests a step rate problem. You need to set
the right one somehow.

End ideas.

Jim

techie_alison <techie_alison2000@yahoo.com> writes:

: Hi,

: Question is, how straightforward is it if a 720k is already fitted
: internally?

: I'd like to connect an external FDD to my MSTE running TOS 2.06. Most
: of my externals (5 of em) have been fitted with Sony MPF-520's, which
: are high density drives.

: If I connect one internally then no problems, 1.44!! If external
: though, then grumble grumble goes the drive.

: Have read up on the situation with regular ST/STE's and extra sensing
: lines. Can only wonder that the sensing line isn't present on an MSTE's
: floppy port, but then that would mean that an MSTE could only ever use
: an external 720k drive.

: Having read a bit about the reviews on the MSTE, it says it has no way
: of distinguishing between a 720 and 1440.

: Is written here on the bottom of page 2;
: http://www.retro.dial.pipex.com/megaste/

: Any ideas?

: Thanks,

: techie_a

--
--

```
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

3568. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 19:09:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <defs8tgaj1@orkan.itea.ntnu.no>
Source record: 11745

Jim DeClercq <jimd@panix1.panix.com> wrote:

> It may be possible for a damaged boot drive to munge the MiNT
> drive. If enough of the crowd of MiNT users who have to back
> up and start over will be so kind as to investigate their boot

Didn't know that this was a problem. I have been running MiNT on My
Falcon/Afterburner, TT and Milan060 for years now and have only had a
fatal disk crash once.

However, PureC 1.1 seems to f**k up sourcefiles when they've been
saved/overwritten several (*many*) times. Only the first sector is
correct, the rest is garbage. I've spent some hours with disk editors
recovering sources... Haven't used PureC under MagiC or TOS enough to say
if this problem is MiNT-related.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3569. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 19:11:13 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <defschgaj2@orkan.itea.ntnu.no>
Source record: 11746

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:

> Same for me. I hadn't booted it up for a while and when I did I got a load of
> errors. Also I noticed the Mint.Cnf file was messed. I had to copy in my

Do you happen to use MagiC with boot-logging enabled?? This messed up my
TT really good once, it overwrote mint.prg and much of the contents in
c:/mint/ with log messages.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3570. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 19:19:01 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <A66dnUjj1JI765beRVnysA@eclipse.net.uk>
Source record: 11747

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.22.12.53.38.831529@charter.net...
> On Mon, 22 Aug 2005 00:59:55 -0500, Rory McMahon wrote:
>
> > Hi all,
> >
> > My page is http://fujiman.no-ip.com. It is hosted on my home 'puter.
>
> Timed out here as well. Sorry.
>
> > I hope to have a FAQ soon for Magic, MiNT and STing soon. If you have
> > any configuration questions or problems you can email me at
> > rorymcmahon@nospamyahoo.com . I will try my best to help you out.
>

Try

http://www.dwade.freeserve.co.uk/atari/main.html

Its a bit rough and ready, but I think it covers the salient points...

3571. Re: ST BOOK schematics

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 19:46:54 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF3149CE.9AAF%vlg@o2.pl>
Source record: 11748

w poscie 430af8eb$0$8253$636a15ce@news.free.fr, Rodolphe Czuba od
rodolphe.BeurkSPAM.czuba@free.fr napisal 23-08-05 12:22:

> http://cgi.ebay.com/ST-BOOK-Schematics-12-sheets-A3-very-good-quality_W0QQitem
> Z52339105 24QQcategoryZ82631QQrdZ1QQcmdZViewItem
>
>

Hey!

I understand this is rare thing but where is support!?

I could scan these sheets and put on-line!

If not you can send it to me and I scan it for you.

Greetz
Pawel k

3572. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 19:48:05 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3n1crlF19c83kU1@individual.net>
Source record: 11649

Jo Even Skarstein wrote:

> However, PureC 1.1 seems to f**k up sourcefiles when they've been
> saved/overwritten several (*many*) times. Only the first sector is
> correct, the rest is garbage. I've spent some hours with disk editors
> recovering sources... Haven't used PureC under MagiC or TOS enough to say
> if this problem is MiNT-related.

Sounds like a bug in the memory management of either PureC or MiNT.
I have been using PureC with MagiC for years, without anything like this
ever happening.

--

Dr. Uwe Seimet http://www.seimet.de

3573. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 19:55:13 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <71265$430b8040$1884f879$15709@news.chello.nl>
Source record: 11650

Jo Even Skarstein wrote:
> Jim DeClercq <jimd@panix1.panix.com> wrote:
>
>
>>It may be possible for a damaged boot drive to munge the MiNT
>>drive. If enough of the crowd of MiNT users who have to back
>>up and start over will be so kind as to investigate their boot
>
>
> Didn't know that this was a problem. I have been running MiNT on My
> Falcon/Afterburner, TT and Milan060 for years now and have only had a
> fatal disk crash once.
>
> However, PureC 1.1 seems to f**k up sourcefiles when they've been
> saved/overwritten several (*many*) times. Only the first sector is
> correct, the rest is garbage. I've spent some hours with disk editors
> recovering sources... Haven't used PureC under MagiC or TOS enough to say
> if this problem is MiNT-related.
>

I have used Pure C since it came out (1992?) exclusively with
TOS 3.06 almost every day. All those years I never had to recover a
single file that wasnt wasted by myself.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3574. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 20:21:57 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <deg0h0$l93$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11651

"Jim DeClercq" <jimd@panix2.panix.com> wrote in message
news:defgou$i76$1@reader2.panix.com...
> Ideas, not necessarily correct: for 720K, you feed a drive with
> a 8khz clock, and to get 1440 you feed it with a 16khz clock.
>....

<smiles> thankkyy you :-)

3575. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 20:23:45 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <deg0khktn1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11652

Hello :-)

<smiles> thankkyy you :-)

Ah, have got me worried now... About mb versions etc. etc. and wire
links. The difficult bit would be the GAL UA02 (I think...), assuming
it's a chip to be blown.

Will reply back to this again tomorrow with a complete photo of the
actual MSTE motherboard. It did originally have German TOS 2.05 in
it...

thx,

Aly

"Rodolphe Czuba" <rodolphe.BeurkSPAM.czuba@free.fr> wrote in message
news:430b2301$0$5880$636a15ce@news.free.fr...
> 1.44 MB floppy works fine on MSTE !
> You have to :
> - use TOS 2.06, not 2.05 that is buggy for HD...
> - put Jumper #6 on ON (the HD button will appear in the FORMAT menu of
the
> TOS !).
> - check and correct the GAL UA02 if it is the version #1 (you need
#2). And
> add a wire on the mb if it is the fist model of mb !
>
>
>
>
> techie_alison wrote:
> > Hi,
> >
> > Question is, how straightforward is it if a 720k is already fitted
> > internally?
> >
> > I'd like to connect an external FDD to my MSTE running TOS 2.06.
Most
> > of my externals (5 of em) have been fitted with Sony MPF-520's,
which
> > are high density drives.
> >
> > If I connect one internally then no problems, 1.44!! If external
> > though, then grumble grumble goes the drive.
> >

> > Have read up on the situation with regular ST/STE's and extra
sensing
> > lines. Can only wonder that the sensing line isn't present on an
> > MSTE's floppy port, but then that would mean that an MSTE could only
> > ever use an external 720k drive.
> >
> > Having read a bit about the reviews on the MSTE, it says it has no
way
> > of distinguishing between a 720 and 1440.
> >
> > Is written here on the bottom of page 2;
> > http://www.retro.dial.pipex.com/megaste/
> >
> > Any ideas?
> >
> > Thanks,
> >
> > techie_a
>
>

3576. Iconnect + Highwire 0.2.5

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 20:45:44 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <deg1to$6db$1@newsg3.svr.pol.co.uk>
Source record: 11653

Newsgroups: comp.sys.atari.st
From: neil@adel6.freeserve.co.uk (Neil Chester)
Organization:
Subject: Iconnect + Highwire 0.2.5
X-Newsreader: NEWSie Version 0.96 (Atari)

Hi All

Unfortunately had to delete my Newsie folders for the info on how to get Iconnect working with Highwire. But noted down the following fix.

Somebody recommended changing the MTU setting to 1492 in IConf.

With this change, I find that clicking on my home page links brings up messages like "no route to host" or "HTTP 1.1 Gateway Error" eg I don't get to the pages.

The MTU was set at 576 - this produced the same Gateway Error message.

Somebody also recommended setting the RTC to 1492, but I can't find anything called this in the "Profi" mode on IConf!?

Any more thoughts on the matter will be appreciated!

Regards

Neil :-)

3577. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 20:49:16 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <430b8bcc$0$5373$8fcfb975@news.wanadoo.fr>
Source record: 11654

Jo Even Skarstein a ï¿½crit :

Hello,
>
> Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>
>> Same for me. I hadn't booted it up for a while and when I did I got a load of
>> errors. Also I noticed the Mint.Cnf file was messed. I had to copy in my
>
> Do you happen to use MagiC with boot-logging enabled?? This messed up my
> TT really good once, it overwrote mint.prg and much of the contents in
> c:/mint/ with log messages.

It happened to me many times (MagiC! 6.20) before I decided to move the
log to another partition. I think (don't remember) it was due to the
boot selector I was using at the moment (X-Boot, not to mention it).
No problem anymore since I've been using Menu_6 - not to say I kept the
log file on the alternate partition however ;-)

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3578. Re: Iconnect + Highwire 0.2.5

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 21:34:37 UTC
From: mark.branson@lineone.net
Message-ID: <430b966d_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 11655
Body handling: Binary attachment payload not displayed: multipart/mixed

[One or more binary attachments are retained only in the source text.]

3579. Re: Iconnect + Highwire 0.2.5

Newsgroup: comp.sys.atari.st
Date: 2005-08-23 21:41:32 UTC
From: mark.branson@lineone.net
Message-ID: <430b980c_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 11656

Hi Neil,

|Unfortunately had to delete my Newsie folders for the info on how to get
|Iconnect working with Highwire. But noted down the following fix.

Did you remember to rename ICONNECT.OVL to NETWORK.OVL?

|Somebody recommended changing the MTU setting to 1492 in IConf.

|With this change, I find that clicking on my home page links brings up
|messages like "no route to host" or "HTTP 1.1 Gateway Error" eg I
|don't get to the pages.

|The MTU was set at 576 - this produced the same Gateway Error message.

|Somebody also recommended setting the RTC to 1492, but I can't find
|anything called this in the "Profi" mode on IConf!?

|Any more thoughts on the matter will be appreciated!

When you run ICONF.PRG you will see that Profi mode as a check box in
the bottom left hand corner.

--

Mark
Shoreham-By-Sea.

3580. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 00:04:42 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <430bb777$0$19501$afc38c87@news.optusnet.com.au>
Source record: 11657

Rodolphe Czuba wrote:
> 1.44 MB floppy works fine on MSTE !
> You have to :
> - use TOS 2.06, not 2.05 that is buggy for HD...

Correct.

> - put Jumper #6 on ON (the HD button will appear in the FORMAT menu of the
> TOS !).

#7 I think Rudolph, but it only affects the Format menu. You can also
use HD cookie, which does the same thing.

> - check and correct the GAL UA02 if it is the version #1 (you need #2). And
> add a wire on the mb if it is the fist model of mb !

The TT and MegaSTE work fine with external HD disk drives, I have built
a couple and never had an issue. It could be a steprate issue, but it
sounds odd. I have even used an old SF314's fitted with a HD drive, and
it worked OK. Could be down to the external drives wiring. Are you just
using the one drive?

>
>
>
>
> techie_alison wrote:
>
>>Hi,
>>
>>Question is, how straightforward is it if a 720k is already fitted
>>internally?
>>
>>I'd like to connect an external FDD to my MSTE running TOS 2.06. Most
>>of my externals (5 of em) have been fitted with Sony MPF-520's, which
>>are high density drives.
>>
>>If I connect one internally then no problems, 1.44!! If external
>>though, then grumble grumble goes the drive.
>>
>>Have read up on the situation with regular ST/STE's and extra sensing
>>lines. Can only wonder that the sensing line isn't present on an
>>MSTE's floppy port, but then that would mean that an MSTE could only
>>ever use an external 720k drive.
>>
>>Having read a bit about the reviews on the MSTE, it says it has no way

>>of distinguishing between a 720 and 1440.
>>
>>Is written here on the bottom of page 2;
>>http://www.retro.dial.pipex.com/megaste/
>>
>>Any ideas?
>>
>>Thanks,
>>
>>techie_a
>
>
>

3581. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 08:06:57 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <430c2a9f$0$2085$626a14ce@news.free.fr>
Source record: 11658

techie_alison wrote:
> Hello :-)
>
> <smiles> thankkyy you :-)
>
> Ah, have got me worried now... About mb versions etc. etc. and wire
> links. The difficult bit would be the GAL UA02 (I think...), assuming
> it's a chip to be blown.

Yes and the file is on my web site www.czuba-tech.com
OR you can buy the chip at BEST !

> Will reply back to this again tomorrow with a complete photo of the
> actual MSTE motherboard. It did originally have German TOS 2.05 in
> it...

So you have to erase the chips with UV and program them with 2.06

Or you can BUY too at BEST.

Regards

> thx,
>
> Aly
>
> "Rodolphe Czuba" <rodolphe.BeurkSPAM.czuba@free.fr> wrote in message
> news:430b2301$0$5880$636a15ce@news.free.fr...
>> 1.44 MB floppy works fine on MSTE !
>> You have to :
>> - use TOS 2.06, not 2.05 that is buggy for HD...
>> - put Jumper #6 on ON (the HD button will appear in the FORMAT menu
>> of the TOS !).
>> - check and correct the GAL UA02 if it is the version #1 (you need
>> #2). And add a wire on the mb if it is the fist model of mb !
>>
>>
>>
>>
>> techie_alison wrote:
>>> Hi,
>>>
>>> Question is, how straightforward is it if a 720k is already fitted
>>> internally?
>>>
>>> I'd like to connect an external FDD to my MSTE running TOS 2.06.

>>> Most of my externals (5 of em) have been fitted with Sony
>>> MPF-520's, which are high density drives.
>>>
>>> If I connect one internally then no problems, 1.44!! If external
>>> though, then grumble grumble goes the drive.
>>>
>>> Have read up on the situation with regular ST/STE's and extra
>>> sensing lines. Can only wonder that the sensing line isn't present
>>> on an MSTE's floppy port, but then that would mean that an MSTE
>>> could only ever use an external 720k drive.
>>>
>>> Having read a bit about the reviews on the MSTE, it says it has no
>>> way of distinguishing between a 720 and 1440.
>>>
>>> Is written here on the bottom of page 2;
>>> http://www.retro.dial.pipex.com/megaste/
>>>
>>> Any ideas?
>>>
>>> Thanks,
>>>
>>> techie_a

3582. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 08:10:47 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <430c2b86$0$2109$626a14ce@news.free.fr>
Source record: 11659

You need nothing about the step rate !!
No software in the auto folder...

The only problem may be the WD1772 that will not support the 16 MHz
operation instead of 8 MHz.

Sure, the best is to use a AJAX chip (the Atari 16 MHz version of the old
WD1772).
You can buy AJAX at BEST too.
It is expensive.

PS : the MSTE may have a AJAX, check that.
PS2 : it is rare on MSTE, but not rare on first TT030 even if they where not
able to use 1.44 because of the TOS 3.01 no able to manage that.

+

Jim DeClercq wrote:
> Ideas, not necessarily correct: for 720K, you feed a drive with
> a 8khz clock, and to get 1440 you feed it with a 16khz clock.
>
> They also need different step rate times. Perhaps you need an auto
> folder program that sets the step rate for Drive B. I have one,
> if that turns out to be the problem. At least I think I have one,
> but have not used it for quite a while. It came with an IB 5 1/2
> inch drive.
>
> Growling drive to me suggests a step rate problem. You need to set
> the right one somehow.
>
> End ideas.
>
> Jim
>
> techie_alison <techie_alison2000@yahoo.com> writes:
>
>> Hi,
>
>> Question is, how straightforward is it if a 720k is already fitted
>> internally?
>
>> I'd like to connect an external FDD to my MSTE running TOS 2.06.
>> Most of my externals (5 of em) have been fitted with Sony MPF-520's,
>> which are high density drives.
>
>> If I connect one internally then no problems, 1.44!! If external

>> though, then grumble grumble goes the drive.
>
>> Have read up on the situation with regular ST/STE's and extra sensing
>> lines. Can only wonder that the sensing line isn't present on an
>> MSTE's floppy port, but then that would mean that an MSTE could only
>> ever use an external 720k drive.
>
>> Having read a bit about the reviews on the MSTE, it says it has no
>> way of distinguishing between a 720 and 1440.
>
>> Is written here on the bottom of page 2;
>> http://www.retro.dial.pipex.com/megaste/
>
>> Any ideas?
>
>> Thanks,
>
>> techie_a
>
>
>
> --

3583. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 08:49:53 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050824095003168O7%derryck@cixcoukinvalid>
Source record: 11660

On 2005-08-23 21:49:16 +0100, J.-Luc <Myname.Mysurname@myisp> said:

>> Do you happen to use MagiC with boot-logging enabled?? This messed up
>> my TT really good once, it overwrote mint.prg and much of the contents
>> in c:/mint/ with log messages.
>
> It happened to me many times (MagiC! 6.20) before I decided to move the
> log to another partition. I think (don't remember) it was due to the

Unless you really need to look at the boot log it's best to direct its
output to nul instead.

Having said that I've never had a moment's worry with the log.

--

Cheers

Derryck

3584. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 08:51:29 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005082409531075249%derryck@cixcoukinvalid>
Source record: 11661

On 2005-08-21 20:52:52 +0100, "Ronald J. Hall" <dark_lord@charter.net> said:

> http://www.fujiman.com/index.htm
>
> Guys, has anyone been able to get through to here lately? I've been trying
> for about 2-3 days now and it keeps timing out.

As a general idea for the next time, might be worth pasting problem
URLs into a Google search box and choosing to view its cached version
of the pages.

Also worth using the Wayback Machine to look at its historical record
of cached pages.

--

Cheers

Derryck

3585. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 08:55:24 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050824095705500 73%derryck@cixcoukinvalid>
Source record: 11662

On 2005-08-22 13:53:38 +0100, "Ronald J. Hall" <dark_lord@charter.net> said:

> I have some questions already. I went to the Atari hardware sight that was
> mentioned, where there is a small walkthrough. Keep in mind, I've not
> tried *anything* yet.

Can you ask your questions in full for those of us who haven't visited
the site mentioned, I'm sure that they can be answered.

--

Cheers

Derryck

3586. Re: 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 09:01:45 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005082410032643658%derryck@cixcoukinvalid>
Source record: 11663

On 2005-08-22 13:50:26 +0100, "Ronald J. Hall" <dark_lord@charter.net> said:

> I forgot to say, start at 2", then when that doesn't fix it, work your way
> up to 12", in 4" increments. <big grin>

You know the saying, the user knows to kick it to make it work - the engineer knows where to kick it to make it work, and the designer knows why it works when you kick it :-)

> Glad you got it working, but you do know that means you will sooner or
> later need to take it apart and give the socketed chips a good reseating,
> right?

That's very true - there aren't many socketed chips, but one that might escape the unwary is under that metal lid in the middle-ish of the motherboard (video shifter).

--

Cheers

Derryck

3587. Re: EtherNEC instructions/website?

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 12:25:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.24.12.25.07.6300@charter.net>
Source record: 11664

On Wed, 24 Aug 2005 08:51:29 +0000, Derryck Croker wrote:

> As a general idea for the next time, might be worth pasting problem
> URLs into a Google search box and choosing to view its cached version
> of the pages.
>
> Also worth using the Wayback Machine to look at its historical record
> of cached pages.

Good advice. Thanks Derryck.

--
_/_/_/

3588. Re: 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 12:26:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.24.12.26.25.55884@charter.net>
Source record: 11665

On Wed, 24 Aug 2005 09:01:45 +0000, Derryck Croker wrote:

> You know the saying, the user knows to kick it to make it work - the
> engineer knows where to kick it to make it work, and the designer knows
> why it works when you kick it :-)

So very true! <lol>

--
_/_/_/

3589. Atari Games Galore

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 13:10:33 UTC
From: The Ox That Rocks <diamikton@hotmail.com>
Message-ID: <oqrog1l4c4m8ej10ehd9ssua83lj6av9ds@4ax.com>
Source record: 11666

Hi NG

I have found a pleothora of original classic Atari ST Games, that some of you may be interested in:

The whole lot can be yourï¿½s for the symbolic price of 10 usd/eur (excluding shipping) or some kind of Atari music soft- or hardware depending on what you prefer!.
(If you do not like the games, you have a faboulous chance of upgrading your 720 kb disk deposit!).

I only sell the whole lot!

The Games are in Denmark, Europe.

All games come boxed with full documentation and memorabilia! Most of them have never been used.

See picture here: www.msystem.dk/images/AtariGames.jpg

Sincerely
Peter Hjorth Feddersen

Gamelist:

The Ancient Art of War in the Skies: The World War 1 Strategy & Action Game by MicroProse Simulation Software (1992)

SDI: Now the odds are even by SEGA/AcTiVision

MicroLeague Wrestling by MicroProse Simulation Software (1987)

Their Finest Hour: The battle of Brittain by Lawrence Holland - An historically accurate, action-packed air combat simulation by Lucasfilm Games (1989)

Skyfox by Ray Tobey/Electronic Arts/Ariolasoft (1984)
Skyfox II - The Cygnus Conflict by Dynamix/Electronic Arts (1987)
Terminator 2 - Judgment Day by Ocean (1991)
Corporation by Core Design Limited (1990)
The light corridor by Infogames (1990)
Pinball Dreams by Digital Illusions/21st Century Entertainment Ltd. (1991)
Cruise for a Corpse by Delphine Software (1991)
StarBlade by Simarilis (1990)
Cybercon III by U.S. Gold (1991)
Infestation by Psygnosis (1989)
Crime Does not Pay by Titus Software (1990)

Carrier Command by Rainbird Strategy Simulation (1988)

520 STe Turbo Pack :
Games Disk 1: Indiana Jones & the last crusade by Lucasfilm Ltd.
(1989)
Games Disk 2: Dragons Breath by Palace Software (1990)
Games Disk 3: Blood Money by Psygnosis (1989)
Games Disk 4: Anarchy by Psygnosis (1990)
Games Disk 5: Outrun and Super Cycle by SEGA (1986)
Games Disk 6: Impossible Mission II by Epyx Inc. (1988) and Human
Killing Machine by U.S. Gold Limited (1989)

-and additional titles which i cannot recall!

Sincerely
Peter Hjorth Feddersen, DK

3590. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 14:01:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <430cad10bf0342@comcast.net>
Source record: 11671

>Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:
>
>: >My MiNT installation has gone belly up enough times for me to have
>
>: Just how are you backing up Mint onto a CD?
>
>: --
>: Edward S. Baiz Jr.
>: (Gamer)
>
>It takes two CDs. Usr share is one CD, everything else fits on the
>other. Extendos, CDISO, set for Unix and MiNT compatibility. The "name
>changes" work themselves out in the end, from an unadvertized file that
>puts them back. Nothing much to it other than not trying to record too
>fast, which will cause a write error at the same point on every disk.
>
>File selector for this is Boxkite. The n_aes file selector does not
>seem to cooperate at selecting what to back up.
>
>Is that an answer?
>
>Jim

I guess. Have you put the information from the CD's onto the hard drive and
have everything go ok?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3591. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 14:03:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <430cad10bf0343@comcast.net>
Source record: 11672

>Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>
>> Same for me. I hadn't booted it up for a while and when I did I got a load of
>> errors. Also I noticed the Mint.Cnf file was messed. I had to copy in my
>
>Do you happen to use MagiC with boot-logging enabled?? This messed up my
>TT really good once, it overwrote mint.prg and much of the contents in
>c:/mint/ with log messages.

Not sure, but I do not think so. I do use Magic as an OS, but I do not use it
at all when I boot up Magic. The Mint.CNF file does get messed until I try and
boot up MintNet.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3592. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 14:07:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <430cad10bf0344@comcast.net>
Source record: 11673

>Jo Even Skarstein a 'ecrit :
>
>Hello,
>>
>> Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>>
>>> Same for me. I hadn't booted it up for a while and when I did I got a load of
>>> errors. Also I noticed the Mint.Cnf file was messed. I had to copy in my
>>
>> Do you happen to use MagiC with boot-logging enabled?? This messed up my
>> TT really good once, it overwrote mint.prg and much of the contents in
>> c:/mint/ with log messages.
>
>It happened to me many times (MagiC! 6.20) before I decided to move the
>log to another partition. I think (don't remember) it was due to the
>boot selector I was using at the moment (X-Boot, not to mention it).
>No problem anymore since I've been using Menu_6 - not to say I kept the
>log file on the alternate partition however ;-)
>
>J.-Luc

Where is the log file usually located and what is the name of the file. Maybe
it did screw me up. Does this mean I need to overwrite my exiting Mint.prg
with a fresh new file? Sounds like it.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3593. [PCI] Need info about current supported cards.

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 14:38:11 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.08.24.14.38.08.528173@caramail-NOSPAM.com>
Source record: 11667

Hello,

With the (maybe soon) upcoming CTPCI expansion board for CT60, I think it is necessary for future buyers to know which PCI cards they could use, provided a driver exists.

So, if you have an Hades, or a Milan, or an Eclipse on your Falcon, I would like you to send me all the info you got about the PCI card you use (i.e. configuration bytes, product name, url of Atari driver).

You can use this program to read the PCI configuration bytes of your cards (you can send me a screenshot for each card):
http://perso.wanadoo.fr/daroou/productions.htm#PCI_INFO

I will make a page on my website with all the infos collected.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3594. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 19:13:57 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1124910837.775236.209360@g43g2000cwa.googlegroups.com>
Source record: 11668

Hi there,

I tried v0.45 yesterday, and it worked fine. No crashes!

However... What happened? The older versions where so much faster..
Ironically, DougQuake has 2-3 times higher FPS than pmdoom 0.45!
Even with sound off, I find it close to unplayable on a 100Mhz 060
(25Mhz bus)..

Please don't let this put you off; I really like your stuff and want to
se more of it!

regards

-- Peter

3595. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 20:30:19 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <cfb21$430cd9fe$1884f879$21286@news.chello.nl>
Source record: 11669

Jo Even Skarstein wrote:

>
> However, PureC 1.1 seems to f**k up sourcefiles when they've been
> saved/overwritten several (*many*) times. Only the first sector is
> correct, the rest is garbage. I've spent some hours with disk editors
> recovering sources... Haven't used PureC under MagiC or TOS enough to say
> if this problem is MiNT-related.
>

Pure C does tricky things with out of range filehandles for
its file caching.

I remember vaguely that emutos and/or aranym suffered problems
with this and patched Pure C.

I'll see if I can find the topic in my NG/ML archives.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3596. I need a plastic case for a 520STE

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 21:33:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00101141@familynet-international.org>
Source record: 11677

FamilyNet International Newsgate

> From: Andrew Summers <asummers@columbus.rr.com>

> I bought a 520 STE which works great (4MB, AdSpeed board etc) but the
> case is shattered. Anyone have a dead unit I can salvage the case off
> of to keep this one alive? I need the top and the bottom.

> thanks

> Andy

Let me know if no one else offers. Got a old shell.

Doc Clu
drclu (at) swbell (dot) net

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3597. FS: misc Atari items

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 21:36:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00101142@familynet-international.org>
Source record: 11678

FamilyNet International Newsgate

> From: lp <GfA@MiNT.Net>

>> I have an 8mb TT ram board and a Riebl Ethernet VME card for sale.
>> Would like to avoid ebay if possible. See forsale page at the last link in
>> my signature for details. Other items as well.

> The above mentioned TT ram board has been sold.
> Still have the Riebl Ethernet VME card though.

Did you ever get the Ethernet card to work? How much are you selling it
for?

I tried to write you on this two weeks ago, but ah well.

I have a TT030 I might want to try this in.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3598. Re: Atari Games Galore

Newsgroup: comp.sys.atari.st
Date: 2005-08-24 22:33:25 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1124922805.761294.177540@g47g2000cwa.googlegroups.com>
Source record: 11670

The shipping would not be worth it for the one game I'm interested in (and don't already have), but for you Europeans please note that Ancient Art of War in the Skies, Their Finest Hour, Cruise for a Corpse, and Carrier Command are all excellent games and well worth trying on the ST.

Galen

3599. Re: Iconnect + Highwire 0.2.5

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 00:00:29 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <430d0a21$0$17700$626a14ce@news.free.fr>
Source record: 11674

hi,

your are talking about one of my post
(this one in fact)
http://groups.google.fr/group/comp.sys.atari.st/msg/b5d70241e62132f3?dmode=source

this is a answer for a french user thats why I say rtc (french name for a
normal
phone line no dsl), thats why you dont find this option on iconf, they don't
exist ;-)
1492 is for the MTU.

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

3600. NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 01:16:10 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <sZ8Pe.504$Ld.260567@news20.bellglobal.com>
Source record: 11676

IS IT POSSIBLE TO JUST GO TO STAPLES OR FUTURE SHOP ,BUY ANY OLD' PRINTER
INK JET OR LASER AND FACILITATE IT WITH THE ATARI?

JUST WONDRING
CHARLES

3601. Re: Huge Atari ST Collection For-Sale

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 01:36:20 UTC
From: Jeff Thomas <atari_st@yahoo.com>
Message-ID: <og9Pe.36862$es2.604638@twister.southeast.rr.com>
Source record: 11675

Willing to split up. Best offer plus shipping!!
"Jeff Thomas" <atari_st@yahoo.com> wrote in message
news:EkyNe.7410$1J2.97720@twister.southeast.rr.com...
> If you are in the Charlotte NC area and are interested in a massive ST
> collection, please contact me at: atari_st@yahoo.com
>
> Local pickup only....way too much to ship
>
> Sample:
>
> Mega STE
> 1040 STE
> 520 STFM
> 520 ST
> 520 ST with switchable TOS
> 5 to 6 Monitors 1425, SM124 (2 or 3), Mag. Color, (2) Atai color etc
> 500 + floppies slammed with software
> 50+ Software titles in boxes
> Old BBS System from Atlanta GA with two MFM Drives with an Adaptec card
> Several SCSI Hard Drives
> Much Much More
>
>

3602. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 04:31:42 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11gqidegr3gte98@corp.supernews.com>
Source record: 11679

On 24 Aug 2005 12:13:57 , "PeP" wrote:
>Hi there,
>
>I tried v0.45 yesterday, and it worked fine. No crashes!
>
>However... What happened? The older versions where so much faster..
>Ironically, DougQuake has 2-3 times higher FPS than pmdoom 0.45!
>Even with sound off, I find it close to unplayable on a 100Mhz 060
>(25Mhz bus)..
>
>Please don't let this put you off; I really like your stuff and want to
>se more of it!
>
>regards
>
>-- Peter
>
>.
Not for me. Very fast on 90MHz 060 (25MHz bus).

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

3603. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 05:36:35 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dejl2o$l6g$1@atlantis.news.tpi.pl>
Source record: 11680

charles napisaďż˝(a):
> IS IT POSSIBLE TO JUST GO TO STAPLES OR FUTURE SHOP ,BUY ANY OLD' PRINTER
> INK JET OR LASER AND FACILITATE IT WITH THE ATARI?

Your Caps-lock (or shift) key is broken. Buy a new keyboard first.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3604. WTB: PC to Atari Keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 10:27:24 UTC
From: dui-26ic@iximail.com
Message-ID: <1124965644.604617.276710@z14g2000cwz.googlegroups.com>
Source record: 11681

Looking for an adapter to allow me to use a
PC style keyboard (any) with an Atari ST/STe/Falcon
(any or all).

I'm trying to use a KVM switch to let me use the
same keyboard with an Atari and a PC. I had an
adapter card previously, but seem to have misplaced
it :-(

Thanks

Ian.

3605. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 11:04:12 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndgr9dc.3rr.nospam@localhost.localdomain>
Source record: 11682

On 2005-08-25, charles <charles.copp@sympatico.ca> wrote:
> IS IT POSSIBLE TO JUST GO TO STAPLES OR FUTURE SHOP ,BUY ANY OLD' PRINTER
> INK JET OR LASER AND FACILITATE IT WITH THE ATARI?
>
> JUST WONDRING
> CHARLES

After fixing your capslock key, first take a look at the NVDI website.
When you say "Printer" in the Atari world, sooner or later you will need
NVDI. NVDI supports a lot of (old) printers. Unfortunately NVDI seems to
be a dead project and there is no support for newer printers. If you buy
for example a new HP printer, you have to try one of NVDI drivers for an
older HP model and hope that it works.

And be sure the printer you pick has a parallel port. USB-only printers
can't be used on Atari.

--

Martin Tarenskeen

3606. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 11:25:49 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1124969149.535629.300370@g47g2000cwa.googlegroups.com>
Source record: 11683

>NVDI supports a lot of (old) printers. Unfortunately NVDI seems to be a dead project and there is no support for newer printers. If you buy for example a new HP printer, you have to try one of NVDI drivers for an older HP model and hope that it works.

Most printer manufacturers still use the same protocols that they
developed a long time ago, with few changes, so there is a good chance
that they will work. The only problem is finding brand new printers
that have parallel ports now.

>And be sure the printer you pick has a parallel port. USB-only printers can't be used on Atari.

Yet. USB will be available for MegaSTE, TT, Falcon, Hades/Milan and
CT60 soon.

3607. Re: [PCI] Need info about current supported cards.

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 11:38:05 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF337A3D.9B73%vlg@o2.pl>
Source record: 11684

w poscie pan.2005.08.24.14.38.08.528173@caramail-NOSPAM.com, Patrice Mandin
od pmandin@caramail-NOSPAM.com napisal 24-08-05 16:38:

> Hello,

> You can use this program to read the PCI configuration bytes of your cards
> (you can send me a screenshot for each card):
> http://perso.wanadoo.fr/daroou/productions.htm#PCI_INFO
>
> I will make a page on my website with all the infos collected.

Right IDEA! Keep it up!

3608. Re: ST BOOK schematics

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 11:42:59 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF337B63.9B75%vlg@o2.pl>
Source record: 11685

w poscie 5u6qg1dgfall9kha7pol1tp30sjjrk0hco@4ax.com, Rustynutt od
rustynutt@spamblock.hotmail.com napisal 25-08-05 3:10:

>
> I don't know in Rodolphe's case, but for me, if you want Falcon Field
> Service Manual, I paid $50.00. So where is the free for the purchaser?
> Just a thought.

Well, its all about atari computers support, theres no more atari computers
on market, the dealers shops are no more interested in these things, so its
all about that we are a really SURVIVORS and it could be much more
progressive to have a free access to some information gates.

Anyway by now I scanning FALCON SERVICE/DEVELOPER MANUAL so should I sell it
for money?

Ok, if somebody want FALCON SERVICE MANUAL I can send PDF or print it,
please tell me if you want one and what price you will pay.

I also got TT schematics so if anybody interested... Feel free to let me
know you want buy it :)

Long Live Atari! Thatï¿½smean new hardware, software and more users!

Greetz
vulgar

3609. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 14:32:42 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dekkqa$rr5$1@reader2.panix.com>
Source record: 11686

One small correction. My setup uses three CDs, and one is for all
the rest of the usr files.

Have I put them back? Yes, three times, one drive failure and
two mysterious events. For this, I would suggest the very
latest version of Teradesk, which may be working for this
purpose perfectly by now. It takes very big chunks of data
to copy, and will run unattended. This takes a while.

Prior versions of Teradesk either missed the permission bits,
or the program flag, so I wound up using something else for
the four binary folders. I have not tried the latest, but
the history file is encouraging. Anyway, make sure your
binaries are executable, and your wtmp files are writeable.

Jim

Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:

: >Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:
: >
: >: >My MiNT installation has gone belly up enough times for me to have
: >
: >: Just how are you backing up Mint onto a CD?
: >
: >: --
: >: Edward S. Baiz Jr.
: >: (Gamer)
: >
: >It takes two CDs. Usr share is one CD, everything else fits on the
: >other. Extendos, CDISO, set for Unix and MiNT compatibility. The "name
: >changes" work themselves out in the end, from an unadvertized file that
: >puts them back. Nothing much to it other than not trying to record too
: >fast, which will cause a write error at the same point on every disk.
: >
: >File selector for this is Boxkite. The n_aes file selector does not
: >seem to cooperate at selecting what to back up.
: >
: >Is that an answer?
: >
: >Jim

: I guess. Have you put the information from the CD's onto the hard drive and
: have everything go ok?
: --
: Edward S. Baiz Jr.

: (Gamer)

: HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
: Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
: Photo 700 printer, PCI Networking Card, ICQ#91257633
: PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
: Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
: Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3610. Re: ST BOOK schematics

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 16:14:06 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1124986446.272583.126300@g49g2000cwa.googlegroups.com>
Source record: 11687

Falcon, TT & MegaSTe schematics are available free to download off my website.

Coda.

3611. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 16:40:58 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <deksaqelj1@reader2.panix.com>
Source record: 11688

Coda <smeg_007@hotmail.com> writes:

: >NVDI supports a lot of (old) printers. Unfortunately NVDI seems to be a dead project and there is no support for
newer printers. If you buy for example a new HP printer, you have to try one of NVDI drivers for an older HP model
and hope that it works.

: Most printer manufacturers still use the same protocols that they
: developed a long time ago, with few changes, so there is a good chance
: that they will work. The only problem is finding brand new printers
: that have parallel ports now.

One of the two differences between old and new printers is that the
things are stuck in graphics mode, and do not have a text or draft
mode any more. If all you are doing is printing bitmaps, they
work fine, if you can connect it to an Atari.

If you need text mode for anything, you need a used printer, and
a fairly old one, too. I think Epson stopped supporting text with
the Stylus 600.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3612. Re: ST BOOK schematics

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 17:10:20 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF33C81C.9B9E%vlg@o2.pl>
Source record: 11689

w poscie 1124986446.272583.126300@g49g2000cwa.googlegroups.com, Coda od
smeg_007@hotmail.com napisal 25-08-05 18:14:

> Falcon, TT & MegaSTe schematics are available free to download off my
> website.
>
> Coda.
Ok, but address :)

3613. Compact Flash IDE adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 21:00:39 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <delbhnihp1@orkan.itea.ntnu.no>
Source record: 11690

I've bought an IDE Compact Flash adapter for my Milan, but I can't get it to recognise any of my CF cards. I've tried to install the adapter both as slave and master, but no difference. My oldest CF card (an old 64Mb TwinMos card) isn't recognised by HD-Driver at all, while my newest card (also from TwinMos, but with 512Mb) is recognised but can't be used.

With the 512Mb card both TOS and HD-Driver recognise it at boot-up, but it's not accessable from the desktop. Hddrutil won't let me format or partition it, it's like the card isn't there at all. If I let hddrutil scan for devices, it reports the card as a Samsung CF-card during the first scan, but any further scans reports it as a Megafile 20...

Both the adapter and both cards works fine on a PC running XP, so I assume that the problem is that HD-Driver is picky about cards. I have HD-Driver 8.03, does anybody know if a more recent version will help? Also, does anybody use CF-cards and IDE-adapters successfully?

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

3614. Re: Compact Flash IDE adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 21:07:08 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <430e32fc$0$5368$8fcfb975@news.wanadoo.fr>
Source record: 11691

Jo Even Skarstein a ï¿½crit :

Hello Jo,
>
> [...]
> Both the adapter and both cards works fine on a PC running XP, so I assume
> that the problem is that HD-Driver is picky about cards. I have HD-Driver
> 8.03, does anybody know if a more recent version will help?

Current version is 8.13, optimized for CT60.

Regards,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3615. Re: Compact Flash IDE adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 21:17:11 UTC
From: Stephane Perez <sperez>
Message-ID: <Xns96BDED5041583spereznospamfreenosp@212.27.42.73>
Source record: 11692

Hello

J.-Luc <Myname.Mysurname@myisp> wrote in
news:430e32fc$0$5368$8fcfb975@news.wanadoo.fr:

> Jo Even Skarstein a crit :
>
> Hello Jo,
>>
>> [...]
>> Both the adapter and both cards works fine on a PC running XP, so I
>> assume that the problem is that HD-Driver is picky about cards. I
>> have HD-Driver 8.03, does anybody know if a more recent version will
>> help?
>
> Current version is 8.13, optimized for CT60.

I have version 8.15.

Stephane

3616. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-25 21:29:46 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndgse29.3ns.nospam@localhost.localdomain>
Source record: 11693

On 2005-08-25, Jim DeClercq <jimd@panix3.panix.com> wrote:

> If you need text mode for anything, you need a used printer, and
> a fairly old one, too. I think Epson stopped supporting text with
> the Stylus 600.

My quite new HP Deskjet 3820 can print plain ASCII text just fine. It replaced my Deskjet 500 that died after 10 years of heavy use. But I must say the Deskjet 500 worked more reliable together with my Atari computers than the new 3820. The 3820 frequently goes crazy in the middle of printing a page, and then starts spitting out pages with garbage. Even after a power reset things are not always back to normal :-(

--

Martin Tarenskeen

3617. PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 00:23:16 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <ShtPe.1403$Rc.424889@news20.bellglobal.com>
Source record: 11694

dear :coda,martin,and jim(and any other un mentioned greats)

hello thanks for reply ,.......ah so fanatic small print people i
assume,''''''sorry about capitals,just had it on for no reason.

well ,i like you guys alot.,probally because of the amount of time and
effort put forth towards the projects and all's devotion.... i fully
appreciate the content of the emails everybody contributes,
i too really like my atari computer and wish to use it to the "full"
ability.

too be completly honest i've been somewhat following the newsgroup for atari
"movement" or current projects but have really nothing in comparison to
contribute. from the eathernet - to the usb , to the dissassemblers -to the
www.atari forums, seem to currently have alot of enhuesists.(sorry)

thanks alot for good work and maybe i can gain the ability to catch up
technically with you folk.
i program in my spare time and am gaining a clearer understanding of basic
after two years of practice.(just small sub routines!!!)
nvdi here i come!!

thank you
charles.

3618. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 00:36:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <delo79iki1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11695

Hi Alison

> Have read up on the situation with regular ST/STE's and extra sensing
> lines. Can only wonder that the sensing line isn't present on an MSTE's
> floppy port, but then that would mean that an MSTE could only ever use
> an external 720k drive.

I had a 1.4 meg external and 1.4 internal.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

3619. Re: 1040ST won't read disks, please help

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 01:53:32 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.08.26.01.53.32.213283@nowhere.com>
Source record: 11696

On Wed, 24 Aug 2005 08:26:25 -0400, Ronald J. Hall wrote:

> On Wed, 24 Aug 2005 09:01:45 +0000, Derryck Croker wrote:
>
>> You know the saying, the user knows to kick it to make it work - the
>> engineer knows where to kick it to make it work, and the designer knows
>> why it works when you kick it :-)
>
> So very true! <lol>

...excepting that the designer is 99.99999% of the time an engineer as well, so I guess he knows why it'll work again as well as what to do about it... }:)

3620. Re: Compact Flash IDE adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 05:34:29 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3n7nv5F8huqU1@individual.net>
Source record: 11697

Jo Even Skarstein wrote:

> Both the adapter and both cards works fine on a PC running XP, so I assume
> that the problem is that HD-Driver is picky about cards. I have HD-Driver
> 8.03, does anybody know if a more recent version will help? Also, does
> anybody use CF-cards and IDE-adapters successfully?

An update to HDDRIVER 8.1 might solve your problem. You should try the
demo version of HDDRIVER 8.1
(http://www.seimet.de/hddriver_english.html). There were several changes
related to CF adapters in the latest versions.

--

Dr. Uwe Seimet http://www.seimet.de

3621. Re: Compact Flash IDE adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 07:18:59 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1125040739.891524.134690@o13g2000cwo.googlegroups.com>
Source record: 11698

What is the version number of the latest HDDRIVER? Mine is 8.13. Is
there a way to upgrade it to the latest one?

Uwe Seimet wrote:
> Jo Even Skarstein wrote:
>
> > Both the adapter and both cards works fine on a PC running XP, so I assume
> > that the problem is that HD-Driver is picky about cards. I have HD-Driver
> > 8.03, does anybody know if a more recent version will help? Also, does
> > anybody use CF-cards and IDE-adapters successfully?
>
> An update to HDDRIVER 8.1 might solve your problem. You should try the
> demo version of HDDRIVER 8.1
> (http://www.seimet.de/hddriver_english.html). There were several changes
> related to CF adapters in the latest versions.
>
> --
> --
> Dr. Uwe Seimet http://www.seimet.de

3622. Re: Compact Flash IDE adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 07:25:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3n7ufnF8ilsU1@individual.net>
Source record: 11599

Joe Iron wrote:
> What is the version number of the latest HDDRIVER? Mine is 8.13. Is
> there a way to upgrade it to the latest one?

The latest version is 8.16. For registered users updates from 8.1x are free (please email me and provide your serial number), but I would appreciate if I get only emails from those that actually have a need for the latest changes ;-). This is the list of changes since 8.13:

- Added the SYNCHRONIZE CACHE command to the SCSI-3 emulation for IDE drives. (8.14)
- Fixed bug relevant when accessing byte-swapped drives. (8.15)
- The partition information can be saved to the clipboard. (8.15)
- Improved support for IDE CompactFlash adapters. (8.16)

--

Dr. Uwe Seimet http://www.seimet.de

3623. Re: ST BOOK schematics

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 07:40:43 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125042043.947503.262610@g49g2000cwa.googlegroups.com>
Source record: 11600

www.janthomas.org.uk

3624. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 07:42:00 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125042120.856653.6300@z14g2000cwz.googlegroups.com>
Source record: 11601

Using MiNT? If so what version?

3625. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 09:32:37 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1125048757.295257.296240@z14g2000cwz.googlegroups.com>
Source record: 11602

Using the GEM video driver by any chance? That might perhaps
explain the slow performance?

/Joakim

3626. Re: Compact Flash IDE adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 14:16:27 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.26.14.16.27.246870@charter.net>
Source record: 11603

On Thu, 25 Aug 2005 21:17:11 +0000, Stephane Perez wrote:

>> Current version is 8.13, optimized for CT60.
>
> I have version 8.15.
>
>
> Stephane

As do I. :-)

--
_/_/_/

3627. Re: Burning CDs

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 14:19:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.26.14.19.37.484177@charter.net>
Source record: 11604

On Sat, 20 Aug 2005 17:04:18 +0000, J.-Luc wrote:

> Ronald J. Hall a ï¿½crit :
>>
> Hello Ronald,
>
>> [...]
>> I'm going to make an assumption here - I recently upgraded to v8.15 of
>> HDDriver from 7.0.
>
> Er... you meant 8.13, didn't you ?
>
> Anyway... happy you found what was wrong ;-)
>
> Regards,
>
> Jean-Luc

Finally go around to rebooting my Mega ST...do that about once every
couple of months whether it needs it or not (Windoze users quit drooling!)
and yep, sure enough it said, "8.15"... :-)

--
_/_/_/

3628. [HELP] Dead Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 14:29:29 UTC
From: Jerome VERNET <jeromevernet_PASDESPAM_@hotmail.com>
Message-ID: <den904ckt1@s1.news.oleane.net>
Source record: 11605

Hi,

I've just get a Mega Ste, unfortunately, it seems to be dead, because of
our great postal services.......

http://perso.wanadoo.fr/jerome.vernet/specs/atari.htm

It was working before sending...

After little work (!) to make it more presentable, it won't boot...

When power on, fan and hard drive spin, but no front LED, nothing on the
monitor (just a little 'crack' from the SM124 speaker).

I've checked internal connexion, seems to be ok.

Any idea, help ?

--
Jerome

Petite collection de vieilles machines....
http://perso.wanadoo.fr/jerome.vernet/
Si vous avez de vieux machins qui trainent dans vos placards, pensez ï¿½ moi !
Enlever _PASDESPAM_ pour me repondre.

3629. Re: [HELP] Dead Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 15:02:16 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.08.26.15.02.15.917199@atari-source.com>
Source record: 11606

On Fri, 26 Aug 2005 16:29:29 +0200, Jerome VERNET wrote:

> Hi,
>
> I've just get a Mega Ste, unfortunately, it seems to be dead, because of
> our great postal services.......
>
> http://perso.wanadoo.fr/jerome.vernet/specs/atari.htm
>
> It was working before sending...
>
> After little work (!) to make it more presentable, it won't boot...
>
> When power on, fan and hard drive spin, but no front LED, nothing on the
> monitor (just a little 'crack' from the SM124 speaker).
>
> I've checked internal connexion, seems to be ok.
>
> Any idea, help ?

Looks like two different possibilities. 1 being one rail of the power supply is damaged but not the other. Like the 5V rail but the 12V rail is okay. Additionally, the power supplies in these things have 4 metal legs. They sit in these grooves. If proper screws aren't in and even if they are, the legs can pop out of these grooves. Since the psu section of your case is... well.. smashed, it's completely reasonable to assume that the leg popped out and is shorting all kinds of stuff. You should not have powered this machine on without a detailed inspection. It could be too late now. Though if you were going for insurance money, your course of action was probably best.

Thanks,
Mark

3630. Re: [HELP] Dead Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 15:20:30 UTC
From: Jerome VERNET <jeromevernet_PASDESPAM_@hotmail.com>
Message-ID: <denbvp$e90$1@s1.news.oleane.net>
Source record: 11607

Mark Duckworth a ï¿½crit :

>
> Looks like two different possibilities. 1 being one rail of the power
> supply is damaged but not the other. Like the 5V rail but the 12V rail is
> okay. Additionally, the power supplies in these things have 4 metal legs.
> They sit in these grooves. If proper screws aren't in and even if they
> are, the legs can pop out of these grooves. Since the psu section of your
> case is... well.. smashed, it's completely reasonable to assume that the
> leg popped out and is shorting all kinds of stuff.

Yes, that right, some legs (the left one) pop out - no screw at all....
But doesn't seems to make shorting. I didn't put a screw, as it's for
groun dpurpose and the two others are in place. I will check that.

The main board is powered by +5V, I suppose. I will check the power
unit, I've just found the pinout on the net.

Thanks.

--
Jerome

Petite collection de vieilles machines....
http://perso.wanadoo.fr/jerome.vernet/
Si vous avez de vieux machins qui trainent dans vos placards, pensez ï¿½ moi !
Enlever _PASDESPAM_ pour me repondre.

3631. EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 16:08:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.26.16.08.24.446294@charter.net>
Source record: 11608

Okay, I've got the EtherNEC installed. I installed version 1.26 of STing.
I have the following files setup in on my C drive:

AUTO - STING.PRG and STING.INF
CPX - STINGPORT.CPX and STING.CPX
STING - ENEC.MIF and ENEC.STX

I went into the STINGPORT CPX and followed the instructions from these 2
places:

http://www.dwade.freeserve.co.uk/atari/main.html
http://hardware.atari.org/sfl/index.htm

My ROUTE.TAB file looks like this:

```
#
# This is the routing table, to be used by the router to route IP datagrams
#
# Format of routes comprises four entries, separated by TABs :
# - First the network (subnet number) which can be reached by using this
# route.
# - Next the subnet mask associated with that network.
# - Then the port name follows. This is the name as listed by ConfSTinG or
# STNGPORT.CPX.
# - Last entry is the IP address of a host on the attached network that
# can act as a gateway.
#
# The network specified can be directly attached to the specified port, in
# that case no gateway is needed, as the datagram can be routed directly.
# For a route to a network that is directly attached therefore the gateway
# entry should be set to 0.0.0.0.
#
# For an attached Ethernet the gateway entry specifies the gateway out of
# the Ethernet, for a serial line it is simply the host at the other end.
#
# It is advisable to finish the table by a default route. This route is most
# easily obtained by specifying a network 0.0.0.0 with a netmask 0.0.0.0.
#
# Routes with invalid addresses or absent ports are ignored.
#
# 192.68.0.0 255.255.255.240 Modem 1 192.68.0.1
# 130.75.75.0 255.255.255.128 Ser.2/LAN 0.0.0.0
# 0.0.0.0 0.0.0.0 Ser.2/LAN 130.75.75.16
#
192.168.0.104 255.255.255.0 EtherNet 0.0.0.0
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1
```

My DEFAULT.CFG file looks like this:

```
#-------------------------------------------------------------------------
# File name: DEFAULT.CFG (for STinG) Revision date: 2000.07.05
#-------------------------------------------------------------------------
#
# First we have settings used by STinG and its distributed CPX and STX :
# ======================================================================
# (Read STING.HYP for info on how to use them to improve performance.)
#
# Used by the STinG kernel :
#
ALLOCMEM = 100000
#
ACTIVATE = TRUE
THREADING = 10
FRAG_TTL = 60
#
#
# Used for ICMP protocol :
#
ICMP_GMT = -60
ICMP_AD = 10
ICMP_FLAG = 0
#
#
# Used for UDP protocol :
#
UDP_PORT = 1024
UDP_ICMP = 1
#
#
# Used for TCP protocol :
#
TCP_PORT = 1024
MSS = 1460
RCV_WND = 10000
DEF_RTT = 1500
DEF_TTL = 64
TCP_ICMP = 1
#
#
# Used by the DNS resolver :
#
# Note that the first one of these three will not normally be used.
# It will only be used when an address consisting of a single word
# is used in a URI. The DOMAIN value is then appended to complete
# the URI as needed for the nameserver request packets.
# (I still recommend using full URIs instead, to avoid confusion.)
#
DOMAIN = sting.org
```

```
DNS_CACHE = 64
DNS_SAVE = TRUE
#
#
# The three following are not really used by the kernel anymore, as the
# dialer redefines these for each dialup, as they can vary when you have
# more than one ISP dial script. They should be defined here anyway,
# with the values you normally use online, as some offline clients may
# expect to find them, and also for use in local networking.
#
USERNAME = darklord
HOSTNAME = darkforce4.ky.org
FULLNAME = Ronald J. Hall
#
#
# The one following is also redefined by the dialer, and you only need to
# define it here if you use a local network, so all machines in that net
# can find the nameserver (the dialer only defines it on one machine).
# Note that the value of NAMESERVER variables should always be a numeric
# IP address, since another nameserver would be needed to resolve a URI.
# You can specify more than one address, separated by ", " .
# (eg: "NAMESERVER = 193.45.240.2, 193.45.240.4")
#
NAMESERVER = 192.168.0.1
#
#
# Here starts the stuff used by external clients and servers :
# ============================================================
#
# Used by the Dialer :
# --------------------
#
# The setting below is not used by the dialer itself, but by any other
# client in a local network that wishes to contact the dialer which is
# resident on a machine equipped with a modem. (By UDP command packets.)
# If you have no local network, leave it as it is, since that is an IP
# address reserved for the local machine.
#
DIALER = 127.0.0.1
#
#
# The setting below is used by the dialer, but only if you have chosen
# to activate the DIAL.SCR setting to use a dialup batch file. The path
# specified below will then be used to find the batch file.
#
LOGIN_BATCH = C:\DIALER\LOGIN.BAT
#
#
# Used by mailers :
# -----------------
```

```
#
EMAIL = dark_lord@charter.net
SMTP_HOST = smtp.charter.net
MAILER = mymail
#
POP_HOST = pop.charter.net
POP_USERNAME= dark_lord
POP_PASSWORD= tenchi13
#
#
# Used by TIME and DAYTIME clients and servers:
# ------------------------------------------
# (Values used by me, in Sweden in the year 2000.)
#
TIME_ZONE = +60
TIME_SUMMER = 03.26.10.29
TIME_SERVER = time.demon.co.uk
#
#
# Used by MIDI_EMU server (for some netgames) :
# ------------------------------------------
#
MIDI_EMU_OUT = next_IP_in_emulated_Midi_ring
#
#
# Add more here as/when needed by other clients and servers
# that you install in your system. (Read their docs...)
#
#-------------------------------------------------------------------------
# End of file: DEFAULT.CFG
#-------------------------------------------------------------------------
```

I set the values in the STINGPORT.CPX module, saved to C, and rebooted. All comes up with no errors. The MAC address shows up in the CPX. I can use the ping program to ping the localhost at 127.0.0.1, and from the ST I can ping 192.168.0.104. I can't ping out to anything else on the network though, nor can any machine on the network ping -in- to 192.168.0.104.

Keep in mind that this is the LAN address I use for my BBS, so the hardware router 'n stuff is correctly setup for 192.168.0.104. With the Lantronix device in place, I can ping 192.168.0.104 from any other comp on the LAN. All my comps point to the routers default gateway address of 192.168.0.1, so I dunno.

Anyone have any ideas?

Thanks much!

--
_/_/_/

_/_/_/

3632. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 17:01:58 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <430f4b06$0$981$8fcfb975@news.wanadoo.fr>
Source record: 11609

Ronald J. Hall a ï¿½crit :
>
>
> Okay, I've got the EtherNEC installed. I installed version 1.26 of STing.
> I have the following files setup in on my C drive:

Hello Ron,
>
> My ROUTE.TAB file looks like this:
>
> #
> 192.168.0.104 255.255.255.0 EtherNet 0.0.0.0
> 0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

Er... someone correct me if I'm wrong, but it'd rather have to look
like this :

192.168.0.0 255.255.255.0 EtherNet 0.0.0.0
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

Assumed that your gateway should be 192.168.0.1, else replace by the
value it is set to.
>
Regards,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3633. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 19:20:33 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <430f6b81_1@x-privat.org>
Source record: 11610

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/gemace.lzh
(270.564 bytes): GemACE is GEM player for *.AM files (ACE modules).
You don't need to load ACE Tracker to listen modules anymore.

Have fun,
Martin
```

3634. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-26 20:19:17 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <xoCdnREiUOzW5JLeRVnyrQ@eclipse.net.uk>
Source record: 11611

"J.-Luc" <Myname.Mysurname@myisp> wrote in message
news:430f4b06$0$981$8fcfb975@news.wanadoo.fr...
> Ronald J. Hall a écrit :
> >
> >
> > Okay, I've got the EtherNEC installed. I installed version 1.26 of
STing.
> > I have the following files setup in on my C drive:
>
> Hello Ron,
> >
> > My ROUTE.TAB file looks like this:
> >
> > #
> > 192.168.0.104 255.255.255.0 EtherNet 0.0.0.0
> > 0.0.0.0 0.0.0.0 EtherNet 192.168.0.1
>
> Er... someone correct me if I'm wrong, but it'd rather have to look
> like this :
>
> 192.168.0.0 255.255.255.0 EtherNet 0.0.0.0
> 0.0.0.0 0.0.0.0 EtherNet 192.168.0.1
>

I don't think it should make any difference, because only the first three
bytes should be compared.
However perhaps you should correct. Also have you run the HE-xxx.tos test
programs first to check everything is ok?

> Assumed that your gateway should be 192.168.0.1, else replace by the
> value it is set to.
> >
> Regards,
>
> J.-Luc
> --
> "From" is invalid. In order to answer directly, replace :
> Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
>
>

3635. the BITS club * S * H * O * W *

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 01:41:57 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1125106917.138559.45920@f14g2000cwb.googlegroups.com>
Source record: 11612

```
sol of TBC proudly presents...

The BITS Club *S*H*O*W*

This is a low res slide show,
with colourfull pictures by piXel
and YM chip muzzak by aTom
object oriented programming by Byte.

Download from:
http://so_o2.tripod.com/TBC18-STbin-20050827.zip

sol

_________________
room for space,
ed for editor,
delfin for beast,
sunshine for sport,
waitress for 6.
~~~~~~~~~~~~~~~~~~~~~~~~*~~~
The Beasts Crew. http://so_o2.tripod.com/
```

3636. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 04:36:44 UTC
From: mail@freeman-studio.com
Message-ID: <1125117404.385575.54250@f14g2000cwb.googlegroups.com>
Source record: 11613

Well, I can't speak for the 100MHz and 90MHz CT60's (not lucky enough to afford getting another 68060, once R. Czuba found some). However, I can say that on my 66MHz CT60 with 25MHz bus, PMDOOM 0.45 is also extremely slow. Where the older versions (say around 0.27 or older?) ran incredibly smoothly (I'd say at least 15fps), I get just about 4 or 5 frames per second now. This is both with and without the GEM windowing, and running on both Magic 6, TOS, and the latest Mint version.

Mike Freeman
mike [at] freeman-studio [dot] com

3637. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 05:11:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4310227c7d6b62@comcast.net>
Source record: 11631

```
>
>Okay, I've got the EtherNEC installed. I installed version 1.26 of STing.
>I have the following files setup in on my C drive:
>
>AUTO - STING.PRG and STING.INF
>CPX - STINGPORT.CPX and STING.CPX
>STING - ENEC.MIF and ENEC.STX
>
>I went into the STINGPORT CPX and followed the instructions from these 2
>places:
>
>http://www.dwade.freeserve.co.uk/atari/main.html
>http://hardware.atari.org/sfl/index.htm
>
>My ROUTE.TAB file looks like this:
>
>#
># This is the routing table, to be used by the router to route IP datagrams
>#
># Format of routes comprises four entries, separated by TABs :
># - First the network (subnet number) which can be reached by using this
># route.
># - Next the subnet mask associated with that network.
># - Then the port name follows. This is the name as listed by ConfSTinG or
># STNGPORT.CPX.
># - Last entry is the IP address of a host on the attached network that
># can act as a gateway.
>#
># The network specified can be directly attached to the specified port, in
># that case no gateway is needed, as the datagram can be routed directly.
># For a route to a network that is directly attached therefore the gateway
># entry should be set to 0.0.0.0.
>#
># For an attached Ethernet the gateway entry specifies the gateway out of
># the Ethernet, for a serial line it is simply the host at the other end.
>#
># It is advisable to finish the table by a default route. This route is most
># easily obtained by specifying a network 0.0.0.0 with a netmask 0.0.0.0.
>#

>
>My DEFAULT.CFG file looks like this:
>
>#------------------------------------------------------------------------
```

```
>#
>#
>#
```

```
>#
>#
># The three following are not really used by the kernel anymore, as the
># dialer redefines these for each dialup, as they can vary when you have
># more than one ISP dial script. They should be defined here anyway,
># with the values you normally use online, as some offline clients may
># expect to find them, and also for use in local networking.
>#
>USERNAME = darklord
>HOSTNAME = darkforce4.ky.org
>FULLNAME = Ronald J. Hall
>#
>#
># The one following is also redefined by the dialer, and you only need to
># define it here if you use a local network, so all machines in that net
># can find the nameserver (the dialer only defines it on one machine).
># Note that the value of NAMESERVER variables should always be a numeric
># IP address, since another nameserver would be needed to resolve a URI.
># You can specify more than one address, separated by ", " .
># (eg: "NAMESERVER = 193.45.240.2, 193.45.240.4")
>#
>NAMESERVER = 192.168.0.1
>#
>#
># Here starts the stuff used by external clients and servers :
># ============================================================
>#
># Used by the Dialer :
># --------------------
>#
># The setting below is not used by the dialer itself, but by any other
># client in a local network that wishes to contact the dialer which is
># resident on a machine equipped with a modem. (By UDP command packets.)
># If you have no local network, leave it as it is, since that is an IP
># address reserved for the local machine.
>#
>DIALER = 127.0.0.1
>#
>#
># The setting below is used by the dialer, but only if you have chosen
># to activate the DIAL.SCR setting to use a dialup batch file. The path
># specified below will then be used to find the batch file.
>#
>LOGIN_BATCH = C:\DIALER\LOGIN.BAT
>#
>#
># Used by mailers :
># -----------------
>#
>EMAIL = dark_lord@charter.net
```

>SMTP_HOST = smtp.charter.net
>MAILER = mymail
>#
>POP_HOST = pop.charter.net
>POP_USERNAME= dark_lord
>POP_PASSWORD= tenchi13
>#
>#
># Used by TIME and DAYTIME clients and servers:
># --
># (Values used by me, in Sweden in the year 2000.)
>#
>TIME_ZONE = +60
>TIME_SUMMER = 03.26.10.29
>TIME_SERVER = time.demon.co.uk
>#
>#
># Used by MIDI_EMU server (for some netgames) :
># --
>#
>MIDI_EMU_OUT = next_IP_in_emulated_Midi_ring
>#
>#
># Add more here as/when needed by other clients and servers
># that you install in your system. (Read their docs...)
>#
>#---
># End of file: DEFAULT.CFG
>#---
>
>I set the values in the STINGPORT.CPX module, saved to C, and rebooted.
>All comes up with no errors. The MAC address shows up in the CPX. I can
>use the ping program to ping the localhost at 127.0.0.1, and from the ST I
>can ping 192.168.0.104. I can't ping out to anything else on the network
>though, nor can any machine on the network ping -in- to 192.168.0.104.
>
>Keep in mind that this is the LAN address I use for my BBS, so the
>hardware router 'n stuff is correctly setup for 192.168.0.104. With the
>Lantronix device in place, I can ping 192.168.0.104 from any other comp on
>the LAN. All my comps point to the routers default gateway address of
>192.168.0.1, so I dunno.
>
>Anyone have any ideas?
>
>Thanks much!
>

I think possibly it is your ROUTE.TAB file. I had problems until I got it straight. You MUST make sure you do not change the spaces between values. Here is your Route.tab:

```
# Routes with invalid addresses or absent ports are ignored.
#
# 192.68.0.0 255.255.255.240 Modem 1 192.68.0.1
# 130.75.75.0 255.255.255.128 Ser.2/LAN 0.0.0.0
# 0.0.0.0 0.0.0.0 Ser.2/LAN 130.75.75.16
#
192.168.0.104 255.255.255.0 EtherNet 0.0.0.0
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1
```

And here is mine:

```
# For an attached Ethernet the gateway entry specifies the gateway out of #
the Ethernet, for a serial line it is simply the host at the other end.
#
# It is advisable to finish the table by a default route. This route is most
# easily obtained by specifying a network 0.0.0.0 with a netmask 0.0.0.0.
#
# Routes with invalid addresses or absent ports are ignored.
#
0.0.0.0 0.0.0.0 EtherNet 192.168.1.1
#192.168.1.201 255.255.255.0 EtherNet 192.168.1.1
#
192.168.1.1 255.255.255.0 EtherNet 0.0.0.0
```

See the difference.

It is the only thing I can see that is way difference from my setup. I use Sting 1.25 on a STe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3638. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 05:15:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4310227c7d6b63@comcast.net>
Source record: 11632

>IS IT POSSIBLE TO JUST GO TO STAPLES OR FUTURE SHOP ,BUY ANY OLD' PRINTER
>INK JET OR LASER AND FACILITATE IT WITH THE ATARI?
>
>JUST WONDRING
>CHARLES

It is possible if you can find a printer that uses the same printer port and if you have NVDI 5. The exact printer may not be lised in the NVDI printer driver list, but you could try a similar one and it may work. My wife has a HP laser printer that she uses on her PC. That particular printer is not listed in NVDI's list of driver, so I starting choosing some HP laser printer drivers and testing them until I found one that worked.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3639. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 05:19:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4310227c7d6b64@comcast.net>
Source record: 11633

>One small correction. My setup uses three CDs, and one is for all
>the rest of the usr files.
>
>Have I put them back? Yes, three times, one drive failure and
>two mysterious events. For this, I would suggest the very
>latest version of Teradesk, which may be working for this
>purpose perfectly by now. It takes very big chunks of data
>to copy, and will run unattended. This takes a while.
>
>Prior versions of Teradesk either missed the permission bits,
>or the program flag, so I wound up using something else for
>the four binary folders. I have not tried the latest, but
>the history file is encouraging. Anyway, make sure your
>binaries are executable, and your wtmp files are writeable.
>
>Jim

Hello Jim,

I may have done something wrong when I tried to back up my Mint partition
using CD Back/CDISO. It did the backup fine, but the binaries on the CD were
not executable, but plain files. Now that I now it works, I must have not set
the program correctly. So I will try it again. Thanks for the information.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3640. WTB Looking for a 68060

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 10:03:50 UTC
From: dui-26ic@iximail.com
Message-ID: <1125137030.896312.170480@z14g2000cwz.googlegroups.com>
Source record: 11614

Hi

Looking to get a CT60 up and running and need a
replacement 68060 (with FPU & MMU). Anything
considered.

Cheers

Ian.

3641. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 10:15:45 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <depegg$94l$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11615

"Rodolphe Czuba" <rodolphe.BeurkSPAM.czuba@free.fr> wrote in message
news:430c2a9f$0$2085$626a14ce@news.free.fr...
>
> Yes and the file is on my web site www.czuba-tech.com
> OR you can buy the chip at BEST !
>
> So you have to erase the chips with UV and program them with 2.06
>

Hiya,

Yep, have gone over to 2.06 now.

3642. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 10:26:38 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <depf4uorh1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11616

"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
message news:430bb777$0$19501$afc38c87@news.optusnet.com.au...
> Rodolphe Czuba wrote:
> > - check and correct the GAL UA02 if it is the version #1 (you need
#2). And
> > add a wire on the mb if it is the fist model of mb !

> The TT and MegaSTE work fine with external HD disk drives, I have
built
> a couple and never had an issue. It could be a steprate issue, but it
> sounds odd. I have even used an old SF314's fitted with a HD drive,
and
> it worked OK. Could be down to the external drives wiring. Are you
just
> using the one drive?
>

That's quite handy to know, that externals do work. One thing I did
note was that different manufacturers wire them up juuussst slightly
differently. It was originally thought that all GND's / odd pins on the
FDD connector were common. I noticed that some drives would work in
some enclosures but not others so laid them all out bare on the
living-room floor and multimeter'd the lot.

3643. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 10:32:38 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <depfg6bia1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11617

Hi again,

Just adding here as have been away for a few days, well, been perfecting this PS2 mouse code for the ST as have a deadline on that.

I AM going to photograph the MSTE motherboard here, likely on Sunday so will post with a link next. It'll all be part of the write-up I eventually do on this one.

Just guessing that it's going to be an early motherboard since it had TOS 2.05 on it originally...

Aly :-)

"techie_alison" <techie_alison2000@yahoo.com> wrote in message news:def5er$73b$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> Hi,
>
> Question is, how straightforward is it if a 720k is already fitted...

3644. Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 10:49:59 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <depggn$e1t$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11618

Hello,

Chris and I have been madly working on this so have been a bit quiet lately. Development has gone well and is 99% complete, the other 1% being that Chris hasn't managed to break it yet and procedures have gone through several revamps.

The code is ultra ultra robust. (visions of buying various computer add-ons with quickly hacked drivers etc. We don't want that at all, as creates problems for you, and ultimately a bad reputation for us if trying to sell it, also we're going to be using the thing too...)

Below is the .txt accompanying the latest release of source code. Happy reading... :-)

Oh, PEST, as we came up with (doesn't everything have a quirky name...) is the anocrym for (P)s2 (E)numerator for the atari (S) (T).

Quite happy with the mouse disconnection/able to change mice capability too, as the PS2 standard and Microsoft states that it's not officially supported, creates all sorts of problems... Repeatedly try it on your PC with it powered up..., upsets USB mice too, and PDA's... Mostly related to current in-rush surges upsetting the electronic MCU's, or that's the official line from IBM.

"

Notes to accompany pest_027.
============================

Intended additions to this version.
===================================
;no major code additions or modifications intended. full functionality has been achieved.
;
;final code refining will occur.

Product features (nearing very final release).
==
1. Enables any PS2 mouse to be used with the Atari ST bus mouse standard
2. Scaling modes are selectable to change the speed of the mouse
3. Current scaling mode is retained after power is removed
4. Setup-mode only hides button presses from the live Atari ST
5. Setup-mode allows full mouse movement thus allowing speed previews
6. Disconnection and connection of the PS2 mouse is possible
7. Mice may be changed while power is on
8. Mouse errors and syncronisation issues are fully recoverable

```
9. Compatiable with ALL designs of kvm switchboxes
10. Heavily tested and robust code, repeatedly and randomly attacked

Procedure for changing the mouse speed.
=======================================
1. Both mouse buttons must be held continuously for 5 seconds (time not
finalised)
2. (a virtual box will be drawn on screen to identify mode-entered)
3. Both mouse buttons must be fully released prior to further processing
4. Pressing the left mouse button will select the next scaling mode
5. (a virtual line will be drawn on screen, details follow:)
:mode 1 = line drawn right
:mode 2 = line drawn right, and then left
:mode 3 = line drawn right, left, then right
:mode 4 = line drawn right, left, right, and finally left
6. Both mouse buttons must be pressed once to begin exiting setup-mode
7. (a virtual box will be drawn on screen to identify mode-being-exited)
8. Both mouse buttons must be fully released before real button control
is restored

Mouse disconnection routines.
=============================
;the code for successfully identifying a mouse disconnection is
complete.
;
;this is broadly achieved by the following process:

After startup...
1. timer0 is initialised to countdown approximately 2 seconds
2. Host waits for device to bring clock low in preparation for new
movements
3. If device times out, then request a status report from the device
4. If status report identifies that reporting is disabled, then reset
the chip
5. If status report identifies that reporting is enabled or no timeout
was detected
while requesting the report, restore processing and wait for further
input packets
(normal process, 1. begins again...)
6. If a further timeout occurs during status reporting, then reset the
chip

;it has been found thus far that the above method is reliable and does
not impact
; on any normal flow of processing.
;

Quickly disconnecting the mouse and reconnecting.
=================================================
;this is documented here as it was found to be an issue.
;
;in the previous version of code, the device was simply polled for a
```

```
response to
; a command.
;
;timeouts take 2 seconds to run their course.
;
;if the device was reconnected within this 2 seconds, it would still
reply to the
; poll as any ps2 device immiediately would after power on.
;
;the wrong command was chosen to poll the mouse. a command was needed
which would
; identify the mouse as not reflecting the specific initialisation
process performed
; during normal chip startup.
;
;the status report (0E9h) command was deemed to be appropriate, testing
bit 0x05 to
; determine if stream reporting had been enabled. this would only be
the case if
; the device had gone through our own initialisation process.
;
;the chip code now correctly detects when the mouse has been
disconnected. this has
; been found to be stable and reliable.

"
```

3645. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 11:01:28 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <431045e2$0$22219$afc38c87@news.optusnet.com.au>
Source record: 11619

techie_alison wrote:
> "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
> message news:430bb777$0$19501$afc38c87@news.optusnet.com.au...
>
>>Rodolphe Czuba wrote:
>>
>>>>- check and correct the GAL UA02 if it is the version #1 (you need
>
> #2). And
>
>>>>add a wire on the mb if it is the fist model of mb !
>
>
>
>
>
>
>
>
>>The TT and MegaSTE work fine with external HD disk drives, I have
>
> built
>
>>a couple and never had an issue. It could be a steprate issue, but it
>>sounds odd. I have even used an old SF314's fitted with a HD drive,
>
> and
>
>>it worked OK. Could be down to the external drives wiring. Are you
>
> just
>
>>using the one drive?
>>
>
>
> That's quite handy to know, that externals do work. One thing I did
> note was that different manufacturers wire them up juuussst slightly
> differently. It was originally thought that all GND's / odd pins on the
> FDD connector were common. I noticed that some drives would work in
> some enclosures but not others so laid them all out bare on the
> living-room floor and multimeter'd the lot.
>
>
Theres commitment for you;-)

Mark

3646. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 11:25:56 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <depik4$n0l$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11620

"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
message news:431045e2$0$22219$afc38c87@news.optusnet.com.au...
> techie_alison wrote:
> > "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote
in
> > message news:430bb777$0$19501$afc38c87@news.optusnet.com.au...
> >
> >>Rodolphe Czuba wrote:
> >>
> >>>- check and correct the GAL UA02 if it is the version #1 (you need
> >
> > #2). And
> >
> >>>add a wire on the mb if it is the fist model of mb !
> >
> >
> >
> >
> >
> >
> >
> >>The TT and MegaSTE work fine with external HD disk drives, I have
> >
> > built
> >
> >>a couple and never had an issue. It could be a steprate issue, but
it
> >>sounds odd. I have even used an old SF314's fitted with a HD drive,
> >
> > and
> >
> >>it worked OK. Could be down to the external drives wiring. Are you
> >
> > just
> >
> >>using the one drive?
> >>
> >
> >
> > That's quite handy to know, that externals do work. One thing I did
> > note was that different manufacturers wire them up juuussst slightly
> > differently. It was originally thought that all GND's / odd pins on
the
> > FDD connector were common. I noticed that some drives would work in

> > some enclosures but not others so laid them all out bare on the
> > living-room floor and multimeter'd the lot.
> >
> >
> Theres commitment for you;-)
>
> Mark

LOL, obsession I'd call it :-)

Aly

3647. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 11:38:24 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43104e7c$0$1909$afc38c87@news.optusnet.com.au>
Source record: 11621

techie_alison wrote:
> "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
> message news:431045e2$0$22219$afc38c87@news.optusnet.com.au...
>
>>techie_alison wrote:
>>
>>>"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote
>
> in
>
>>>message news:430bb777$0$19501$afc38c87@news.optusnet.com.au...
>>>
>>>
>>>>Rodolphe Czuba wrote:
>>>>
>>>>
>>>>>- check and correct the GAL UA02 if it is the version #1 (you need
>>>
>>>#2). And
>>>
>>>
>>>>>add a wire on the mb if it is the fist model of mb !
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>>>>The TT and MegaSTE work fine with external HD disk drives, I have
>>>
>>>built
>>>
>>>
>>>>>a couple and never had an issue. It could be a steprate issue, but
>
> it
>
>>>>sounds odd. I have even used an old SF314's fitted with a HD drive,
>>>
>>>and
>>>
>>>
>>>>>it worked OK. Could be down to the external drives wiring. Are you

>>>
>>>just
>>>
>>>
>>>>using the one drive?
>>>>
>>>
>>>
>>>That's quite handy to know, that externals do work. One thing I did
>>>note was that different manufacturers wire them up juuussst slightly
>>>differently. It was originally thought that all GND's / odd pins on
>
> the
>
>>>FDD connector were common. I noticed that some drives would work in
>>>some enclosures but not others so laid them all out bare on the
>>>living-room floor and multimeter'd the lot.
>>>
>>>
>>
>>Theres commitment for you;-)
>>
>>Mark
>
>
> LOL, obsession I'd call it :-)

No, thats what My wife calls it. How many bloody Atari's do you need she says? Answer - All of them;-). And I like to have 2, for the Ark. One to keep pristine, and one to tinker with. Tho most have had some work done, caps etc;-).

Mark

3648. Re: [HELP] Dead Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 11:55:19 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <depkb7$nk5$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11622

"Jerome VERNET" <jeromevernet_PASDESPAM_@hotmail.com> wrote in message
news:den904ckt1@s1.news.oleane.net...
> Hi,
>
> I've just get a Mega Ste, unfortunately, it seems to be dead, because
of
> our great postal services.......
>
> http://perso.wanadoo.fr/jerome.vernet/specs/atari.htm
>
> It was working before sending...
>
> After little work (!) to make it more presentable, it won't boot...
>
> When power on, fan and hard drive spin, but no front LED, nothing on
the
> monitor (just a little 'crack' from the SM124 speaker).
>
> I've checked internal connexion, seems to be ok.
>
> Any idea, help ?
>
>
> --
> Jerome

Awwwwwwww :-(

((((((((((((hugs))))))))))))

Completely and utterly dismantle it. Power the mothboard while out of
the case to do your diagnosis. Press all of the chips in. Also, plonk
the plastic case into a hot-hot bath for a few hours to get the plastic
maluable again, the metal can be straightened out. Toothpaste and a
nail brush/tooth brush work wonders... Those keys should hopefully
press back in... just removing some of mine... mmm, see what you mean,
the plastic stumps have broken off of the bottom of some of the keys..
Use 24hour araldite glue as seems less brittle than the rapid stuff..

Really feel for you, I can imagine how upset you must be after the
anticipation of getting it. Had an STE turn up like that from eBay,
although I suspect the seller had under-exagerated it's rubbish
condition,
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=8195
234732 Actually, there was ALOT of damage to the casing, and it was

very horrible yellow. The one in the picture I don't think is the one I had...

You'll get it to work. :-)

Aly

3649. Re: [HELP] Dead Mega STe

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 12:39:44 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <depmug$3sc$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11623

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:depkb7$nk5$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> "Jerome VERNET" <jeromevernet_PASDESPAM_@hotmail.com> wrote in message
> news:den904ckt1@s1.news.oleane.net...
> > Hi,
> >
> > I've just get a Mega Ste, unfortunately, it seems to be dead,
because
> of
> > our great postal services.......
> >
> > http://perso.wanadoo.fr/jerome.vernet/specs/atari.htm

Packaging looks a bit rubbish... No way would you need a box that big
for a MSTE...

3650. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 12:44:51 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <depn82$4j2$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11624

```
"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
message news:43104e7c$0$1909$afc38c87@news.optusnet.com.au...
> techie_alison wrote:
> > "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote
in
> > message news:431045e2$0$22219$afc38c87@news.optusnet.com.au...
> >
> >>techie_alison wrote:
> >>
> >>>"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote
> >
> > in
> >
> >>>message news:430bb777$0$19501$afc38c87@news.optusnet.com.au...
> >>>
> >>>
> >>>>Rodolphe Czuba wrote:
> >>>>
> >>>>
> >>>>>- check and correct the GAL UA02 if it is the version #1 (you
need
> >>>
> >>>#2). And
> >>>
> >>>
> >>>>>add a wire on the mb if it is the fist model of mb !
> >>>
> >>>
> >>>
> >>>
> >>>
> >>>
> >>>
> >>>
> >>>>The TT and MegaSTE work fine with external HD disk drives, I have
> >>>
> >>>built
> >>>
> >>>
> >>>>a couple and never had an issue. It could be a steprate issue, but
> >
> > it
> >
> >>>sounds odd. I have even used an old SF314's fitted with a HD
drive,
```

> >>>
> >>>and
> >>>
> >>>
> >>>>it worked OK. Could be down to the external drives wiring. Are you
> >>>
> >>>just
> >>>
> >>>
> >>>>using the one drive?
> >>>>
> >>>
> >>>
> >>>That's quite handy to know, that externals do work. One thing I
did
> >>>note was that different manufacturers wire them up juuussst
slightly
> >>>differently. It was originally thought that all GND's / odd pins
on
> >
> > the
> >
> >>>FDD connector were common. I noticed that some drives would work
in
> >>>some enclosures but not others so laid them all out bare on the
> >>>living-room floor and multimeter'd the lot.
> >>>
> >>>
> >>
> >>Theres commitment for you;-)
> >>
> >>Mark
> >
> >
> > LOL, obsession I'd call it :-)
>
> No, thats what My wife calls it. How many bloody Atari's do you need
she
> says? Answer - All of them;-). And I like to have 2, for the Ark. One
to
> keep pristine, and one to tinker with. Tho most have had some work
done,
> caps etc;-).
>
> Mark

Why but you do need them tell your wife. It's either those or Windows PC's, and they come with added stress too. So, you'd be obsessed, and really moody too. ;-) Not what missey wants. :-)

Aly

3651. Re: WTB Looking for a 68060

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 12:55:29 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125147328.986118.293300@g43g2000cwa.googlegroups.com>
Source record: 11625

Location?

3652. Re: WTB Looking for a 68060

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 13:21:57 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.27.13.21.56.13527@charter.net>
Source record: 11626

On Sat, 27 Aug 2005 03:03:50 -0700, dui-26ic wrote:

> Hi
>
> Looking to get a CT60 up and running and need a
> replacement 68060 (with FPU & MMU). Anything
> considered.
>
> Cheers
>
> Ian.

Have you contacted Rodolphe? I believe he had one for auction up on Ebay.

--
_/_/_/

3653. Re: Compact Flash IDE adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 13:25:38 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <deppkivuv1@orkan.itea.ntnu.no>
Source record: 11629

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> that the problem is that HD-Driver is picky about cards. I have HD-Driver
> 8.03, does anybody know if a more recent version will help? Also, does

It did help, I tried with 8.16 demo and now I can boot my Milan from a CF
card :-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3654. Re: Mega STE High Density Drives

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 13:26:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.27.13.26.46.888481@charter.net>
Source record: 11627

On Sat, 27 Aug 2005 21:38:24 +1000, Mark Bedingfield wrote:

>> LOL, obsession I'd call it :-)
>
> No, thats what My wife calls it. How many bloody Atari's do you need she
> says? Answer - All of them;-). And I like to have 2, for the Ark. One to
> keep pristine, and one to tinker with. Tho most have had some work done,
> caps etc;-).
>
> Mark

My wife posed a theoretical question to me the other day; "if I said me or your Atari(s), one of us had to go, what would happen?"... I gave her a big sloppy kiss/hug, cheezy grin, and told her she knew the answer to that question already. Satisfied, she went out of the room...looking back over her shoulder...and again....and again.... :-)

--
_/_/_/

3655. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 13:28:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.27.13.28.28.909951@charter.net>
Source record: 11628

On Fri, 26 Aug 2005 21:36:44 -0700, mail wrote:

> Well, I can't speak for the 100MHz and 90MHz CT60's (not lucky enough
> to afford getting another 68060, once R. Czuba found some). However, I
> can say that on my 66MHz CT60 with 25MHz bus, PMDOOM 0.45 is also
> extremely slow. Where the older versions (say around 0.27 or older?)
> ran incredibly smoothly (I'd say at least 15fps), I get just about 4 or
> 5 frames per second now. This is both with and without the GEM
> windowing, and running on both Magic 6, TOS, and the latest Mint
> version.
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

Mike, I've not had a chance to try it yet, but didn't somebody say
something about renaming the actual program file (to .PRG?) and it ran
much faster? Just a thought...

--
_/_/_/

3656. Re: Compact Flash IDE adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 13:33:07 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3nb8cjFn8g8U1@individual.net>
Source record: 11630

Jo Even Skarstein wrote:

> It did help, I tried with 8.16 demo and now I can boot my Milan from a CF
> card :-)

Do both of your cards work now? (I am referring to the email you sent
me.) IF they do, what was the initial problem?

--

Dr. Uwe Seimet http://www.seimet.de

3657. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 15:37:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.27.15.37.33.809745@charter.net>
Source record: 11634

On Sat, 27 Aug 2005 09:11:38 +0400, Edward S. Baiz Jr. wrote:

> See the difference.
>
> It is the only thing I can see that is way difference from my setup. I use
> Sting 1.25 on a STe.

Yes, I've copied/saved your file, and will try to work with it a little
bit later (time as always!).

Thanks Edward.

--
_/_/_/

3658. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 15:38:29 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.27.15.38.28.23679@charter.net>
Source record: 11635

On Fri, 26 Aug 2005 17:01:58 +0000, J.-Luc wrote:

> Hello Ron,

Hi!

>> My ROUTE.TAB file looks like this:
>>
>> #
>> 192.168.0.104 255.255.255.0 EtherNet 0.0.0.0
>> 0.0.0.0 0.0.0.0 EtherNet 192.168.0.1
>
> Er... someone correct me if I'm wrong, but it'd rather have to look
> like this :
>
> 192.168.0.0 255.255.255.0 EtherNet 0.0.0.0
> 0.0.0.0 0.0.0.0 EtherNet 192.168.0.1
>
> Assumed that your gateway should be 192.168.0.1, else replace by the
> value it is set to.
>>
> Regards,
>
> J.-Luc

I'll try that out, when I get a chance.

Thanks!

--
_/_/_/

3659. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 15:39:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.27.15.39.09.144162@charter.net>
Source record: 11636

On Fri, 26 Aug 2005 21:19:17 +0100, David Wade wrote:

> I don't think it should make any difference, because only the first three
> bytes should be compared.
> However perhaps you should correct. Also have you run the HE-xxx.tos test
> programs first to check everything is ok?

No, but I will once I get a chance. Thanks!

--
_/_/_/

3660. Anyone with an Amiga? <hiss>

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 16:05:58 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <deq316fmb1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11637

In the Cambridge UK area, or closer towards Ipswich, Suffolk??

If I may borrow your Amiga, RGB Scart cable, and Amiga mouse for a few weeks you'll get a PS2 mouse to Amiga interface in return. (with the original Amiga kit naturally).

Need to do some testing on this PS2 mouse thing we've done. The code is in place for Amiga operation but hasn't been tested, so therefore is currently disabled.

Ta,

Aly

3661. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 16:40:25 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125160825.933701.173300@f14g2000cwb.googlegroups.com>
Source record: 11638

That was me. And yes it did. Dont know how it compares to the older version.

Coda.

3662. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 20:11:42 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <0O3Qe.2173$Ld.522870@news20.bellglobal.com>
Source record: 11639

great stuff ,i've just worked a half day todaY and have the evening free.

gonna try all i can tonight and shall return to this group the results i acquire.

just to stop suspicious minds from wondering what type of printers i'm testing, they are two ....canon bjc-2000 's and an.... epson stylus c-60.

ok thanks
charles

3663. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 21:05:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4310d497$0$13701$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11640

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:depggn$e1t$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> Hello,
>
> Chris and I have been madly working on this so have been a bit quiet
> lately. Development has gone well and is 99% complete, the other 1%
> being that Chris hasn't managed to break it yet and procedures have gone
> through several revamps.
>

oh ?, I thought I broke it plenty :P, but yeah the last version seems
unbreakable, I will however keep trying ;-)

chris

3664. Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-27 22:52:57 UTC
From: blah@blah.com
Message-ID: <mhr1h1ptk9n4ueqv0lcfnvs6j7paevj6ai@4ax.com>
Source record: 11641

Hi,

Can anyone tell me if either of these products are still available? I just bought a Falcon030 & a TT 030 on Ebay, both need formattting an resinstalling but I don't have the disks. The software is licensed to the guy I just bought the machines from.

Dave

3665. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 00:38:04 UTC
From: Dimitri Junker <temp0903@dimitri-junker.de>
Message-ID: <28082005023806i2C0015YQP2C0A8026B@Dimitri-Junker.de>
Source record: 11642

>Can anyone tell me if either of these products are still available?

Yes. See here <http://www.application-systems.de/shop/openstore.htm> bu=
t
sorry, it's in german only

3666. TeraDesk 3.62 released

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 00:47:06 UTC
From: vdjole@EUnet.yu
Message-ID: <der1i8$as0$1@news.eunet.yu>
Source record: 11643

Version 3.62 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

This is a bug-fix update. Some con-critical bugs were noticed only after
the release of V3.61, and they have now been fixed.

See the history file and the hypertext manual for more information.

Have fun.

3667. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 01:53:26 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <der5em$6g$1@reader2.panix.com>
Source record: 11644

We need to break this down into smaller details.

To write a CD, select MiNT and Unix compatibility, which will get permissions and flags set properly. For me, with a 32 MhZ TT, I need to boot MiNT into single TOS to reliably write a CD, and I can do 4x. Otherwise, 1x is iffy.

If you did that, keep that CD. The difference is in getting the files moved back.

The last time I did this, I used two separate methods to move files back. And that missed two things, which I needed to fix. Teradesk does not balk at long file names far down in the directory structure, which is nice.

Copy everything with the latest version of Teradesk you can find. Then, if needed, re-copy bin, sbin, usr sbin and usr bin, and X11, which I think is in etc. That may still miss wtmp, which is in /var and both copies need to be writable.

For copying the binaries, I used Thing, which is my regular desktop. This second step takes very little additional time.

Oh, the other thing? N_aes writes a copy of itself in bin, I think, and does not set the program flag. My MiNT configuration file seems to look there first, and will not look further because the name matches. I have set that thing to binary executable several times.

I know nuttin about the latest version of Xaaes and its file selector, and what it uses for copy routines. Have heard good words, have not used it myself. That should handle copying permissions and flags OK.

The bottom line is that you may need to copy your binaries separately, and may miss one or two things that need to be either writable or executable.

Jim

Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:

: >One small correction. My setup uses three CDs, and one is for all
: >the rest of the usr files.
: >
: >Have I put them back? Yes, three times, one drive failure and
: >two mysterious events. For this, I would suggest the very
: >latest version of Teradesk, which may be working for this
: >purpose perfectly by now. It takes very big chunks of data
: >to copy, and will run unattended. This takes a while.
: >

: >Prior versions of Teradesk either missed the permission bits,
: >or the program flag, so I wound up using something else for
: >the four binary folders. I have not tried the latest, but
: >the history file is encouraging. Anyway, make sure your
: >binaries are executable, and your wtmp files are writeable.
: >
: >Jim

: Hello Jim,

: I may have done something wrong when I tried to back up my Mint partition
: using CD Back/CDISO. It did the backup fine, but the binaries on the CD were
: not executable, but plain files. Now that I now it works, I must have not set
: the program correctly. So I will try it again. Thanks for the information.

: --
: Edward S. Baiz Jr.
: (Gamer)

: HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
: Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
: Photo 700 printer, PCI Networking Card, ICQ#91257633
: PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
: Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
: Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3668. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 02:36:59 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1125196619.850804.327370@g14g2000cwa.googlegroups.com>
Source record: 11645

Try Europe Shareware.

http://www.europe-shareware.org/

Rob
http://www.atari-users.net

3669. Re: WTB Looking for a 68060

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 02:38:55 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1125196735.901833.13460@g14g2000cwa.googlegroups.com>
Source record: 11646

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5232775752&ssPageName=ADME:L:LCA:FR:11

Czuba is selling a pulled 060

Rob
http://www.atari-users.net

3670. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 04:24:31 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11h2f3vgqjq9938@corp.supernews.com>
Source record: 11647

On 28 Aug 2005 01:53:26 , Jim DeClercq wrote:
>We need to break this down into smaller details.
>
>To write a CD, select MiNT and Unix compatibility, which will get
>permissions and flags set properly. For me, with a 32 MhZ TT, I need to
>boot MiNT into single TOS to reliably write a CD, and I can do 4x.
>Otherwise, 1x is iffy.
>
>If you did that, keep that CD. The difference is in getting the files
>moved back.
>
>The last time I did this, I used two separate methods to move files back.
>And that missed two things, which I needed to fix. Teradesk does not balk
>at long file names far down in the directory structure, which is nice.
>
>Copy everything with the latest version of Teradesk you can find. Then, if
>needed, re-copy bin, sbin, usr sbin and usr bin, and X11, which I think is
>in etc. That may still miss wtmp, which is in /var and both copies need
>to be writable.
>
>For copying the binaries, I used Thing, which is my regular desktop. This
>second step takes very little additional time.
>
>Oh, the other thing? N_aes writes a copy of itself in bin, I think, and
>does not set the program flag. My MiNT configuration file seems to look
>there first, and will not look further because the name matches. I have
>set that thing to binary executable several times.
>
>I know nuttin about the latest version of Xaaes and its file selector, and
>what it uses for copy routines. Have heard good words, have not used it
>myself. That should handle copying permissions and flags OK.
>
>The bottom line is that you may need to copy your binaries separately, and
>may miss one or two things that need to be either writable or
>executable.
>
>Jim
>
>Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:
>
>: >One small correction. My setup uses three CDs, and one is for all
>: >the rest of the usr files.
>: >
>: >Have I put them back? Yes, three times, one drive failure and

>: >two mysterious events. For this, I would suggest the very
>: >latest version of Teradesk, which may be working for this
>: >purpose perfectly by now. It takes very big chunks of data
>: >to copy, and will run unattended. This takes a while.
>: >
>: >Prior versions of Teradesk either missed the permission bits,
>: >or the program flag, so I wound up using something else for
>: >the four binary folders. I have not tried the latest, but
>: >the history file is encouraging. Anyway, make sure your
>: >binaries are executable, and your wtmp files are writeable.
>: >
>: >Jim
>
>: Hello Jim,
>
>: I may have done something wrong when I tried to back up my Mint partition
>: using CD Back/CDISO. It did the backup fine, but the binaries on the CD were
>: not executable, but plain files. Now that I now it works, I must have not set
>: the program correctly. So I will try it again. Thanks for the information.
>
>: --
>: Edward S. Baiz Jr.
>: (Gamer)
>
>: HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
>: Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
>: Photo 700 printer, PCI Networking Card, ICQ#91257633
>: PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
>: Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
>: Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>
>--
>--
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
>..
>
>.

Sounds to me like we should encourage Anodyne to write a script to
backup Mint for us!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

3671. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 05:19:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.28.05.19.48.857431@charter.net>
Source record: 11648

On Sat, 27 Aug 2005 09:11:38 +0400, Edward S. Baiz Jr. wrote:

> 0.0.0.0 0.0.0.0 EtherNet 192.168.0.104
> 192.168.0.1 255.255.255.0 EtherNet 0.0.0.0

I've not had a chance to try any software to actually access the 'Net yet, like CAB/Highwire, ftp programs, Newsie, mymail or whatever...but, using the above in my route.tab file, I was able to ping the other computers on my LAN and other comps on my LAN could ping this comp at 192.168.0.104.

Thats the good news.

The bad news (so far) is that when I try to telnet into that comps ip address (192.168.0.104), the connection is refused. This is with my BBS software up and running, which works fine with the Lantronix device.

Anyone have any ideas how I can make my BBS software recognize the "incomings" from the STing/cartridge port combo?

Thanks much.

--
_/_/_/

3672. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 06:48:34 UTC
From: blah@blah.com
Message-ID: <tfn2h1d9p28dj7d3h1qumuk7o8an3djn4t@4ax.com>
Source record: 11549

Ok thanks fot that. Unfortunatley my German skills stretch to
ordering a beer and getting the bill ;-)

On Sun, 28 Aug 2005 02:38:04 +0200, Dimitri Junker
<temp0903@dimitri-junker.de> wrote:

>>Can anyone tell me if either of these products are still available?
>
>
>Yes. See here <http://www.application-systems.de/shop/openstore.htm> bu=
>t
>sorry, it's in german only

3673. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 06:51:51 UTC
From: blah@blah.com
Message-ID: <ain2h11f1o5om62j0mecepetaqgmmfikvf@4ax.com>
Source record: 11550

Had a look but could not see it on either of the three Atari pages.

On 27 Aug 2005 19:36:59 -0700, "RobM" <rmahlert@gmail.com> wrote:

>Try Europe Shareware.
>
>http://www.europe-shareware.org/
>
>Rob
>http://www.atari-users.net

3674. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 07:49:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43119978862a02@comcast.net>
Source record: 11587

>great stuff ,i've just worked a half day todaY and have the evening free.
>
>gonna try all i can tonight and shall return to this group the results i
>acquire.
>
>just to stop suspicious minds from wondering what type of printers i'm
>testing, they are two ....canon bjc-2000 's and an.... epson stylus c-60.
>
>ok thanks
>charles

I do not see a problem with the Epson Stylus C-60. The Cannon has a good chance, but I am not 100% sure here...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3675. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 07:53:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43119978862a03@comcast.net>
Source record: 11588

>Sounds to me like we should encourage Anodyne to write a script to backup
Mint for us!
>
>--
>Joseph D. Place
>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
>http://www.josephplace.com

I have already done that Joe. Some time ago infact. Roger said he was in the
process of doing it. I do not know just how far along he is though.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3676. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 07:57:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43119978862a04@comcast.net>
Source record: 11589

> Ahem.. Whats wrong with tar? You tar your MiNT partition and thus save all
>flags and symbolic links, etc? All u need is to add mke2fs and tar to your
>rescue floppy. On CD u may even put small MiNT XaAES/NAES setup (kernel, aes,
>desktop and tools like toswin2, mke2fs and tar (rename those to .TTP) and
>that is all. Basicaly, u may duplicate your C: MiNT files. Its even possible
>sqeeze that on a floppy :) If u wana boot MiNT from CD then, just edit
>mint.cnf to suit your CD rom drive..
>
> If panic strikes you just boot from CD (or copy files to C:, boot) in MiNT,
>mke2fs new mint partition and untar MiNT backup there. Easy, and safe backup.
>
>
> Also, most MiNT "problems" are actualy TOS filesystem problems, where C:
>drive get corrupted and so mingle mint.cnf etc.. So simple backup of mint
>kernel and mint.cnf + few drivers is usualy enough... and just copying that
>back to C: solve issues
>
>More dangerous problems are when some app destroy mint partition bootsector,
>but even that is usualy user error :) Full MiNT backup is wise then :) and i
>thin tar is best option...
>
> Janez

Yes, that is how I backed up my Mint System. I put together a lot of tar.gz
files. Worked fine, but I would rather have something like CDISO or CDBackup
do it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3677. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 08:00:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43119978862a05@comcast.net>
Source record: 11590

>On Sat, 27 Aug 2005 09:11:38 +0400, Edward S. Baiz Jr. wrote:
>
>> 0.0.0.0 0.0.0.0 EtherNet 192.168.0.104
>> 192.168.0.1 255.255.255.0 EtherNet 0.0.0.0
>
>I've not had a chance to try any software to actually access the 'Net yet,
>like CAB/Highwire, ftp programs, Newsie, mymail or whatever...but, using
>the above in my route.tab file, I was able to ping the other computers on
>my LAN and other comps on my LAN could ping this comp at 192.168.0.104.
>
>Thats the good news.

Have you tried sending or receiving email or maybe using Cab to get to the
internet. Just wondering if you have that kind of access.

>The bad news (so far) is that when I try to telnet into that comps ip
>address (192.168.0.104), the connection is refused. This is with my BBS
>software up and running, which works fine with the Lantronix device.
>
>Anyone have any ideas how I can make my BBS software recognize the
>"incomings" from the STing/cartridge port combo?
>
>Thanks much.

Did you check all the settings in STING? I would think that may have to do
with your problem. What modules do you have in the STING folder?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3678. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 08:02:23 UTC
From: blah@blah.com
Message-ID: <mnr2h1h6a3eb807gfbb5lpgqgthobltjsj@4ax.com>
Source record: 11551

I'll keep my eye out.

Actually the Falcon is not in too bad a state, just need to get my
hands on a MagiC manual and dust off my Atari skills which have not
been used in 10 years and then only on a 520STFM.

The TT however is in a bit of a state and does need wiping and
reloading. Are there any alternatives to MagiC?

Thanks
Dave.

On Sat, 27 Aug 2005 22:48:26 -0400, lp <GfA@MiNT.Net> wrote:

>in article mhr1h1ptk9n4ueqv0lcfnvs6j7paevj6ai@4ax.com, blah@blah.com wrote
>on 8/27/2005 6:52 PM:
>
>> Can anyone tell me if either of these products are still available? I
>> just bought a Falcon030 & a TT 030 on Ebay, both need formattting an
>> resinstalling but I don't have the disks. The software is licensed to
>> the guy I just bought the machines from.
>
>They are, but before you sink the money into it, you might consider keeping
>an eye on out ebay for used copies. Seeing how it's pretty much a dead
>product it's _way_ over priced.

3679. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 08:14:53 UTC
From: SWE <jvalant@atari.org>
Message-ID: <1oeQe.1790$cE1.257977@news.siol.net>
Source record: 11552

<snip>

>>The last time I did this, I used two separate methods to move files back.
>>And that missed two things, which I needed to fix. Teradesk does not balk
>>at long file names far down in the directory structure, which is nice.
>>
>>Copy everything with the latest version of Teradesk you can find. Then, if
>>needed, re-copy bin, sbin, usr sbin and usr bin, and X11, which I think is
>>in etc. That may still miss wtmp, which is in /var and both copies need
>>to be writable.
>
> Sounds to me like we should encourage Anodyne to write a script to
> backup Mint for us!

Ahem.. Whats wrong with tar? You tar your MiNT partition and thus save all flags and symbolic links, etc? All u need is to add mke2fs and tar to your rescue floppy. On CD u may even put small MiNT XaAES/NAES setup (kernel, aes, desktop and tools like toswin2, mke2fs and tar (rename those to .TTP) and that is all. Basicaly, u may duplicate your C: MiNT files. Its even possible sqeeze that on a floppy :) If u wana boot MiNT from CD then, just edit mint.cnf to suit your CD rom drive..

If panic strikes you just boot from CD (or copy files to C:, boot) in MiNT, mke2fs new mint partition and untar MiNT backup there. Easy, and safe backup.

Also, most MiNT "problems" are actualy TOS filesystem problems, where C: drive get corrupted and so mingle mint.cnf etc.. So simple backup of mint kernel and mint.cnf + few drivers is usualy enough... and just copying that back to C: solve issues

More dangerous problems are when some app destroy mint partition bootsector, but even that is usualy user error :) Full MiNT backup is wise then :) and i thin tar is best option...

Janez

3680. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 09:57:42 UTC
From: Dimitri Junker <temp0903@dimitri-junker.de>
Message-ID: <28082005121232i2C0015YR5LC0A8026B@Dimitri-Junker.de>
Source record: 11553

Hi,

>Ok thanks fot that. Unfortunatley my German skills stretch to orderin=
g
>a beer and getting the bill ;-)

Write an E-Mail to:
Oliver.Buchmann@application-systems.de

Dimitri

3681. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 11:25:01 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125228301.300167.12680@g14g2000cwa.googlegroups.com>
Source record: 11554

Yeah, you can use MiNT.
try these sites:

Freemint for the installation:
http://atari.st-katharina-apotheke.de/home.php?lang=en&headline=EasyMiNT&texte=easymint

Sparemint for the updates to the latest kernels and packages:
http://sparemint.atariforge.net/sparemint/

Coda.

3682. Web update

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 12:28:51 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <4311ae51$0$6464$626a14ce@news.free.fr>
Source record: 11555

A new document is online :
Un nouveau document est en ligne :

ST BOOK schematics (12 sheets - 1992 - ZIP of 2.1MB)
Sch&#65533;mas du ST BOOK (12 planches - 1992 - ZIP de 2.1 Mo)

English :
http://www.czuba-tech.com/old/museum.htm
French:
http://www.czuba-tech.com/old/musee.htm

3683. Re: WTB Looking for a 68060

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 14:06:45 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <4311c4f1$0$1828$626a14ce@news.free.fr>
Source record: 11556

I sell 3 CPU 060 on ebay.

Here is the better (a 60 MHz model running fine at 72) :

http://cgi.ebay.com/Motorola-CPU-68060-RC60-With-FPU-MMU_W0QQitemZ5235910577QQcategoryZ4598QQrdZ1QQcmdZViewItem

dui-26ic@iximail.com wrote:
> Hi
>
> Looking to get a CT60 up and running and need a
> replacement 68060 (with FPU & MMU). Anything
> considered.
>
> Cheers
>
> Ian.

3684. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 18:25:21 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <desvih$9os$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11557

"exxos" <exxos@home.co.uk> wrote in message
news:4310d497$0$13701$cc9e4d1f@news-text.dial.pipex.com...
> oh ?, I thought I broke it plenty :P, but yeah the last version seems
> unbreakable, I will however keep trying ;-)
>
> chris
>
>

Come come!!, you must never tell the customers that anything ever went
wrong not even once, not even a misplaced bit.

Just where would we be if companies ever had to experience a learning
curve, or heaven forbid, a development schedule which doesn't go
entirely to plan. ;-)

3685. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 19:11:59 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <43120ba3$0$6468$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11558

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:desvih$9os$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:4310d497$0$13701$cc9e4d1f@news-text.dial.pipex.com...
>> oh ?, I thought I broke it plenty :P, but yeah the last version seems
>> unbreakable, I will however keep trying ;-)
>>
>> chris
>>
>>
>
> Come come!!, you must never tell the customers that anything ever went
> wrong not even once, not even a misplaced bit.
>
> Just where would we be if companies ever had to experience a learning
> curve, or heaven forbid, a development schedule which doesn't go
> entirely to plan. ;-)
>
>
>

ahhh yes, was of course speaking about my expert craftsmand ship ;-)))

Chris

3686. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 20:53:34 UTC
From: blah@blah.com
Message-ID: <b194h1lenam3oqko11b51bpk7j6kd49o61@4ax.com>
Source record: 11559

Thanks for that.

Dave.

On 28 Aug 2005 04:25:01 -0700, "Coda" <smeg_007@hotmail.com> wrote:

>Yeah, you can use MiNT.
>try these sites:
>
>Freemint for the installation:
>http://atari.st-katharina-apotheke.de/home.php?lang=en&headline=EasyMiNT&texte=easymint
>
>Sparemint for the updates to the latest kernels and packages:
>http://sparemint.atariforge.net/sparemint/
>
>Coda.

3687. TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 20:59:08 UTC
From: blah@blah.com
Message-ID: <i394h19i9au757a0p0i4nonet554rtfncg@4ax.com>
Source record: 11560

Hi,

Anyone know if there is an online version of a TT user guide? I'm specifically looking for info on which HD program (format / partition) I need to use.

Is the the best forum for responses? Like I siad in a previous post it's been 10 years since I've used an Atari and things have changed quite a bit - I've a lot of questions :-)

One further question and I know there will be no simple response... Is it possible to put a TT or Falcon on a home network (router) and get access to the www?

Thanks in advance

Dave.

3688. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 21:20:37 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1125264037.763370.171840@g47g2000cwa.googlegroups.com>
Source record: 11561

http://europeshareware.free.fr/scripts/visu1.php?Langue=n_a&editeur=1
It's on the ASH page.

But I suggest going with EASYMiNT.. Magic is $195 USD

Rob

blah@blah.com wrote:
> Had a look but could not see it on either of the three Atari pages.
>
> On 27 Aug 2005 19:36:59 -0700, "RobM" <rmahlert@gmail.com> wrote:
>
> >Try Europe Shareware.
> >
> >http://www.europe-shareware.org/
> >
> >Rob
> >http://www.atari-users.net

3689. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 23:18:04 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <detgncnks1@reader2.panix.com>
Source record: 11562

There is nothing at all wrong with tar. As long as you remember the -f, it works admirably well, if you have room for the tar file and the iso file needed to put the tar file onto a CD. And room for the tar file and its untarred self. I do. But if all goes well, it would be one extra step, although a very stable and well supported step.

If there is a next time, I will try tar. Cannot hurt, may turn out to be faster and easier.

Thanks for the reminder.

Jim

SWE <jvalant@atari.org> writes:

: <snip>

: >>The last time I did this, I used two separate methods to move files back.
: >>And that missed two things, which I needed to fix. Teradesk does not balk
: >>at long file names far down in the directory structure, which is nice.
: >>
: >>Copy everything with the latest version of Teradesk you can find. Then, if
: >>needed, re-copy bin, sbin, usr sbin and usr bin, and X11, which I think is
: >>in etc. That may still miss wtmp, which is in /var and both copies need
: >>to be writable.
: >
: > Sounds to me like we should encourage Anodyne to write a script to
: > backup Mint for us!

: Ahem.. Whats wrong with tar? You tar your MiNT partition and thus save all
: flags and symbolic links, etc? All u need is to add mke2fs and tar to your
: rescue floppy. On CD u may even put small MiNT XaAES/NAES setup (kernel, aes,
: desktop and tools like toswin2, mke2fs and tar (rename those to .TTP) and
: that is all. Basicaly, u may duplicate your C: MiNT files. Its even possible
: sqeeze that on a floppy :) If u wana boot MiNT from CD then, just edit
: mint.cnf to suit your CD rom drive..

: If panic strikes you just boot from CD (or copy files to C:, boot) in MiNT,
: mke2fs new mint partition and untar MiNT backup there. Easy, and safe backup.

: Also, most MiNT "problems" are actualy TOS filesystem problems, where C:
: drive get corrupted and so mingle mint.cnf etc.. So simple backup of mint
: kernel and mint.cnf + few drivers is usualy enough... and just copying that
: back to C: solve issues

: More dangerous problems are when some app destroy mint partition bootsector,
: but even that is usualy user error :) Full MiNT backup is wise then :) and i

: thin tar is best option...

: Janez

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3690. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-28 23:35:41 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dethod$27p$1@reader2.panix.com>
Source record: 11563

No, yes, yes, and yes. The devil is in the details.

Buy HHDriver. There is no better HD program.

The easiest ethernet card fits the cartridge port, and is sold on E-Bay
for the same price as direct. There are others, and more expensive, but
some people reading this list have used the Ethernec for your purpose.

Jim

blah@blah.com writes:

: Hi,

: Anyone know if there is an online version of a TT user guide? I'm
: specifically looking for info on which HD program (format / partition)
: I need to use.

: Is the the best forum for responses? Like I siad in a previous post
: it's been 10 years since I've used an Atari and things have changed
: quite a bit - I've a lot of questions :-)

: One further question and I know there will be no simple response... Is
: it possible to put a TT or Falcon on a home network (router) and get
: access to the www?

: Thanks in advance

: Dave.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3691. Cubase 3.01 startet nicht mehr

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 06:31:37 UTC
From: klaus <Klaus.Kleiner@gmx.net>
Message-ID: <1125297097.302641.9420@g47g2000cwa.googlegroups.com>
Source record: 11564

Hallo,

ich habe seit einigen Jahren einen Atari 1040 und dazu die
Sequenzersoftware Cubase (3.01) (Original mit Dongle, ...). Nachdem ich
den Rechner nun einige Jahre nicht benutzt habe, wollte ich die
Software wieder nutzen. An sich geht auch alles (Disketteninhalt
ansehen, Programme starten) aber Cubase startet zwar und baut den
üblichen Bildschirm auf, bleibt aber offenbar ganz kurz vor Schluss
haengen (Cursor ist eine Biene).
Was koennte das sein ? Probleme mit zu alter Diskette ? Probleme mit
altem Dongle ? Probleme mit altem Atari ?

Fuer einen Hinweis waere ich dankbar

Gruss
Klaus

3692. Re: Cubase 3.01 startet nicht mehr

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 07:06:12 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1125299172.008767.205650@g43g2000cwa.googlegroups.com>
Source record: 11565

Hi,

Try to duplicate your original disks to check if the data on your
original disks is damaged or not.
Are other applications working?

klaus wrote:
> Hallo,
>
> ich habe seit einigen Jahren einen Atari 1040 und dazu die
> Sequenzersoftware Cubase (3.01) (Original mit Dongle, ...). Nachdem ich
> den Rechner nun einige Jahre nicht benutzt habe, wollte ich die
> Software wieder nutzen. An sich geht auch alles (Disketteninhalt
> ansehen, Programme starten) aber Cubase startet zwar und baut den
> üblichen Bildschirm auf, bleibt aber offenbar ganz kurz vor Schluss
> haengen (Cursor ist eine Biene).
> Was koennte das sein ? Probleme mit zu alter Diskette ? Probleme mit
> altem Dongle ? Probleme mit altem Atari ?
>
> Fuer einen Hinweis waere ich dankbar
>
> Gruss
> Klaus

3693. Re: Web update

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 07:07:05 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF3880B9.9CE1%vlg@o2.pl>
Source record: 11566

w poscie 4311ae51$0$6464$626a14ce@news.free.fr, Rodolphe Czuba od rodolphe.BeurkSPAM.czuba@free.fr napisal 28-08-05 14:28:

> A new document is online :
> Un nouveau document est en ligne :
>
> ST BOOK schematics (12 sheets - 1992 - ZIP of 2.1MB)
> Schï¿½mas du ST BOOK (12 planches - 1992 - ZIP de 2.1 Mo)

Wow! Great, thanks a lot :)

3694. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 09:49:39 UTC
From: blah@blah.com
Message-ID: <dam5h1pc1e14krbve3h9vos8gmak5vunrm@4ax.com>
Source record: 11567

Hi,
Thanks for all the Nos & yesses :-)

Any idea what what the cartridge port ethernet option is called? A
search of Ebay returns no hits.

Cheers
David

On Sun, 28 Aug 2005 23:35:41 +0000 (UTC), Jim DeClercq
<jimd@panix1.panix.com> wrote:

>No, yes, yes, and yes. The devil is in the details.
>
>Buy HHDriver. There is no better HD program.
>
>The easiest ethernet card fits the cartridge port, and is sold on E-Bay
>for the same price as direct. There are others, and more expensive, but
>some people reading this list have used the Ethernec for your purpose.
>
>Jim
>
>blah@blah.com writes:
>
>: Hi,
>
>: Anyone know if there is an online version of a TT user guide? I'm
>: specifically looking for info on which HD program (format / partition)
>: I need to use.
>
>: Is the the best forum for responses? Like I siad in a previous post
>: it's been 10 years since I've used an Atari and things have changed
>: quite a bit - I've a lot of questions :-)
>
>: One further question and I know there will be no simple response... Is
>: it possible to put a TT or Falcon on a home network (router) and get
>: access to the www?
>
>: Thanks in advance
>
>: Dave.
>
>
>
>--

3695. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 10:32:19 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125311539.097406.31400@o13g2000cwo.googlegroups.com>
Source record: 11568

The ethernet cartdridge is called Ethernec. A quick search on this group will turn up tons of hits. A guy called Rory McMahon (sp?) is now making them. He does tend to put them on ebay. If you need Ethernet capability now then I recommend this route.
If you have a Falcon and/or TT and you want Ethernet AND USB, then you may want to wait for the CTLink. However, If you've got tons of cash I would recommend putting your name down for a CT60 accelerator, and buy an EtherNAT from Nature.
CT60 and CTLink = http://www.czuba-tech.com
EtherNAT = http://nature.atari.org

The EtherNAT is ready to go into production now, the CTLink is ~3-6 months behind.

Coda.

3696. Re: Cubase 3.01 startet nicht mehr

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 11:32:11 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4312f23b$0$2278$91cee783@newsreader02.highway.telekom.at>
Source record: 11569

Hi Klaus!

Try to clean the contacts of your Dongle! With a Kontakt-Spray or a
MOS2-Oil.

There is also a german newsgroup for ST/TT.

Best Regards,

Daniel Mandic

3697. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 11:52:04 UTC
From: blah@blah.com
Message-ID: <gdr5h1lc15utt5u2q4c54kl4glvt32g9aq@4ax.com>
Source record: 11570

Thats great, thanks for the info.

Dave.

On 29 Aug 2005 03:32:19 -0700, "Coda" <smeg_007@hotmail.com> wrote:

>The ethernet cartdridge is called Ethernec. A quick search on this
>group will turn up tons of hits. A guy called Rory McMahon (sp?) is now
>making them. He does tend to put them on ebay. If you need Ethernet
>capability now then I recommend this route.
>If you have a Falcon and/or TT and you want Ethernet AND USB, then you
>may want to wait for the CTLink. However, If you've got tons of cash I
>would recommend putting your name down for a CT60 accelerator, and buy
>an EtherNAT from Nature.
>CT60 and CTLink = http://www.czuba-tech.com
>EtherNAT = http://nature.atari.org
>
>The EtherNAT is ready to go into production now, the CTLink is ~3-6
>months behind.
>
>Coda.

3698. Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 12:41:38 UTC
From: blah@blah.com
Message-ID: <bf06h19nbai0qnnenvkb9tb86f6kv1hrea@4ax.com>
Source record: 11571

Hi all,

Can anyone tell me how to remove Thing desktop from a Falcon? I
renamed the Thing109 folder to ThingXXX and now whatever set I use in
X-Boot I still get errors about Thing not being found. I guess this
is more of an X-Boot question really.

Thanks in advance

Dave.

3699. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 13:01:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125320494.279255.22210@f14g2000cwb.googlegroups.com>
Source record: 11572

What do yuou have in the AUTO folder?

3700. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 14:02:00 UTC
From: blah@blah.com
Message-ID: <j556h1p5eucqcsvk3h8vngl8it1q2ksi78@4ax.com>
Source record: 11573

Only two enabled program; XBOOT.PRG & TOS4_FIC.PRG

Two folders:
Assign
assign.old
assign.sys
telnet.sys

NEWDESK
Lots of .INF files two being THING256.INF & THING16.INF

Do these need to go?

Dave.

On 29 Aug 2005 06:01:34 -0700, "Coda" <smeg_007@hotmail.com> wrote:

>What do yuou have in the AUTO folder?

3701. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 14:37:26 UTC
From: SWE <jvalant@atari.org>
Message-ID: <G4FQe.1824$cE1.263593@news.siol.net>
Source record: 11574

Jim DeClercq wrote:

Hi Jim,

> There is nothing at all wrong with tar. As long as you remember the -f, it
> works admirably well, if you have room for the tar file and the iso file
> needed to put the tar file onto a CD. And room for the tar file and its
> untarred self. I do. But if all goes well, it would be one extra step,
> although a very stable and well supported step.
>
> If there is a next time, I will try tar. Cannot hurt, may turn out to be
> faster and easier.

Hmm, why u need room for both? U can create normal data cd, and put needed files: auto folder, mint folder, aes, desktop, mke2fs and tar. And the x.tar itself of course :) U may even edit mint.cnf and aes.cnf and u get bootable cd. Or leave all settings done for C:.. If C: drive gets corrupted u fix it and copy MiNT files back. If MiNT partiton also get corruopted, u then boot to MiNT, make ext2 partition and untar MiNT archive to newly created partiton. So its wise to add cdrom drivers etc as well to rescue cd :)

Janez

P.S: yes, it is additional step, but it does preserve links and stuff..

3702. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 14:41:00 UTC
From: SWE <jvalant@atari.org>
Message-ID: <08FQe.1825$cE1.263650@news.siol.net>
Source record: 11575

Hi,

> Anyone know if there is an online version of a TT user guide? I'm
> specifically looking for info on which HD program (format / partition)
> I need to use.

Go for HDDRIVER. It is comercial, but very good driver, still supported
with a lot of features... worth every cent...

> Is the the best forum for responses? Like I siad in a previous post
> it's been 10 years since I've used an Atari and things have changed
> quite a bit - I've a lot of questions :-)

It is. U can also send me mail, esp if u want help arround MiNT...

> One further question and I know there will be no simple response... Is
> it possible to put a TT or Falcon on a home network (router) and get
> access to the www?

Yes. :)

Janez

3703. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 14:43:53 UTC
From: SWE <jvalant@atari.org>
Message-ID: <JaFQe.1826$cE1.263292@news.siol.net>
Source record: 11576

> Can anyone tell me how to remove Thing desktop from a Falcon? I
> renamed the Thing109 folder to ThingXXX and now whatever set I use in
> X-Boot I still get errors about Thing not being found. I guess this
> is more of an X-Boot question really.

It is. Thing is probably started with Xboot. AS long u dont remove Thing
from Xboot sets, Xboot will complain. Esp since u renamed folder...

Janez

3704. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 15:04:47 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1125327887.839942.75380@f14g2000cwb.googlegroups.com>
Source record: 11577

Thing can be started by your AES. Which AES do you use?

3705. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 15:25:23 UTC
From: blah@blah.com
Message-ID: <v0a6h1t0g7sdspvbcqic9kn90gcu145tnu@4ax.com>
Source record: 11578

Hi Janez,

>Hi,
>> Anyone know if there is an online version of a TT user guide? I'm
>> specifically looking for info on which HD program (format / partition)
>> I need to use.
>
> Go for HDDRIVER. It is comercial, but very good driver, still supported
>with a lot of features... worth every cent...

Yes I've heard that from a few people and the author has also been a
helpfull. I hope it's also worth every penny ;-)

>> Is the the best forum for responses? Like I siad in a previous post
>> it's been 10 years since I've used an Atari and things have changed
>> quite a bit - I've a lot of questions :-)
>
> It is. U can also send me mail, esp if u want help arround MiNT...

Thanks for that, may take you up on that.

>> One further question and I know there will be no simple response... Is
>> it possible to put a TT or Falcon on a home network (router) and get
>> access to the www?
>
> Yes. :)

I asked for that.

Cheers
Dave.

3706. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 15:31:21 UTC
From: blah@blah.com
Message-ID: <4ga6h1d1uq0ocrnjnen1cfn358j0qgt0hh@4ax.com>
Source record: 11579

Unknown. Just done a search of all the HDs for *aes*. * and it
returned nothing. How can I find out?

Cheers
Dave.

On 29 Aug 2005 08:04:47 -0700, "Joe Iron" <vas.jozsef@karatnet.hu>
wrote:

>Thing can be started by your AES. Which AES do you use?

3707. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 15:39:06 UTC
From: blah@blah.com
Message-ID: <fpa6h1584m16f0hjm3pnbfvjat1au2sojg@4ax.com>
Source record: 11580

I've removed all reference to Thing from the default set in Xboot and
it still complains. The default set is very minimal with only the
following selected:

PRGs
===
XBOOT
MAGXBOOT
NVDI
TOS4_FIX

CPXs
===
General
MAGXCONF
NVDICONF
TRASH

No ACCs are selected.

Dave.

On Mon, 29 Aug 2005 14:43:53 GMT, SWE <jvalant@atari.org> wrote:

>
>
>> Can anyone tell me how to remove Thing desktop from a Falcon? I
>> renamed the Thing109 folder to ThingXXX and now whatever set I use in
>> X-Boot I still get errors about Thing not being found. I guess this
>> is more of an X-Boot question really.
>
> It is. Thing is probably started with Xboot. AS long u dont remove Thing
>from Xboot sets, Xboot will complain. Esp since u renamed folder...
>
> Janez

3708. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 15:50:18 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3ngp5rF1es99U1@individual.net>
Source record: 11581

blah@blah.com wrote:
> I've removed all reference to Thing from the default set in Xboot and
> it still complains. The default set is very minimal with only the
> following selected:

Have you checked whether Thing has been selected as Autostart
application? I don't know the name of the menu item/option for the
English version of TOS, but you can configure an Autostart application
somewhere in the standard GEM desktop.
In order to change this you must first prevent Thing from being booted,
so that you can change the setting in the standard desktop.

As an alternative, load your C:\NEWDESK.INF file and remove any line
where 'THING' appears. Or (maybe the simplest solution for you) just
delete NEWDESK.INF. You can create a new one any time with your own
settings.

--

Dr. Uwe Seimet http://www.seimet.de

3709. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 18:27:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.29.18.27.39.906119@charter.net>
Source record: 11582

On Mon, 29 Aug 2005 16:25:23 +0100, blah wrote:

> Yes I've heard that from a few people and the author has also been a
> helpfull. I hope it's also worth every penny ;-)

I'll make it easy for you - its well worth *twice* the price. :-)

>> Yes. :)
>
> I asked for that.
>
> Cheers
> Dave.

Don't let him fool you Dave, he's helped me in the past, as well as many
others. His bark is worse than his byte... <big grin>

If you do want more specific MINT related questions, you might consider
joining their mailing list, and ask questions there.

--
_/_/_/

3710. GrafTool author address

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 19:26:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <pIWdndUx7eH5_I7eRVnyvg@pipex.net>
Source record: 11583

I tried to register GrafTool under the address given in
accompanying text, but my email was bounced with:

----- The following addresses had permanent fatal errors -----
Joergen_von_Bargen@hh.maus.de
(reason: 550 Host unknown)

----- Transcript of session follows -----
550 5.1.2 Joergen_von_Bargen@hh.maus.de... Host unknown
(Name server: hh.maus.de: host not found)

Does anyone have an alternative address for him please? Apart from
registering, I would also like GFTHYP05.LZH the Online help file
for GrafTool to be mailed to me by someone if possible (I don't
have ftp/www access at present).

Regards, /Peter/

3711. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 19:31:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200508292131.a13336@b.maus.de>
Source record: 11480

Hi,

MT>USB-only printers can't be used on Atari.
the same for GDI (Windows only).

I recommend a HP Laser with parallel port.

Und TTschï¿½
ps

3712. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 19:33:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200508292133.a13337@b.maus.de>
Source record: 11481

Hi Coda,

C>USB will be available for MegaSTE, TT, Falcon, Hades/Milan and CT60
C>soon.
do you really think so?

Und TTschï¿½
ps

3713. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 19:38:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200508292138.a13338@b.maus.de>
Source record: 11479

Hi,

B>I'm specifically looking for info on which HD program (format /
B>partition) I need to use.
most of the programs running on an ST will run on a TT as well.

B>Is it possible to put a TT or Falcon on a home network (router) and get
B>access to the www?
I run a TT, there's no PC in my home and I intend to go on doing so as
long as my TT won't die..
Access to www is a bit slow, my opinion is: It's ok to look at a
certain page, but I think surfing with a TT is boring.

Und TTschï¿½
ps

3714. [SDL] SDL 1.2.9 for Atari

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 19:54:41 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.08.29.19.54.36.103334@caramail-NOSPAM.com>
Source record: 11584

Hello,

Following the release of SDL 1.2.9 this week-end on various systems (http://www.libsdl.org), here is the Atari version, for people wanting to develop programs for various platforms. You can download it from my website (yep, I know, still no RPM version).

First, I whould thank all people that help me fixing bugs and doing tests on their systems.

- Better detection of system to enable/disable various drivers.
- Timer layer: release CPU when waiting under MiNT.
- Gem video driver: huge number of bugfixes.
- IKBD keyboard/mouse/joystick driver: many bugfixes.
- MCSN audio driver: uses a thread under MiNT.
- Xbios video driver:
support for Screenblaster 3, Blowup and Centscreen on Falcon.
many bugfixes.
- Xbios audio driver:
support for FDI interface: both clocks and external output.
uses a thread under MiNT.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3715. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 22:04:08 UTC
From: blah@blah.com
Message-ID: <7c17h194o5gna3efjus8dp105nk50db69c@4ax.com>
Source record: 11585

On Mon, 29 Aug 2005 14:27:39 -0400, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>On Mon, 29 Aug 2005 16:25:23 +0100, blah wrote:
>
>> Yes I've heard that from a few people and the author has also been a
>> helpfull. I hope it's also worth every penny ;-)
>
>I'll make it easy for you - its well worth *twice* the price. :-)

Ok ok, I'm convinced. :o)
>
>>> Yes. :)
>>
>> I asked for that.
>>
>> Cheers
>> Dave.
>
>Don't let him fool you Dave, he's helped me in the past, as well as many
>others. His bark is worse than his byte... <big grin>
>
>If you do want more specific MINT related questions, you might consider
>joining their mailing list, and ask questions there.

That sounds like an idea, have you got the address?

Are any of these replacemnt desktops better/worse when used in a
networked environment?

Thanks
Dave.

3716. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-29 22:38:41 UTC
From: Lowline <gabber@telus.net>
Message-ID: <R7MQe.218958$HI.209595@edtnps84>
Source record: 11586

Most new HP Monochrome Laser printers with a parallel port can either be
emulated with the old Laserjet II or Laserjet 4 driver.

Thanks
David

"Jim DeClercq" <jimd@panix3.panix.com> wrote in message
news:deksaqelj1@reader2.panix.com...
> Coda <smeg_007@hotmail.com> writes:
>
> : >NVDI supports a lot of (old) printers. Unfortunately NVDI seems to be a
> dead project and there is no support for
> newer printers. If you buy for example a new HP printer, you have to try
> one of NVDI drivers for an older HP model
> and hope that it works.
>
> : Most printer manufacturers still use the same protocols that they
> : developed a long time ago, with few changes, so there is a good chance
> : that they will work. The only problem is finding brand new printers
> : that have parallel ports now.
>
> One of the two differences between old and new printers is that the
> things are stuck in graphics mode, and do not have a text or draft
> mode any more. If all you are doing is printing bitmaps, they
> work fine, if you can connect it to an Atari.
>
> If you need text mode for anything, you need a used printer, and
> a fairly old one, too. I think Epson stopped supporting text with
> the Stylus 600.
>
> Jim
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

3717. Re: GrafTool author address

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 00:11:09 UTC
From: Karsten Lüdersen <dev.null@kalue.de>
Message-ID: <a81561cda7cbe8f7231787fa63160f43@ID-163102.user.uni-berlin.de>
Source record: 11591

<xlator@cix.compulink.co.uk> wrote :

> Does anyone have an alternative address for him please?

The hamburg-maus-bbs, to which the E-Mail-Adress refers, has closed down in 2001. I have not heard or read anything of him the last five years or more. Iï¿½m afraid, he doesnï¿½t support Graftool anymore, but I donï¿½t know.

I did find a telefon-number in the directory of Hamburg. I donï¿½t know for sure, if it is the right one, but I suppose it is. If You are interested, to try it, send me an E-Mail.

Karsten

--
http://www.kalue.de/

3718. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 00:55:59 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <z8OQe.4341$2F1.233923@news20.bellglobal.com>
Source record: 11594

hey guys still getting used to the nvdi , can safely say "work in progress"!!

thanks again
charles

3719. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 00:57:50 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <df0aue$9ak$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11592

"exxos" <exxos@home.co.uk> wrote in message
news:43120ba3$0$6468$cc9e4d1f@news-text.dial.pipex.com...
> ahhh yes, was of course speaking about my expert craftsmand ship ;-)))
>
> Chris
>
>

Got some piccies for you ;-)

http://www.retro.dial.pipex.com/chris/DSCF4865.JPG
http://www.retro.dial.pipex.com/chris/DSCF4877.JPG

These are BIG, about 800k compressed. Too big for email..

3720. Re: WTB: PC to Atari Keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 01:05:52 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1125363952.965650.205450@g44g2000cwa.googlegroups.com>
Source record: 11593

dui-26ic@iximail.com wrote:
> Looking for an adapter to allow me to use a
> PC style keyboard (any) with an Atari ST/STe/Falcon
> (any or all).
>
> I'm trying to use a KVM switch to let me use the
> same keyboard with an Atari and a PC. I had an
> adapter card previously, but seem to have misplaced
> it :-(
>
You are looking for an Eiffel. These are occasionally made by others
for sale, or you can make one yourself.

Galen

3721. Format floppy, Discus and Hypercopy

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 01:15:39 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <df0bvr$c3u$1@reader2.panix.com>
Source record: 11595

Reporting back. According to Hypercopy, it sets Add Headers to Yes, which does not read on a Dell box, and Discus sets it to No, and that does read on a Dell box.

What is Add Headers for?

It seems I need Discus for many things, and Hypercopy to tell me what is wrong with a disk format. Still no word from the author about registration.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3722. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 01:19:13 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1125364753.904832.188340@g43g2000cwa.googlegroups.com>
Source record: 11596

Several of the more expensive HP and Brother Laser printers have PCL6
or PCL5e emulation. PCL5e will certainly work with an Atari.

Galen

3723. The Digital Alternative CD-MAG Launch Issue

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 01:46:01 UTC
From: John Kavanagh <cpcoxygen@gmail.com>
Message-ID: <pTOQe.4683$R5.807@news.indigo.ie>
Source record: 11597

Here's information on an new retro magazine you all may be interested in:

The Digital Alternative is an interactive magazine presented on two professionally produced CD-ROMS covering retro / alternative computing and gaming at its best. Each issues, supplied on 2 CD-ROMS, will have over 4 hours of video footage and over 200 pages of articles covering all aspects of retro and alternative gaming/computing.

The retro aspect of the magazine coves home computers and consoles from the 1970's, 80's and early 90's which basically means every retro format you can think of. There will also be alternative content, meaning contents about the CPC-NG, Commodore One etc.

The cost will be 5 Euro (US DOLLARS: $6.10 or STERLING: £3.40) plus the cost of postage and packaging.

We are ready to produce the launch issue but first we need the number of CD-ROMS and Inserts to produce. So if you're interested then register your interest at http://www.digi-alt.net If interested it's important to register your interest as not to under/over produce the CD-ROMs. We plan on finding the number of people interested (by registering their interest), add 10 percent, round it off and produce the result.

You can go to the main site http://www.digi-alt.net to find out more information on the contents of the first issue.

Regards,
John

www.digi-alt.net

3724. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 01:54:46 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1125366886.851920.152510@o13g2000cwo.googlegroups.com>
Source record: 11598

Let's not forget what the route means:

This is from memory, but I believe I'm correct:

First set: What addresses may be reached
Second set: Masking (0 = strip, 255 = keep)
Third set: What port to use
Fourth set: What gateway computer (router) to find

Thus, 192.168.0.104 255.255.255.0 Ethernet 0.0.0.0
would mean to send any data intended for 192.168.0.xxx out the Ethernet port and to use any available computer as the gateway. (So why did you write the .104?)
Then 0.0.0.0 0.0.0.0 EtherNet 192.168.0.1
would mean to send any other data out the Ethernet port to the computer 192.168.0.1 (your router). Since you intend to send all data out your Ethernet port, I think that you just need the default (last line), although you might also try:
192.168.0.0 255.255.255.0 EtherNet 192.168.0.1
0.0.0.0 0.0.0.0 EtherNet 0.0.0.0

One important point -- there are no spaces in this file! What appear to be spaces MUST be [TAB]s.

I can't guarantee that this will work, but it's my best shot at the moment.

Galen

3725. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 01:57:25 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1125367045.191570.80180@g49g2000cwa.googlegroups.com>
Source record: 11499

OK, now I'm confused.

If your computer has address 192.168.0.104, wouldn't

0.0.0.0 0.0.0.0 EtherNet 192.168.0.104

serve to send all data packets back to your computer?

Galen

3726. pageing bill forbes

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 03:44:02 UTC
From: Lance Ringquist <video61@tcq.net>
Message-ID: <1125351468-001208AEicMi@tcq.net>
Source record: 11500

```
if bill forbes see's this i tired to answer your e-
mail request today twice. it bounced back twice
undelieverable.
is there another address i can reach you at to answer
your questions?
if not just e-mail me your phone number, and i will
call you on my dime.
thanks,
lance
www.atarisales.com
```

3727. WTB: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 04:49:06 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <uxRQe.18399$wb5.3250@bignews1.bellsouth.net>
Source record: 11501

Looking for Non-Working Atari Falcons.

If you have a Falcon that doesn't work anymore and want to
sell it. Contact me at the e-mail address below.

Also, I may be interested in a working Falcon, depending on the
condition and if it has been upgraded or not.

If you have one for sale, contact me at the e-mail address below.

Also interested in 3rd party hardware for the Falcon of all types.
Working and Non working.
Contact me at the address below if you have Atari Falcon hardware
to sell.

I am located in the USA, and will buy from OverSeas and CANADA.

E-Mail me a description of your item and asking price to me at:

phantomm@bellsouth.net

Thanks,

3728. Re: Format floppy, Discus and Hypercopy

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 06:21:26 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3nic76F1k3m2U1@individual.net>
Source record: 11502

Jim DeClercq wrote:

> Reporting back. According to Hypercopy, it sets Add Headers to Yes, which
> does not read on a Dell box, and Discus sets it to No, and that does read
> on a Dell box.
>
> What is Add Headers for?
>
> It seems I need Discus for many things, and Hypercopy to tell me what is
> wrong with a disk format. Still no word from the author about
> registration.

One can do all kind of things as far as formatting floppy disks is concerned. "Add Headers" thus can mean a lot. Old versions of DISKUS offered special formatting features where you could influence the number of bytes written to certain locations within a track, or analyze a track layout. These features are not available in the current versions anymore because they only work with the Atari floppy hardware and not with emulations like MagiC or with the Milan. Besides that, execpt for creating track formats not compatible with any platform these functions were not really useful, and so I removed them. (Registered users can get an old version of DISKUS, of course, where these functions are still available.)
Anyway, obviously it does not need complicated options to format a floppy with DISKUS in order to be readable on a PC :-).

--

Dr. Uwe Seimet http://www.seimet.de

3729. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 07:04:38 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1125385478.605016.105050@z14g2000cwz.googlegroups.com>
Source record: 11503

Does it fit under the keyboard of an 1040ST ????

techie_alison wrote:
> "exxos" <exxos@home.co.uk> wrote in message
> news:43120ba3$0$6468$cc9e4d1f@news-text.dial.pipex.com...
> > ahhh yes, was of course speaking about my expert craftsmand ship ;-)))
> >
> > Chris
> >
> >
>
> Got some piccies for you ;-)
>
> http://www.retro.dial.pipex.com/chris/DSCF4865.JPG
> http://www.retro.dial.pipex.com/chris/DSCF4877.JPG
>
> These are BIG, about 800k compressed. Too big for email..

3730. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 07:37:19 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1125387439.935257.275720@z14g2000cwz.googlegroups.com>
Source record: 11504

Probably u use the original AES (built in tos), since every AES I can think has "AES" in its name (NAES, XAAES, OAESIS, etc..) I've NAES and there is a cfg file of it which tells him which desktop to start automatically. Since you have the original AES my only idea is the desktop.inf file. Applications also can be started from this file. Try to rename it.

Actually who complains about the missing Thing? Is it XBOOT? Or something after XBOOT? What happens if you disable XBOOT?

3731. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 09:47:50 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <df1a06$4hd$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11505

"Joe Iron" <vas.jozsef@karatnet.hu> wrote in message
news:1125385478.605016.105050@z14g2000cwz.googlegroups.com...
> Does it fit under the keyboard of an 1040ST ????
>

nope, about 5mm too long :-(you need a port extender. that's my
prototype. :-)

Chris's board fits under though. :-)

3732. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 12:07:50 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1125403670.052856.321760@o13g2000cwo.googlegroups.com>
Source record: 11506

Would it be possible to mount RS232 connector on one side and PS2
connector on the other side? Mouse could be directly connected to PeST.
Did you know, that the easter part of Budapest is called Pest?

3733. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 12:28:02 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF3A1D72.9E33%vlg@o2.pl>
Source record: 11507

w poscie 1125403670.052856.321760@o13g2000cwo.googlegroups.com, Joe Iron od vas.jozsef@karatnet.hu napisal 30-08-05 14:07:

> Did you know, that the easter part of Budapest is called Pest?

You are from Hungary?

And whats that mean, Pest?

3734. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 12:36:30 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1125405390.581016.293670@f14g2000cwb.googlegroups.com>
Source record: 11508

Yes I'm from Hungary. Joe Iron is the translation of my name (Jozsef
Vas):
Jozsef - Joe
Vas - Iron

No, there is no meaning of Pest. It is just a name.

3735. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 13:03:05 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <df1le8$5dv$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11509

"Joe Iron" <vas.jozsef@karatnet.hu> wrote in message
news:1125403670.052856.321760@o13g2000cwo.googlegroups.com...
> Would it be possible to mount RS232 connector on one side and PS2
> connector on the other side? Mouse could be directly connected to
PeST.

Yes, that would be possible although possibly impractical. The PCB
mouse PS/2 connectors are a little tight so some concern about quality
control when we were speccing. The idea with the PS2 extension cable is
the any gubbins such as PS2/USB converters can be dropped down behind
the desk etc.

Had a choice of these or these;

http://www.maplin.co.uk/Module.aspx?ModuleNo=1111&doy=30m8

http://www.maplin.co.uk/Module.aspx?ModuleNo=1115&doy=30m8

The other option is to have a very short extension cable. Silly thing
is that the sockets up above are more expensive than a 2 metre ps2
extension cable which is chopped in half.

>
> Did you know, that the easter part of Budapest is called Pest?
>
I do now :-) Pest is the flat east side of the Danube. No significance
to Strauss by any chance.. Blue Danube... Mmmm, just done a few
searches, why yes I think it is :-)

3736. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 13:08:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431485be1260b12@comcast.net>
Source record: 11532

>
>Okay, its all working but I have another question. What do you have to do
>to make the settings "stick"? I mean, after a poweroff or reboot, I have
>to go into the STing Port CPX and reset everything. I saved, both general
>and address to STING.PRT, in the C hard drive. Doesn't make a difference
>though, if I reboot, I have to use the CPX again.
>
>Any ideas? Thanks!

Not really. In the Sting Port CPX file there is a save option. I just clicked
on that and it saved it to the hard drive. Try doing it a few times just to
make sure it does the job.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3737. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 13:11:35 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1125407495.660834.217420@g49g2000cwa.googlegroups.com>
Source record: 11510

The whole stuff can be dropped down behind the table if you use an
RS232 cable to connect PeST to the Atari.

3738. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 13:11:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431485be1260b13@comcast.net>
Source record: 11533

>Since my OLR crashes when I try to do a Comment to Ed Baiz's
>posted message <43119978862a04@comcast.net>, I am sending this as
>a new Say:
>
>>Yes, that is how I backed up my Mint System. I put together a lot of tar.gz
>>files. Worked fine, but I would rather have something like CDISO or CDBackup
>>do it.
>
>For someone who is not Unix/Mint savvy, can someone please explain
>to me why you need to use both tar and gz. What do they do
>individually? I assume gz is GZIP and like any other ZIP, but what
>does tar do?
>
>And how do you handle *.tar.gz files under TOS/MagiC? Do you first
>unzip them and then detar them? ArcView has facilities for both,
>but in which order do you use them?
>
>Thanks for any explanation!
>
>Regards, /Peter/

Under Magic I first use the gzip.ttp program (-d option). That will give me a
tar file. I then use Arcview(which I have setup to work with the tar.ttp file)
to get the files inside.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3739. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 13:20:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.30.13.20.35.966684@charter.net>
Source record: 11511

On Mon, 29 Aug 2005 23:04:08 +0100, blah wrote:

> Ok ok, I'm convinced. :o)

:-)

> That sounds like an idea, have you got the address?

mint@fishpool.com

Is their working e-mail address. Here is a link with instructions:

http://sparemint.atariforge.net/mailinglist/

The MiNT Mailing List

This is where discussions regarding FreeMiNT development take place. You may submit bug reports, inform people of your programming efforts, help others resolve problems with their setup, or simply learn more about the various distributions (e.g. KGMD, SpareMiNT) and packages by reading the posts.

To subscribe, send an e-mail to Fishpool's Majordomo with "subscribe mint" as the message's content, then follow the instructions sent back in response to your request.

To unsubscribe, send an e-mail to Fishpool's Majordomo with "unsubscribe mint" as the message's content. A confirmation will be sent back in response to your request.

Warning: Majordomo is strictly designed to handle subscribtion requests automatically. It will not forward your messages to the MiNT list!

Instructions for posting your messages to the list are provided in the confirmation message sent by Majordomo after your subscribtion request has been processed.

The MiNT Mailing List Archives

* MiNT mailing list.
Archived from January 1993 onward.

The MiNT Mailing List on Google
The MiNT list is also accessible on Google.

> Are any of these replacemnt desktops better/worse when used in a
> networked environment?
>
> Thanks
> Dave.

I think people have managed to take a couple of different routes and still
get things working. I've seen where MagiC! users have succeeded with STing.

IMHO, still the best Atari environment and desktop would be MINT and Thing.

--
_/_/_/

3740. Re: PC to Atari Keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 14:18:27 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <df1prj$h8u$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11512

<dui-26ic@iximail.com> wrote in message
news:1124965644.604617.276710@z14g2000cwz.googlegroups.com...
> I'm trying to use a KVM switch to let me use the
> same keyboard with an Atari and a PC. I had an
> adapter card previously, but seem to have misplaced
> it :-(
>
> Thanks
>
> Ian.
>

Was searching for something else and found this link..

http://www.atari-workshop.co.uk/products/keyboard_accessories.htm

3741. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 14:20:43 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <df1pvr$5ke$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11513

"Joe Iron" <vas.jozsef@karatnet.hu> wrote in message
news:1125407495.660834.217420@g49g2000cwa.googlegroups.com...
> The whole stuff can be dropped down behind the table if you use an
> RS232 cable to connect PeST to the Atari.
>

Definitely.

The original Atari style extension cables can still be bought, although
a little on the pricey side.

£6 for 3 metre cable
http://www.highstreetmicro.co.uk/pagedocs/Atari%20ST%20Bits.htm

£2.50 but Stack site dead http://www.oneswitch.org.uk/4/DIY/retro.htm

$8!!! http://www.connectworld.net/cgi-bin/iec/L1142

http://www.atari-workshop.co.uk/products/keyboard_accessories.htm

3742. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 14:54:14 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1125413654.104455.122920@g47g2000cwa.googlegroups.com>
Source record: 11514

A PC serial mouse extension cable would be fine, wouldn't it?

3743. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 15:03:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.30.15.03.49.725743@charter.net>
Source record: 11515

On Mon, 29 Aug 2005 18:57:25 -0700, Galen wrote:

> OK, now I'm confused.
>
> If your computer has address 192.168.0.104, wouldn't
>
> 0.0.0.0 0.0.0.0 EtherNet 192.168.0.104
>
> serve to send all data packets back to your computer?
>
> Galen

Galen, you're right. With it set the way I had it, I could ping localhost at 127.0.0.1, and I could ping the machine (even from another ip address on the LAN) at 192.168.0.104, and I could ping other machines from the Atari. However, no apps would work. CAB, NEWSIE, etc, just time out.

I reversed the 192.168.0.1 and the 192.168.0.104 in the ROUTE.TAB file and now CAB and NEWSIE work. I was able to load up Google. :-)

Thanks.

--
_/_/_/

3744. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 15:07:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.30.15.07.34.820638@charter.net>
Source record: 11516

On Sun, 28 Aug 2005 12:00:56 +0400, Edward S. Baiz Jr. wrote:

> Have you tried sending or receiving email or maybe using Cab to get to the
> internet. Just wondering if you have that kind of access.

Okay, if you read my message to Galen, I had to reverse part of my ROUTE.TAB files settings, but once I did that, CAB and NEWSIE both work. I was able to load up the Google search site in CAB. Hurrah! :-)

> Did you check all the settings in STING? I would think that may have to do
> with your problem. What modules do you have in the STING folder?

Apparently this is not a STing problem. Its my BBS software. It doesn't access anything tcp/ip (if I'm using the right terminology here). It looks for signals from the serial port only. Thats why it works with the Lantronix UDS-10, which converts those signals. It appears at this time that a rewrite of the code itself would be required. I can still use the BBS via Telnet just like always, just not as fast as an EtherNEC would have allowed it. :-(

Thanks for the help though.

--
_/_/_/

3745. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 15:09:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.30.15.09.49.460043@charter.net>
Source record: 11517

Okay, its all working but I have another question. What do you have to do to make the settings "stick"? I mean, after a poweroff or reboot, I have to go into the STing Port CPX and reset everything. I saved, both general and address to STING.PRT, in the C hard drive. Doesn't make a difference though, if I reboot, I have to use the CPX again.

Any ideas? Thanks!

--
_/_/_/

3746. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 16:00:33 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <df1vr1$4ft$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11518

"Joe Iron" <vas.jozsef@karatnet.hu> wrote in message
news:1125413654.104455.122920@g47g2000cwa.googlegroups.com...
> A PC serial mouse extension cable would be fine, wouldn't it?
>

Yes, if it fits, and if it's all lines are connected straight through.
The biggest issue is likely to be if the connector fits the ST without
chaffing on the case.

One way to find out :-)

3747. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 16:47:35 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <43148cf6$0$6482$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11519

"Joe Iron" <vas.jozsef@karatnet.hu> wrote in message
news:1125385478.605016.105050@z14g2000cwz.googlegroups.com...
> Does it fit under the keyboard of an 1040ST ????
>

http://www.cps-electronics.co.uk/web/PS2.htm

images Are there for the test design. the full design will be a fraction
longer due to cable retention.

Chris

3748. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 16:49:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <43148d76$0$6484$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11520

"Joe Iron" <vas.jozsef@karatnet.hu> wrote in message
news:1125403670.052856.321760@o13g2000cwo.googlegroups.com...
> Would it be possible to mount RS232 connector on one side and PS2
> connector on the other side? Mouse could be directly connected to PeST.

We was going to have at first the mouse connected direct to PeST, though the PS2 plug is too wide in general so the ST would end up resting ont he PS2 connector rather than the ST's feet. After a very quick chat to people, they prefered a extender cable anyway, of course we all like our port extenders so everyone is happy there.

Chris

3749. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 16:52:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <43148e2a$0$6466$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11521

"Joe Iron" <vas.jozsef@karatnet.hu> wrote in message
news:1125407495.660834.217420@g49g2000cwa.googlegroups.com...
> The whole stuff can be dropped down behind the table if you use an
> RS232 cable to connect PeST to the Atari.
>

Id you use a "though" cable will al 9 pins connected it can work... though a normal RS232 cable will not work, TX-RX and handshake lines will be crossed over and you will have a nice reversal of mouse movements.

I think Alison maybe making some "in cable" types for those who want to do that kinda thing. The board I am developing just plugs into the port under the keyboard as show on my site http://www.cps-electronics.co.uk/web/PS2.htm that is with a few inchs are PS2 extender cable.

chris

3750. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 16:54:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <43148e97$0$6484$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11522

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:df1vr1$4ft$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> "Joe Iron" <vas.jozsef@karatnet.hu> wrote in message
> news:1125413654.104455.122920@g47g2000cwa.googlegroups.com...
>> A PC serial mouse extension cable would be fine, wouldn't it?
>>
>
> Yes, if it fits, and if it's all lines are connected straight through.
> The biggest issue is likely to be if the connector fits the ST without
> chaffing on the case.
>
> One way to find out :-)
>
>

hmmm, not sure if those plugs will fit... prossible... though the screws may need to come off and its posible the plug itself coudl be to wide or too long... A generic DB9 only *just* fits and thats without any plastic housing around it.... I would bug Alison for those in lead adapters ;-)

Chrsi

3751. Re: PureC

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 18:30:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200508302030.a13409@b.maus.de>
Source record: 11482

> patched Pure C.

The patch is in the aranym cvs.

> I'll see if I can find the topic in my NG/ML archives.

From the aranym Mailinglist:
```
-------------------------------cut-------------------------------
PC.PRG can work with files in memory (opened windows). Unfortuantelly it uses
file handles between 100 and 140. MetaDOS maps the opened files just from the
value of 100. So, the solution to make PureC working with MetaDOS or BetaDOS
would be to patch them of PureC.
.
.
.
I've been investigating the MetaDOS filehandle numbers and I've found out
that MetaDOS can only open 100files simultaneously. So I've made a patch
to let PureC use the handles from 200 to 240 for memory buffers. The
patching prgram is in src/atari/tools/pcpatch.prg.bz2 (pcpatch.c).
-------------------------------cut-------------------------------
```

Gerhard

3752. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 18:41:36 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <-OOdnZ2dnZ0cunbknZ2dnf01id6dnZ2dRVnyqp2dnZ0@pipex.net>
Source record: 11523

In message <JaFQe.1826$cE1.263292@news.siol.net>, jvalant@atari.org said:

>> Can anyone tell me how to remove Thing desktop from a Falcon? I
>> renamed the Thing109 folder to ThingXXX and now whatever set I use in
>> X-Boot I still get errors about Thing not being found. I guess this
>> is more of an X-Boot question really.
>
> It is. Thing is probably started with Xboot. AS long u dont remove Thing
>from Xboot sets, Xboot will complain. Esp since u renamed folder...

Hi Janez!

I don't think that's right - Thing is not included in SETS.DAT! At
least it isn't in mine on the Falcon (though I use V1.29).

But if he is using MagiC, he will have to delete the line

#_SHL C:\THING\THING.APP

(or whatever the path was - mine is in D:\THING\) in the MAGX.INF
file and possibly substitute an entry for an alternative desktop
if he isn't using MagiC's own.

If he is *not* using MagiC, then I don't know where the message
comes from. Perhaps a rename to OLDTHING rather than THINGXXX might
work?

Regards, /Peter/

3753. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 19:28:57 UTC
From: SWE <jvalant@atari.org>
Message-ID: <Zr2Re.19$B9.2704@news.siol.net>
Source record: 11524

xlator@cix.compulink.co.uk wrote:

>> It is. Thing is probably started with Xboot. AS long u dont remove Thing
>>from Xboot sets, Xboot will complain. Esp since u renamed folder...
>
> Hi Janez!
>
> I don't think that's right - Thing is not included in SETS.DAT! At
> least it isn't in mine on the Falcon (though I use V1.29).
>
> But if he is using MagiC, he will have to delete the line

Hi,

Xboot has a field name "Autostart" where u can select an application which
will automaticaly start after boot.. If Thing is set ti Autostart, Xboot
will complain that Thing cant be found...

Janez

3754. New Versatile Disk Image

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 19:51:28 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4314b8c0$0$7863$8fcfb975@news.wanadoo.fr>
Source record: 11525

Hi all,

I just uploaded <http://eureka.atari.org/xa-my-aes.zip>.

It's a versatile boot disk image for ARAnyM ... It
means that it runs 2 AESes (XaAES & MyAeS) and that all
is done to switch from one to the other easily ...

This image is compatible with AFROS disk image. That
means that you can replace "disk.img" from AFROS and
that all should work as ever :)

The new features are :

- EmuTOS snapshot from 2005-07-12
- upgraded configuration files
- freeMiNT snapshot from 2005-08-19
that means fresh kernel and AES
- zView beta 6
- Teradesk 3.62
- MyAeS 0.68

Have fun !

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

3755. tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 20:43:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <NZ-dnQYE5OhDWYneRVnygA@pipex.net>
Source record: 11526

Since my OLR crashes when I try to do a Comment to Ed Baiz's
posted message <43119978862a04@comcast.net>, I am sending this as
a new Say:

>Yes, that is how I backed up my Mint System. I put together a lot of tar.gz
>files. Worked fine, but I would rather have something like CDISO or CDBackup
>do it.

For someone who is not Unix/Mint savvy, can someone please explain
to me why you need to use both tar and gz. What do they do
individually? I assume gz is GZIP and like any other ZIP, but what
does tar do?

And how do you handle *.tar.gz files under TOS/MagiC? Do you first
unzip them and then detar them? ArcView has facilities for both,
but in which order do you use them?

Thanks for any explanation!

Regards, /Peter/

3756. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 21:04:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3njvv8F1r7kfU1@individual.net>
Source record: 11527

xlator@cix.compulink.co.uk wrote:

> For someone who is not Unix/Mint savvy, can someone please explain
> to me why you need to use both tar and gz. What do they do
> individually? I assume gz is GZIP and like any other ZIP, but what
> does tar do?

tar creates an archive, without compressing the data. It appends all
files and adds information so that it can detach them later.
gzip does the actual compressing. When using the GNU tar implementation
(most likely the one for MiNT) one can combine these two operation into one.

> And how do you handle *.tar.gz files under TOS/MagiC? Do you first
> unzip them and then detar them? ArcView has facilities for both,
> but in which order do you use them?

With GNU tar one can decompress the archive and decompose the tar file
in a single step:

tar zxf filename.tar.gz

This is the same as running

gunzip filename.tar.gz ; tar xf filename.tar

Note that in the one step process the original file is kept, whereas in
the two step process the .tar.gz file is removed and replaced by the
uncompressed .tar file.

--

Dr. Uwe Seimet http://www.seimet.de

3757. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 21:11:25 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <df2i1t$1jk$1@orkan.itea.ntnu.no>
Source record: 11528

xlator@cix.compulink.co.uk wrote:

> For someone who is not Unix/Mint savvy, can someone please explain
> to me why you need to use both tar and gz. What do they do
> individually? I assume gz is GZIP and like any other ZIP, but what
> does tar do?

tar archives a set of files in one tar-file, preserving access-bits,
datestamps etc. It doesn't compress though. gzip is a (de)compression
tool, but it can only compress one file.

Example:

tar cf drive_c.tar /c/*

will make an archive called drive_c.tar of your entire C-drive, but it
won't compress anything. To compress this archive you can use gzip:

gzip drive_c.tar

This will also add a .gz-suffix to the archive. You can also do this in
one step:

tar czf drive_c.tar.gz /c/*

> And how do you handle *.tar.gz files under TOS/MagiC? Do you first
> unzip them and then detar them? ArcView has facilities for both,
> but in which order do you use them?

To depack you first decompress the archive...

gunzip drive_c.tar.gz

...then unpack the archive:

tar xf drive_c.tar

Or in one step:

tar xzf drive_c.tar.gz

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3758. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 21:14:44 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125436484.350631.49410@g44g2000cwa.googlegroups.com>
Source record: 11529

I thought I would add that gzip a way to compress a single file.
(A .zip file is a container of multiple files that is compressed - with
.tar.gz files the TAR is the container, and the GZIP part is the
compression).

Coda.

3759. Re: New Versatile Disk Image

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 21:16:05 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125436565.209824.29830@g43g2000cwa.googlegroups.com>
Source record: 11530

Great IDEA. Thanks.

3760. Re: New Versatile Disk Image

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 21:36:04 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4314d143$0$27440$8fcfb975@news.wanadoo.fr>
Source record: 11531

Hi,

Coda wrote:
> Great IDEA. Thanks.

I'm so pleased that you enjoy it :)

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

3761. The Encyclopedia of Game.Machines

Newsgroup: comp.sys.atari.st
Date: 2005-08-30 22:40:53 UTC
From: fairziff@aol.com
Message-ID: <1125441653.851297.143950@g14g2000cwa.googlegroups.com>
Source record: 11534

The Encyclopedia of Game.Machines

With 224 pages, 600+ full colour pictures, This is the ultimate
reference!

Exactly what it says! This is The Encyclopedia of Game Machines!!
Winnie Forster's unique and aesthetically perfect publication is
presented here in in the UK for the first time.
This book was officially launched at CGEUK 2005. All copies were
snapped up within minutes (literally)!

>From Atari to Sega, from Apple to Nintendo DS: The full colour book
takes not a regional, or European, but a global view on 33 years of
onscreen fun and interaction and presents hardware from Japan, USA, UK,
France, Germany and Korea, along with classic software in its
authentic, pixellated glory. Other than the 600+ pictures, exclusively
shot for the

Game.Machines book, it contains extensive indices, as well as 20 pages
of technical data and explanations.

Available in the UK now.

http://www.ukretro.co.uk/cpstorefront22/CandyPress/scripts/prodView.asp?idproduct=1561

3762. WordPerfect on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 01:27:49 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <NG7Re.122$ZL4.91@bignews4.bellsouth.net>
Source record: 11535

If I am not mistaken, there is only 1 version of WordPerfect that will run on
the Falcon.

If this is correct, which version is it?

phantomm@bellsouth.net

3763. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 04:41:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200508310641.a51909@wun.maus.de>
Source record: 11484

Hallo Ronald!

RJH>I saved, both general and address to STING.PRT, in the C hard drive.
RJH>Doesn't make a difference though, if I reboot, I have to use the CPX
RJH>again.

Which control panel are you using? IIRC there were issues with Cops. Try
ZControl or the original from Atari instead. Just for saving, in normal
operation there should be no problems with either one.

With best regards
Ekkehard

3764. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 05:37:37 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050831063331168O7%derryck@cixcoukinvalid>
Source record: 11536

On 2005-08-30 21:43:10 +0100, xlator@cix.compulink.co.uk said:

[...]

tar = Tape Archive Record, so a serial data stream representing that
which you would get if you backed up the files to a tape streamer.

--

Cheers

Derryck

3765. ITT TV2466 stereo tuner

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 08:03:37 UTC
From: d4@thispla.net
Message-ID: <1125475417.102233.9750@z14g2000cwz.googlegroups.com>
Source record: 11537
Cross-posted to: alt.atari,comp.sys.atari.st

Hi everybody,

I just got an ITT TV2466 stereo tuner. It once was intended to watch TV with an Atari monitor. Unfortunately, I don't have an instructor manual.

Can you tell me anything about it?

In particular, I'm interested in the following:

- I would like to use the TV2466 limilar to a TV receiver of an VCR, where the eight channels are switched to the one channel of the TV tuner. Is this possible? How to find the channel of the tuner?

- What is the meaning of the LED's. OK, I guess the left one indicates that the tuner is set to a channel and the right one indicates mono/stereo. But what to the upper and the lower indicate?

Thanks, Uli

3766. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 08:32:29 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005083109325275249%derryck@cixcoukinvalid>
Source record: 11538

On 2005-08-30 01:55:59 +0100, "charles" <charles.copp@sympatico.ca> said:

> hey guys still getting used to the nvdi , can safely say "work in
> progress"!!

Have you checked on the NVDI web site that you have the latest/last
version BTW?

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

3767. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 08:38:59 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050831093921500 73%derryck@cixcoukinvalid>
Source record: 11539

On 2005-08-27 23:52:57 +0100, blah@blah.com said:

> Hi,
> Can anyone tell me if either of these products are still available?

Atari Workshop in the UK.

Better, get the original floppies from the vendor!

Or back up the C drive and then copy back after you've formatted the drive.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

3768. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 09:04:35 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3nla53F23498U1@individual.net>
Source record: 11540

Derryck Croker wrote:

> Or back up the C drive and then copy back after you've formatted the drive.

Just as a reminder: Formatting a hard disk drive that has no bad sectors
is a waste of time. Partitioning is sufficient and much faster.
Formatting (always meaning low level formatting on the Atari) yields the
same result on any platform because it is done by the drive, not the
operating system. The only difference between platforms is the file
system layout, which is created when partitioning, not when formatting.

--

Dr. Uwe Seimet http://www.seimet.de

3769. Re: pmdoom 0.45

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 09:29:39 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1125480579.417969.135590@z14g2000cwz.googlegroups.com>
Source record: 11541

Hi again,

If I run it on plain TOS, no environment variables set, it runs dog slow or not at all.

In MiNT, with the following settings, it is really fast:
SDL_VIDEODRIVER = xbios
SDL_EVENTDRIVER = ikbd
SDL_AUDIODRIVER = mint_dma8 (none of the other drivers seems to work on my setup)

Machine: FreeMiNT/Xaaes (latest alpha), CT60@100Mhz/25Mhz bus, NVDI 5.

The sound is heavily distorted, and it only works in 16bpp. In 8bpp, the palette is totally screwed up - but that's a problem with my setup rather than doom. Would be nice to try it in 8bpp though :-)

Thanks, thanks, and thanks again Patrice!

-- Peter

PeP wrote:
> Hi there,
>
> I tried v0.45 yesterday, and it worked fine. No crashes!
>
> However... What happened? The older versions where so much faster..
> Ironically, DougQuake has 2-3 times higher FPS than pmdoom 0.45!
> Even with sound off, I find it close to unplayable on a 100Mhz 060
> (25Mhz bus)..
>
> Please don't let this put you off; I really like your stuff and want to
> se more of it!
>
> regards
>
> -- Peter

3770. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 09:41:46 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <43157B59.4984CAA5@comcast.net>
Source record: 11542

```
Derryck Croker wrote:
>
> On 2005-08-30 21:43:10 +0100, xlator@cix.compulink.co.uk said:
>
> [...]
>
> tar = Tape Archive Record, so a serial data stream representing that
> which you would get if you backed up the files to a tape streamer.
>
"tar" came from UNIX, where it meant "tape archive". UNIX also has
a utility called "ar" for "archive". This was mainly used to create
libaries of binaries to link with programs. So the name "tar" is
an off-shoot of the name "ar".

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond It is moral cowardice to leave |
| undone what one perceives right |
| richmond at plano dot net to do. -- Confucius |
+-----------------------------------------------------------------+
```

3771. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 12:35:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.31.12.35.52.490411@charter.net>
Source record: 11543

On Wed, 31 Aug 2005 11:04:35 +0200, Uwe Seimet wrote:

> Just as a reminder: Formatting a hard disk drive that has no bad sectors
> is a waste of time. Partitioning is sufficient and much faster.
> Formatting (always meaning low level formatting on the Atari) yields the
> same result on any platform because it is done by the drive, not the
> operating system. The only difference between platforms is the file
> system layout, which is created when partitioning, not when formatting.

Just wondering, the convention at one time was that low-level formatting
SCSI drives was okay but big no-no for IDE stuff. Is that still the way it
is?

Thanks!

--
_/_/_/

3772. Re: GrafTool author address

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 13:34:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200508311534.a13448@b.maus.de>
Source record: 11483

Salve commonly, xlator <xlator@cix.compulink.co.uk> wrote:

> Does anyone have an alternative address for him please?

Try this:

<ROT13><znvygb:wbretra.iba.onetra@unzohet.argfhes.qr></ROT13> or
<ROT13><znvygb:wbretra.ibaonetra@tybony-jrvtuvat.pbz></ROT13>

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3773. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 14:14:20 UTC
From: SWE <jvalant@atari.org>
Message-ID: <0XiRe.27$B9.6669@news.siol.net>
Source record: 11544

> tar cf drive_c.tar /c/*
>
> will make an archive called drive_c.tar of your entire C-drive, but it
> won't compress anything. To compress this archive you can use gzip:
>
> gzip drive_c.tar
>
> This will also add a .gz-suffix to the archive. You can also do this in
> one step:
>
> tar czf drive_c.tar.gz /c/*
>
>> And how do you handle *.tar.gz files under TOS/MagiC? Do you first
>> unzip them and then detar them? ArcView has facilities for both,
>> but in which order do you use them?
>
> To depack you first decompress the archive...
>
> gunzip drive_c.tar.gz
>
> ....then unpack the archive:
>
> tar xf drive_c.tar
>
> Or in one step:
>
> tar xzf drive_c.tar.gz

I would just add u can only use one step method (adding "z" to tar
comandline) in mint/unix shells, maybe also in mupfell shell in TOS. So
if u use magic u must tar and pack/depack separately.. Also u will proly
run on gzip only so 'gzip blah' will make blah.gz. To depack u just use
-d flag: 'gzip -d blah.gz' will depack it. Note, that in unix command has
no endings, so gzip in unix, equals gzip.ttp in tos/magic.. For gzip/tar u may
ask any MiNT user, cause command line programs in MiNT works happily as .ttp in
TOS..

Janez

3774. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 14:15:36 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3nlsc8F25641U1@individual.net>
Source record: 11545

Ronald J. Hall wrote:

> Just wondering, the convention at one time was that low-level formatting
> SCSI drives was okay but big no-no for IDE stuff. Is that still the way it
> is?

It is OK for SCSI drives, but does not result in anything useful if the
drive has no bad sectors. Formatting in order to use a PC/Mac/Unix or
whatever driver with the Atari takes time but does not have any benefit.
Partitioning is all that is needed.
As far as IDE drives are concerned only very old drives may be damaged
when formatting them. But as far as I know this has not been an issue
anymore with drives that are not older than 5 years or so.

--

Dr. Uwe Seimet http://www.seimet.de

3775. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 14:31:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125498691.278010.229760@g14g2000cwa.googlegroups.com>
Source record: 11546

I must add this:

NEVER LOW LEVEL FORMAT A JAZ CARTRIDGE.

This applies to IDE, SCSI, PARALLEL OR USB.

I learnt this by experience :-(

Coda.

3776. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 15:13:16 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3nlvocF25rp1U1@individual.net>
Source record: 11547

Coda wrote:

> NEVER LOW LEVEL FORMAT A JAZ CARTRIDGE.
>
> This applies to IDE, SCSI, PARALLEL OR USB.
>
> I learnt this by experience :-(

Well I have low level formatted several of them without any problem. But
in general the JAZ stuff was not very reliable. Even without
formatting many cartridges get broken easily, start to make noises etc.

--

Dr. Uwe Seimet http://www.seimet.de

3777. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 15:33:25 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125502405.612403.213460@g47g2000cwa.googlegroups.com>
Source record: 11548

Thats interesting. I formatted 1, once, and killed it straight away.
Found out later that there is a special part of the disk that the heads
use for positioning, once thats gone, the disk is toast.

3778. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 17:01:45 UTC
From: blah@blah.com
Message-ID: <ngobh113ftim8v9j50n6l492m1gqmg5hdn@4ax.com>
Source record: 11449

Hi Ronald,

Thanks for the info, I'm going to try MiNT on the TT. Must admit I
didnt like Thing all that much, the bit I saw of it anyway. Is it
still supported because the version I had was unregistered shareware.

Cheers
Dave.

On Tue, 30 Aug 2005 09:20:38 -0400, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>On Mon, 29 Aug 2005 23:04:08 +0100, blah wrote:
>
>> Ok ok, I'm convinced. :o)
>
> :-)
>
>> That sounds like an idea, have you got the address?
>
>mint@fishpool.com
>
>Is their working e-mail address. Here is a link with instructions:
>
>http://sparemint.atariforge.net/mailinglist/
>
>The MiNT Mailing List
>
>This is where discussions regarding FreeMiNT development take place. You may submit bug
reports, inform people of your programming efforts, help others resolve problems with their
setup, or simply learn more about the various distributions (e.g. KGMD, SpareMiNT) and
packages by reading the posts.
>
>To subscribe, send an e-mail to Fishpool's Majordomo with "subscribe mint" as the
message's content, then follow the instructions sent back in response to your request.
>
>To unsubscribe, send an e-mail to Fishpool's Majordomo with "unsubscribe mint" as the
message's content. A confirmation will be sent back in response to your request.
>
>Warning: Majordomo is strictly designed to handle subscribtion requests automatically. It
will not forward your messages to the MiNT list!
>
>Instructions for posting your messages to the list are provided in the confirmation
message sent by Majordomo after your subscribtion request has been processed.
>

>
>The MiNT Mailing List Archives
>
> * MiNT mailing list.
> Archived from January 1993 onward.
>
>
>The MiNT Mailing List on Google
>The MiNT list is also accessible on Google.
>
>> Are any of these replacemnt desktops better/worse when used in a
>> networked environment?
>>
>> Thanks
>> Dave.
>
>I think people have managed to take a couple of different routes and still
>get things working. I've seen where MagiC! users have succeeded with STing.
>IMHO, still the best Atari environment and desktop would be MINT and Thing.

3779. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 17:08:14 UTC
From: blah@blah.com
Message-ID: <utobh1p3g6pi96dq0gr795775787jjb1ku@4ax.com>
Source record: 11450

That's a good point, I scanned the HD and the disk is fine sector
wise.

On Wed, 31 Aug 2005 11:04:35 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>Derryck Croker wrote:
>
>> Or back up the C drive and then copy back after you've formatted the drive.
>
>Just as a reminder: Formatting a hard disk drive that has no bad sectors
>is a waste of time. Partitioning is sufficient and much faster.
>Formatting (always meaning low level formatting on the Atari) yields the
>same result on any platform because it is done by the drive, not the
>operating system. The only difference between platforms is the file
>system layout, which is created when partitioning, not when formatting.

3780. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 17:10:29 UTC
From: blah@blah.com
Message-ID: <n1pbh1lllveqvf5jl5e95vheh3dhrpjsn9@4ax.com>
Source record: 11451

Anyone using Iomega 250mb ZIP drives on an Atari? There's load of
cheap SCSI ones on Ebay. If so I'm going to curse! I gave one of
these away about 6 months ago :-(

On Wed, 31 Aug 2005 17:13:16 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>Coda wrote:
>
>> NEVER LOW LEVEL FORMAT A JAZ CARTRIDGE.
>>
>> This applies to IDE, SCSI, PARALLEL OR USB.
>>
>> I learnt this by experience :-(
>
>Well I have low level formatted several of them without any problem. But
> in general the JAZ stuff was not very reliable. Even without
>formatting many cartridges get broken easily, start to make noises etc.

3781. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 17:13:00 UTC
From: blah@blah.com
Message-ID: <p7pbh19qbk24hjhre1ovq0f7b9qusimnso@4ax.com>
Source record: 11452

Thing was referenced in the MAGX.INF, I removed all four lines and it
all works fine now. Thanks.

On Mon, 29 Aug 2005 17:50:18 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>blah@blah.com wrote:
>> I've removed all reference to Thing from the default set in Xboot and
>> it still complains. The default set is very minimal with only the
>> following selected:
>
>Have you checked whether Thing has been selected as Autostart
>application? I don't know the name of the menu item/option for the
>English version of TOS, but you can configure an Autostart application
>somewhere in the standard GEM desktop.
>In order to change this you must first prevent Thing from being booted,
>so that you can change the setting in the standard desktop.
>
>As an alternative, load your C:\NEWDESK.INF file and remove any line
>where 'THING' appears. Or (maybe the simplest solution for you) just
>delete NEWDESK.INF. You can create a new one any time with your own
>settings.

3782. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 18:14:32 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3nmac8F27a0nU1@individual.net>
Source record: 11453

blah@blah.com wrote:

> Thing was referenced in the MAGX.INF, I removed all four lines and it
> all works fine now. Thanks.

Sometimes software is harder to remove than to install :-).

--

Dr. Uwe Seimet http://www.seimet.de

3783. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 18:56:04 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3nmcq4F28qcnU1@individual.net>
Source record: 11456

Ronald J. Hall wrote:

>>Sometimes software is harder to remove than to install :-).
>
>
> Absolutely. Just look at Windows! :-)

Actually my impression is that removing software is not the problem with
Windows, but getting rid of orphaned menu items and registry entries...

--

Dr. Uwe Seimet http://www.seimet.de

3784. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 18:56:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.31.18.56.37.764446@charter.net>
Source record: 11454

On Wed, 31 Aug 2005 20:14:32 +0200, Uwe Seimet wrote:

> Sometimes software is harder to remove than to install :-).

Absolutely. Just look at Windows! :-)

--
_/_/_/

3785. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 19:00:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.31.19.00.07.766043@charter.net>
Source record: 11455

On Wed, 31 Aug 2005 18:01:45 +0100, blah wrote:

> Hi Ronald,
>
> Thanks for the info, I'm going to try MiNT on the TT. Must admit I
> didnt like Thing all that much, the bit I saw of it anyway. Is it
> still supported because the version I had was unregistered shareware.
>
> Cheers
> Dave.

Hmm, I don't know if its *officially* supported. I believe the author was released it now and doesn't require a registration anymore. Someone will correct me on this if I'm wrong.

Can you say specifically what it was that you didn't like about it? I have to admit, after going from a plain TOS desktop, then to Neodesk/Geneva and then to MINT/Thing, it took me a while to get used to it as well. Its very robust. There are lots of options, which can be confusing at first, but you're better off in the long run.

--
_/_/_/

3786. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 19:01:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3nmd4oF29754U1@individual.net>
Source record: 11458

Ronald J. Hall wrote:

> Really? Try to remove Internet Explorer.... <wicked grin>

OK, you have won :-)

--

Dr. Uwe Seimet http://www.seimet.de

3787. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 19:04:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.31.19.04.50.58565@charter.net>
Source record: 11457

On Wed, 31 Aug 2005 20:56:04 +0200, Uwe Seimet wrote:

> Ronald J. Hall wrote:
>
>>>Sometimes software is harder to remove than to install :-).
>>
>>
>> Absolutely. Just look at Windows! :-)
>
> Actually my impression is that removing software is not the problem with
> Windows, but getting rid of orphaned menu items and registry entries...

Really? Try to remove Internet Explorer.... <wicked grin>

--
_/_/_/

3788. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 21:08:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <nLydnYZAmJOigYveRVnyhg@pipex.net>
Source record: 11459

In message <Zr2Re.19$B9.2704@news.siol.net>, jvalant@atari.org said:
>
>xlator@cix.compulink.co.uk wrote:
>
>>> It is. Thing is probably started with Xboot. AS long u dont remove Thing
>>>from Xboot sets, Xboot will complain. Esp since u renamed folder...
>>
>> Hi Janez!
>>
>> I don't think that's right - Thing is not included in SETS.DAT! At
>> least it isn't in mine on the Falcon (though I use V1.29).
>>
>> But if he is using MagiC, he will have to delete the line
>
>
> Hi,
>
>
> Xboot has a field name "Autostart" where u can select an application which
>will automaticaly start after boot.. If Thing is set ti Autostart, Xboot
>will complain that Thing cant be found...
>
> Janez

Hi Janez!

Yes, you're right. But it doesn't seem necessary to have Thing
entered there - mine runs without that under MagiC.

Without MagiC, Thing can also be installed as an application to
start automatically. From the HYP:
----
1) Select file THING.APP
2) Select 'Install Application...' (or similar function in your desktop)
3) A dialog box appears to register THING.APP.
4) Set 'Boot Status' to 'Auto'
------
and there should be a

5) Save the desktop!

If he has done that, then a renamed Thing folder will give rise to
complaints as described. The remedy is to remove the line such as

#Z 01 D:\THING\THING.APP@

from DESKTOP.INF or NEWDESK.INF.

Regards, /Peter/

3789. Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 22:14:33 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <43162bd5$1_3@x-privat.org>
Source record: 11460
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I can't display JPEG images with Papyrus and CT60 in 060 mode.
I tried the demo versions and my latest version (PAP X), and it's exactly
the same: instruction error everytime a JPEG appears.

Everything works in 030 mode.

I tried clean booting, and it's the same.

Any hints?

Thanks in advance

Paolo

3790. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 23:30:55 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <36c1a$43163ee4$1884f879$27714@news.chello.nl>
Source record: 11461

Paolo wrote:
> I can't display JPEG images with Papyrus and CT60 in 060 mode.
> I tried the demo versions and my latest version (PAP X), and it's exactly
> the same: instruction error everytime a JPEG appears.
>
> Everything works in 030 mode.
>
> I tried clean booting, and it's the same.
>
> Any hints?
>
> Thanks in advance
>
> Paolo

A 68060 lacks a few instructions.
Look out for a software package that emulates them.
I dont have a name.

Such a package should be part of the CT60 deal, it also emulates
a series of lacking floating point instructions.
Check if such a package is installed.

I dont have a CT60, but I know this from the MC68060 manual.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3791. Re: Atari ST PS2 mouse interface update

Newsgroup: comp.sys.atari.st
Date: 2005-08-31 23:43:34 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0509010142160.1885@feanor.schunter.etc.tu-bs.de>
Source record: 11462

JI> No, there is no meaning of Pest. It is just a name.

In english (and german) it's a synonym for pestilence...

Regards,

Alexander

3792. CCAG Show October 22, 2005

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 00:44:23 UTC
From: fmh@copper.net
Message-ID: <43164ee7$1_2@newsfeed.slurp.net>
Source record: 11463

Dear Classic Computing and Gaming Enthusiast,

Buy, sell, trade, play, and see classic video games, computers, peripherals, memorabilia, and more at the Classic Computing and Gaming Show (CCAG) on Saturday October 22, 2005 from 2:00 P.M. until 7:00 P.M. at the National Guard Armory, 3520 Grove Ave. Lorain, Ohio. Vendors, clubs, and collectors will be displaying and selling their retrogaming and retrocomputing goods, from Pong and Atari to Nintendo, Apple and IBM to Commodore and everything in between with many set up for you to play with and explore.

And once again, it's free, that's right absolutely *FREE*, for attendees and dealers!

We have 5000+ square feet of space. Help us fill it all up! (The price certainly can't get any better. :)

Get the latest information on our website, www.ccagshow.com, or write us at info@ccagshow.com. And don't forget to spread the word!

We'll see you there. It's gonna be great! :)

- The CCAG 2005 Committee
Link: http://www.ccagshow.com/

3793. WTB: Turbo Synth for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 03:24:34 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <guuRe.2400$%j7.742@bignews3.bellsouth.net>
Source record: 11464

Looking to buy Turbo Synth for the Atari ST series.

Would like to get the whole package with box, manual, disk(s),etc.

If you only have the disk or disks, then I may still be interested.

Contact me at:

phantomm@bellsouth.net

If You have Turbo Synth for sale.

Thanks,

3794. Re: Magic 5 or 6

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 03:53:19 UTC
From: SWE <jvalant@atari.org>
Message-ID: <PWuRe.1$h6.257@news.siol.net>
Source record: 11467

Hi

> Anyone using Iomega 250mb ZIP drives on an Atari? There's load of
> cheap SCSI ones on Ebay. If so I'm going to curse! I gave one of
> these away about 6 months ago :-(

Well it was a mistake then ;) I don't use Iomega, but Syquest, but
there is no problem if u want to use Iomega. In generaly SCSI HDDs,
CDrom and exchangables feels quite happy with Ataris... On other hand
if u want to use Atari more as for gaming, 250 may be tight anyway .)

Janez

3795. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 04:02:48 UTC
From: SWE <jvalant@atari.org>
Message-ID: <I3vRe.2$h6.570@news.siol.net>
Source record: 11468

Hi,

> Thanks for the info, I'm going to try MiNT on the TT. Must admit I
> didnt like Thing all that much, the bit I saw of it anyway. Is it
> still supported because the version I had was unregistered shareware.

Thing need a short period to get used to it. It is not emediate eye
catcher. Also supplied icon set isnt that nice, but u can change those
easily... Strong points are shown later: thing groups is great feature,
also Things "application" dialog is very good, fast acces to apps, and
"sendto" feature are also very usefull. Also offer good support for TOS
and Unix (minix and ext2 used in MiNT) filesystem. Also skiping folders
is nice, but sometimes i miss "spring folder" feature as in Jinnee, but
thats rare.. It is also great AVSERVER, so offer nice features in multi
tasking envoirments...

Janez

3796. Re: Thing desktop removal

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 04:06:07 UTC
From: SWE <jvalant@atari.org>
Message-ID: <P6vRe.3$h6.395@news.siol.net>
Source record: 11469

hi,

> Yes, you're right. But it doesn't seem necessary to have Thing
> entered there - mine runs without that under MagiC.

Of course.. But the guy said that Xboot gave that error line..
That was prolly a mistake, since as it seems, TOS did :)

Janez

3797. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 04:13:41 UTC
From: SWE <jvalant@atari.org>
Message-ID: <VdvRe.4$h6.612@news.siol.net>
Source record: 11470

Hi,

>> I can't display JPEG images with Papyrus and CT60 in 060 mode.
>> I tried the demo versions and my latest version (PAP X), and it's exactly
>> the same: instruction error everytime a JPEG appears.

> A 68060 lacks a few instructions.
> Look out for a software package that emulates them.
> I dont have a name.
>
> Such a package should be part of the CT60 deal, it also emulates
> a series of lacking floating point instructions.
> Check if such a package is installed.
>
> I dont have a CT60, but I know this from the MC68060 manual.

So u dont know, that CT60 TOS take care of that :) Anyway, all works
perfect here, Papyrus 8 though. I would say that Paolo has FPU less 060
maybe?

Janez

3798. Re: TT User guide.

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 07:05:41 UTC
From: blah@blah.com
Message-ID: <ck9dh1pv9eok5l7og24ngk5ld85j92e6nj@4ax.com>
Source record: 11465

Hi,
The Falcon I bought has a registred version of MagiC 5 on it and that works fine, it also had an unregistered version of Thing which displayed "Shareware" all over the desktop. The shutdown option from within Thing always "hung" when powering down.

I kept getting a message on boot up saying opened windows would not be saved in this shareware version. That coupled with the fact that I dont have the install disks and could not find it on the net prompted me to disable it.

Are the installation disks available anywhere on the net?

Dave.

On Wed, 31 Aug 2005 15:00:07 -0400, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>On Wed, 31 Aug 2005 18:01:45 +0100, blah wrote:
>
>> Hi Ronald,
>>
>> Thanks for the info, I'm going to try MiNT on the TT. Must admit I
>> didnt like Thing all that much, the bit I saw of it anyway. Is it
>> still supported because the version I had was unregistered shareware.
>>
>> Cheers
>> Dave.
>
>Hmm, I don't know if its *officially* supported. I believe the author was
>released it now and doesn't require a registration anymore. Someone will
>correct me on this if I'm wrong.
>
>Can you say specifically what it was that you didn't like about it? I have
>to admit, after going from a plain TOS desktop, then to Neodesk/Geneva and
>then to MINT/Thing, it took me a while to get used to it as well. Its very
>robust. There are lots of options, which can be confusing at first, but
>you're better off in the long run.

3799. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 07:06:21 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <jbKdnZ2dnZ3ElhPRnZ2dnUg0i96dnZ2dRVn-zp2dnZ0@inreach.com>
Source record: 11466

I use an HP 430c Inkjet with my Atari TT030, just use it in plain text mode
and it works just fine.

--

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4310227c7d6b63@comcast.net...
> >IS IT POSSIBLE TO JUST GO TO STAPLES OR FUTURE SHOP ,BUY ANY OLD' PRINTER
>>INK JET OR LASER AND FACILITATE IT WITH THE ATARI?
>>
>>JUST WONDRING
>>CHARLES

3800. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 10:17:50 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <hzARe.7911$2F1.496520@news20.bellglobal.com>
Source record: 11471

"> I use an HP 430c Inkjet with my Atari TT030, just use it in plain text
mode
> and it works just fine.
8-=08-=098-=09098-=098-==09-8=9-08=09-=80-8=09=098098=08-=08-

GREAT ,I really am tired of fooling around with all these options.
charles

3801. Re: Cubase 3.01 startet nicht mehr

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 10:48:41 UTC
From: malo.morgen@nowhere.com
Message-ID: <df6ma9$n5s$1@ss405.t-com.hr>
Source record: 11472

viellicht alte diskette :)

On 28 Aug 2005 23:31:37 , "klaus" wrote:
>Hallo,
>
>ich habe seit einigen Jahren einen Atari 1040 und dazu die
>Sequenzersoftware Cubase (3.01) (Original mit Dongle, ...). Nachdem ich
>den Rechner nun einige Jahre nicht benutzt habe, wollte ich die
>Software wieder nutzen. An sich geht auch alles (Disketteninhalt
>ansehen, Programme starten) aber Cubase startet zwar und baut den
>=FCblichen Bildschirm auf, bleibt aber offenbar ganz kurz vor Schluss
>haengen (Cursor ist eine Biene).
>Was koennte das sein ? Probleme mit zu alter Diskette ? Probleme mit
>altem Dongle ? Probleme mit altem Atari ?
>
>Fuer einen Hinweis waere ich dankbar
>
>Gruss
>Klaus
>
>.

3802. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 11:51:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431716a2396130@comcast.net>
Source record: 11486
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

>I can't display JPEG images with Papyrus and CT60 in 060 mode.
>I tried the demo versions and my latest version (PAP X), and it's exactly
>the same: instruction error everytime a JPEG appears.
>
>Everything works in 030 mode.
>
>I tried clean booting, and it's the same.
>
>Any hints?
>
>Thanks in advance
>
>Paolo

I sometimes get errors when I boot up Papyrus X on my Hades 060. The thing
that works for me is either boot the computer under regular TOS or else boot
it in the 256 color mode. I usually run things in the 24-bit mode.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3803. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 11:55:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431716a2396131@comcast.net>
Source record: 11485

>Hallo Ronald!
>
>
>RJH>I saved, both general and address to STING.PRT, in the C hard drive.
>RJH>Doesn't make a difference though, if I reboot, I have to use the CPX
>RJH>again.
>
>
>Which control panel are you using? IIRC there were issues with Cops. Try
>ZControl or the original from Atari instead. Just for saving, in normal
>operation there should be no problems with either one.
>
>
>With best regards
>Ekkehard

I can go along with that. I use COPS on Hades which seems to work fine, but on my STe I use the Zcontrol panel.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3804. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 12:12:46 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <4316ef8e_1@x-privat.org>
Source record: 11473

It's a complete 060.
I am running it at 95MHz.
(I had the same problem before Rodolphe Czuba upgraded it from a 50MHz)

Someone else suggested to try the TT bit with the fileinfo utility (nothing happened)
Someone said it could be because of too much memory (I have 256), but I don't know how to 'reduce' it.
Another option was the speed of CT60 (I didn't try this one yet)
And another sugout the JFIF module (I have to try the TruePaint one, I need to search.

In the meanwhile, thank you guys!

3805. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 12:57:24 UTC
From: fried.man@sympatico.ca
Message-ID: <1125579444.872493.191240@g44g2000cwa.googlegroups.com>
Source record: 11474

I found that Papyrus worked much better on my CT60 with Magic 6 than
with TOS.

3806. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 15:04:26 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125587066.463933.104410@o13g2000cwo.googlegroups.com>
Source record: 11475

If you need the truepaint module give me a shout.

Coda.

3807. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 18:12:11 UTC
From: vdjole@EUnet.yu
Message-ID: <df7g9p$8d7$1@news.eunet.yu>
Source record: 11476

On 30 Aug 2005 15:43:10 , xlator@cix.compulink.co.uk wrote:

>For someone who is not Unix/Mint savvy, can someone please explain
>to me why you need to use both tar and gz. What do they do
>individually?

Other have already explained what tar and gzip components do, but maybe some words would be usefol on why it is beneficial to execute such a procedure: it comes to advantage when a (large) number of files containing identical or similar data segments are packed. Tar conveniently puts all files into a single .tar archive, and then the compression algorithm in the gzip part can compress identical sequences which appear in different source files, and also compress the archive directory, etc. This can result in a compressed archive which is noticeably smaller than if compression was done on each source file separately as, for example, in zip.

When a single file is to be compressed, differences in compresion ratio vs. some other archivers are more-less academic.

>I assume gz is GZIP and like any other ZIP, but what
>does tar do?

Btw. as far as I know 'gzip' format is not identical to 'zip' one, though it is based on similar principles.

cu;

3808. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 18:46:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509011141010.4808-100000@onyx.spiritone.com>
Source record: 11477
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3809. AD: 25% off any Atari Games/Software!

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 18:50:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509011146580.4808-100000@onyx.spiritone.com>
Source record: 11478
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy 2 Jaguar Games and get one FREE! 1st come, 1st serve. While they last!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games: Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or else give yourself a 25% off on any Atari Games/Software!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3810. Re: PureC

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 21:43:04 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <508bd$43177720$1884f879$30219@news.chello.nl>
Source record: 11487

Gerhard Stoll wrote:
>>patched Pure C.
>
>
> The patch is in the aranym cvs.
>
>
>>I'll see if I can find the topic in my NG/ML archives.
>
>
> From the aranym Mailinglist:
> ------------------------------cut------------------------------
> PC.PRG can work with files in memory (opened windows). Unfortuantelly it uses
> file handles between 100 and 140. MetaDOS maps the opened files just from the
> value of 100. So, the solution to make PureC working with MetaDOS or BetaDOS
> would be to patch them of PureC.
> .
> .
> .
> I've been investigating the MetaDOS filehandle numbers and I've found out
> that MetaDOS can only open 100files simultaneously. So I've made a patch
> to let PureC use the handles from 200 to 240 for memory buffers. The
> patching prgram is in src/atari/tools/pcpatch.prg.bz2 (pcpatch.c).
> ------------------------------cut------------------------------
>
> Gerhard
>

Thanks Gerhard.

But what about no-user MinT setup on real TT or Milan which
does not involve m/betados?

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3811. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 22:45:18 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <CamdnZ2dnZ2yLXb-nZ2dneMZit6dnZ2dRVnyoJ2dnZ0@pipex.net>
Source record: 11488

In message <df2i1t$1jk$1@orkan.itea.ntnu.no>, joska@nvg.ntnu.no said:

>tar archives a set of files in one tar-file, preserving access-bits,
>datestamps etc. It doesn't compress though. gzip is a (de)compression
>tool, but it can only compress one file.
...

Thanks very much to all who replied to my query here and by mail.

I hadn't realized gz only handled one file at a time, unlike ZIP
on the Atari (or WinZIP on a PC?).

Regards, /Peter/

3812. Re: Toasting MiNT

Newsgroup: comp.sys.atari.st
Date: 2005-09-01 22:47:46 UTC
From: Dimitri Junker <temp0903@dimitri-junker.de>
Message-ID: <02092005010540i2C0015Z033C0A8026B@Dimitri-Junker.de>
Source record: 11489

>However, PureC 1.1 seems to f**k up sourcefiles when they've been
>saved/overwritten several (*many*) times.

I use PureC almost daily, but under MagicPC. The only problem I know ab=
out
is 'Save as'. There you never know which file is saved. So better never=
use
it.

3813. [ANN] New version of ExtenDOS available

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 00:36:06 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <sa7fh1d9tns6lt7r3tm6tebf9sab9dt2d0@4ax.com>
Source record: 11490

The new release of ExtenDOS, ExtenDOS 4, is now available. It features
DVD support, improvements to the audio CD player (including use of a
local copy of the freedb database) and a fully-integrated version of
UNIMINT.XFS for use with freemint. Further information is available
from the ExtenDOS 4 page at:
http://www.anodynesoftware.com/e4/main.htm
or:
http://www.cyberus.ca/~anodyne/e4/main.htm

Roger Burrows
Anodyne Software

3814. Re: [ANN] New version of ExtenDOS available

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 02:40:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.02.02.40.02.425467@charter.net>
Source record: 11491

On Thu, 01 Sep 2005 20:36:06 -0400, Roger Burrows wrote:

> The new release of ExtenDOS, ExtenDOS 4, is now available.

Alright Roger, you the man! :-)

--
_/_/_/

3815. 16/32 System Webshop

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 06:33:03 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11hfsgve7uvfn73@corp.supernews.com>
Source record: 11492

Does anyone know if the 16/32 Systems Webshop is gone forever? I get
a blank page. http://www.1632-sales.zenwebhosting.com/acatalog/

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

3816. Re: 16/32 System Webshop

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 06:41:57 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4317f38c$0$13701$cc9e4d1f@news-text.dial.pipex.com>
Source record: 11493

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:11hfsgve7uvfn73@corp.supernews.com...
> Does anyone know if the 16/32 Systems Webshop is gone forever? I get
> a blank page. http://www.1632-sales.zenwebhosting.com/acatalog/
>
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

works for me.

chris

3817. Re: 16/32 System Webshop

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 07:23:06 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11hfveqm6c67s1b@corp.supernews.com>
Source record: 11494

```
On 2 Sep 2005 07:41:57 +, "exxos" wrote:
>
>"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
>news:11hfsgve7uvfn73@corp.supernews.com...
>> Does anyone know if the 16/32 Systems Webshop is gone forever? I get
>> a blank page. http://www.1632-sales.zenwebhosting.com/acatalog/
>>
>> --
>> Joseph D. Place
>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
>> http://www.josephplace.com
>
>
>works for me.
>
>chris
>
>
>.
False alarm! It just doesn't display with Highwire 0.2.5.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com
```

3818. Re: [ANN] New version of ExtenDOS available

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 07:34:35 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF3DCD2B.9FAA%vlg@o2.pl>
Source record: 11495

w poscie sa7fh1d9tns6lt7r3tm6tebf9sab9dt2d0@4ax.com, Roger Burrows od sergeantvimes@yahoo.ca napisal 2-09-05 2:36:

> The new release of ExtenDOS, ExtenDOS 4, is now available. It features
> DVD support, improvements to the audio CD player (including use of a
> local copy of the freedb database) and a fully-integrated version of
> UNIMINT.XFS for use with freemint. Further information is available
> from the ExtenDOS 4 page at:
> http://www.anodynesoftware.com/e4/main.htm
> or:
> http://www.cyberus.ca/~anodyne/e4/main.htm
>
> Roger Burrows
> Anodyne Software

Great WORK! Even if I donï¿½t need DVD support for my atari yet :)

KEep goin!

3819. COPS + Xaaes+CT60 = trouble?

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 10:18:23 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1125656303.622991.228450@g47g2000cwa.googlegroups.com>
Source record: 11496

Howdy,

I'm having issues with COPS in Xaaes/FreeMiNT 1.16.0 - 1.16.CUR.

Cops starts up, but crashes when it loads CPXs. Doesn't matter which
CPXs, and fooling around with the memoryprotection settings doesn't
help either. I've tried starting it both as an APP and as an ACC.

I can ofcourse use zControl, but I want to use COPS.

Any clues?

regards

-- Peter

3820. Re: COPS + Xaaes+CT60 = trouble?

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 13:17:58 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <df9jer$1e9$1@nemesis.news.tpi.pl>
Source record: 11497

PeP napisał(a):
> Howdy,
>
> I'm having issues with COPS in Xaaes/FreeMiNT 1.16.0 - 1.16.CUR.
>
> Cops starts up, but crashes when it loads CPXs. Doesn't matter which
> CPXs, and fooling around with the memoryprotection settings doesn't
> help either. I've tried starting it both as an APP and as an ACC.
>
> I can ofcourse use zControl, but I want to use COPS.
>
> Any clues?

Probably Cops does not flush 060 caches after loading CPX.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3821. Re: [ANN] New version of ExtenDOS available

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 14:53:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43189498ac7400@comcast.net>
Source record: 11401

>The new release of ExtenDOS, ExtenDOS 4, is now available. It features
>DVD support, improvements to the audio CD player (including use of a
>local copy of the freedb database) and a fully-integrated version of
>UNIMINT.XFS for use with freemint. Further information is available
>from the ExtenDOS 4 page at:
> http://www.anodynesoftware.com/e4/main.htm
>or:
> http://www.cyberus.ca/~anodyne/e4/main.htm
>
>Roger Burrows
>Anodyne Software

Geeez Roger, how excellent. Thanks a heap....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3822. Re: COPS + Xaaes+CT60 = trouble?

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 17:10:59 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1125681059.960429.216950@o13g2000cwo.googlegroups.com>
Source record: 11498

I forgot to try it with caches off. I should do that. Thanks!

-- Peter

3823. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 18:11:15 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <431895c3_3@x-privat.org>
Source record: 11399

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/jaymsa18.lzh
(122.218 bytes): JAY MSA is clone of MSA (Magic Shadow Archiver) program.
This type of programs archives whole floppy discs. The result is file,
in which are stored tracks of the floppy disc as it is on physical medium.

**game**
ftp://chapelie.rma.ac.be/atari/game/pmheretic-0.46.zip
(327.140 bytes): Atari port of Heretic

ftp://chapelie.rma.ac.be/atari/game/pmhexen-0.46.zip
(381.642 bytes): Atari port of Hexen

**mint**
ftp://chapelie.rma.ac.be/atari/mint/misc/sdl-devel-1.2.9-mint.tar.gz
(559.985 bytes): Simple DirectMedia Layer (SDL): This is the Simple DirectMedia Layer,
a general API that provides low level access to audio, keyboard, mouse, joystick,
3D hardware via OpenGL, and 2D framebuffer across multiple platforms.

**programming**
ftp://chapelie.rma.ac.be/atari/programming/ldg-2.32.tar.gz
(501.132 bytes): LDG stands in french for Librairies Dynamiques GEM or in
english GEM Dynamical Libraries. It is a protocol allowing GEM application
to load and share libraries (or plugin if you prefer).
The goal of LDG is to provide some usefull functions to the GEM applications
like the WinDeath DDL.

ftp://chapelie.rma.ac.be/atari/programming/gfa-basic/gbe.zip
(201.420 bytes): is a GEM based editor modeled after the orginal GFA-Basic editor.
Runs under a multitasking system like MiNT.
```

ftp://chapelie.rma.ac.be/atari/programming/gfa-basic/runonly.tos
(146.390 bytes): GFA-Basic interpreter which can be used stand alone or with GBE.

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera362b.zip
(283.407 bytes): Tera Desktop (TeraDesk) is a replacement for the ST, STE or TT desktop.
It provides more facilities than the built-in TOS desktops.
TeraDesk is currently the only open-souce desktop available for 16-bit and 32-bit Atari computers.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3824. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-02 23:51:14 UTC
From: mail@freeman-studio.com
Message-ID: <1125705074.012379.28600@g43g2000cwa.googlegroups.com>
Source record: 11400

Paolo wrote:
> Someone said it could be because of too much memory (I have 256), but I
> don't know how to 'reduce' it.

I once tried changing the Memory settings (under the Options submenu)
in Papyrus while running it on my CT60, and I got all kinds of errors.
This setting may be what the person meant. I returned all the settings
to the original "factory" settings, and everything works fairly well (I
still get an error or two from time to time, but not nearly sa often).

Mike Freeman
mike [at] freeman-studio [dot] com

3825. CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 08:14:56 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h2b5b1.1dw0o1b19806guN%NOSPAMS@wanadoo.fr>
Source record: 11402

Hi,

The TOS boot Radeon driver (VDI / XBIOS) and radeon.sys for fVDI is in progress. Time remaining, one month I think + time for test / debug with the hardware (today just planed).
PCI (X)BIOS is already finished.
The CTPCI + Radeon 7000 /7500 seems the best choice.
The TOS PCI drivers are loaded inside the flash between 0xED0000 and 0xEEFFFF (128 KB) with the CT60 Flash tool (HEX S-record format).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3826. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 09:22:22 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dfbpln$8bg$1@atlantis.news.tpi.pl>
Source record: 11403

Didier Mďż˝quignon napisaďż˝(a):
> Hi,
>
> The TOS boot Radeon driver (VDI / XBIOS) and radeon.sys for fVDI is in
> progress. Time remaining, one month I think + time for test / debug with
> the hardware (today just planed).
> PCI (X)BIOS is already finished.
> The CTPCI + Radeon 7000 /7500 seems the best choice.
> The TOS PCI drivers are loaded inside the flash between 0xED0000 and
> 0xEEFFFF (128 KB) with the CT60 Flash tool (HEX S-record format).

Can you put pictures of the prototype on your page?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3827. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 09:30:41 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1125739841.081989.147020@f14g2000cwb.googlegroups.com>
Source record: 11404

Hi there,

I'm a CT60 user and I don't have a clone myself, but is there a way to
make your driver compatible with the Hades and the Milan?

-- Peter

3828. HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 16:40:25 UTC
From: blah@blah.com
Message-ID: <55kjh11dk7vccsk6eit3tgqk59gctru2uj@4ax.com>
Source record: 11405

Hi all,

Just setting up a Gasteiner HD with an Atari 4160 STE. I've formatted all the partitions, and copied a few ACCs into the auto folder along with the Little Green Selector (LGS) program. Problem is that LGS causes the ST to freeze on bootup and as C is now the boot drive I can't get into disable it. I tried putting a disk in to the A drive but the ST keeps trying and failing to boot from C.

Can't even get in booting from the Gasteiner disks either.

How can I get back into the C drive and disabled LGS?

Dave.

3829. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 17:27:48 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.03.17.27.48.664151@nosspamatari-source.com>
Source record: 11406

On Sat, 03 Sep 2005 10:14:56 +0200, Didier Mï¿½quignon wrote:

> Hi,
>
> The TOS boot Radeon driver (VDI / XBIOS) and radeon.sys for fVDI is in
> progress. Time remaining, one month I think + time for test / debug with
> the hardware (today just planed).
> PCI (X)BIOS is already finished.
> The CTPCI + Radeon 7000 /7500 seems the best choice.
> The TOS PCI drivers are loaded inside the flash between 0xED0000 and
> 0xEEFFFF (128 KB) with the CT60 Flash tool (HEX S-record format).
>
> Regards,
>
> Didier.

So,

Should we begin shopping for radeon 7000/7500 PCI cards?

thanks,
Mark

3830. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 17:38:34 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h2bvr1.12hu6txa2qyobN%NOSPAMS@wanadoo.fr>
Source record: 11407

Mark D <mducksub@nosspamatari-source.com> wrote:

> On Sat, 03 Sep 2005 10:14:56 +0200, Didier Mï¿½quignon wrote:

> > The TOS boot Radeon driver (VDI / XBIOS) and radeon.sys for fVDI is in
> > progress. Time remaining, one month I think + time for test / debug with
> > the hardware (today just planed).
> > PCI (X)BIOS is already finished.
> > The CTPCI + Radeon 7000 /7500 seems the best choice.
> > The TOS PCI drivers are loaded inside the flash between 0xED0000 and
> > 0xEEFFFF (128 KB) with the CT60 Flash tool (HEX S-record format).
> >
> > Regards,
> >
> > Didier.
>
> So,
>
> Should we begin shopping for radeon 7000/7500 PCI cards?

I don't know, maybe Rodolphe want to build a package.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3831. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 17:38:35 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h2bvsu.m9xc0jvhlepwN%NOSPAMS@wanadoo.fr>
Source record: 11408

Adam Klobukowski <atari@gabo.pl> wrote:

> Didier Mï¿½quignon napisa"(a):
> > Hi,
> >
> > The TOS boot Radeon driver (VDI / XBIOS) and radeon.sys for fVDI is in
> > progress. Time remaining, one month I think + time for test / debug with
> > the hardware (today just planed).
> > PCI (X)BIOS is already finished.
> > The CTPCI + Radeon 7000 /7500 seems the best choice.
> > The TOS PCI drivers are loaded inside the flash between 0xED0000 and
> > 0xEEFFFF (128 KB) with the CT60 Flash tool (HEX S-record format).
>
> Can you put pictures of the prototype on your page?

Heuu.. I said "the hardware (today just planed)".
Like you (?), I must wait for a CTPCI.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3832. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 17:57:44 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dfcns1$p1b$1@atlantis.news.tpi.pl>
Source record: 11409

```
Didier Mďż˝quignon napisaďż˝(a):
> Adam Klobukowski <atari@gabo.pl> wrote:
>
>
>>Didier Mďż˝quignon napisa"(a):
>>
>>>Hi,
>>>
>>>The TOS boot Radeon driver (VDI / XBIOS) and radeon.sys for fVDI is in
>>>progress. Time remaining, one month I think + time for test / debug with
>>>the hardware (today just planed).
>>>PCI (X)BIOS is already finished.
>>>The CTPCI + Radeon 7000 /7500 seems the best choice.
>>>The TOS PCI drivers are loaded inside the flash between 0xED0000 and
>>>0xEEFFFF (128 KB) with the CT60 Flash tool (HEX S-record format).
>>
>>Can you put pictures of the prototype on your page?
>
>
> Heuu.. I said "the hardware (today just planed)".
> Like you (?), I must wait for a CTPCI.

My mistake :( ;)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

3833. Re: HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 21:13:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.03.21.13.37.203853@charter.net>
Source record: 11410

On Sat, 03 Sep 2005 17:40:25 +0100, blah wrote:

> Hi all,
>
> Just setting up a Gasteiner HD with an Atari 4160 STE. I've formatted
> all the partitions, and copied a few ACCs into the auto folder along
> with the Little Green Selector (LGS) program. Problem is that LGS
> causes the ST to freeze on bootup and as C is now the boot drive I
> can't get into disable it. I tried putting a disk in to the A drive
> but the ST keeps trying and failing to boot from C.
>
> Can't even get in booting from the Gasteiner disks either.
>
> How can I get back into the C drive and disabled LGS?
>
> Dave.

Which hard drive software are you using? With HDDriver, and most of the other HD software, you can use a keypress combination at bootup to achieve various things.

Try holding <alt>, <control>, and <shift> in various combinations at boot time. It works, I've done it before as well. I just can't remember the -exact- combinations right now. <grin>

Try them one at a time first, then try 2 key combinations like <control> and <shift> together at the same time.

BTW, sometimes just because it freezes at a certain point, doesn't necessarily mean its the last thing you see on the screen. It probably is what you said, but once you do get back in, be prepared to disable all your ACCs and add one at time back, until you find the exact culprit.

HTHs. :-)

--
_/_/_/

3834. Re: HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 21:58:17 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125784697.122991.143840@f14g2000cwb.googlegroups.com>
Source record: 11411

Its in the ROM. Pressing and Holding ALT at boot time will bypass
booting from harddisk, and boot from floppy.

Coda.

3835. Re: HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-03 23:01:13 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <VWpSe.43288$884.1114136@news20.bellglobal.com>
Source record: 11412

this is just a stab in the dark solution but...find which harddrive software
goes with your drive and re-install it using the right setup.
mine was a"FAst drive" so i located some "FAst"utilities and installed
drivers in no time.
charles

3836. Atari Online News, Etc. #07-36

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 01:34:42 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1125797682.214334.306990@g47g2000cwa.googlegroups.com>
Source record: 11413

A-ONE #0736 09/02/05

~ Anti-Spam Indictment! ~ People Are Talking! ~ CCAG 2005
Update!
~ New ExtenDOS Available ~ Microsoft Thief Pleads ~ Easy Yahoo
Search!
~ JayMSA Free Edition! ~ Atari800WinPlus Final! ~ Loverspy On the
Run!
~ MSN Toolbar Upgraded! ~ More Swappers Get Sued ~ Facebook At
College

-* Zotob Bust Breaks Fraud Ring *-
-* Google Branches Out With Print Ads! *-
-* States Expanding Push for Internet Taxes! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

3837. Re: Can I use an ATARI St to build a nuclear weapon ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 06:10:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431abbf8330200@comcast.net>
Source record: 11422
Cross-posted to: comp.sys.atari.st,cz.zamestnani.hledam

>I have found several ATARI STs on a junkyard and I want to build a
>nuclear warhead to nuke Mecca.
>
>Do you think an ATARI ST is good for contoling an ICBM with a nuclear
>warhead ?

YOu have got to be kidding. Even thinking about nuking a holy city is kind of dumb...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3838. Re: HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 06:14:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431abbf8330201@comcast.net>
Source record: 11423

>Hi all,
>
>Just setting up a Gasteiner HD with an Atari 4160 STE. I've formatted
>all the partitions, and copied a few ACCs into the auto folder along
>with the Little Green Selector (LGS) program. Problem is that LGS
>causes the ST to freeze on bootup and as C is now the boot drive I
>can't get into disable it. I tried putting a disk in to the A drive
>but the ST keeps trying and failing to boot from C.
>
>Can't even get in booting from the Gasteiner disks either.
>
>How can I get back into the C drive and disabled LGS?
>
>Dave.

Hopefully you are using HDDriver. Just boot up the STe using a floppy so all you get is a desktop with the A and B drive icons. Then run the HDDriver program and install the C hard drive icon. You should be able to get in and ajust what needs to be adjusted. I do it all the time this way when I have a booting problem.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3839. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 06:18:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431abbf8330202@comcast.net>
Source record: 11424

>Paolo wrote:
>> Someone said it could be because of too much memory (I have 256), but I
>> don't know how to 'reduce' it.
>
>I once tried changing the Memory settings (under the Options submenu)
>in Papyrus while running it on my CT60, and I got all kinds of errors.
>This setting may be what the person meant. I returned all the settings
>to the original "factory" settings, and everything works fairly well (I
>still get an error or two from time to time, but not nearly sa often).
>
>Mike Freeman
>mike [at] freeman-studio [dot] com

Mike you might do what I do. I keep a copy of the information file in a
separate folder. Then if Papyrus starts to act up, I just copy that onto the
inf file that Papyrus happens to be using.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3840. Can I use an ATARI St to build a nuclear weapon ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 07:28:31 UTC
From: Gerry Lintonice <miami_cure@yahoo.com.au>
Message-ID: <1125818911.008180.166700@f14g2000cwb.googlegroups.com>
Source record: 11414
Cross-posted to: comp.sys.atari.st,cz.zamestnani.hledam

I have found several ATARI STs on a junkyard and I want to build a nuclear warhead to nuke Mecca.

Do you think an ATARI ST is good for contoling an ICBM with a nuclear warhead ?

3841. Re: Can I use an ATARI St to build a nuclear weapon ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 08:08:52 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1125821332.819452.76370@g43g2000cwa.googlegroups.com>
Source record: 11415
Cross-posted to: comp.sys.atari.st,cz.zamestnani.hledam

Why would you want to do that?

3842. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 08:20:59 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1125822059.731298.144150@g44g2000cwa.googlegroups.com>
Source record: 11416
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Have you tried disabling the cache?

-- Peter

3843. Re: Can I use an ATARI St to build a nuclear weapon ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 08:41:07 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125823267.767537.327260@g14g2000cwa.googlegroups.com>
Source record: 11417
Cross-posted to: comp.sys.atari.st,cz.zamestnani.hledam

That would make a real big mess.

Your ST would be broken beyond recognition.

3844. Re: Can I use an ATARI St to build a nuclear weapon ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 08:44:47 UTC
From: Simon <nospam@nospam.com>
Message-ID: <431ab42d$0$6907$626a14ce@news.free.fr>
Source record: 11418

PeP wrote:
> Why would you want to do that?

To use you to flood the cz.zamestnani.hledam newsgroup.
Stop crossposting. Ignore the troll.

Cheers
Simon

3845. New XaAES development snapshot

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 11:16:24 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1125832584.056200.81250@z14g2000cwz.googlegroups.com>
Source record: 11419

Hi all,

For the first time since back in May this year, there is now a new development snapshot of XaAES available. Quite a few things have been improved and polished up and the new version is definitely worth a closer look!

Amongst other things there is now experimental support for using texture backgrounds for window widgets as well as support for changing resolution from within XaAES. Add to that a comprehensive list of bugfixes and optimisations and at the end of the day you get a more mature and polished AES. Especially users that wants to use XaAES in monchrome mode should pay close attention to this release.

Visit the Un-official XaAES Page to read more and download the development snapshot: http://xaaes.atariforge.net

Regards,

Joakim

3846. Re: Can I use an ATARI St to build a nuclear weapon ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 12:56:46 UTC
From: fried.man@sympatico.ca
Message-ID: <1125838606.489700.275350@z14g2000cwz.googlegroups.com>
Source record: 11420
Cross-posted to: comp.sys.atari.st,cz.zamestnani.hledam

Very Funny

3847. Atari ST PS2 Mouse interface on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 14:47:52 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dff1eo$ib2$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11421

Hi, have just put this up;

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5238550563&ru

Available to the UK only. Chris is doing the global stuff.

3848. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 15:57:05 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <431b1898_2@x-privat.org>
Source record: 11425

Did it. Didn't work. thanks the same :-(

3849. We will soon have a list of idiots of this newsgroup

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 16:22:54 UTC
From: Simon <nospam@nospam.com>
Message-ID: <431b1f8e$0$2963$626a14ce@news.free.fr>
Source record: 11426

STOP ANSWERING THIS TROLL, CROSSPOSTING AND FLOODING cz.zamestnani.hledam !

3850. MyMAIL 1.83 released

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 16:41:10 UTC
From: Erik Hall <erikhall@_NOSPAM_tripnet.se>
Message-ID: <ip8mh1l44j3ir39pvtjj8cbvlpr68npcge@4ax.com>
Source record: 11427

```
Hello all !

New version of MyMail 1.83 released.

Major improvements & bugfixes:
------------------------------
- Lots of corrections to fix stability problems.
- Added question about server delete of mail that are marked for
delete.
- Minor document updates.

Read more in the history.txt file.

Download from:
--------------
http://www2.tripnet.se/~erikhall/programs/mymail.html

Best Regards
Erik Hï¿½ll
```

3851. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 20:08:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200509042208.a13815@b.maus.de>
Source record: 11349

Hi,

C>I thought I would add that gzip a way to compress a single file. (A
C>.zip file is a container of multiple files that is compressed - with
C>.tar.gz files the TAR is the container, and the GZIP part is the
C>compression).
if someone is interested, I could provide a TAR.TTP running under TOS
which is able to handle both tar and tgz files. This port is due to
Hans-Peter, the author of OPTIMIZE.

Und TTschï¿½
ps

3852. Re: HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 20:43:46 UTC
From: blah@blah.com
Message-ID: <2rlmh154jtl2v5r68snc31h2nvfha5bikc@4ax.com>
Source record: 11428

First, thanks to all who responded.

Pressed the Alt key as suggested and did indeed manage to get in and remove the offending ACC. This seemed to work once, now when booting from the HD the system freezes up with the following displayed on the screen.

HHDriver V6
ACSI 0.0 Seagate ST1096N
Partitions C-K, Boot Drive C
27kb.

Pressing any keys now gives two bombs. Tried leaving the system at the 27kb prompt, came back an hour later and it was still the same.

if I use ALT to boot from floppy the STE is unable to see the HDs either by adding them onto the desktop or running HHDriver.

I'm wondering that if I plug the Gasteiner mega drive into a Falcon, could I use HHDriver to mount the HDs and wipe out the entire AUTO folder...? Is this likely to work or would the Falcon try to boot from the "fried" Gastiener instead of it's own internal C drive?

I was trying to setup up this STe / HD combination so I could do a test run of installing MiNT - Didnt get very far :-(

Dave.

On Sat, 03 Sep 2005 17:40:25 +0100, blah@blah.com wrote:

>Hi all,
>
>Just setting up a Gasteiner HD with an Atari 4160 STE. I've formatted
>all the partitions, and copied a few ACCs into the auto folder along
>with the Little Green Selector (LGS) program. Problem is that LGS
>causes the ST to freeze on bootup and as C is now the boot drive I
>can't get into disable it. I tried putting a disk in to the A drive
>but the ST keeps trying and failing to boot from C.
>
>Can't even get in booting from the Gasteiner disks either.
>
>How can I get back into the C drive and disabled LGS?
>
>Dave.

3853. Re: We will soon have a list of idiots of this newsgroup

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 20:47:07 UTC
From: blah@blah.com
Message-ID: <j7nmh1pnhebdu8jptrffm1athhrrvp98e9@4ax.com>
Source record: 11429

Am I missing something? How does this person benefit from having
someone do a reply all which goes into the cz. group?

On Sun, 04 Sep 2005 18:22:54 +0200, Simon <nospam@nospam.com> wrote:

>STOP ANSWERING THIS TROLL, CROSSPOSTING AND FLOODING cz.zamestnani.hledam !

3854. Re: We will soon have a list of idiots of this newsgroup

Newsgroup: comp.sys.atari.st
Date: 2005-09-04 21:51:04 UTC
From: Simon <nospam@nospam.com>
Message-ID: <431b6c8e$0$23955$636a15ce@news.free.fr>
Source record: 11430

blah@blah.com wrote:
> Am I missing something? How does this person benefit from having
> someone do a reply all which goes into the cz. group?

You know some people have no life, and sometimes want to bore a whole newsgroup. That's easy: go start flame wars or post insanities to 10 or 20 other active newsgroups, crossposting with the newsgroup you want to annoy.
Within a few days, hundreads of messages will flood the newsgroup you don't like.

Cheers,
Simon.

3855. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 01:25:29 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1125883529.738431.324590@g43g2000cwa.googlegroups.com>
Source record: 11431

Mark,

Newegg has about 5 Radeon 7000 PCI models under $50.

Rob

3856. Re: New XaAES development snapshot

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 07:48:57 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1125906537.537114.32150@g49g2000cwa.googlegroups.com>
Source record: 11432

Tried this one yesterday, and it kicks some serious butt.

Tons of kudos to everyone involved!

regards

-- Peter

3857. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 12:33:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.05.12.33.41.777777@charter.net>
Source record: 11433

On Sat, 03 Sep 2005 10:14:56 +0200, Didier Mï¿½quignon wrote:

> Hi,
>
> The TOS boot Radeon driver (VDI / XBIOS) and radeon.sys for fVDI is in
> progress. Time remaining, one month I think + time for test / debug with
> the hardware (today just planed).
> PCI (X)BIOS is already finished.
> The CTPCI + Radeon 7000 /7500 seems the best choice.
> The TOS PCI drivers are loaded inside the flash between 0xED0000 and
> 0xEEFFFF (128 KB) with the CT60 Flash tool (HEX S-record format).
>
> Regards,
>
> Didier.

Okay, I'm a complete newb and utter ID-10-T when it comes to this stuff,
so forgive me if I ask something really stupid, but...since its MINT, and
Nvidia video cards are so well supported under Linux, wouldn't a cheap
Nvidia card be an option?

Just wondering... Thanks! :-)

PS Or is it because Nvidia Linux drivers are still proprietary?

--
_/_/_/

3858. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 14:23:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431c7fa0866ce0@comcast.net>
Source record: 11350

>Did it. Didn't work. thanks the same :-(

Of course the information file used must be one that has worked before. You want to try the one that came with the program as a start.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3859. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 14:25:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431c7fa0866ce1@comcast.net>
Source record: 11351

>Hi!
>
> I currently use STZip 2.6 and unzip 5.1. Those seem to work for
>most things. However, recently these have not been able to unzip some
>things - specifically FreeMint kernals, XaAES snapshots, and anything
>from Patrice Mandin. What do people use to get those? I normally run
>Magic 6 because of various problems gettin Mint working right, as well
>as it's horrible lacking of a good GUI. Can someone please suggest
>something that would work for me on that OS? Thanks!
>
>Mike Freeman
>mike [at] freeman-studio [dot] com
>

Hello Mike,

STZip 2.6 is ok, but it has some bugs. I use Arcview which is a great shell program. It uses Unzip.TTP. I also have LZH,TAR and ZOO incorporated with this. Works great...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3860. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 15:23:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125933810.129626.109940@g44g2000cwa.googlegroups.com>
Source record: 11434

Well, the ATI drivers are proprietary and AFAIK , the NVIDIA drivers
that exist for linux are unsupported but they are provided by NVIDIA.

I still say that the Voodoo cards would be the best choice considering
the amount of documentation available, but what Didier does is his
choice.

3861. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 16:46:38 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF42430E.A0AB%vlg@o2.pl>
Source record: 11436

w poscie 1125933810.129626.109940@g44g2000cwa.googlegroups.com, Coda od
smeg_007@hotmail.com napisal 5-09-05 17:23:

> Well, the ATI drivers are proprietary and AFAIK , the NVIDIA drivers
> that exist for linux are unsupported but they are provided by NVIDIA.
>
> I still say that the Voodoo cards would be the best choice considering
> the amount of documentation available, but what Didier does is his
> choice.
>

Wheres the problem?
someone else can write VOODOO drivers as well, I supposed that there is no
problem because all of these will be only compatible with GEM.

3862. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 16:49:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.05.16.49.00.704388@charter.net>
Source record: 11435

On Mon, 05 Sep 2005 08:23:30 -0700, Coda wrote:

> Well, the ATI drivers are proprietary and AFAIK , the NVIDIA drivers
> that exist for linux are unsupported but they are provided by NVIDIA.

Depends on your view of "unsupported". :-) Nvidia releases new updates
for their cards on a very regular basis, and are much easier to work with
than ATIs stuff, at this point, going by the messages I read in the
Mandriva mailing lists. Just wish they would open source their stuff. Sure
would make a lot of people happy. :-)

> I still say that the Voodoo cards would be the best choice considering
> the amount of documentation available, but what Didier does is his
> choice.

The Voodoo 3000? I've still got one of those. It was the first video card
I ever used with Linux, mostly because of its great support, out of the
box, at the time.

--
_/_/_/

3863. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 17:20:48 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h2fjiw.izf7ge523qk8N%NOSPAMS@wanadoo.fr>
Source record: 11437

Pawel Kaznowski <vlg@o2.pl> wrote:

> w poscie 1125933810.129626.109940@g44g2000cwa.googlegroups.com, Coda od
> smeg_007@hotmail.com napisal 5-09-05 17:23:
>
> > Well, the ATI drivers are proprietary and AFAIK , the NVIDIA drivers
> > that exist for linux are unsupported but they are provided by NVIDIA.
> >
> > I still say that the Voodoo cards would be the best choice considering
> > the amount of documentation available, but what Didier does is his
> > choice.
> >
>
>
> Wheres the problem?
> someone else can write VOODOO drivers as well, I supposed that there is no
> problem because all of these will be only compatible with GEM.

Yes, it's not a problem, if someone can bluid a VOODOO drivers, please
contact me. The limit is just the 128 KB of the flash. But if space is
needed I can remove the boot picture and get another block of 100-128KB.
You must also create a driver fVDI compatible who can also can be called
by the flash, use gcc and gas, so please contact me.
If you use Linux sources, we can also use common resources for get space
like the framebuffer functions (cleaned of kernel linux calls).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3864. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 17:20:51 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h2fjwg.10ykzmm1e4drwgN%NOSPAMS@wanadoo.fr>
Source record: 11438

PeP <pedda_pirat@hotmail.com> wrote:

> Hi there,
>
> I'm a CT60 user and I don't have a clone myself, but is there a way to
> make your driver compatible with the Hades and the Milan?

Today I don't know, if fVDI works on theses machine why not, but I think use the CTPCI in big endian (today there are a define inside the PCI (X)BIOS). So the radeon driver is little endian whith a result in big endian. On Milan I think than the host bridge is big endian and the ati card is set for swap bytes. The result is the sound that the milan blaster is in intel format :-(So It's not the best choice.
I can try to put a test inside the radeon driver because the PCI (X)BIOS return the endian format.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3865. Looking for a little bit of low-level info on running ST GEM apps

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 17:24:20 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0509051320360.18038@static-141-149-129-16.buff.east.verizon.net>
Source record: 11439

I'm trying to write a rather unusual type of ST emulator, and would need a little knowledge on the internals.

All I really need to find out is how to load a program into 68K space and run it, and how to convert ST GEM and TOS calls to native calls. The resulting emulator (I'm thinking of calling it CrySTal) is just going to be a way to run some Atari ST stuff on a PC which is already running GEM.

-uso.

3866. Re: Looking for a little bit of low-level info on running ST GEM apps

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 17:36:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3o3e1bF40m4cU1@individual.net>
Source record: 11440

Lyrical Nanoha wrote:

> All I really need to find out is how to load a program into 68K space
> and run it, and how to convert ST GEM and TOS calls to native calls.
> The resulting emulator (I'm thinking of calling it CrySTal) is just
> going to be a way to run some Atari ST stuff on a PC which is already
> running GEM.

GEM on the PC does not support more than 640 MB of memory, does it?
Since a GEM application for the Atari can allocate large chunks of memory
without any tricks, the fact that it does not work this way with GEM/3
for the PC could be a showstopper.

--

Dr. Uwe Seimet http://www.seimet.de

3867. Re: Looking for a little bit of low-level info on running ST GEM apps

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 18:24:05 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0509051422390.18817@static-141-149-129-16.buff.east.verizon.net>
Source record: 11441

On Mon, 5 Sep 2005, Uwe Seimet wrote:

>
>
> Lyrical Nanoha wrote:
>
>> All I really need to find out is how to load a program into 68K space and
>> run it, and how to convert ST GEM and TOS calls to native calls. The
>> resulting emulator (I'm thinking of calling it CrySTal) is just going to be
>> a way to run some Atari ST stuff on a PC which is already running GEM.
>
> GEM on the PC does not support more than 640 MB of memory, does it?
> Since a GEM application for the Atari can allocate large chunks of memory
> without any tricks, the fact that it does not work this way with GEM/3 for
> the PC could be a showstopper.

If I use DJGPP I can work around the 640K limit. (This was my plan.) PC
GEM might not support it, but the compiler does, and the CPU core will be
running outside the 640K area anyway.

-uso.

3868. Re: HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 18:25:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <BpydnZ2dnZ3OJHP5nZ2dnTQQgd6dnZ2dRVnypZ2dnZ0@pipex.net>
Source record: 11442

In message 24@cix, dark_lord@charter.net said:

>> Just setting up a Gasteiner HD with an Atari 4160 STE. I've formatted
>> all the partitions, and copied a few ACCs into the auto folder along
>> with the Little Green Selector (LGS) program. Problem is that LGS
>> causes the ST to freeze on bootup and as C is now the boot drive I
>> can't get into disable it. I tried putting a disk in to the A drive
>> but the ST keeps trying and failing to boot from C.
>>
>> Can't even get in booting from the Gasteiner disks either.
>>
>> How can I get back into the C drive and disabled LGS?
>>
>> Dave.
>
>Which hard drive software are you using? With HDDriver, and most of the
>other HD software, you can use a keypress combination at bootup to achieve
>various things.
>
>Try holding <alt>, <control>, and <shift> in various combinations at boot
>time. It works, I've done it before as well. I just can't remember the
>-exact- combinations right now. <grin>
>
>Try them one at a time first, then try 2 key combinations like <control>
>and <shift> together at the same time.
>
>BTW, sometimes just because it freezes at a certain point, doesn't
>necessarily mean its the last thing you see on the screen. It probably is
>what you said, but once you do get back in, be prepared to disable all
>your ACCs and add one at time back, until you find the exact culprit.

Alternatively, it may be possible to boot without the hard drive
switched on, then start it afterwards. You should have your HD
software disk in A:\ and run the installer again - or just the HD
driver, then put a new C:\ icon on the desktop. This /may/ allow
you to access the partition to remove LGD.

Note that ACCs do *not* belong in the AUTO folder, but the root
directory of C:\! Possibly that's causing the problem?

Regards, /Peter/

3869. Re: Looking for a little bit of low-level info on running ST GEM apps

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 18:35:20 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3o3hf9F42hpcU1@individual.net>
Source record: 11443

Lyrical Nanoha wrote:

> If I use DJGPP I can work around the 640K limit. (This was my plan.)
> PC GEM might not support it, but the compiler does, and the CPU core
> will be running outside the 640K area anyway.

There are other problems I encountered when I wrote an application running on GEM/3 and on the Atari long ago, using the latest (i.e. last) release of GEM/3. The order of calls for certain functions (setting window attributes, for instance) should not matter, but under GEM/3 it actually does matter and changing the order sometimes led to crashes. Since I could change this order by changing my sources I could address this problem, but you cannot do that. So don't be surprised if something does not work even though an application does not do anything wrong.

In general my experience with GEM/3 was a bad one. It was instable, not always compliant to the specs, and if I had not had the stable Atari GEM to run tests on and to debug I would not have been able to get my application running on the PC.

--

Dr. Uwe Seimet http://www.seimet.de

3870. Re: Looking for a little bit of low-level info on running ST GEM apps

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 18:41:20 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0509051436370.18967@static-141-149-129-16.buff.east.verizon.net>
Source record: 11444

On Mon, 5 Sep 2005, Uwe Seimet wrote:

>
>
> Lyrical Nanoha wrote:
>
>> If I use DJGPP I can work around the 640K limit. (This was my plan.) PC
>> GEM might not support it, but the compiler does, and the CPU core will be
>> running outside the 640K area anyway.
>
> There are other problems I encountered when I wrote an application running on
> GEM/3 and on the Atari long ago, using the latest (i.e. last) release of
> GEM/3. The order of calls for certain functions (setting window attributes,
> for instance) should not matter, but under GEM/3 it actually does matter and
> changing the order sometimes led to crashes. Since I could change this order
> by changing my sources I could address this problem, but you cannot do that.

I actually can probably do this, by manipulating the incoming GEM calls
before passing them on to GEM.

> So don't be surprised if something does not work even though an application
> does not do anything wrong.
>
> In general my experience with GEM/3 was a bad one. It was instable, not
> always compliant to the specs, and if I had not had the stable Atari GEM to
> run tests on and to debug I would not have been able to get my application
> running on the PC.

Hopefully FreeGEM (my actual target) is more stable than stock GEM/3. If
not, well, the source code is out there and I could probably try to fix
it.

-uso.

3871. Re: Looking for a little bit of low-level info on running ST GEM apps

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 21:02:32 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dfibfp$9r1$1@nemesis.news.tpi.pl>
Source record: 11445

Lyrical Nanoha napisaďż˝(a):
> I'm trying to write a rather unusual type of ST emulator, and would need
> a little knowledge on the internals.
>
> All I really need to find out is how to load a program into 68K space
> and run it, and how to convert ST GEM and TOS calls to native calls.
> The resulting emulator (I'm thinking of calling it CrySTal) is just
> going to be a way to run some Atari ST stuff on a PC which is already
> running GEM.

PC GEM is lagging in features behind modern Atari GEM replacements
(Magic, Xaaes, Naes), and will be unable to run modern programs (lots of
them depend for example on NVDI). Moreover there may be some ABI
incompatibilities (not only endianess).

I think the better idea might be putting an effort into Aranym.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3872. Re: HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 21:33:41 UTC
From: blah@blah.com
Message-ID: <c2eph1hn9e8n67h1a09k46cv7h5v5rdjdu@4ax.com>
Source record: 11446

Hi Peter,

Tried recnnecting the HD once the ST had booted from drive A, could not add an icon to the desktop & HHDriver also could not see the partitions.

Hmmm, yes I remember now that the ACCs should go in auto folder, like you say this could be the problem. Am going to try connecting the HD to a Falcon and if I can mount the drives hopefully I can remove the offending items.

Dave.

>Alternatively, it may be possible to boot without the hard drive
>switched on, then start it afterwards. You should have your HD
>software disk in A:\ and run the installer again - or just the HD
>driver, then put a new C:\ icon on the desktop. This /may/ allow
>you to access the partition to remove LGD.
>
>Note that ACCs do *not* belong in the AUTO folder, but the root
>directory of C:\! Possibly that's causing the problem?
>
>Regards, /Peter/

3873. What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 21:55:23 UTC
From: mail@freeman-studio.com
Message-ID: <1125957323.687816.272730@g44g2000cwa.googlegroups.com>
Source record: 11447

Hi!

I currently use STZip 2.6 and unzip 5.1. Those seem to work for most things. However, recently these have not been able to unzip some things - specifically FreeMint kernals, XaAES snapshots, and anything from Patrice Mandin. What do people use to get those? I normally run Magic 6 because of various problems gettin Mint working right, as well as it's horrible lacking of a good GUI. Can someone please suggest something that would work for me on that OS? Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

3874. Re: HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-05 22:06:57 UTC
From: blah@blah.com
Message-ID: <pagph1pm9da5ga0hekh9pqijlkpsvgqgag@4ax.com>
Source record: 11448

Sorry that should read "ACCs should *not* go in auto folder"

On Mon, 05 Sep 2005 22:33:41 +0100, blah@blah.com wrote:

>Hi Peter,
>
>Tried recnnecting the HD once the ST had booted from drive A, could
>not add an icon to the desktop & HHDriver also could not see the
>partitions.
>
>Hmmm, yes I remember now that the ACCs should go in auto folder, like
>you say this could be the problem. Am going to try connecting the HD
>to a Falcon and if I can mount the drives hopefully I can remove the
>offending items.
>
>Dave.
>
>>Alternatively, it may be possible to boot without the hard drive
>>switched on, then start it afterwards. You should have your HD
>>software disk in A:\ and run the installer again - or just the HD
>>driver, then put a new C:\ icon on the desktop. This /may/ allow
>>you to access the partition to remove LGD.
>>
>>Note that ACCs do *not* belong in the AUTO folder, but the root
>>directory of C:\! Possibly that's causing the problem?
>>
>>Regards, /Peter/

3875. Re: We will soon have a list of idiots of this newsgroup

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 00:18:07 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <qoRq24P$AOHDFwpy@dev.null.davjam.org>
Source record: 11352

On Sun, 4 Sep 2005, Simon <nospam@nospam.com> wrote:-

>blah@blah.com wrote:
>> Am I missing something? How does this person benefit from having
>> someone do a reply all which goes into the cz. group?
>
>You know some people have no life, and sometimes want to bore a whole
>newsgroup. That's easy: go start flame wars or post insanities to 10 or
>20 other active newsgroups, crossposting with the newsgroup you want to
>annoy.
>Within a few days, hundreads of messages will flood the newsgroup you
>don't like.

Nowhere near as effective as it could have been. Posting something
inflammatory in one newsgroup and then setting the follow-up header
works much better, especially since a lot of people don't even notice
where their posts are being posted.

It's a pity that Google groups don't implement a filter to prevent open
proxies posting through their servers, since the source (148.244.150.52)
is listed in a few DNSBLs[0] as an open proxy, as this post would have
never been able to cause any disruption.

[0] opm.blitzed.org, cbl.abuseat.org, sbl-xbl.spamhaus.org

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP/SuSE 9.3 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

3876. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 00:33:21 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <LPKSPCRRPOHDFwPn@dev.null.davjam.org>
Source record: 11354

On Sun, 4 Sep 2005, Peter Schneider <Peter_Schneider@b.maus.de> wrote:-

>Hi,
>
>C>I thought I would add that gzip a way to compress a single file. (A
>C>.zip file is a container of multiple files that is compressed - with
>C>.tar.gz files the TAR is the container, and the GZIP part is the
>C>compression).
>if someone is interested, I could provide a TAR.TTP running under TOS
>which is able to handle both tar and tgz files. This port is due to
>Hans-Peter, the author of OPTIMIZE.

While irrelevant as far as .tar.gz files are concerned, and purely out
of curiosity, does it also handle .tar.bz2 files as well? Not that I've
ever seen them used for TOS/mint archives, there are quite a few in the
*nix world.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP/SuSE 9.3 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

3877. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 00:58:30 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <431cebef$1_3@x-privat.org>
Source record: 11353
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

UPDATE:
I installed easyMiNT, actually I rushed an installation, but it went well.
At the first shot I had a working environment (with some glitches, 16
colours, 640x480, and my auto PRGs didn't load) but Papyrus loaded JPGs
immediately.

So, I assume, it is something connected with the TOS itself, or at least,
the TOS routines that are replaced by MiNT...
Now I'll dig into MiNT to see if it can accomodate my needs, so I'll forgot
plain TOS problems.

who knows...

In the meanwhile, thank you guys!

3878. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 05:29:49 UTC
From: mail@freeman-studio.com
Message-ID: <1125984589.513945.88510@z14g2000cwz.googlegroups.com>
Source record: 11355

Edward S. Baiz Jr. wrote:
> >Hi!
> >
> > I currently use STZip 2.6 and unzip 5.1. Those seem to work for
> >most things. However, recently these have not been able to unzip some
> >things - specifically FreeMint kernals, XaAES snapshots, and anything
> >from Patrice Mandin. What do people use to get those? I normally run
> >Magic 6 because of various problems gettin Mint working right, as well
> >as it's horrible lacking of a good GUI. Can someone please suggest
> >something that would work for me on that OS? Thanks!
>
> STZip 2.6 is ok, but it has some bugs. I use Arcview which is a great shell
> program. It uses Unzip.TTP. I also have LZH,TAR and ZOO incorporated with this.
> Works great...

I'll give it a try, but would that solve my problem? It's still using
unzip.ttp (which I'm assuming is the same as the unzip.ttp included in
the unzip 5.1 archive? maybe not?)

Basically, both STZIP and Unzip cannot find any files in the archive at
all if I leave them as downloaded. STZIP shows an oddly truncated
folder filename, and maybe a file or two, but nothing exists in the
folder. Unzip simply says that the archive contains no files and quits.
If I change the filename to be 8+3 instead of long filename (i.e.
alpha.zip instead of alpha-04-september-2005.zip as is the case with
the latest XaAES snapshot), then Unzip will actually recognize that
there are files in the archive, but still won't be able to write them
to the disk (there is enough disk space, and any other file unzips fine
there). Not sure what the problem is, but it seems to happen most often
with Mint-related items, and people who specifically program using gcc
and other Mint-specific tools. Maybe it's something different between
the way Mint's ZIP compression works as opposed to other TOS/Magic
compatible versions? I don't know!

Thanks for your input!

Mike Freeman
mike [at] freeman-studio [dot] com

3879. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 05:46:32 UTC
From: Lowline <gabber@telus.net>
Message-ID: <Y2aTe.217471$9A2.9997@edtnps89>
Source record: 11356

Winzip.

<mail@freeman-studio.com> wrote in message
news:1125984589.513945.88510@z14g2000cwz.googlegroups.com...
> Edward S. Baiz Jr. wrote:
>> >Hi!
>> >
>> > I currently use STZip 2.6 and unzip 5.1. Those seem to work for
>> >most things. However, recently these have not been able to unzip some
>> >things - specifically FreeMint kernals, XaAES snapshots, and anything
>> >from Patrice Mandin. What do people use to get those? I normally run
>> >Magic 6 because of various problems gettin Mint working right, as well
>> >as it's horrible lacking of a good GUI. Can someone please suggest
>> >something that would work for me on that OS? Thanks!
>>
>> STZip 2.6 is ok, but it has some bugs. I use Arcview which is a great
>> shell
>> program. It uses Unzip.TTP. I also have LZH,TAR and ZOO incorporated with
>> this.
>> Works great...
>
> I'll give it a try, but would that solve my problem? It's still using
> unzip.ttp (which I'm assuming is the same as the unzip.ttp included in
> the unzip 5.1 archive? maybe not?)
>
> Basically, both STZIP and Unzip cannot find any files in the archive at
> all if I leave them as downloaded. STZIP shows an oddly truncated
> folder filename, and maybe a file or two, but nothing exists in the
> folder. Unzip simply says that the archive contains no files and quits.
> If I change the filename to be 8+3 instead of long filename (i.e.
> alpha.zip instead of alpha-04-september-2005.zip as is the case with
> the latest XaAES snapshot), then Unzip will actually recognize that
> there are files in the archive, but still won't be able to write them
> to the disk (there is enough disk space, and any other file unzips fine
> there). Not sure what the problem is, but it seems to happen most often
> with Mint-related items, and people who specifically program using gcc
> and other Mint-specific tools. Maybe it's something different between
> the way Mint's ZIP compression works as opposed to other TOS/Magic
> compatible versions? I don't know!
>
> Thanks for your input!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

>

3880. Re: HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 08:51:16 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <dfjl32$j10$1@gemini.csx.cam.ac.uk>
Source record: 11357

<blah@blah.com> wrote in message
news:c2eph1hn9e8n67h1a09k46cv7h5v5rdjdu@4ax.com...
> Hi Peter,
>
> Tried recnnecting the HD once the ST had booted from drive A, could
> not add an icon to the desktop & HHDriver also could not see the
> partitions.
>
> Hmmm, yes I remember now that the ACCs should go in auto folder,
like
> you say this could be the problem. Am going to try connecting the
HD
> to a Falcon and if I can mount the drives hopefully I can remove the
> offending items.

For my ST the HD has to be switched on first, then the ST a few seconds later and once the Desktop appears you have to reset it so that it boots again so that is when it recognises the HD are you resetting the ST after you have reached the Desktop the first time?

Also if booting off C is causing probelms hold down the key representing a differect partition to boot from that one - might bypass the problem file in the C drive that way.

Stephen Moss

3881. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 09:16:14 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125998174.277697.268610@g44g2000cwa.googlegroups.com>
Source record: 11358

Twat.

3882. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 09:21:26 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125998486.330618.117280@g43g2000cwa.googlegroups.com>
Source record: 11359

With MiNT and MiNT archives you want to be using zip 2.3 and unzip 5.5
or greater. Get these from http://sparemint.atariforge.net/sparemint

Coda.

3883. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 09:23:12 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1125998592.559149.26410@o13g2000cwo.googlegroups.com>
Source record: 11360

bzip is available for MiNT, check the packages at
http://sparemint.atariforge.net/sparemint

Coda.

3884. Re: Looking for a little bit of low-level info on running ST GEM apps

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 13:05:17 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0509060902570.30169@static-141-149-129-16.buff.east.verizon.net>
Source record: 11361

On Mon, 5 Sep 2005, Adam Klobukowski wrote:

> PC GEM is lagging in features behind modern Atari GEM replacements
> (Magic, Xaaes, Naes), and will be unable to run modern programs (lots of
> them depend for example on NVDI). Moreover there may be some ABI
> incompatibilities (not only endianess).

And most of the other emulators won't run these other AESes and VDIs, I don't think? As for ABI problems, there are two ways around those - patch the emulator or patch GEM, and theoretically, I can do either.

> I think the better idea might be putting an effort into Aranym.

Most current emulators seem to be heavier than they need to be. :/ It should, in my opinion, be possible to run basic ST stuff on a low-end Pentium.

-uso.

3885. Re: Looking for a little bit of low-level info on running ST GEM apps

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 13:25:28 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dfk5cf$ot7$1@atlantis.news.tpi.pl>
Source record: 11362

Lyrical Nanoha napisał(a):
> On Mon, 5 Sep 2005, Adam Klobukowski wrote:
>
>> PC GEM is lagging in features behind modern Atari GEM replacements
>> (Magic, Xaaes, Naes), and will be unable to run modern programs (lots of
>> them depend for example on NVDI). Moreover there may be some ABI
>> incompatibilities (not only endianess).
>
> And most of the other emulators won't run these other AESes and VDIs, I
> don't think? As for ABI problems, there are two ways around those -
> patch the emulator or patch GEM, and theoretically, I can do either.

Except maybe of NVDI modern AESes or VDIs are not designed t run on
plain ST, which most emulators emulate.

>> I think the better idea might be putting an effort into Aranym.
>
> Most current emulators seem to be heavier than they need to be. :/ It
> should, in my opinion, be possible to run basic ST stuff on a low-end
> Pentium.

Try TosBox then. I was able to run modern FreeMiNT and Naes on it.

For basic ST stuff you basically do not need modern AES or VDI.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3886. [WEB] New web site address

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 13:28:44 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.09.06.13.28.44.85695@caramail-NOSPAM.com>
Source record: 11363

Hello,

I made a new web site, so please update your bookmarks with this URL:
http://pmandin.atari.org/

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3887. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 14:21:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431dd066487311@comcast.net>
Source record: 11374

>Edward S. Baiz Jr. wrote:
>> >Hi!
>> >
>> > I currently use STZip 2.6 and unzip 5.1. Those seem to work for
>> >most things. However, recently these have not been able to unzip some
>> >things - specifically FreeMint kernals, XaAES snapshots, and anything
>> >from Patrice Mandin. What do people use to get those? I normally run
>> >Magic 6 because of various problems gettin Mint working right, as well
>> >as it's horrible lacking of a good GUI. Can someone please suggest
>> >something that would work for me on that OS? Thanks!
>>
>> STZip 2.6 is ok, but it has some bugs. I use Arcview which is a great shell
>> program. It uses Unzip.TTP. I also have LZH,TAR and ZOO incorporated with this.
>> Works great...
>
>I'll give it a try, but would that solve my problem? It's still using
>unzip.ttp (which I'm assuming is the same as the unzip.ttp included in
>the unzip 5.1 archive? maybe not?)
>
>Basically, both STZIP and Unzip cannot find any files in the archive at
>all if I leave them as downloaded. STZIP shows an oddly truncated
>folder filename, and maybe a file or two, but nothing exists in the
>folder. Unzip simply says that the archive contains no files and quits.
>If I change the filename to be 8+3 instead of long filename (i.e.
>alpha.zip instead of alpha-04-september-2005.zip as is the case with
>the latest XaAES snapshot), then Unzip will actually recognize that
>there are files in the archive, but still won't be able to write them
>to the disk (there is enough disk space, and any other file unzips fine
>there). Not sure what the problem is, but it seems to happen most often
>with Mint-related items, and people who specifically program using gcc
>and other Mint-specific tools. Maybe it's something different between
>the way Mint's ZIP compression works as opposed to other TOS/Magic
>compatible versions? I don't know!
>
>Thanks for your input!
>mike [at] freeman-studio [dot] com

Yeah Mike that happens to me also. Here is what I do to get around it. First I unzip the whole file. I will get folders that have nothing in them. I then go into the folders in the ZIPPED file using Arcview and highlight their contents and another unzipp function and the files then appear. If anyone else has a better fix, I am all ears.

--
Edward S. Baiz Jr.

(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3888. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 14:22:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.06.14.22.23.624854@charter.net>
Source record: 11364

On Tue, 06 Sep 2005 05:46:32 +0000, Lowline wrote:

> Winzip.

What the heck is that? A -Windog- program? Ugh...nasty stuff, for sure!

--
_/_/_/

3889. Re: New web site address

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 16:07:47 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126022867.479943.326850@o13g2000cwo.googlegroups.com>
Source record: 11365

Thats very nice, an improvement.

Coda.

3890. Re: HELP - auto folder problem

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 19:47:56 UTC
From: blah@blah.com
Message-ID: <t3qrh1p268ph8qbalm7mdv65qernqibqs2@4ax.com>
Source record: 11366

Hi Stephen,

On Tue, 6 Sep 2005 09:51:16 +0100, "Stephen Moss"
<sgm23@eng.cam.ac.uk> wrote:

ms.
>
>For my ST the HD has to be switched on first, then the ST a few
>seconds later and once the Desktop appears you have to reset it so
>that it boots again so that is when it recognises the HD are you
>resetting the ST after you have reached the Desktop the first time?

No I've not tried that, will give it a whirl... Nope, booted to the
desktop and reset, ST tries to boot from C and fails as before.

>Also if booting off C is causing probelms hold down the key
>representing a differect partition to boot from that one - might
>bypass the problem file in the C drive that way.

Superb! That's done it. I held down the D key and it's booted from
that drive. Never realised I could do that... doh.

Many thanks
Dave.

3891. Split ZIP files

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 20:42:09 UTC
From: blah@blah.com
Message-ID: <oovrh1hbjbrre58u6visdf1vav1q430l6t@4ax.com>
Source record: 11367

Hi all,

Is there anything for the Atari that will allow a ZIP file created
using WinZip that is split into multi-parts to be put back together
again?

Cheers
Dave.

3892. Re: Split ZIP files

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 20:58:39 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <431e02ff$0$1724$8fcfb975@news.wanadoo.fr>
Source record: 11368

blah@blah.com a ï¿½crit :
>
> Hi all,

Hi Dave,
>
> Is there anything for the Atari that will allow a ZIP file created
> using WinZip that is split into multi-parts to be put back together
> again?

Yes : Splitter. Splits and unsplits nearly everything ;-)

Good night,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3893. Re: Split ZIP files

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 21:34:27 UTC
From: blah@blah.com
Message-ID: <kp2sh156sc3rlai80v6otok8r35ti3s50h@4ax.com>
Source record: 11369

Ah, missed that one, the name is far too cryptic :o)

Cheers
Dave.

On 06 Sep 2005 20:58:39 GMT, J.-Luc <Myname.Mysurname@myisp> wrote:

>blah@blah.com a ï¿½crit :
>>
>> Hi all,
>
>Hi Dave,
>>
>> Is there anything for the Atari that will allow a ZIP file created
>> using WinZip that is split into multi-parts to be put back together
>> again?
>
>Yes : Splitter. Splits and unsplits nearly everything ;-)
>
>Good night,
>
>J.-Luc

3894. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 22:04:29 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.06.22.04.29.80488@nosspamatari-source.com>
Source record: 11370

On Mon, 05 Sep 2005 12:49:01 -0400, Ronald J. Hall wrote:

> On Mon, 05 Sep 2005 08:23:30 -0700, Coda wrote:
>
>> Well, the ATI drivers are proprietary and AFAIK , the NVIDIA drivers
>> that exist for linux are unsupported but they are provided by NVIDIA.
>
> Depends on your view of "unsupported". :-) Nvidia releases new updates
> for their cards on a very regular basis, and are much easier to work with
> than ATIs stuff, at this point, going by the messages I read in the
> Mandriva mailing lists. Just wish they would open source their stuff. Sure
> would make a lot of people happy. :-)
>

This is a hugely different animal! NVidia releases binary drivers for x86
and x86_64! Guess what you use if you're on PPC mac? Unaccelerated FB
drivers! That's not good at all. There's actually marginal open source
ATI drivers out there. For our platform, ATI is the choice.

>> I still say that the Voodoo cards would be the best choice considering
>> the amount of documentation available, but what Didier does is his
>> choice.
>
> The Voodoo 3000? I've still got one of those. It was the first video card
> I ever used with Linux, mostly because of its great support, out of the
> box, at the time.

Those cards are ancient. Asking my voodoo 3 to do 1680x1050 which I need
for my LCD would not go well. If we're going to do it, we should do it
right. Even if ATI cards have less support, they have the support we need
to get things up and running. They're VERY fast too. The eclipse makes a
stock falcon twice as fast. Just ask Carey. 128kbit mp3 on a falcon uses
over 100% cpu time at times. Accelerate BUS and CPU, add an eclipse card,
and it uses somewhere around 30-40% (with DSP). It's important to let the
devs choose what they're most comfortable with, and I'd say ATI is it. We
want to get a product sometime this century.

Thanks,
Mark

3895. Re: WordPerfect on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 22:27:07 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1126045627.291136.279630@g44g2000cwa.googlegroups.com>
Source record: 11371

Phantom wrote:
> If I am not mistaken, there is only 1 version of WordPerfect that will
> run on
> the Falcon.
>
> If this is correct, which version is it?
>
> phantomm@bellsouth.net

To quote from my old friend Eric Hays:

"The latest version was dated April 18, 1991 (at least, that was the
latest
I ever got) and does indeed run fine on the Falcon, even in Falcon
resolutions, although I think it crashes in modes above 16 colors. "

I've often run WordPerfect on my stock Falcon under Geneva in 16 color mode. I tried it on my CT60, but it crashed. This may have to do with the fact that my CT60 was in 256 color mode at the time. In any event, I use WordPerfect very rarely nowadays, as Atariworks handles all my typing needs now that I'm no longer writing research papers.

Galen

3896. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 22:48:40 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1126046920.728653.27960@f14g2000cwb.googlegroups.com>
Source record: 11372

Where are you saving to? It sounds as though your STING.INF file is
pointing to the wrong place.

Galen

3897. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 23:05:35 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0509061904210.3544@static-141-149-129-16.buff.east.verizon.net>
Source record: 11373

On Tue, 6 Sep 2005, Mark D wrote:

> The eclipse makes a stock falcon twice as fast. Just ask Carey.
> 128kbit mp3 on a falcon uses over 100% cpu time at times.

O.O

You can play mp3 in realtime on a 68030? In the DOS world, I've never
heard of anyone playing mp3 on less than a 486/66.

Then again, '030 would clearly pound a 386 flat.

-uso.

3898. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-06 23:44:09 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1126050249.825169.280230@o13g2000cwo.googlegroups.com>
Source record: 11375

I can almost get a 128k mp3 to play on a 16Mhz Falcon. (There's too many pauses and stutters to say I've truly done it.) On accelerated Falcons it's quite easy.

Has anyone managed a 128k mp3 on a stock Falcon?

Galen

3899. Display monitors for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 00:07:08 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <431e2f3f$1@news.eftel.com>
Source record: 11376

I'm looking for a flexible 17" Monitor (brand name and model so I can source locally) for a CT60 that can handle a broad range of resolutions and refresh rates etc. I'm using Centscreen 3 with 50 MHz bus. Any thoughts would be appreciated.

Thanks.

3900. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 00:50:39 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.09.07.00.50.39.137161@atari-source.com>
Source record: 11378

On Tue, 06 Sep 2005 16:44:09 -0700, Galen wrote:

> I can almost get a 128k mp3 to play on a 16Mhz Falcon. (There's too
> many pauses and stutters to say I've truly done it.) On accelerated
> Falcons it's quite easy.
>
> Has anyone managed a 128k mp3 on a stock Falcon?
>
> Galen

I can do it. If you have trouble, just set it in ST-High resolution.
It'll play no problem then. Tweak the aniplayer settings too. It's
designed to work on a stock falcon.

Thanks,
Mark

3901. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 00:55:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.07.00.55.13.443159@charter.net>
Source record: 11377

On Tue, 06 Sep 2005 18:04:29 -0400, Mark D wrote:

> This is a hugely different animal! NVidia releases binary drivers for x86
> and x86_64! Guess what you use if you're on PPC mac? Unaccelerated FB
> drivers! That's not good at all. There's actually marginal open source
> ATI drivers out there. For our platform, ATI is the choice.

Okay, thats why I asked, to get some input/debate on the subject. I am now
"educated". <grin>

Nvidia also has a non-proprietary driver used with Mandriva out of the
box so its GPL legal. The catch? No solid 3D acceleration (some, but not
enough for top end games 'n stuff). You probably already knew that though.

>>> I still say that the Voodoo cards would be the best choice considering
>>> the amount of documentation available, but what Didier does is his
>>> choice.
>>
>> The Voodoo 3000? I've still got one of those. It was the first video card
>> I ever used with Linux, mostly because of its great support, out of the
>> box, at the time.
>
> Those cards are ancient. Asking my voodoo 3 to do 1680x1050 which I need
> for my LCD would not go well. If we're going to do it, we should do it
> right. Even if ATI cards have less support, they have the support we need
> to get things up and running. They're VERY fast too. The eclipse makes a
> stock falcon twice as fast. Just ask Carey. 128kbit mp3 on a falcon uses
> over 100% cpu time at times. Accelerate BUS and CPU, add an eclipse card,
> and it uses somewhere around 30-40% (with DSP). It's important to let the
> devs choose what they're most comfortable with, and I'd say ATI is it. We
> want to get a product sometime this century.
>
> Thanks,
> Mark

They are ancient - I guess it was mentioned because there are such good
docs 'n stuff.

But...I agree with what you are saying Mark. Since we don't have unlimited
funding/numbers of developers, then its probably best to go with the
highest performance card that actually has a decent chance of being coded
for TOS/MINT.(and of course, as has been mentioned, whatever the actual
person doing the work is comfortable with).

Thanks for the input! :-)

--
_/_/_/

3902. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 00:56:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.07.00.56.46.234090@charter.net>
Source record: 11379

On Tue, 06 Sep 2005 15:48:40 -0700, Galen wrote:

> Where are you saving to? It sounds as though your STING.INF file is
> pointing to the wrong place.
>
> Galen

Well, according to docs I read on the 'Net, they recommended the root of
your C drive. Which is what I did. I don't believe it was STING.INF that
the file selector asked for though, it was something like STING.PRG?

Thanks.

--
_/_/_/

3903. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 02:19:35 UTC
From: mail@freeman-studio.com
Message-ID: <1126059575.107193.235940@z14g2000cwz.googlegroups.com>
Source record: 11380

Coda wrote:
> With MiNT and MiNT archives you want to be using zip 2.3 and unzip 5.5
> or greater. Get these from http://sparemint.atariforge.net/sparemint
>
> Coda.

One problem with that... it's an RPM file -- no way to unpack it with Magic. And I just can't get a usable full Mint setup (even with EasyMint) in order to unpack it with that. If someone is willing to e-mail the binary to me in a form that is usable under Magic, then I'll definitely try it! Please use the address below my signature. Thanks for your suggestion, though!

Mike Freeman
mike [at] freeman-studio [dot] com

3904. Re: EtherNEC help

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 02:43:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.07.02.43.44.759730@charter.net>
Source record: 11381

On Tue, 06 Sep 2005 20:56:46 -0400, Ronald J. Hall wrote:

> On Tue, 06 Sep 2005 15:48:40 -0700, Galen wrote:
>
>> Where are you saving to? It sounds as though your STING.INF file is
>> pointing to the wrong place.
>>
>> Galen
>
> Well, according to docs I read on the 'Net, they recommended the root of
> your C drive. Which is what I did. I don't believe it was STING.INF that
> the file selector asked for though, it was something like STING.PRG?
>
> Thanks.

Argh, let me correct that - I meant to say the file selector asked for
"STING.PRT", not "STING.PRG"...

I'm going to bed now. :-)

--
_/_/_/

3905. atari "slam"?

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 03:28:21 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <m7tTe.12816$l02.655175@news20.bellglobal.com>
Source record: 11382

has any person heard of or ever aquired an atari st program entitled"slam"?
it manages disk labels for the akai serires samplers.
furiousily sought!can not find????

charles

3906. Re: tar.gz

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 07:56:58 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050907085246168O7%derryck@cixcoukinvalid>
Source record: 11383

On 2005-08-31 10:41:46 +0100, Charles Richmond <richchas@comcast.net> said:

> "tar" came from UNIX, where it meant "tape archive"

Thanks, don't know where I got "Record" from!

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

3907. Re: ITT TV2466 stereo tuner

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 08:12:10 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050907090759752 49%derryck@cixcoukinvalid>
Source record: 11384
Cross-posted to: alt.atari,comp.sys.atari.st

On 2005-08-31 09:03:37 +0100, d4@thispla.net said:

> - I would like to use the TV2466 limilar to a TV receiver of an VCR,
> where the eight channels are switched to the one channel of the TV
> tuner. Is this possible? How to find the channel of the tuner?

I would guess that this tuner has video signal output, if it is meant
to be used with a monitor and so would not have a TV RF output as such.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

3908. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 08:45:36 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <3o7nlfF4kms3U1@individual.net>
Source record: 11385

In article <1h2fjwg.10ykzmm1e4drwgN%NOSPAMS@wanadoo.fr>,
Didier M&#65533;quignon <NOSPAMS@wanadoo.fr> wrote:
>
>Today I don't know, if fVDI works on theses machine why not, but I think
>use the CTPCI in big endian (today there are a define inside the PCI
>(X)BIOS). So the radeon driver is little endian whith a result in big
>endian. On Milan I think than the host bridge is big endian and the ati
>card is set for swap bytes.

The Milan PCI bridge can be set for both big and little endian modes - for
CPU->PCI accesses, both are available to the software in separate address
spaces, so that a driver need not swap in most cases.

>The result is the sound that the milan
>blaster is in intel format :-(So It's not the best choice.

The problem is PCI->Memory DMA access: you have to cope with situations
where the byte-order is externally defined - for example a SCSI card with a
CD-ROM. If the SCSI card reads a sector from CD and writes the data to
memory, it uses 32-bit memory writes. Since the PCI bus is always little
endian, you have to setup the bridge so that the bytes end up in memory in
the right order - otherwise, the CPU would have to swap every sector
read/written, which is unacceptable performance-wise.

Unfortunetely, this also affects sound - you can only set one endian mode
for all cards together.

cu
Michael
--
Some people have no repect of age unless it is bottled.

3909. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 09:16:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126084598.799447.15580@g47g2000cwa.googlegroups.com>
Source record: 11386

>Those cards are ancient. Asking my voodoo 3 to do 1680x1050 which I need
for my LCD would not go well.

Asking your CT60 to push the data around to do 1680x1050 would not go
well either.

Coda.

3910. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 09:33:24 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126085604.896802.103860@g47g2000cwa.googlegroups.com>
Source record: 11387

You've got email.

3911. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 09:37:55 UTC
From: Stephane Perez <sperez>
Message-ID: <Xns96CA768DF55F0spereznospamfreenosp@212.27.42.67>
Source record: 11388

Hello

mail@freeman-studio.com wrote in
news:1125984589.513945.88510@z14g2000cwz.googlegroups.com:

> Basically, both STZIP and Unzip cannot find any files in the archive
> at all if I leave them as downloaded. STZIP shows an oddly truncated
> folder filename, and maybe a file or two, but nothing exists in the
> folder. Unzip simply says that the archive contains no files and
> quits. If I change the filename to be 8+3 instead of long filename
> (i.e. alpha.zip instead of alpha-04-september-2005.zip as is the case
> with the latest XaAES snapshot), then Unzip will actually recognize
> that there are files in the archive, but still won't be able to write
> them to the disk (there is enough disk space, and any other file
> unzips fine there). Not sure what the problem is, but it seems to
> happen most often with Mint-related items, and people who specifically
> program using gcc and other Mint-specific tools. Maybe it's something
> different between the way Mint's ZIP compression works as opposed to
> other TOS/Magic compatible versions? I don't know!

Try this one :
ftp://chapelie.rma.ac.be/atari/archivers/zip20.lzh

It works perfectly and is faster than STZIP on CT60.

Cheers
St&#65533;phane

3912. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 11:22:45 UTC
From: rand@cd.chalmers.se
Message-ID: <dfmii5$5ji$1@eol.dd.chalmers.se>
Source record: 11389

In article <3o7nlfF4kms3U1@individual.net>,
Michael Schwingen <news-1115562921@discworld.dascon.de> wrote:
>In article <1h2fjwg.10ykzmm1e4drwgN%NOSPAMS@wanadoo.fr>,
>Didier M�quignon <NOSPAMS@wanadoo.fr> wrote:
>>
>>Today I don't know, if fVDI works on theses machine why not, but I think

fVDI itself should certainly work, but the RageII driver currently does
not. I tried to get it up and running on a Milan some years ago but ran
into some kind of problem accessing the card. This was testing and
debugging via email, though, which isn't the most efficient way to go
about things. ;-)
(I don't have access to a Milan or Hades.)

>>use the CTPCI in big endian (today there are a define inside the PCI
>>(X)BIOS). So the radeon driver is little endian whith a result in big
>>endian. On Milan I think than the host bridge is big endian and the ati
>>card is set for swap bytes.
>
>The Milan PCI bridge can be set for both big and little endian modes - for
>CPU->PCI accesses, both are available to the software in separate address
>spaces, so that a driver need not swap in most cases.

It would have been very nice to have that feature on the Eclipse, but
the CPLD used for the PCI interface didn't have room for anything fancy.
So, the current RageII driver ends up doing a whole bunch of byte
swapping, unfortunately (not that it matters much when the Falcon bus
is usually the performance limiting factor, anyway).

I wonder if that might have been the problem I had with fVDI/RageII on
the Milan, which I mentioned above?
AFAICR, there's no support in the Atari PCI BIOS "standard" for reporting
separate address spaces for separate uses (the Eclipse has a similar
separation for 16 and 32 bit accesses if memory serves me right).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3913. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 11:45:23 UTC
From: rand@cd.chalmers.se
Message-ID: <dfmjsj$62s$1@eol.dd.chalmers.se>
Source record: 11390

In article <pan.2005.09.06.22.04.29.80488@nosspamatari-source.com>,
Mark D <mducksub@nosspamatari-source.com> wrote:
>On Mon, 05 Sep 2005 12:49:01 -0400, Ronald J. Hall wrote:
>> On Mon, 05 Sep 2005 08:23:30 -0700, Coda wrote:
...
>drivers! That's not good at all. There's actually marginal open source
>ATI drivers out there. For our platform, ATI is the choice.

There seems to be pretty decent open source nVIDIA driver support out
there too. Perhaps not for Linux (haven't checked), but under BeOS they
even have rather good 3D performance, apparently.
QuakeII is supposed to be running, along with other OpenGL things.

See here, for example:
http://web.inter.nl.net/users/be-hold/BeOS/NVdriver/bench/bench_v041.html

>>> I still say that the Voodoo cards would be the best choice considering
>>> the amount of documentation available, but what Didier does is his

Documentation is definitely much nicer than X sources. ;-)

>Those cards are ancient. Asking my voodoo 3 to do 1680x1050 which I need
>for my LCD would not go well. If we're going to do it, we should do it

Are you sure?
I'd be very surprised indeed if a Voodoo 3 had trouble with resolutions
like that. Even the (far more) ancient RageII used with the Eclipse can
do 1600x1200 (only at 60 Hz, but that's enough for an LCD, and not at
32 bit colour (too little memory and possibly bandwidth)).

Someone else commented that even a CT60 would have trouble throwing
around the data for a mode like that, but that's missing the point
completely, in my opinion. There are very few situations where you'd
actually want or need to do anything much with the CPU for all those
millions of pixels. Usually you'd let the hardware acceleration work
for you, and that is very very fast indeed.

>right. Even if ATI cards have less support, they have the support we need
>to get things up and running. They're VERY fast too. The eclipse makes a
>stock falcon twice as fast. Just ask Carey. 128kbit mp3 on a falcon uses

I suppose that number is related to the fact that you can set the Falcon
to monochrome mode and still get colour graphics (so that more of the
bus bandwidth is free for the CPU)?

>devs choose what they're most comfortable with, and I'd say ATI is it. We

As someone said, anyone is of course free to write a driver for some
other hardware. It really isn't very hard to do (assuming you have
decent documentation or equivalent).
I'd really like to do one for the Voodoo cards myself, but I'm not sure
I'll ever find the time for that.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3914. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 13:24:00 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <431f1480123d90@adelphia.net>
Source record: 11300

Galen,
I have done it with Aniplayer. Usually a 90 percent load with NO skips.
Get above 128 like 160 and it wont play without sounding like a record.
I have a stock Falcon that I gave to Mark D. to work on an accellerate for
me. We have the DSP running at 50 mhz. the Videl at 40 mhz and the CPU/Bus
running at 20 mhz. Then I had Mark put a 68882 FPU in and he overclocked it
to 50 mhz. I have since removed the OSC. and installed a 64 mhz and it runs
very nicely. When I recieved my Falcon back I immediately tried playing a
128 Kb/sec MP3 with 60 percent load according to Aniplayer. Mark did not tell
me what he got for numbers before shipping it off to me. Then I installed my
Eclipse and immediately noticed a HUGE drop agian. Playing 128 Kb/sec MP3's
went down to 30-40 percent with the average being in the upper 30's. Not bad
really considering this is only a backup Falcon. I plan on hooking my EtherNec
to this Falcon once I get my EtherNat for my CT60'ed Falcon. But doing all of
that acceleration on Mark's part was well worth the money and coupled with the
Eclipse it becomes a very usable computer with more than just demos now.

Thanks,
Carey

3915. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 15:08:29 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.09.07.15.08.26.759824@caramail-NOSPAM.com>
Source record: 11392

Le Wed, 07 Sep 2005 08:45:36 +0000, Michael Schwingen a ï¿œcritï¿œ:

> The Milan PCI bridge can be set for both big and little endian modes - for
> CPU->PCI accesses, both are available to the software in separate address
> spaces, so that a driver need not swap in most cases.

> The problem is PCI->Memory DMA access: you have to cope with situations
> where the byte-order is externally defined - for example a SCSI card
> with a CD-ROM. If the SCSI card reads a sector from CD and writes the
> data to memory, it uses 32-bit memory writes. Since the PCI bus is
> always little endian, you have to setup the bridge so that the bytes end
> up in memory in the right order - otherwise, the CPU would have to swap
> every sector read/written, which is unacceptable performance-wise.

This is a shame that even the PCIBios can not inform driver about the bus
endianness. It means drivers have to be modified for each hardware
(milan/hades/eclipse/ctpci), right? I would not want to code a driver when
the hardware can be different. I know that endianness has changed in
latest pcibios revisions.

Michael, as you worked on various Milan drivers, could you tell us more
about the vga part? Is there a generic VGA driver in Milan Rom that can
be used on any card that support VGA modes (i.e up to 64K) ? Could it be
modified/adapted to run on eclipse, hades or planned ctpci hardware?

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

3916. Re: Split ZIP files

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 15:17:46 UTC
From: Jerome Mathevet <jerome.mathevet@fsdfsfdree.fr>
Message-ID: <3136b7a64d%speedsterh@straciatella.my.home>
Source record: 11391

In message <oovrh1hbjbrre58u6visdf1vav1q430l6t@4ax.com>
blah@blah.com wrote:

> Hi all,
>
> Is there anything for the Atari that will allow a ZIP file created
> using WinZip that is split into multi-parts to be put back together
> again?

There's a command-line utility which can split a ZIP archive into several
valid little ZIP archives, it's called zipsplit (part of InfoZIP, IIRC). I
have no idea if this tool has been ported to the TOS platform.

--
J�r�me Mathevet

3917. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 15:24:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200509071724.a13934@b.maus.de>
Source record: 11393

Salve commonly, Lyrical Nanoha <LyricalNanoha@dosius.net> wrote:

> You can play mp3 in realtime on a 68030?

Look for the sources of Stephane Tavenard's excellent MpegDec for the
Amiga or Harold Ekstrom's MpegDec 3.1.1 for 68k-Macs - it's
definitivly possible!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3918. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 16:46:49 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.07.16.46.48.580263@nosspamatari-source.com>
Source record: 11394

On Wed, 07 Sep 2005 11:45:23 +0000, Johan Klockars wrote:

> In article <pan.2005.09.06.22.04.29.80488@nosspamatari-source.com>,
> Mark D <mducksub@nosspamatari-source.com> wrote:
>>On Mon, 05 Sep 2005 12:49:01 -0400, Ronald J. Hall wrote:
>>> On Mon, 05 Sep 2005 08:23:30 -0700, Coda wrote:
> ...
>>drivers! That's not good at all. There's actually marginal open source
>>ATI drivers out there. For our platform, ATI is the choice.
>
> There seems to be pretty decent open source nVIDIA driver support out
> there too. Perhaps not for Linux (haven't checked), but under BeOS they
> even have rather good 3D performance, apparently.
> QuakeII is supposed to be running, along with other OpenGL things.
>
> See here, for example:
> http://web.inter.nl.net/users/be-hold/BeOS/NVdriver/bench/bench_v041.html
>
>>>> I still say that the Voodoo cards would be the best choice considering
>>>> the amount of documentation available, but what Didier does is his
>
> Documentation is definitely much nicer than X sources. ;-)
>
>>Those cards are ancient. Asking my voodoo 3 to do 1680x1050 which I need
>>for my LCD would not go well. If we're going to do it, we should do it
>
> Are you sure?
> I'd be very surprised indeed if a Voodoo 3 had trouble with resolutions
> like that. Even the (far more) ancient RageII used with the Eclipse can
> do 1600x1200 (only at 60 Hz, but that's enough for an LCD, and not at
> 32 bit colour (too little memory and possibly bandwidth)).
>

Maybe voodoo5. I remember my voodoo 3 (even the 16MB version) having a
1280x1024 limit. The voodoo5 was a nice card. It'd be nice to see
drivers for that ;)

> Someone else commented that even a CT60 would have trouble throwing
> around the data for a mode like that, but that's missing the point
> completely, in my opinion. There are very few situations where you'd
> actually want or need to do anything much with the CPU for all those
> millions of pixels. Usually you'd let the hardware acceleration work
> for you, and that is very very fast indeed.
>

Right, and I expect us to use at least some of that hardware acceleration.
I have an expectation for this mode to be possible - we'll see though if
that can be reality.

>>right. Even if ATI cards have less support, they have the support we need
>>to get things up and running. They're VERY fast too. The eclipse makes a
>>stock falcon twice as fast. Just ask Carey. 128kbit mp3 on a falcon uses
>
> I suppose that number is related to the fact that you can set the Falcon
> to monochrome mode and still get colour graphics (so that more of the
> bus bandwidth is free for the CPU)?
>

Precisely. Maybe it even uses a lower mode?

>>devs choose what they're most comfortable with, and I'd say ATI is it. We
>
> As someone said, anyone is of course free to write a driver for some
> other hardware. It really isn't very hard to do (assuming you have
> decent documentation or equivalent).
> I'd really like to do one for the Voodoo cards myself, but I'm not sure
> I'll ever find the time for that.

The more choice the merrier. I'd prefer ATI drivers for quite new cards
so that as hardware acceleration is done, it's quite fast. Considering
ATI stuff is a proven concept, I thought it made more sense, but the
bottom line is whatever, the people developing the (likely free) drivers
want to use they should get to use without any whining ;)

Thanks,
Mark

3919. Re: What's the best unZIP program?

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 18:43:53 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <XqednWpsuOx0qYLeRVnyiQ@pipex.net>
Source record: 11395

In message <1125957323.687816.272730@g44g2000cwa.googlegroups.com>,
mail@freeman-studio.com said:

> I currently use STZip 2.6 and unzip 5.1. Those seem to work for
>most things. However, recently these have not been able to unzip some
>things - specifically FreeMint kernals, XaAES snapshots, and anything
>from Patrice Mandin.

Hi Mike!

I don't know if you know, but there are later versions of both:
ZIP23_02 and UNZIP540. Usually I use ArcView which calls
UNZIP540.TTP, or sometimes 2-in-1 which calls ZIPJR.TTP. So far I
haven't come across any ZIPs which one of these didn't handle (but
I haven't tried to unzip any of those mentioned above).

Regards, /Peter/

3920. Re: Display monitors for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 18:54:04 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <431f3d4e_3@x-privat.org>
Source record: 11396

I am not sure of your question, but ANY recent VGA monitor can handle Falcon resolutions (including Centscreen or Videl Insile ones).

The better the monitor is, the higher refresh rate you can get.

As for the VERY LOW resolutions, I think you'll need and old Nec Myltisync 3D (it was great!)

Hope this helps

3921. Re: Split ZIP files

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 20:29:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <5-2dnSpmY9YQ0ILeRVnyvQ@pipex.net>
Source record: 11397

In message <431e02ff$0$1724$8fcfb975@news.wanadoo.fr>, Myname.Mysurname@myisp said:

>> Is there anything for the Atari that will allow a ZIP file created
>> using WinZip that is split into multi-parts to be put back together
>> again?
>
>Yes : Splitter. Splits and unsplits nearly everything ;-)

Hi J-Luc!

I use this program on the Falcon and it works fine. Note that you
need both SPLITTER.TTP and SPLITTER.PRG in the directory (I think
the PRG is a GEM shell that calls the TTP to do the actual work).

But are you sure that the splitting process with WinZip is the
same? Is the same index/CRC file generated (or at least one that
Splitter understands)?

Regards, /Peter/

3922. EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 21:21:10 UTC
From: hencox <hencox@hotmail.com>
Message-ID: <1126128069.986514.321310@o13g2000cwo.googlegroups.com>
Source record: 11398

Hi all CT60 users and atarians!

The registration period for the EtherNat ends today and now it's time to give you info on how to prepay us for your orders. Of course anyone can order an EtherNat now even if they missed the registration period. We hope you'll understand that we have to request pre-payment to make sure we won't go personally bankrupt because we've produced more boards than we can sell...

First of all you must fill in the form below and email it to us. In the form you choose how you want to pay for your order.

The easiest way (and a very safe way) to pay us is via PayPal. Simply sum up the total of your order including packaging and postage and add 4% to that (to cover the fees that PayPal requests from us when we withdraw your money). Then send that money (in EUROs) to "hencox at hotmail dot com". We'll check that your payment is according to your order and then confirm your order via email to you. Please give us a few days to confirm your order, since we will probably receive many orders the first few days.

If you want to pay using bank transfer (easy within Sweden) make a corresponding mark in the form below, and we'll email you the necessary details.

You see below the necessary information to calculate the total cost of your order:

Within Europe (EURO):
Price of 1 EtherNat: 125 (non-EU countries: 100)
Shipping for 1 - 2 boards: 16
Shipping for 3 - 4 boards: 20
Shipping for 5 - 8 boards: 26

Rest of the world (EURO):
Price of 1 EtherNat: 100
Shipping for 1 - 2 boards: 17
Shipping for 3 - 4 boards: 21
Shipping for 5 - 8 boards: 28

Within Sweden (SEK):
Price of 1 EtherNat: 1175
Shipping for 1 - 2 boards: 88
Shipping for 3 - 4 boards: 99
Shipping for 5 - 8 boards: 110

Fill in this form and email to us:

First name:

Last name:

Full address:

Number of EtherNat boards:

Payment method (put an X): Paypal | | Bank transfer | |

Total amount of money (Euros outside Sweden, otherwise SEK):

3923. Re: Display monitors for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 21:25:22 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1126128322.319841.167830@z14g2000cwz.googlegroups.com>
Source record: 11299

The CT60 does not itself add resolutions as far as I know. However, if you also modify the Falcon's bus to 25MHz, then the Videl can run a very nice 800x608x256 or 640x480x16bit resolution at over 60 Hz. Of course, somewhat higher resolutions and refresh rates are possible, but this will affect your computer's apparent speed due to the limited Falcon bus.

Your typical multisync (S)VGA monitor will do fine. This means practically any CRT made in the past 7 years.

Galen

3924. Re: Display monitors for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 21:36:24 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <431f5d6c@news.eftel.com>
Source record: 11301

Thanks for the info. To clarify I meant the Videl is running at 50MHz (Bus 25MHz) and some monitors I have used allow significantly higher pixel dimensions that others when running true color mode for example.

"Galen" <atarigalen@yahoo.com> wrote in message news:1126128322.319841.167830@z14g2000cwz.googlegroups.com...
> The CT60 does not itself add resolutions as far as I know. However, if
> you also modify the Falcon's bus to 25MHz, then the Videl can run a
> very nice 800x608x256 or 640x480x16bit resolution at over 60 Hz. Of
> course, somewhat higher resolutions and refresh rates are possible, but
> this will affect your computer's apparent speed due to the limited
> Falcon bus.
>
> Your typical multisync (S)VGA monitor will do fine. This means
> practically any CRT made in the past 7 years.
>
> Galen
>

3925. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 21:56:47 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.07.21.56.46.19455@nowhere.com>
Source record: 11303
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

<snip>

Also, in case anyone cares:

5.25" drives require a longer seek time than the 3ms default of TOS(or at least the v1.0 that I have with my 520ST). I had forgotten about this, but while digging around for drivers for the IB 40 drive I came across an article by Dave Small re: adding 5.25" IBM drives to an atari, along with commentary about how someone else said that they needed a longer seek time than the default. From this info I dug up a lharc archive containing the original article by D. Small the additional commentary, several utilities, and the most important one of all, one that resets drive b seek time to 6ms. End of story: the 5.25" drive appears to be working fine again.

(The odd thing is that the only driver disk from IB Computers that I can find right now, only has a formatting program, so I must've lost another disk somewhere as I'm sure that they'd have shipped a similar utility, and in fact I think that I vaguely recall having an auto folder program to do the same thing, and forgot about it all those years ago as well... I suppose that I should also dump this into the ST newsgroup... gack crossposting... hope this helps someone else some time...)

3926. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-07 22:04:55 UTC
From: rand@cd.chalmers.se
Message-ID: <dfno67kmn1@eol.dd.chalmers.se>
Source record: 11302

In article <pan.2005.09.07.16.46.48.580263@nosspamatari-source.com>,
Mark D <mducksub@nosspamatari-source.com> wrote:
>On Wed, 07 Sep 2005 11:45:23 +0000, Johan Klockars wrote:
>
>> In article <pan.2005.09.06.22.04.29.80488@nosspamatari-source.com>,
>> Mark D <mducksub@nosspamatari-source.com> wrote:
>>>On Mon, 05 Sep 2005 12:49:01 -0400, Ronald J. Hall wrote:
>>>> On Mon, 05 Sep 2005 08:23:30 -0700, Coda wrote:
...
>>>Those cards are ancient. Asking my voodoo 3 to do 1680x1050 which I need
>>>for my LCD would not go well. If we're going to do it, we should do it
>>
>> Are you sure?
>> I'd be very surprised indeed if a Voodoo 3 had trouble with resolutions
>> like that. Even the (far more) ancient RageII used with the Eclipse can
...
>Maybe voodoo5. I remember my voodoo 3 (even the 16MB version) having a
>1280x1024 limit. The voodoo5 was a nice card. It'd be nice to see
>drivers for that ;)

I just did a quick search for Voodoo 3 3000 reviews and they were talking about
350 MHz RAMDACs and up to 2046x1536@75Hz resolution support.

...
>Right, and I expect us to use at least some of that hardware acceleration.

You can rest assured of that.

> I have an expectation for this mode to be possible - we'll see though if
> that can be reality.

I normally run my Eclipse/RageII at 1152x864x16bit@70+ Hz and that's
blazingly fast (when you don't need to transfer colour data via the Falcon
bus, that is). The monitor I use can't deal with more, but the card could.
With a modern graphics card, the CT60 and the PCI bus are likely the only
limitations on the 2D speed.

Anyway, the basics of 2D acceleration (mouse, blits and fills) should be
pretty simple on just about any kind of hardware.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3927. Setup question

Newsgroup: comp.sys.atari.st
Date: 2005-09-08 00:30:40 UTC
From: CMC <cmconrad@eastlink.ca>
Message-ID: <QCLTe.228866$HI.53272@edtnps84>
Source record: 11304

I have just recently aqquired some Atari STs and am wondering how to go about setting them up. I am wondering if there is a PDF file out there of the old mannuals that came with it?

Cheers,
Colin

3928. Re: Setup question

Newsgroup: comp.sys.atari.st
Date: 2005-09-08 09:28:17 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126171697.480832.125100@g14g2000cwa.googlegroups.com>
Source record: 11305

There is nothing to it.

Plug the power cable in the back, the TV lead to the TV (or the monitor cable into the monitor if thats what you have), the mouse into the left socket underneath the keyboard, a joystick (if required) into the right socket and turn it on.

There isn't much in the manuals that you cant work out from looking at and experimenting with the machine.

Coda.

3929. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-08 12:31:37 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <3oap99F4og00U1@individual.net>
Source record: 11306

In article <pan.2005.09.07.15.08.26.759824@caramail-NOSPAM.com>,
Patrice Mandin <pmandin@caramail-NOSPAM.com> wrote:
>
>This is a shame that even the PCIBios can not inform driver about the bus
>endianness. It means drivers have to be modified for each hardware
>(milan/hades/eclipse/ctpci), right? I would not want to code a driver when
>the hardware can be different. I know that endianness has changed in
>latest pcibios revisions.

No. The PCI BIOS which we defined for Milan and Hades provides exactly this information - in the ressource descriprots, the PCI BIOS tells the driver which endianness the bridge uses for each memory/IO space. Using this information, it should be able to write drivers that are not machine-specific.

>Michael, as you worked on various Milan drivers, could you tell us more
>about the vga part? Is there a generic VGA driver in Milan Rom that can
>be used on any card that support VGA modes (i.e up to 64K) ? Could it be
>modified/adapted to run on eclipse, hades or planned ctpci hardware?

There are multiple layers that need support.

First is getting the card initialized during power-up, before memory test etc. is run, so that the user can see error messages etc.. On the Milan, the Bootblock (which does hardware init, memory test etc., before passing control to TOS) contains text-mode init code for S3 Trio cards, plus a small 8086-emulator that can execute ROM BIOSses of some cards - ATI Rage cards are known to work, some S3 also. Other cards may need modifications in the emulation code, because is is basically a 8086 emulator with some 80386 extensions, and some modern BIOSses contain 80386 commands - so new cards may require implementing some additional opcodes in the emulator.

Using either method, the VGA card is set to 640x480 monochrome graphics mode when TOS starts up - this is basically a SM124-like video mode with an additional 80 pixel lines, where the CPU does all the drawing.

Next, the Milan VGA driver is run from the auto folder. It stays rersident and provides callbacks which TOS uses during VDI init, so that the ROM VDI can be used to drive the graphics card, and the ROM VDI calls the low-level driver for stuff like video-mode setup, and for low-level graphics operations which are implemented in hardware (linedraw, blit etc.).

cu
Michael
--
Some people have no repect of age unless it is bottled.

3930. test

Newsgroup: comp.sys.atari.st
Date: 2005-09-08 13:18:16 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <2JidnUU_AIcGpL3eRVnytg@pipex.net>
Source record: 11307

```
just testing...
```

3931. test 2

Newsgroup: comp.sys.atari.st
Date: 2005-09-08 13:23:56 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <Z_ydneTCxY5bp73eRVnyhQ@pipex.net>
Source record: 11308

[No readable article body recovered]

3932. Atari swapmeet to be September 10

Newsgroup: comp.sys.atari.st
Date: 2005-09-08 17:00:06 UTC
From: Sid Pacman <Atarian@8-bit.old.folks.home>
Message-ID: <Pine.GSO.4.61.0509081254460.7891@furyy1>
Source record: 11309
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Here's a last-minute reminder of this weekend's event:

Subject: Atari swapmeet to be September 10 in Columbus, Ohio

Here are details for the annual swapmeet to be held by
the Columbus Atari club:

DATE: Saturday, September 10, 2005.
TIMES: 9 am to 3 pm.
ADMISSION: $4. (For vendors, including table: $6.)
PLACE: Oakland Park Community Building, 980 Lenore Avenue,
Columbus, Ohio.
MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)

3933. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.st
Date: 2005-09-08 18:50:24 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.08.18.50.21.808872@nowhere.com>
Source record: 11310
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

...as a side note, there was apparently only a single disk included with the IB drive. It contained at auto folder with the res.prg program, and a disk formatter. I learned by trawling through the STart magazine archives on atari-archive.org that the res.prg MUST be the FIRST program in the AUTO folder, and also, that, apparently, it REQUIRES a disk in the IB drive. The last part seems to be false as I did a quick experiment, and it seemed to still work when booted without a disk in the drive. I also recall that I must have had problems with this driver (changes seek rate) in the past.

The other program that I had was called dseek.prg and it changes the seek rate for drive B to 6ms. I obtained this program from the umich ST archive, Disk(IIRC) folder contained in the ibmdrive.lzh archive. This archive also contained the previously referenced articles by Dave Small and others about adding IBM drives to an ST and the necessity to increase seek time for 5.25" disks.

All of this was tested on a 1M upgraded 520ST, TOS
1.0, no other upgrades or hacks. The drive is the IB40, or the 40 track version of their 5.25" drives, and was hooked up to a standard SF314 DSDD drive. I'd presume that there are other utilities out there that will do the same, but in my quick search this was the best that I could turn up, and it would seem that using the dseek.prg is the most reliable way to go at this time.

3934. PeST upadte

Newsgroup: comp.sys.atari.st
Date: 2005-09-08 19:04:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <sfadnY0L56o8F73eRVnytg@pipex.net>
Source record: 11311

Hi all,

sorry ive been quiet of late, my ISP decided to change news server and never told me so I have been without news for the past 2 weeks :-(Sorry if anyone has not had a reply from me during this time.

PCB's will be arriving soon, please see more info at

http://www.cps-electronics.co.uk/web/PS2.htm

We still need more orders!

Alison has a couple of boxed versions up for grabs on ebay. If you want one then I suggest you grab one now as she will not be making many of those types.

If anyone wants to be a distributor for thier country then we offer bulk discounts where you get 5 FREE PeST and lower postal costs to save over
100! Discount on bulk orders only. Distributor can sell at what ever price he likes. Distributor will make some easy cash and customer for that country will be able to obtain PeST more local, ideal for people who can't send payment overseas!!!! everyones a winner! See the webpage for more info.

Chris

3935. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-08 20:41:13 UTC
From: rand@cd.chalmers.se
Message-ID: <dfq7l9$nd6$1@eol.dd.chalmers.se>
Source record: 11312

In article <3oap99F4og00U1@individual.net>,
Michael Schwingen <news-1115562921@discworld.dascon.de> wrote:
>In article <pan.2005.09.07.15.08.26.759824@caramail-NOSPAM.com>,
>Patrice Mandin <pmandin@caramail-NOSPAM.com> wrote:
>>
>>This is a shame that even the PCIBios can not inform driver about the bus
>>endianness. It means drivers have to be modified for each hardware
...
>No. The PCI BIOS which we defined for Milan and Hades provides exactly this
>information - in the ressource descriprots, the PCI BIOS tells the driver
...

Amazingly enough, I never saw that documentation about the resource
descriptors until today!
As you say, they can indeed provide exactly this kind of information.

I suppose they probably weren't implemented in the Eclipse PCI BIOS, or I'm
sure I would have used them. If I had, the Eclipse/RageII driver may already
have been working on the Milan and Hades...
Not that it's too late to do something about that now, of course. I'll put it
on my to do list immediately.

>>Michael, as you worked on various Milan drivers, could you tell us more
>>about the vga part? Is there a generic VGA driver in Milan Rom that can
...

>etc. is run, so that the user can see error messages etc.. On the Milan, the
>Bootblock (which does hardware init, memory test etc., before passing
>control to TOS) contains text-mode init code for S3 Trio cards, plus a small
>8086-emulator that can execute ROM BIOSses of some cards - ATI Rage cards

I heard about that long ago, but never thought it could actually be true.
Sounds like an amazing amount of work for very little benefit (I understand
you don't use the card's BIOS anyway once the VDI is started?), or did you
have access to the emulator already?

Is such a thing as a "small 8086-emulator" even possible?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3936. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-08 22:39:52 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <3obstoF5avenU1@individual.net>
Source record: 11313

In article <dfq7l9$nd6$1@eol.dd.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>
>>etc. is run, so that the user can see error messages etc.. On the Milan, the
>>Bootblock (which does hardware init, memory test etc., before passing
>>control to TOS) contains text-mode init code for S3 Trio cards, plus a small
>>8086-emulator that can execute ROM BIOSses of some cards - ATI Rage cards
>
>I heard about that long ago, but never thought it could actually be true.
>Sounds like an amazing amount of work for very little benefit (I understand
>you don't use the card's BIOS anyway once the VDI is started?), or did you
>have access to the emulator already?

No, not really. Uwe started with emulator source code from some DEC Alpha
project (which had the same problems regarding VGA initialization), but
ended up writing something new.

>Is such a thing as a "small 8086-emulator" even possible?

The complete Milan bootblock fits in one 64k flash sector - including the
emulator. IIRC, the emulator uses something around 32K of code, and not very
much RAM (in excess to that which the emulation uses - but 64K should be
enough for VGA BIOS usage).

The BIOS is not used once the card is under VDI control, but the problem ist
exactly the first phase: getting the card initialized from reset to a state
where is it VGA compatiblem and even able to display a text screen - the
magic required to do this is rarely documented (even if you have full
documentation - it took quite some work to get this working on the S3 Trio),
plus it may depend on the special card and not only on the graphics chip
(due to different types and amounts of memory, different DAC/clockgenerator
etc.), so using an emulation to run the BIOS that comes with every card
certainly looks attractive.

cu
Michael
--
Some people have no repect of age unless it is bottled.

3937. CT63, Magic & Ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 02:27:24 UTC
From: leaver@alpha.com.au
Message-ID: <4320f30c@news.alphalink.com.au>
Source record: 11314

Hi, fellow Atarians,

My Falcon is running Magic 6.2 and MagicNet. I have one of Elmar Hilgart's cartridge-port ethernet adaptors which, with Vassilis's RTL8012.MIF driver, works nicely with an ADSL router/modem in 68030 mode.

However, although I have had no other problems with the CT63 (touch wood), this combination does not work in 68060 mode. Some things seem to trying to happen, in that the activity light on the adaptor flashes, but I can't establish any communication. I can't even ping the router.

My '060 is the full version, so I hope that the note in CT60/63 ST-Guide file about the cartridge port does not apply.

As I have put my hand up for an EtherNAT, getting this working may be a waste of time but I'd stiil like to try.

Any bright ideas?

By the way, the above set-up works nicely with my ST, MSTe and TT.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

3938. Re: CT63, Magic & Ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 02:34:53 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <hx6Ue.27133$FA3.603@news-server.bigpond.net.au>
Source record: 11315

David Leaver wrote:
> Hi, fellow Atarians,
>
> My Falcon is running Magic 6.2 and MagicNet. I have one of Elmar
> Hilgart's cartridge-port ethernet adaptors which, with Vassilis's
> RTL8012.MIF driver, works nicely with an ADSL router/modem in 68030
> mode.
>
> However, although I have had no other problems with the CT63 (touch
> wood), this combination does not work in 68060 mode. Some things seem
> to trying to happen, in that the activity light on the adaptor
> flashes, but I can't establish any communication. I can't even ping
> the router.
>
> My '060 is the full version, so I hope that the note in CT60/63
> ST-Guide file about the cartridge port does not apply.
>
> As I have put my hand up for an EtherNAT, getting this working may be
> a waste of time but I'd stiil like to try.
>
> Any bright ideas?
>
> By the way, the above set-up works nicely with my ST, MSTe and TT.
>
> David
>
> Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia

Dude, another Aussie Atari user, cool. I am in Melbourne, only armed
with a CT2 unfortunately;-)

Mark

3939. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 07:21:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509090010530.17466-100000@onyx.spiritone.com>
Source record: 11316
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3940. AD: 25% off any Atari Games/Software!

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 07:29:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509090021460.17466-100000@onyx.spiritone.com>
Source record: 11317
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy 2 Jaguar Games and get one FREE! 1st come, 1st serve. While they last!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games:
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or else give yourself a 25% off on any Atari Games/Software!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari 8 Bit Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3941. cheese box

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 09:10:55 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <auKdnc5-2IdyzbzeRVnyvA@pipex.net>
Source record: 11318

Hi all,

I am thinking of selling my cheese box, it cost me a silly amout like £70 when I brought it years and and I have only ever used it once (got another video box im using these days), wonder if these have any value as was thinking of putting it up on ebay, if its only gonna go for a couple of quid then not worth the time in messing about.

Cheers,
Chris

3942. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 09:22:02 UTC
From: rand@cd.chalmers.se
Message-ID: <dfrk7qbpl1@eol.dd.chalmers.se>
Source record: 11319

In article <3obstoF5avenU1@individual.net>,
Michael Schwingen <news-1115562921@discworld.dascon.de> wrote:
>In article <dfq7l9$nd6$1@eol.dd.chalmers.se>,
>Johan Klockars <rand@cd.chalmers.se> wrote:
...
>>>8086-emulator that can execute ROM BIOSses of some cards - ATI Rage cards
>>
>>I heard about that long ago, but never thought it could actually be true.
...
>>Is such a thing as a "small 8086-emulator" even possible?
>
>The complete Milan bootblock fits in one 64k flash sector - including the
>emulator. IIRC, the emulator uses something around 32K of code, and not very
>much RAM (in excess to that which the emulation uses - but 64K should be
>enough for VGA BIOS usage).

Neat!

>The BIOS is not used once the card is under VDI control, but the problem ist
>exactly the first phase: getting the card initialized from reset to a state
>where is it VGA compatiblem and even able to display a text screen - the

Yes, I'm well aware that this can be a significant problem.

But surely the VDI side of things needs much the same anyway? Well, not
actual VGA compatibility, but at least a way to set modes you can draw in.
Obviously, such modes will not work the same on all cards, unlike VGA, but
you need to be able to use them later, anyway.
(Unless you want to be able to have the system work on unknown graphics
cards albeit without acceleration.)

For the Eclipse/RageII we "cheated" and simply disregarded the boot up
sequency completely. If you want to see what's happening at that point,
you need to connect a monitor to the standard Falcon video circuitry.
Not really a problem for most users, I think. At least I've not had
many complaints. ;-)
It would have been possible, though, to redirect the BIOS screen output
to specialized routines in fVDI so that text output during boot up had
indeed been working (after fVDI starts, that is).

>magic required to do this is rarely documented (even if you have full
>documentation - it took quite some work to get this working on the S3 Trio),
>plus it may depend on the special card and not only on the graphics chip
>(due to different types and amounts of memory, different DAC/clockgenerator

For the Eclipse/RageII we had the same problem (we never tried to get any VGA compatible modes working, but the hardware accelerated ones need similar configuration). Rather than writing an x86 emulator, we (or rather Sven in this case) simply "dumped" the card configurations from a PC and stored all the relevant values in the fVDI driver.

This is the main reason why the Eclipse/RageII driver only supports two specific RageII cards (it checks the PCI device ID), but it has not been much of a bother, really. Until last week, anyway, when I figured out that the problem a new Eclipse/RageII user had with graphics modes requireing more than 2 Mbyte was caused by his card having been user upgraded to 4 Mbyte and the RageII driver wasn't prepared for that...

>etc.), so using an emulation to run the BIOS that comes with every card
>certainly looks attractive.

If it is indeed true that many cards make do without much in the way of 386 code, I suppose it may be a workable option. I'm quite surprised to hear they do, though, considering how painful plain 8086 code can be.

The only time I've written x86 BIOS code, I jumped into 386 mode within a dozen instructions or two, even though that made it necessary to also be able to jump back to 8086 mode later. Made things a lot easier, IMO.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3943. Re: CT60 / CTPCI / Radeon

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 12:55:56 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <3odf2sF5eo1bU1@individual.net>
Source record: 11320

In article <dfrk7qbpl1@eol.dd.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>
>But surely the VDI side of things needs much the same anyway? Well, not
>actual VGA compatibility, but at least a way to set modes you can draw in.
>Obviously, such modes will not work the same on all cards, unlike VGA, but
>you need to be able to use them later, anyway.
>(Unless you want to be able to have the system work on unknown graphics
> cards albeit without acceleration.)

You need that. To get TOS up to the auto folder, the card must be able to do at least some basic 640*480 monochrome mode. Fortunately, once the card is set up by the BIOS, this can be done using standard VGA registers that work the same on every card.

Later on, the driver has to program the card for higher-resolution modes, but that is usually documented by the manufacturer (if you get access to documentation at all). Getting the card to a useable first state (like the BIOS does) may require access to undocumented registers to set up DRAM timing, bus mdoe etc..

>For the Eclipse/RageII we "cheated" and simply disregarded the boot up
>sequency completely. If you want to see what's happening at that point,
>you need to connect a monitor to the standard Falcon video circuitry.
>Not really a problem for most users, I think. At least I've not had
>many complaints. ;-)

Not nice, but works. On the Milan, however, there is no other "primary" cideo output which we could use in the boot phase.

>For the Eclipse/RageII we had the same problem (we never tried to get any
>VGA compatible modes working, but the hardware accelerated ones need
>similar configuration). Rather than writing an x86 emulator, we (or
>rather Sven in this case) simply "dumped" the card configurations from
>a PC and stored all the relevant values in the fVDI driver.

This may work, depending on the card - some have write-only registers or registers that can not be read back. We tried this on the S3, but it did not lead to a working configuration without some additional tweaking.

cu
Michael
--
Some people have no repect of age unless it is bottled.

3944. Partitionning a Disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 13:43:41 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4321918d$0$5398$8fcfb975@news.wanadoo.fr>
Source record: 11321

Hello,

I've come into trouble trying to partition many IDE drives from 15 to
20 GB on both my CT60'ed Falcons and my C-Lab MK-I one.
I couldn't succeed so far.
So, could someone (owning CT60 if possible) please try the following :
1- prepare a boot floppy with HD-Driver 8(.16),
2- attach at least a 15 GB IDE drive,
3- boot from floppy,
4- set at least 16 partitions of 8 MB each,
5- try to install the driver,
6- try to access the partition menu again,
7- return here and tell us...

Thanks in advance,

J.-Luc - puzzled :-(
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3945. Re: CT63, Magic & Ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 16:36:56 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1h2muht.12t05073y3lwuN%rs.death_of_spam.mac@t-online.de>
Source record: 11322

David Leaver <leaver@alpha.com.au> wrote:

> Hilgart's cartridge-port ethernet adaptors which, with Vassilis's
> RTL8012.MIF driver, works nicely with an ADSL router/modem in 68030
> mode.

I used the same interface on CT2 Falcon.
If i got the interface new, it doasnï¿½t work in CT2 mode.

Elmar modified the driver to the faster (CT2) rom port timing.
With the modified driver the interface works great on CT2 falcon.

I think you had the same problem.

Regards, Robert

--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3946. Re: Partitionning a Disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 16:47:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.09.16.47.10.475438@charter.net>
Source record: 11323

On Fri, 09 Sep 2005 13:43:41 +0000, J.-Luc wrote:

> Hello,
>
> I've come into trouble trying to partition many IDE drives from 15 to
> 20 GB on both my CT60'ed Falcons and my C-Lab MK-I one.
> I couldn't succeed so far.
> So, could someone (owning CT60 if possible) please try the following :
> 1- prepare a boot floppy with HD-Driver 8(.16),
> 2- attach at least a 15 GB IDE drive,
> 3- boot from floppy,
> 4- set at least 16 partitions of 8 MB each,
> 5- try to install the driver,
> 6- try to access the partition menu again,
> 7- return here and tell us...
>
> Thanks in advance,
>
> J.-Luc - puzzled :-(

Hi. I've got an 80 gig IDE Maxtor hard drive on my Falcon. I'm using v8.15
of HDDriver. I don't have it put back together yet, so what I say goes a
bit from memory.

IIRC, I used partitions C through P, which is about 14 partitions. I made
them almost the maximum limit under TOS 4.92. I believe it was something
like 950 megs each. (isn't 1 gig the limit?).

This worked. However, again - if I recall correctly, at some point when I
was running HDDriver to set everything up, I had to reboot at least once
for everything to show up correctly.

HTHs.

--
_/_/_/

3947. Re: Partitionning a Disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 18:41:05 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4321d741$0$27423$8fcfb975@news.wanadoo.fr>
Source record: 11324

Ronald J. Hall a ï¿½crit :
>
> On Fri, 09 Sep 2005 13:43:41 +0000, J.-Luc wrote:
>
>> Hello,

Hello Ronald,
>>
>
> IIRC, I used partitions C through P, which is about 14 partitions. I made
> them almost the maximum limit under TOS 4.92. I believe it was something
> like 950 megs each. (isn't 1 gig the limit?).
>
> This worked. However, again - if I recall correctly, at some point when I
> was running HDDriver to set everything up, I had to reboot at least once
> for everything to show up correctly.

I think I misexplained : the important is to know what happens when
creating more than 15 partitions, whatever their size should be - even
20 partitions of 8 MB would do.
Could someone please follow exactly the steps I described in the
previous post ? That would really help.
And, again, doing this on a Falcon would be better, and more if using a
CT60, as I suspect the problem doesn't exist on a Milan, Hades or with
an emulator.
>
Many thanks,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3948. Re: Partitionning a Disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 18:58:24 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3oe4agF51f68U1@individual.net>
Source record: 11325

Ronald J. Hall wrote:

> This worked. However, again - if I recall correctly, at some point when I
> was running HDDriver to set everything up, I had to reboot at least once
> for everything to show up correctly.

Rebooting is required because otherwise TOS cannot access the additional
partitions, i.e. those that were not present before partitioning.
Rebooting is also required when the maximum partition size is bigger
than it was before. This in particular happens when the number of
partitions is reduced, which can result in some partitions having bigger
logical sector sizes than before.

One could say that in general rebooting is required after partitioning.

--

Dr. Uwe Seimet http://www.seimet.de

3949. Re: Partitionning a Disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 18:59:51 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3oe4d7F51f68U2@individual.net>
Source record: 11326

J.-Luc wrote:

> And, again, doing this on a Falcon would be better, and more if using a
> CT60, as I suspect the problem doesn't exist on a Milan, Hades or with
> an emulator.

I would expect the same behavior on all machines because for HDDRUTIL
the machine type does not make a difference. HDDRUTIL does not know
whether it is running on a Milan, Hades or any kind of Atari.

--

Dr. Uwe Seimet http://www.seimet.de

3950. Re: Partitionning a Disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 19:12:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.09.19.12.09.713024@charter.net>
Source record: 11327

On Fri, 09 Sep 2005 18:41:05 +0000, J.-Luc wrote:

> I think I misexplained : the important is to know what happens when
> creating more than 15 partitions, whatever their size should be - even
> 20 partitions of 8 MB would do.
> Could someone please follow exactly the steps I described in the
> previous post ? That would really help.
> And, again, doing this on a Falcon would be better, and more if using a
> CT60, as I suspect the problem doesn't exist on a Milan, Hades or with
> an emulator.
>>
> Many thanks,
>
> Jean-Luc

Ah, my apologies, I misunderstood. Unfortunately, as I mentioned in the
previous post, I don't have my Falcon back together yet to try what you
want. :-(

What is the problem you are seeing/having?

--
_/_/_/

3951. Re: Partitionning a Disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 20:00:25 UTC
From: SWE <jvalant@atari.org>
Message-ID: <tRlUe.157$h6.46039@news.siol.net>
Source record: 11328

> Hello,
>
> I've come into trouble trying to partition many IDE drives from 15 to
> 20 GB on both my CT60'ed Falcons and my C-Lab MK-I one.
> I couldn't succeed so far.
> So, could someone (owning CT60 if possible) please try the following :
> 1- prepare a boot floppy with HD-Driver 8(.16),
> 2- attach at least a 15 GB IDE drive,
> 3- boot from floppy,
> 4- set at least 16 partitions of 8 MB each,
> 5- try to install the driver,
> 6- try to access the partition menu again,
> 7- return here and tell us...
>
> Thanks in advance,

Why so much partitions? U may use bigger partitions as 1gb with MINT.
Almost no size limit. Also MINT allows more drive letter as till P: However,
that may be a problem if u need TOSfs partitions. Im not sure if MINTs newfat
file system supports larger partitions as 1gb... Maybe some Magic users can
tell if there is partiton size limit. I am not fan of utils as Bigdos, they
arent as safe as proper os and driver support....

Janez

P.S: Im using 10 and 12gb partitons....

3952. Re: atari "slam"?

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 21:18:41 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <432224a7@news.greennet.net>
Source record: 11330

Yes I've heard of it, although never used it, I would suggest you just use a
PC program to do the job, the labels can't be that tricky!,

any serious questions? and Charles get real you dork

"charles" <charles.copp@sympatico.ca> wrote in message
news:m7tTe.12816$I02.655175@news20.bellglobal.com...
> has any person heard of or ever aquired an atari st program
entitled"slam"?
> it manages disk labels for the akai serires samplers.
> furiousily sought!can not find????
>
> charles
>
>

3953. Ever notice...

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 21:19:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.09.21.19.41.277842@charter.net>
Source record: 11329

That you just hardly ever see any STe machines for sale? Must be getting
rare as hens teeth (aside from the astronomicaly priced dealer models).

--
_/_/_/

3954. Re: atari "slam"?

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 22:31:55 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <t3oUe.19682$I02.1190106@news20.bellglobal.com>
Source record: 11332

"Ray Zorblade" <> Yes I've heard of it, although never used it, I would suggest you just use a> PC program to do the job, the labels can't be that tricky!,>
> any serious questions? and Charles get real you dork
>
> woow .... i wasn't asking to be slammed....but hey it "felt good", no...., labels aren't that tricky, its really too bad that people or someone would even ponder the suggestion of anything pc related within the atari forum.

well.....to bad...next ideal?
charles
>
>
>
>
>
> "charles" <charles.copp@sympatico.ca> wrote in message
> news:m7tTe.12816$I02.655175@news20.bellglobal.com...
> > has any person heard of or ever aquired an atari st program
> entitled"slam"?
> > it manages disk labels for the akai serires samplers.
> > furiousily sought!can not find????
> >
> > charles
> >
> >
>
>

3955. Re: Split ZIP files

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 22:40:47 UTC
From: blah@blah.com
Message-ID: <vo34i1lsm4gm6plemiu4u4b8gvrioq6ajt@4ax.com>
Source record: 11331

Hi,

Got a couple of files from the links on the info-zip websitr, no
zipsplit though. I've worked around the problem now anyway.

Cheers
Dave.

>There's a command-line utility which can split a ZIP archive into several
>valid little ZIP archives, it's called zipsplit (part of InfoZIP, IIRC). I
>have no idea if this tool has been ported to the TOS platform.

3956. Re: Partitionning a Disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 22:53:18 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4322125e$0$7826$8fcfb975@news.wanadoo.fr>
Source record: 11333

SWE a ï¿½crit :
>
>> Hello,
>>
>> I've come into trouble trying to partition many IDE drives from 15 to
>> 20 GB on both my CT60'ed Falcons and my C-Lab MK-I one.
>> I couldn't succeed so far.
>> So, could someone (owning CT60 if possible) please try the following :
>> 1- prepare a boot floppy with HD-Driver 8(.16),
>> 2- attach at least a 15 GB IDE drive,
>> 3- boot from floppy,
>> 4- set at least 16 partitions of 8 MB each,
>> 5- try to install the driver,
>> 6- try to access the partition menu again,
>> 7- return here and tell us...
>>
>> Thanks in advance,
>
> Why so much partitions?

Because I need so.

> U may use bigger partitions as 1gb with MINT.

I never said I use MiNT, did I ? So, forget partitions bigger than 2 GB.
In fact, I use MagiC! 6.20.

> Almost no size limit. Also MINT allows more drive letter as till P: However,
> that may be a problem if u need TOSfs partitions. Im not sure if MINTs newfat
> file system supports larger partitions as 1gb... Maybe some Magic users can
> tell if there is partiton size limit. I am not fan of utils as Bigdos, they
> arent as safe as proper os and driver support....

I need to use more than 14 partitions, and still be able to use the 14
first under TOS. So, it means size under 1 GB for the 14 first, and
under 2 GB for the others (MagiC! 6.2 has problems with greater sizes).
So, again, could someone try and follow what I asked, and tell me if
HD-Driver can or not create more than 14 partitions on a Falcon with
CT60 if possible?
The fact is HD-Driver ought to allow this, and on both my CT60'ed
Falcons and my C-Lab MK-I one, as soon as I want to have more than 14
partitions, the whole disks (I tried 5) become unuseable.

Thanks in advance,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

3957. Questions, questions & more questions

Newsgroup: comp.sys.atari.st
Date: 2005-09-09 22:55:22 UTC
From: blah@blah.com
Message-ID: <nr34i19c9m2vgt771q2v0pcjg9l1t9aeq9@4ax.com>
Source record: 11334

Hi all,

As I've got rather a lot of questions to post I thought I'd better merge a few into one post. Appreciate these have probably been asked stacks of times but research on the net has not turned up the answers.

What's the quickest solution for transferring files from a PC to an Falcon/TT? I'm going to look into networking my Atari kit but that's a little way off at the moment.

Is the Backwards ST emulator program still available? Would love to play some of my old favourites such as Megalomania. I know that I could use a PC emulator but somehow that seems like cheating ;-)

Has anyone got upgrade disks for Hisoft Basic 2 & WERCS? I contacted HiSoft but was told the master disks have been lost. Currently using HB2 v2.02 & WERCS v1.24

There used to be stacks of PD suppliers (10 years ago) but most have seem to have dissapeared. What's the best place to download PD & Shareware(?) utilities such as ACCs?

Well that's probably enough questions for one post. Have to say it's great getting back into the Atari scene again and away from those Satanic PCs, even my trusty old Alpha workstation running OpenVMS has been consigned to the cupboard. :o)

Thanks in advance.

Dave.

3958. Re: Partitionning a Disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 01:29:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200509100329.a14124@b.maus.de>
Source record: 11340

Salve commonly, SWE <jvalant@atari.org> wrote:

> Im not sure if MINTs newfat file system supports larger partitions as
> 1gb... Maybe some Magic users can tell if there is partiton size limit.

```
+------------------+----------------------------------+
| OS-Release: | Partition size: |
+------------------+----------------------------------+
| TOS 1.00 - 1.02 | 256 MByte |
| TOS 1.04 - 3.xx | 512 Mbyte |
| TOS 4.0x | 1024 MByte |
+------------------+----------------------------------+
| MagiC/BigDOS | 1024 MByte |
| | 2048 MByte (DOS-Compatible) |
| MagiC 6.1 | FAT32 -> Terrabyte |
+------------------+----------------------------------+
| FreeMiNT | FAT16 -> 2048 MByte |
| | FAT32 -> Terrabyte |
+------------------+----------------------------------+
```

ï¿½ <http://www.doitarchive.de>

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3959. [Computerfest-Announce] Computerfest this weekend

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 04:22:12 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0509100008460.28534@furyy1>
Source record: 11335
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I just received this rather late bulletin on Computerfest in Dayton, Ohio, this weekend. In past years this show was usually held in August and for a long time it was one of the biggest computer shows in the northeast.

---------- Forwarded message ----------
Date: Fri, 9 Sep 2005 20:57:05 -0400
From: Nancy J. Christolear (njc at dmapub dot dma dot org)
Subject: [Computerfest-Announce] Computerfest this weekend

It's that time again -- Time for the area's largest computer and technology show at Hara Arena, Computerfest(r).

When: Saturday, September 10, 2005 from 9:00 AM to 6:00 PM and Sunday, September 11, 2005 from 10:00 AM to 4:00 PM
Where: Hara Area Complex, 1001 Shiloh Springs Road, Dayton, OH

Computerfest: Still the area's largest computer fair, featuring vendors from across the country offering the widest selection of computers, computer parts, software, and seminars available under one roof.

Dayton LANfest: Having broken all records for the largest computer gaming event in Ohio, Dayton LANFest continues to grow into one of the top computer gaming venues in the nation. This show's LAN Party will feature gaming tournaments for the PC AND X-box. Over $3,500 in prizes and giveaways will be available to the 250 plus players expected to participate. Registration is $35 in advance at www.daytonlanfest.com or $40 at the door.

Intel is offering a rare opportunity to Computerfest® and Dayton LANfest participants.

Need a new PC? Ever wanted to customize and build your own PC using state-of-the-art components at a great price? Then come to Computerfest, where you'll be able to purchase and build your own personal computer at the Build-Your-Own PC Workshops sponsored by Intel.

Intel will be sponsoring 3 build your own computer seminars at Computerfest®. Participants will be offered the opportunity to buy parts for a significant discount and then walk away from the show with a computer in hand. See full details at www.computerfest.com.

Tickets for Computerfest are $7 at the door or $5.00 at our preshow outlets. Tickets are available on line at www.computerfest.com. They may also be purchased at various locations in the Miami Valley

listed on the Computerfest website. Your Saturday ticket also gets
you into the show on Sunday.
--
Computerfest Staff

3960. Re: Questions, questions & more questions

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 04:42:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200509100642.a14127@b.maus.de>
Source record: 11341

Salve commonly, blah <blah@blah.com> wrote:

> What's the quickest solution for transferring files from a PC to an
> Falcon/TT?

Ethernet!

> I'm going to look into networking my Atari kit but that's a little way
> off at the moment.

In this case... PARCP!

> What's the best place to download PD & Shareware(?) utilities such as
> ACCs?

<ftp://chapelie.rma.ac.be/atari/>
<ftp://ftp.funet.fi/pub/atari/>
<ftp://ftp.inf.tu-dresden.de/software/atari/>
<http://www.jaapan.de/fr/uptodate.php>
<http://www.atari.org/>

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

3961. Re: [Computerfest-Announce] Computerfest this weekend

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 05:23:29 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <l5uUe.10766$uD6.6147@tornado.ohiordc.rr.com>
Source record: 11336
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Sid Pacman" <8-bitter@atari.old.folks.home> wrote in message
news:Pine.GSO.4.61.0509100008460.28534@furyy1...
I just received this rather late bulletin on Computerfest in Dayton, Ohio, this weekend. In past years this show was usually held in August and for a long time it was one of the biggest computer shows in the northeast.

---------- Forwarded message ----------
Date: Fri, 9 Sep 2005 20:57:05 -0400
From: Nancy J. Christolear (njc at dmapub dot dma dot org)
Subject: [Computerfest-Announce] Computerfest this weekend

It's that time again -- Time for the area's largest computer and technology show at Hara Arena, Computerfest(r).

When: Saturday, September 10, 2005 from 9:00 AM to 6:00 PM and Sunday, September 11, 2005 from 10:00 AM to 4:00 PM
Where: Hara Area Complex, 1001 Shiloh Springs Road, Dayton, OH

Computerfest: Still the area's largest computer fair, featuring vendors from across the country offering the widest selection of computers, computer parts, software, and seminars available under one roof.

Dayton LANfest: Having broken all records for the largest computer gaming event in Ohio, Dayton LANFest continues to grow into one of the top computer gaming venues in the nation. This show's LAN Party will feature gaming tournaments for the PC AND X-box. Over $3,500 in prizes and giveaways will be available to the 250 plus players expected to participate. Registration is $35 in advance at www.daytonlanfest.com or $40 at the door.

Intel is offering a rare opportunity to Computerfest® and Dayton LANfest participants.

Need a new PC? Ever wanted to customize and build your own PC using state-of-the-art components at a great price? Then come to Computerfest, where you'll be able to purchase and build your own personal computer at the Build-Your-Own PC Workshops sponsored by Intel.

Intel will be sponsoring 3 build your own computer seminars at Computerfest®. Participants will be offered the opportunity to buy parts for a significant discount and then walk away from the show with a computer in hand. See full details at www.computerfest.com.

Tickets for Computerfest are $7 at the door or $5.00 at our pre-
show outlets. Tickets are available on line at www.computerfest.com.
They may also be purchased at various locations in the Miami Valley
listed on the Computerfest website. Your Saturday ticket also gets
you into the show on Sunday.
--
Computerfest Staff

I live 20 miles from Hara Arena and plan to attend mostly for seminars. I'm confused as to why this is being posted in Atari newsgroups. Other than SCSI drives I haven't seen anything relating to Atari for many years. It's a good show especially the free seminars but anyone expecting Atari is going to be disappointed. Correct me if I'm wrong.
IIRC their is an Atari show in Columbus this weekend.

3962. Re: Display monitors for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 05:27:57 UTC
From: SWE <jvalant@atari.org>
Message-ID: <x9uUe.167$h6.50349@news.siol.net>
Source record: 11337

ausl8 wrote:

> Thanks for the info. To clarify I meant the Videl is running at 50MHz (Bus
> 25MHz) and some monitors I have used allow significantly higher pixel
> dimensions that others when running true color mode for example.

Yes, but as long u stay within VGA boundary new CRTs will do just fine. Problems starts when u want to get so called RGB resolutions. Those use 15.7 khz horizontal clock, which is way bellow what VGA monitors can do (better ones craps at 28khz maybe, most cant go bellow 30 khz...) But RGB mode is usefull mostly for older demos and games, since its not eyes friendly in higher resolutions (640*400 etc...) If u need that, best way is to get Atari RGB monitor, or commodore 1084 or Phillips CM8833 (this one is preety cool, esp in v2, has composite and scart inputs, switchable.. u can also use it for consoles like Dreamcast, Playstation etc...) Or NEC3D or similar monitor. Hard to get good one these days...

Janez

3963. Re: Partitionning a Disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 05:51:55 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3ofajsF5lh29U1@individual.net>
Source record: 11338

J.-Luc wrote:

> I never said I use MiNT, did I ? So, forget partitions bigger than 2 GB.
> In fact, I use MagiC! 6.20.

MagiC supports FAT32 partitions, which can be much bigger than 2 GB.

> So, again, could someone try and follow what I asked, and tell me if
> HD-Driver can or not create more than 14 partitions on a Falcon with
> CT60 if possible?

I doubt that this has anything to do with the CT60, i.e. using a stock Falcon would also be fine. I cannot reproduce this problem with my TT. Creating 30 partitions on the same drive works fine for me.

--

Dr. Uwe Seimet http://www.seimet.de

3964. Re: Questions, questions & more questions

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 05:54:03 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3ofanrF5lh29U2@individual.net>
Source record: 11339

blah@blah.com wrote:

> What's the quickest solution for transferring files from a PC to an
> Falcon/TT? I'm going to look into networking my Atari kit but that's
> a little way off at the moment.

The quickest solution is to share a hard disk drive by creating a
partition on it that can be read/written by both the PC and the Atari.
A hard disk will do for that, a drive with removable media, e.g. ZIP,
will do as well. A CF card can also be used, but this requires a CF card
adapter, of course.

--

Dr. Uwe Seimet http://www.seimet.de

3965. Need help with Game Copy Protection.

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 08:07:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509100050100.31119-100000@onyx.spiritone.com>
Source record: 11342

I have a game named Oil Imperium. It's missing the Copy Protection. Which tells me what code to enter to play the Game. Help me. E-Mail me. Thanx!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3966. Re: Ever notice...

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 10:51:09 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dfudqt$av3$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11343

Hi there

Do you need one, where in the world are you??

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.09.09.21.19.41.277842@charter.net...
>
> That you just hardly ever see any STe machines for sale? Must be getting
> rare as hens teeth (aside from the astronomicaly priced dealer models).
>
> --
> _/_/_/_

3967. Re: Ever notice...

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 11:44:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4322f38a5a76f1@comcast.net>
Source record: 11253

>
>That you just hardly ever see any STe machines for sale? Must be getting
>rare as hens teeth (aside from the astronomicaly priced dealer models).

Yes I agree. I have seen them for sale for about $250 which is what I paid for
mine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3968. Re: Where is Gary A.Priest?

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 11:53:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4322f38a5a76f2@comcast.net>
Source record: 11254

>Hello,
>
>I wonder what happened with the author of Popwatch and Newswatch, Gary
>A. Priest. Is he still around?
>
>I get more and more troubles to use Popwatch/Newswatch on my favourite
>OS. I can't use Okami/Popwatch to retrieve mails larger then let us
>say 25 KB. It seems my broadband connection is too fast for Popwatch.
>The newserver of my ISP demands user authentication. I know Newswatch
>supports this but it seems the newsserver demands something more, so I
>can't send out messages with Newswatch.
>
>One thing I really want to see are newer versions of
>Popwatch/Newswatch.
>
>TTFN
>Martin
>
>http://www.againsttcpa.com | In 2002 began the war for digital freedom

I talked with him some time ago so he is still around. What versions of Newswatch and Popwatch do you have? I have version 2.91 of Popwatch and 2.5 of Newswatch. My Okami/Newswatch/Popwatch system are working just fine. I have Comcast as my broadband connection.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3969. Re: [Computerfest-Announce] Computerfest this weekend

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 13:34:31 UTC
From: Sid Pacman <atarian@computer.world>
Message-ID: <Pine.GSO.4.61.0509100848380.9189@furyy1>
Source record: 11344
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 10 Sep 2005 at 05:23 -0000, T Shadow scribbled:
->I ... plan to attend mostly for seminars.

The seminars are another good feature of this show.

->I'm confused as to why this is being posted in Atari newsgroups.

Atari is a brand of computer. Atari users are computerists.
This is a large show with lots of things that are of interest to
a great many computerists. 'Nuff said.

-> ... anyone expecting Atari is going to be disappointed.

That has been increasingly true of all computer shows and ham-
fests for more than a decade. But it isn't a good reason for
Atarians to put their heads in the sand and to try to shut out the
rest of the computer scene. There's still a lot at these shows
that's useful to us -- or at least many of us (perhaps especially
8-bitters) -- and then there's always the possibility of finding a
direct Atari item for a song.

->IIRC their is an Atari show in Columbus this weekend.

I noticed. After all, I'm the one who posted the information
about it on this newsgroup!
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 *

(Headers munged to foil spammers; real info in taglines)

3970. Atari Collector on ebay : Phenix 060 !

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 13:43:31 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <4322e3b1$0$5814$636a15ce@news.free.fr>
Source record: 11345

Unique, you will never get these infos on the net !!

These are the original paper working drafts from Rodolphe Czuba when he designed the Phenix 060 computer from 1997 to 1999, the 'super' falcon project ! More info on www.czuba-tech.com

44 pages of schematics sheets, pin-outs, chronograms, memory map, Bill of Material, Production & price infos, and corrections on Rev.1 proto.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5241235423

3971. Where is Gary A.Priest?

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 13:59:57 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <xFBUe.190673$CY3.10474532@phobos.telenet-ops.be>
Source record: 11346

Hello,

I wonder what happened with the author of Popwatch and Newswatch, Gary A. Priest. Is he still around?

I get more and more troubles to use Popwatch/Newswatch on my favourite OS. I can't use Okami/Popwatch to retrieve mails larger then let us say 25 KB. It seems my broadband connection is too fast for Popwatch. The newserver of my ISP demands user authentication. I know Newswatch supports this but it seems the newsserver demands something more, so I can't send out messages with Newswatch.

One thing I really want to see are newer versions of Popwatch/Newswatch.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3972. Re: Ever notice...

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 14:15:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.10.14.15.51.349517@charter.net>
Source record: 11347

On Sat, 10 Sep 2005 10:51:09 +0000, Tha Welshgit wrote:

> Hi there
>
> Do you need one, where in the world are you??

I'm in the US. Was looking for a solid STe, if not too high priced. The
dealers prices are pretty high, to say the least. :-)

--
_/_/_/

3973. Re: Display monitors for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 14:19:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.10.14.19.18.615697@charter.net>
Source record: 11348

On Sat, 10 Sep 2005 05:27:57 +0000, SWE wrote:

>
> ausl8 wrote:
>
>> Thanks for the info. To clarify I meant the Videl is running at 50MHz (Bus
>> 25MHz) and some monitors I have used allow significantly higher pixel
>> dimensions that others when running true color mode for example.
>
>
> Yes, but as long u stay within VGA boundary new CRTs will do just fine.
> Problems starts when u want to get so called RGB resolutions. Those use 15.7
> khz horizontal clock, which is way bellow what VGA monitors can do (better
> ones craps at 28khz maybe, most cant go bellow 30 khz...) But RGB mode is
> usefull mostly for older demos and games, since its not eyes friendly in
> higher resolutions (640*400 etc...) If u need that, best way is to get Atari
> RGB monitor, or commodore 1084 or Phillips CM8833 (this one is preety cool,
> esp in v2, has composite and scart inputs, switchable.. u can also use it for
> consoles like Dreamcast, Playstation etc...) Or NEC3D or similar monitor. Hard
> to get good one these days...
>
>
> Janez

Yes. You can get *new* monitors from a specialized place in the US (and I
believe it has an outlet somewhere in the UK), for svga monitors that will
sync down to RGB levels, but man, the prices! Something like $1300-1500
for a 15" to 17" monitor!

If ever win the lottery, I'll get one. :-)

Sure do miss the ability to run older Falcon demos and games, although
svga monitors are sharp and hi-res.

--
_/_/_/

3974. Re: Ever notice...

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 15:00:38 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dfusem$39u$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11249

Hi there "Ronald J. Hall"

>> Do you need one, where in the world are you??
>
> I'm in the US. Was looking for a solid STe, if not too high priced. The
> dealers prices are pretty high, to say the least. :-)

OK, i asked as I'm in the U.K. and have a selection of modded STe's that do
nothing but gather dust.

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3975. Re: Ever notice...

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 16:28:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.10.16.28.52.302219@charter.net>
Source record: 11250

On Sat, 10 Sep 2005 15:00:38 +0000, Tha Welshgit wrote:

> Hi there "Ronald J. Hall"
>
>>> Do you need one, where in the world are you??
>>
>> I'm in the US. Was looking for a solid STe, if not too high priced. The
>> dealers prices are pretty high, to say the least. :-)
>
> OK, i asked as I'm in the U.K. and have a selection of modded STe's that do
> nothing but gather dust.

I know shipping would be high, but how much are you asking for them, and
what kind of mods?

Thanks much!

--
_/_/_/

3976. [WEB] my Web site was migrate

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 17:42:20 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <2066i1thnpr54top1ec7oshb37pbiq5lki@4ax.com>
Source record: 11251

Hello,

Musique.Atari.Org Web site address was changed...
Please, don't use http://atari.georezo.net , but use now
http://musique.atari.org or http://atari.apinc.org ...

Music.Atari.Org was changed too, and it's now only dedicated to Atari
music software : ATARI Music Software (AMS)...
Please use now http://music.atari.org or http://atari.music.free.fr to
go there...

Thank you for your attention :-)

--
Best regards,
Paul

3977. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 20:38:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.10.20.38.52.150988@charter.net>
Source record: 11252

On Wed, 07 Sep 2005 14:21:10 -0700, hencox wrote:

> Hi all CT60 users and atarians!
>
> The registration period for the EtherNat ends today and now it's time
> to give you info on how to prepay us for your orders. Of course anyone
> can order an EtherNat now even if they missed the registration period.
> We hope you'll understand that we have to request pre-payment to make
> sure we won't go personally bankrupt because we've produced more boards
> than we can sell...

I know that this is a great product, and they have worked on it long and hard.

I just figured out what it would cost me personally (someone please correct me if I got the figures wrong):

100 EURO for the board
17 EURO for shipping
4.68 EURO for the 4% Paypal transaction

121.68 EURO

Which equates out to $151.04 US dollars. That seems a bit high, considering that ethernet cards are about dirt cheap here ($10 or so?). I have Rorys' EtherNEC setup, for around $75 and it works great. I know, I know the performance of the EtherNAT is much greater, doesn't use the cartridge port, etc, etc,... I would really like to have one though. I guess I'll get flamed for even posting this... Oh well. :-(

Just musing... whats everone elses thoughts on this?

--
_/_/_/

3978. Re: Questions, questions & more questions

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 22:23:35 UTC
From: blah@blah.com
Message-ID: <m4n6i1l9vqv5bpc3mvik76cib9kmsv084a@4ax.com>
Source record: 11255

Hi,

I'm looking for a SCSI ZIP drive at the moment for just that purpose.
When you talk about sharing a drive do you mean by something like
Samba?

Dave.

>The quickest solution is to share a hard disk drive by creating a
>partition on it that can be read/written by both the PC and the Atari.
>A hard disk will do for that, a drive with removable media, e.g. ZIP,
>will do as well. A CF card can also be used, but this requires a CF card
>adapter, of course.

Email: dgr167 at aol dot com

3979. Re: Questions, questions & more questions

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 22:23:59 UTC
From: blah@blah.com
Message-ID: <77n6i11q6s5crpbkqdasfns8r9v759ikf2@4ax.com>
Source record: 11256

Thanks for the info.

Dave.

On Sat, 10 Sep 2005 06:42:00 +0200,
Fidel-Sebastian_Hunrichse-Lara@b.maus.de (Fidel-Sebastian
Hunrichse-Lara) wrote:

>Salve commonly, blah <blah@blah.com> wrote:
>
>> What's the quickest solution for transferring files from a PC to an
>> Falcon/TT?
>
>Ethernet!
>
>> I'm going to look into networking my Atari kit but that's a little way
>> off at the moment.
>
>In this case... PARCP!
>
>> What's the best place to download PD & Shareware(?) utilities such as
>> ACCs?
>
><ftp://chapelie.rma.ac.be/atari/>
><ftp://ftp.funet.fi/pub/atari/>
><ftp://ftp.inf.tu-dresden.de/software/atari/>
><http://www.jaapan.de/fr/uptodate.php>
><http://www.atari.org/>
>
> Saluti-gerulus

Email: dgr167 at aol dot com

3980. Encode MP3 & OGG on TT with Aniplayer?

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 22:36:27 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <43236de233fe750@tripnet.se>
Source record: 11257

I'm having problems with latest Aniplayer 2.22 on my TT running Magic 6.20 related to the various SLB files.

To encode mp3's I need LAME_ENC.SLB but if I try the (only available) 68060 version I get an "68000 exception nr -69" and Aniplayer exits.

The doc's says:
Requirements:
- 68020 or higher
- FPU or 68060
- MiNT 1.15.3 or MagiC 6 or MetaDOS 2.74.

so I should be fine with my 68030 with fpu but it simply doesn't work at all!

However... if I use the older Aniplayer 2.20 LAME_ENC.SLB it's OK! Both the 68060 and 68881 versions work (68881 slightly faster).

The 2.22 version is compiled with Gcc 3.3 and 2.20 with Gcc 2.95.2.

It's also interesting that the same happens with AVCODEC.SLB when encoding mp2: 68020 (Gcc 2.95.2) is OK but 68060 (Gcc 3.3) exits with the same error -69. Here both versions are present in the aniplayer 2.22 package!

So far by mixing versions I'm able to write both mp2 and mp3.

To encode Ogg files VORB_ENC.SLB is used but unfortunately there is only a 68060 (Gcc 3.3) available in 2.22 and non at all in the 2.20 package. This version also exits with error -69, so at the moment I'm unable to encode Ogg files with Aniplayer.

Anyone with better luck on either TT or 68030 Falcon??

--
Kenneth Medin <kennethm@tripnet.se>
http://kennethm.webhop.org/
<<Produced with 100% pure Atari equipment>>

3981. Re: Questions, questions & more questions

Newsgroup: comp.sys.atari.st
Date: 2005-09-10 23:07:07 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3oh78rF5vblmU1@individual.net>
Source record: 11258

blah@blah.com wrote:

> I'm looking for a SCSI ZIP drive at the moment for just that purpose.
> When you talk about sharing a drive do you mean by something like
> Samba?

No, I mean partitioning a ZIP cartridge so that you can use it with both
the Atari or the PC. Write data on the ZIP with the PC, then use the
cartridge (in another ZIP drive, or the same) to read these data with
the Atari. Or write data with the Atari and read them with the ZIP.
There is no network connection. The data are shared via the ZIP cartridge.

--

Dr. Uwe Seimet http://www.seimet.de

3982. Re: Ever notice...

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 02:28:44 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1126405724.476913.150150@o13g2000cwo.googlegroups.com>
Source record: 11259

Rare, I dont think so. Hard to find yes. I have purchased 2 of them in the last 4 months. One was sold and the other is awaiting a new case. I usually check here to see if anything is wantedd before I sell it on Ebay but never get any response so its usually sold on Ebay. I start all my auctions under a dollar. I have a ton of stuff and constantly get STuff. Im located in California. If anyone wants the STe after it gets a new case email me and will talk.

BTW I just posted a bunch of Atari ST stuff on Ebay today.

http://search.ebay.com/_W0QQsassZatari_onlyQQhtZ-1

3983. FA: Atari ST Items

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 03:01:01 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1126405799.319107.59890@g43g2000cwa.googlegroups.com>
Source record: 11260

I just listed a bunch of Atari ST Items on Ebay you can check them out
at:

http://search.ebay.com/_W0QQsassZatari_onlyQQhtZ-1

Thanks, Don

3984. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 05:21:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.11.05.21.22.966331@charter.net>
Source record: 11261

On Sat, 10 Sep 2005 17:46:19 -0400, lp wrote:

> Something like VNC moves around a ton of data, so the faster you can do that
> the more you can do. I'm pushing about 2mb/sec (peak) on my hades with a
> cheap $10 card and my TT only does about 300kb/pec (peak) with an EtherNEC.
>
> In my opinion, if this board bumps the performance level up, it would be
> worth it. Just curious, what sort of performance are we talking here?

From their website (http://nature.atari.org/):

EtherNat
Ethernet and USB card for the CT60

This board for the CT60 expansion port gives your Falcon 100 Mbit Ethernet and USB 2.0 support (low/full speed)
Background
Using the existing LAN adapters for the Falcon, you should be able to get approx 400 Kbyte/sec. The problem is just that you have to use the cartridge port. This seems to be a great problem for us, because none of the cartridge ports of our falcons are healthy. This results in ~5KB/s transfer rate for us when using the EtherNEC. In the summer of 2004 we grew tired of this and started designing our own network card for the CT60. After a while Rodolphe persuaded us to add USB functionality to the board as well. So in the end the EtherNat ended up to be an Ethernet+USB board for the CT60.
Ethernet features
* 10/100 Mbps Ethernet using the SMSC LAN91C111 controller.
* Mintnet driver for Ethernet. Should work with Magicnet too.
USB features
* 2 channel USB 2.0 support using the Philips ISP 1160 controller.
* Low (1.5Mbps) and Full (12 Mbps) USB speeds are available.
* Uses an USB header cable to let you place the USB connector in your Falcon/tower case where you want them. Bought separately.
* USB driver developed by Jan Thomas. Homepage
* USB peripheral drivers developed by YOU.

and to be fair, I forgot to mention that the EtherNAT does offer USB
support as well. My apologies.

--
_/_/_/

3985. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 06:08:59 UTC
From: SWE <jvalant@atari.org>
Message-ID: <%RPUe.183$h6.55048@news.siol.net>
Source record: 11262

> 100 EURO for the board
> 17 EURO for shipping
> 4.68 EURO for the 4% Paypal transaction
> ---------------------------------------
> 121.68 EURO
>
> Which equates out to $151.04 US dollars. That seems a bit high,
> considering that ethernet cards are about dirt cheap here ($10 or so?). I
> have Rorys' EtherNEC setup, for around $75 and it works great. I know, I
> know the performance of the EtherNAT is much greater, doesn't use the
> cartridge port, etc, etc,... I would really like to have one though. I
> guess I'll get flamed for even posting this... Oh well. :-(
>
> Just musing... whats everone elses thoughts on this?

Ethernet cards are dirty cheap. They also are produced in BIG quantities using templates to make production even cheaper. I doubt any of those companies woud be able to design a card from scratch, for a strange machine, and produce 100 cards for less money as Nature (or Rodolphe with ct2/60 etc) did. U dont get just ethernet card, which anyone can buy, no matter what the cost is. U can buy really expensive GFX card, u still buy mass product. Here u get rare piece of equipment, done in small series. I only have 1 PC, and money spent in Falcon is still less as i spent for PC. Difference is my Falcon gets faster and more useable every year, PC goes the opposite way..

Personaly, i never regret money i spent for those odd devices.. After all it is only money, and if have to earn it hard, lets spent it for something special, 100E is not that much ill go bancrupt, or make me rich after all. And my experiences told me, that if i would not buy ethernat, enec etc, money would be spent anyway, proly for more foolish stuff ;)

Janez

3986. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 07:37:30 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1126424250.677294.158180@g44g2000cwa.googlegroups.com>
Source record: 11263

```
Alternatives:

You can have CTLink from Rodolphe for 100EUR.
Or you can by CTPCI and write (or find somebody) the driver for a PCI
ethernet card :)
```

3987. Re: Encode MP3 & OGG on TT with Aniplayer?

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 10:06:32 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndi80d8.2jj.nospam@localhost.localdomain>
Source record: 11264

Op 2005-09-10, Kenneth Medin schreef <kennethm@tripnet.se>:
> I'm having problems with latest Aniplayer 2.22 on my TT running Magic
> 6.20 related to the various SLB files.

> However... if I use the older Aniplayer 2.20 LAME_ENC.SLB it's OK! Both
> the 68060 and 68881 versions work (68881 slightly faster).
>
> The 2.22 version is compiled with Gcc 3.3 and 2.20 with Gcc 2.95.2.
>
> It's also interesting that the same happens with AVCODEC.SLB when
> encoding mp2: 68020 (Gcc 2.95.2) is OK but 68060 (Gcc 3.3) exits with
> the same error -69. Here both versions are present in the aniplayer 2.22
> package!
>
> So far by mixing versions I'm able to write both mp2 and mp3.
>
> To encode Ogg files VORB_ENC.SLB is used but unfortunately there is only
> a 68060 (Gcc 3.3) available in 2.22 and non at all in the 2.20 package.
> This version also exits with error -69, so at the moment I'm unable to
> encode Ogg files with Aniplayer.
>

Interesting test. Have you contacted the author about this issue ?
I might have a similar problem on my Falcon030/CT2B+68882. I'll try using
the codecs compiled with gcc 2.95.2 and see if this fixes the problems I'm
currently having.

--

Martin Tarenskeen

3988. Re: Split ZIP files

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 10:57:41 UTC
From: blah@blah.com
Message-ID: <sa38i1dcqjnik3184grcbd6k48sureri4g@4ax.com>
Source record: 11265

>Yes : Splitter. Splits and unsplits nearly everything ;-)

Is there an English version of Splitter? The only one I could find is
in German.

Dave.

Email: dgr167 at aol dot com

3989. Atari Online News, Etc. #07-37

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 12:40:24 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1126442424.245521.213000@z14g2000cwz.googlegroups.com>
Source record: 11266

```
A-ONE #0737 09/09/05

~ States Tighten Ad Laws ~ People Are Talking! ~ New Firefox
Beta!
~ Columbus Atari Club! ~ New Trojan Uses Koran! ~ NerdTV Is Now
Free!
~ Yahoo Aids China Bust? ~ Online Dating Lawsuit! ~ Going After
Patents!
~ Microsoft Crime Portal ~ ~ Game Sale
Controls?

-* Microsoft Appeals EU Ruling! *-
-* Court Orders Kazaa To Stop Pirates! *-
-* Is Yahoo Guilty of Hosting Web Phishers? *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

3990. Re: Questions, questions & more questions

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 13:52:57 UTC
From: blah@blah.com
Message-ID: <6ad8i1dte6nohai5dsd544osakm8q30r37@4ax.com>
Source record: 11267

If the disk is partioned on an Atari could it then be read if swapped
to a zip drive plugged into a PC? Basically I'm saying are the zip
disks hot-swapable?

On Sun, 11 Sep 2005 01:07:07 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>blah@blah.com wrote:
>
>> I'm looking for a SCSI ZIP drive at the moment for just that purpose.
>> When you talk about sharing a drive do you mean by something like
>> Samba?
>
>No, I mean partitioning a ZIP cartridge so that you can use it with both
>the Atari or the PC. Write data on the ZIP with the PC, then use the
>cartridge (in another ZIP drive, or the same) to read these data with
>the Atari. Or write data with the Atari and read them with the ZIP.
>There is no network connection. The data are shared via the ZIP cartridge.

Email: dgr167 at aol dot com

3991. Re: Questions, questions & more questions

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 14:14:18 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3oisdqF6686vU1@individual.net>
Source record: 11268

blah@blah.com wrote:

> If the disk is partioned on an Atari could it then be read if swapped
> to a zip drive plugged into a PC? Basically I'm saying are the zip
> disks hot-swapable?

Yes, provided that you have partitioned the ZIP cartridge with a special
option offered by the HDDRIVER package. This option creates a partition
that can be used by the PC as well as by the Atari without any
additional software.

--

Dr. Uwe Seimet http://www.seimet.de

3992. Re: Where is Gary A.Priest?

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 14:39:02 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <akXUe.191436$av4.10477682@phobos.telenet-ops.be>
Source record: 11269

Edward S. Baiz Jr. wrote:
>
>>Hello,
>>
>>I wonder what happened with the author of Popwatch and Newswatch, Gary
>>A. Priest. Is he still around?
>>
>>I get more and more troubles to use Popwatch/Newswatch on my favourite
>>OS. I can't use Okami/Popwatch to retrieve mails larger then let us
>>say 25 KB. It seems my broadband connection is too fast for Popwatch.
>>The newserver of my ISP demands user authentication. I know Newswatch
>>supports this but it seems the newsserver demands something more, so I
>>can't send out messages with Newswatch.
>>
>>One thing I really want to see are newer versions of
>>Popwatch/Newswatch.

>
> I talked with him some time ago so he is still around. What versions of
> Newswatch and Popwatch do you have? I have version 2.91 of Popwatch and 2.5 of
> Newswatch. My Okami/Newswatch/Popwatch system are working just fine. I have
> Comcast as my broadband connection.

I've the same versions of Popwatch/Newswatch as you.

I really think it's a speed mather. I've 3 computers (mac + linux box
+ Hades) connected to a router. If I let the Linux box download/upload
a large amount of data I can get big mails on the Hades because the
connection speed on the Hades isn't that high anymore.

A while ago Erik Hï¿½ll tried to explain me why Popwatch gets in trouble
but alas my memory seems not to be that good anymore.
I believe it has something to do with the CNbyte_count() call that
returns a large number which Popwatch sees as an error.

Earlier versions of Mymail were suffering the same problem but Erik
has solved this.

I'm using the cable and according to a speedtest it's running at 2545 Kbps

If you ever get in contact with Gary again please ask him to release the
sources. A good home for his soft would be TOPP (The Orphaned Projects
Page) <URL:http://topp.atari-users.net/>

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3993. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 15:13:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.11.15.13.07.421096@charter.net>
Source record: 11270

On Sun, 11 Sep 2005 06:08:59 +0000, SWE wrote:

>
> Ethernet cards are dirty cheap. They also are produced in BIG quantities
> using templates to make production even cheaper. I doubt any of those
> companies woud be able to design a card from scratch, for a strange machine,
> and produce 100 cards for less money as Nature (or Rodolphe with ct2/60 etc)
> did. U dont get just ethernet card, which anyone can buy, no matter what the
> cost is. U can buy really expensive GFX card, u still buy mass product. Here u
> get rare piece of equipment, done in small series. I only have 1 PC, and money
> spent in Falcon is still less as i spent for PC. Difference is my Falcon gets
> faster and more useable every year, PC goes the opposite way..
>
> Personaly, i never regret money i spent for those odd devices.. After all it
> is only money, and if have to earn it hard, lets spent it for something
> special, 100E is not that much ill go bancrupt, or make me rich after all. And
> my experiences told me, that if i would not buy ethernat, enec etc, money
> would be spent anyway, proly for more foolish stuff ;)
>
> Janez

I agree with everything you're saying Janez, absolutely. I've spent much
more on my Falcon *recently* but it was worth it, down to the very last
penny. Overall, I've spent much more on the hardware needed for the 3
Linux comps in my home LAN.

I guess I'm really just whining/complaining because after buying the CT60,
Rev6 CPU, CTcm, and Wizztronics rack case, I don't have money left over
right now to buy the other super cool things that are coming out.

Does that make sense? :-)

--
_/_/_/

3994. Re: Questions, questions & more questions

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 16:05:19 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <432455bf$1_1@x-privat.org>
Source record: 11272

```
Uwe Seimet wrote:
>
> blah@blah.com wrote:
>
>> If the disk is partioned on an Atari could it then be read if swapped
>> to a zip drive plugged into a PC? Basically I'm saying are the zip
>> disks hot-swapable?
>
> Yes, provided that you have partitioned the ZIP cartridge with a special
> option offered by the HDDRIVER package. This option creates a partition
> that can be used by the PC as well as by the Atari without any
> additional software.

And I must say that work just great. All my zip's are partionated this
way. They can all be used on pc and Mac without any problem at all.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
```

3995. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 16:05:24 UTC
From: SWE <jvalant@atari.org>
Message-ID: <8BYUe.189$h6.56584@news.siol.net>
Source record: 11271

Ronald J. Hall wrote:

> I guess I'm really just whining/complaining because after buying the CT60,
> Rev6 CPU, CTcm, and Wizztronics rack case, I don't have money left over
> right now to buy the other super cool things that are coming out.

Well i cant judge for yourself :) I have ethernec running fine. And im not interested too much in USB part of ethernat.. But it wouldn't make sense on my side if i would let it go :) I'll try to get Ethernat ans a CTPCI, altough wages here are quite low... :)

You will just have to judge if i can get Ethernat or CTPCI or both :)

Janez

3996. Re: Split ZIP files

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 17:56:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <GIqdnZ2dnZ0R6OyqnZ2dnSHyud6dnZ2dRVny3Z2dnZ0@pipex.net>
Source record: 11273

In message <sa38i1dcqjnik3184grcbd6k48sureri4g@4ax.com>, blah@blah.com said:

>Is there an English version of Splitter? The only one I could find is
>in German.

Yes, there is. Do you want me to send it to you? It's just over 100 kB
and includes both Atari and PC-DOS (286 and 386) versions. It was
first published for Atari ST User magazine and included on ST Club
disk DM_43.

But your problem could perhaps also be solved with ZIP-Split and
ZIP-Rebuild. To quote from the instructions:

'The aim of ZIP-Split and ZIP-Rebuild is to recover ZIP files for
which ones ST-ZIP says that they are "damaged or not a ZIP file at all".

'ZIP-Rebuild will explode the ZIP file in as many files as the
original ZIP file contains. ZIP-Split will uncompress the archive.

'Don't expect miracles from ZIP-Split/Rebuild. They cannot rebuild
the data. They will only process the parts of the archive that are
uncorrupted.'

HTH
Regards, /Peter/

3997. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 18:01:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3oj9o7F67b56U1@individual.net>
Source record: 11274

Does anybody know how the USB driver works? I just wonder if one can
connect CF cards to the Falcon by using a stock CF card reader/writer
for the USB and then use the CF card like a hard disk.
This would probably be a more convenient solution than connecting a CF
card adapter to the IDE port.
A SCSI driver implementation for the USB port would be needed to get
everything working, but this may be an interesting programming project.

--

Dr. Uwe Seimet http://www.seimet.de

3998. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 18:13:12 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126462392.786426.184930@f14g2000cwb.googlegroups.com>
Source record: 11275

There isnt one yet. I am currently looking at how to implement the mass storage class. I think the best way would be to have the driver for the mass storage devices boot BEFORE hddriver, so hddriver can find any hard disks and use them with the standard command set. Hopefully this would not entail a re-write of any of hddrivers code to support them...

Coda.

3999. Re: Encode MP3 & OGG on TT with Aniplayer?

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 18:15:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <43248216662fa21@tripnet.se>
Source record: 11276

In comp.sys.atari.st <slrndi80d8.2jj.nospam@localhost.localdomain>
Martin Tarenskeen wrote on Sun 11-09-2005 10:06 (GMT):

>Op 2005-09-10, Kenneth Medin schreef <kennethm@tripnet.se>:
>> I'm having problems with latest Aniplayer 2.22 on my TT running Magic
>> 6.20 related to the various SLB files.
>
>> However... if I use the older Aniplayer 2.20 LAME_ENC.SLB it's OK! Both
>> the 68060 and 68881 versions work (68881 slightly faster).
>>
>> The 2.22 version is compiled with Gcc 3.3 and 2.20 with Gcc 2.95.2.
>>
>> It's also interesting that the same happens with AVCODEC.SLB when
>> encoding mp2: 68020 (Gcc 2.95.2) is OK but 68060 (Gcc 3.3) exits with
>> the same error -69. Here both versions are present in the aniplayer 2.22
>> package!
>>
>> So far by mixing versions I'm able to write both mp2 and mp3.
>>
>> To encode Ogg files VORB_ENC.SLB is used but unfortunately there is only
>> a 68060 (Gcc 3.3) available in 2.22 and non at all in the 2.20 package.
>> This version also exits with error -69, so at the moment I'm unable to
>> encode Ogg files with Aniplayer.
>>
>
>Interesting test. Have you contacted the author about this issue ?

Just did.

But some of the SLB README's clarly state:
"compiled with Gcc 3.3 with -m68060 and libm2060"

and older ones:
"compiled with Gcc 2.95.2 with -m68020-60"

so it looks like 68030 support got dropped in the last 2.22 version. It's
really a slow process to encode to mp3 and ogg files. About 100 minutes
to get a one minute file but still useful if you are not in a hurry...

They say "slow food" is good for your stommach so maybe "slow computing"
is good for your brain :-)

>I might have a similar problem on my Falcon030/CT2B+68882. I'll try using
>the codecs compiled with gcc 2.95.2 and see if this fixes the problems I'm
>currently having.

I have now managed to get both mp3 and ogg encoding working by combining SLB's from Aniplayer 2.20 (LAME_ENC.SLB), 2.21 (VORB_ENC.SLB) and 2.22 (AVCODEC.SLB).

The older versions can be found at:

http://perso.wanadoo.fr/didierm/files/anipl220.zip
http://perso.wanadoo.fr/didierm/files/anipl221.zip

This can definitly be confusing to anyone as you also have several different SLB versions in all three Aniplayer versions...
--
Kenneth Medin <kennethm@tripnet.se>
http://kennethm.webhop.org/
<<Produced with 100% pure Atari equipment>>

4000. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 18:20:31 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <Pz_Ue.191553$FP6.10430474@phobos.telenet-ops.be>
Source record: 11277

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-183.zip
(1.332.059 bytes): MyMAIL is a mail client for TOS based computers.
Works with STinG/STiK and mintnet and magicnet if Gluestik is used

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4001. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 18:37:24 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3ojbr4F66lupU1@individual.net>
Source record: 11278

Coda wrote:
> There isnt one yet. I am currently looking at how to implement the mass
> storage class. I think the best way would be to have the driver for the
> mass storage devices boot BEFORE hddriver, so hddriver can find any
> hard disks and use them with the standard command set. Hopefully this
> would not entail a re-write of any of hddrivers code to support them...

No, on the contrary: That's the only way it would work. Implementing a
SCSI driver for mass storages devices is basically the same approach as
the one used for PCI SCSI on the Milan: The driver must be made
available before the hard disk driver is started. The hard disk driver
will then automatically detect and use the available devices.

--

Dr. Uwe Seimet http://www.seimet.de

4002. Re: Questions, questions & more questio

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 19:24:32 UTC
From: malo.morgen@nowhere.com
Message-ID: <dg209f$17r$1@ss405.t-com.hr>
Source record: 11279

and how you do it without hddriver? ;)

On 10 Sep 2005 07:54:03 , Uwe Seimet wrote:
>blah@blah.com wrote:
>
>> What's the quickest solution for transferring files from a PC to an
>> Falcon/TT? I'm going to look into networking my Atari kit but that's
>> a little way off at the moment.
>
>The quickest solution is to share a hard disk drive by creating a
>partition on it that can be read/written by both the PC and the Atari.
>A hard disk will do for that, a drive with removable media, e.g. ZIP,
>will do as well. A CF card can also be used, but this requires a CF card
>adapter, of course.
>
>--
>---
> Dr. Uwe Seimet http://www.seimet.de
>.

4003. Re: CT63, Magic & Ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 19:26:52 UTC
From: malo.morgen@nowhere.com
Message-ID: <dg20dr$17r$2@ss405.t-com.hr>
Source record: 11280

well, there was a special 060 driver written for STiNG and ethernec so this probably means that there should
be special 060 driver for this setup...

On 9 Sep 2005 12:27:24 +, David Leaver wrote:
>Hi, fellow Atarians,
>
>My Falcon is running Magic 6.2 and MagicNet. I have one of Elmar
>Hilgart's cartridge-port ethernet adaptors which, with Vassilis's
>RTL8012.MIF driver, works nicely with an ADSL router/modem in 68030
>mode.
>
>However, although I have had no other problems with the CT63 (touch
>wood), this combination does not work in 68060 mode. Some things seem
>to trying to happen, in that the activity light on the adaptor
>flashes, but I can't establish any communication. I can't even ping
>the router.
>
>My '060 is the full version, so I hope that the note in CT60/63
>ST-Guide file about the cartridge port does not apply.
>
>As I have put my hand up for an EtherNAT, getting this working may be
>a waste of time but I'd stiil like to try.
>
>Any bright ideas?
>
>By the way, the above set-up works nicely with my ST, MSTe and TT.
>
>David
>
>Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia
>.

4004. Re: Display monitors for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 19:29:17 UTC
From: malo.morgen@nowhere.com
Message-ID: <dg20ic$17r$3@ss405.t-com.hr>
Source record: 11281

any modern monitor should do...I use IBM g76
there were nice multisync NEc monitors some years ago...

On 7 Sep 2005 10:07:08 +, "ausl8" wrote:
>I'm looking for a flexible 17" Monitor (brand name and model so I can source
>locally) for a CT60 that can handle a broad range of resolutions and refresh
>rates etc. I'm using Centscreen 3 with 50 MHz bus. Any thoughts would be
>appreciated.
>
>Thanks.
>
>
>.

4005. Re: Split ZIP files

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 19:40:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200509112140.a14365@b.maus.de>
Source record: 11221

Hi Dave,

B>The only one I could find is in German.
I know German is a difficult language. But sometimes it's worth to
have a look over the fence... :-)

Und TTschï¿½
ps

4006. PTC1426 question

Newsgroup: comp.sys.atari.st
Date: 2005-09-11 20:41:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.11.20.41.22.616479@charter.net>
Source record: 11282

Does anyone know if you can hook a PTC1426 Atari monitor to a Falcon and
get both the lo-res ranges (for games/demos) and hi-res (640 x 480) with
8bit or 15/16 bit color?

Just wondering...Thanks!

--
_/_/_/

4007. Re: PTC1426 question

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 00:16:59 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <%N3Ve.30845$FA3.30338@news-server.bigpond.net.au>
Source record: 11283

Ronald J. Hall wrote:
> Does anyone know if you can hook a PTC1426 Atari monitor to a Falcon and
> get both the lo-res ranges (for games/demos) and hi-res (640 x 480) with
> 8bit or 15/16 bit color?

IIRC it is just a VGA monitor, with the horizontal shift set up for the
TT (Via a switch on the rear). In which case the Falcon won't do more
than 640x480@256 colours, without help (screenblaster, Centscreen, etc).

Mark

PS found this

http://www.maedicke.de/atari/hardware/ptc1426.htm

4008. Re: PTC1426 question

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 03:09:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.12.03.09.47.921873@charter.net>
Source record: 11284

On Mon, 12 Sep 2005 00:16:59 +0000, Mark Bedingfield wrote:

> http://www.maedicke.de/atari/hardware/ptc1426.htm

Thanks Mark. Hmm, according to that, it can't sync down to the ST range so it couldn't do the early Falcon RGB demos 'n stuff. Too bad. Its almost impossible these days to find a monitor like a Nec3D that will do it all for the Falcon.

I did find a place, but they are "specialized" which means low volume, or in other words *very* high prices. Something like $1300-1500 for a 15" to 17" monitor. :-(

--
_/_/_/

4009. Re: PTC1426 question

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 03:57:31 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <L07Ve.31307$FA3.13928@news-server.bigpond.net.au>
Source record: 11285

Ronald J. Hall wrote:
> On Mon, 12 Sep 2005 00:16:59 +0000, Mark Bedingfield wrote:
>
>
>>http://www.maedicke.de/atari/hardware/ptc1426.htm
>
>
> Thanks Mark. Hmm, according to that, it can't sync down to the ST range so
> it couldn't do the early Falcon RGB demos 'n stuff. Too bad. Its almost
> impossible these days to find a monitor like a Nec3D that will do it all
> for the Falcon.
>
> I did find a place, but they are "specialized" which means low volume, or
> in other words *very* high prices. Something like $1300-1500 for a 15" to
> 17" monitor. :-(
>
You could look at an LCD with both VGA and composite/svideo inputs.
Dunno how the Falcons whacky rez's would go though.

Mark

4010. Re: PTC1426 question

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 04:43:38 UTC
From: SWE <jvalant@atari.org>
Message-ID: <_H7Ve.192$h6.59684@news.siol.net>
Source record: 11286

> Thanks Mark. Hmm, according to that, it can't sync down to the ST range so
> it couldn't do the early Falcon RGB demos 'n stuff. Too bad. Its almost
> impossible these days to find a monitor like a Nec3D that will do it all
> for the Falcon.
>
> I did find a place, but they are "specialized" which means low volume, or
> in other words *very* high prices. Something like $1300-1500 for a 15" to
> 17" monitor. :-(

For quite some years now im using external VGA TV tuner, works like charm
for Falcon RGB, 8 bit machines etc.. I just make cable to get Falcons
composite out and that is...

Janez

4011. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 13:26:04 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126531564.922713.58880@g47g2000cwa.googlegroups.com>
Source record: 11287

So the question is, does the bootsector on the hard disk contain any HDdriver code, or is it just a loader for hddriver.sys? Can I replace the bootsector so that it loads my mass storage class, and have that then call hddriver.sys?

4012. Re: Where is Gary A.Priest?

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 14:10:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4325b6c47b1401@comcast.net>
Source record: 11202

>> I talked with him some time ago so he is still around. What versions of >>
Newswatch and Popwatch do you have? I have version 2.91 of Popwatch and 2.5 of
>> Newswatch. My Okami/Newswatch/Popwatch system are working just fine. I have
>> Comcast as my broadband connection.
>
>
>I've the same versions of Popwatch/Newswatch as you.
>
>I really think it's a speed mather. I've 3 computers (mac + linux box
>+ Hades) connected to a router. If I let the Linux box download/upload
>a large amount of data I can get big mails on the Hades because the
>connection speed on the Hades isn't that high anymore.
>
>A while ago Erik Haell tried to explain me why Popwatch gets in trouble
>but alas my memory seems not to be that good anymore.
>I believe it has something to do with the CNbyte_count() call that
>returns a large number which Popwatch sees as an error.
>
>Earlier versions of Mymail were suffering the same problem but Erik
>has solved this.
>
>I'm using the cable and according to a speedtest it's running at 2545 Kbps
>
>If you ever get in contact with Gary again please ask him to release the
>sources. A good home for his soft would be TOPP (The Orphaned Projects
>Page) <URL:http://topp.atari-users.net/>
>
>TTFN
>Martin

Who is your ISP? Ever since Comcast increased their overall connection speed,
my Hades just flies on the connections. I can download about 1000 messages in
about 2-5 minutes using Newswatch. That suites me.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4013. Re: PTC1426 question

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 14:30:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.12.14.30.46.868148@charter.net>
Source record: 11288

On Mon, 12 Sep 2005 03:57:31 +0000, Mark Bedingfield wrote:

> Ronald J. Hall wrote:
>> On Mon, 12 Sep 2005 00:16:59 +0000, Mark Bedingfield wrote:
>>
>>
>>>http://www.maedicke.de/atari/hardware/ptc1426.htm
>>
>>
>> Thanks Mark. Hmm, according to that, it can't sync down to the ST range so
>> it couldn't do the early Falcon RGB demos 'n stuff. Too bad. Its almost
>> impossible these days to find a monitor like a Nec3D that will do it all
>> for the Falcon.
>>
>> I did find a place, but they are "specialized" which means low volume, or
>> in other words *very* high prices. Something like $1300-1500 for a 15" to
>> 17" monitor. :-(
>>
> You could look at an LCD with both VGA and composite/svideo inputs.
> Dunno how the Falcons whacky rez's would go though.
>
> Mark

I actually looked at some of those, with the TV stuff built in because it
seemed like it would work. I just hated to invest that much money to find
that it didn't!

Anyone ever use their Falcon with the LCDs with a TV tuner? Does it work?

--
_/_/_/

4014. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 14:35:46 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3oli2aF6h167U1@individual.net>
Source record: 11289

Coda wrote:
> So the question is, does the bootsector on the hard disk contain any
> HDdriver code, or is it just a loader for hddriver.sys? Can I replace
> the bootsector so that it loads my mass storage class, and have that
> then call hddriver.sys?

This code (the same applies for any other hard disk driver) must not
only locate and load but also relocate the driver binary. TOS cannot do
that at this point. It also checks (as far as I remember at the moment)
if the ALT key was pressed, which will prevent booting from hard disk.
Except for the name of the SYS file the boot code does not differ much
between the different hard disk drivers.
The safest bet in order to be compatible with anything is probably to
save the contents of the root sector before modifying it for the mass
storage device and then load and execute it when the time has come to
load the hard disk driver.
Modifying TOS to initialize the SCSI driver for the USB appears the most
elegant way to me. After initializing the SCSI driver the standard TOS
boot sequence would simply continue and takes care of anything else,
including bootstrapping the hard disk driver.

--

Dr. Uwe Seimet http://www.seimet.de

4015. CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 15:13:34 UTC
From: sf0128 <sf0218@adelphia.net>
Message-ID: <U8CdnWIQ1q2ABrjeRVn-pw@adelphia.com>
Source record: 11290

Hi All,

I have the ctcm and the 060rev6. I printed out the photo (from czuba's site) of the ct60, but I can't find the area on the actual board which is designated in the photo, which shows where the wire for the ctcm are to be soldered.

Can anyone clear this up for me?

Thanks,
samf
Virginia USA
C-Lab Falcon/CT060
14mb STRam, 256mb TTRam
4Gig Hdd, IDE Cd Drive
Magic 6.x

4016. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 15:21:09 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126538469.675550.195810@g14g2000cwa.googlegroups.com>
Source record: 11291

Yep:

http://www.czuba-tech.com/CT60/english/update.htm

Coda

4017. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 15:23:51 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126538631.670408.48810@g43g2000cwa.googlegroups.com>
Source record: 11292

Thanks Uwe,

Coda.

4018. Re: EtherNat: time to place your order!

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 15:29:53 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h2sds3.oxxpgda5zic2N%NOSPAMS@wanadoo.fr>
Source record: 11293

Uwe Seimet <Uwe.Seimet@seimet.de> wrote:

> Modifying TOS to initialize the SCSI driver for the USB appears the most
> elegant way to me. After initializing the SCSI driver the standard TOS
> boot sequence would simply continue and takes care of anything else,
> including bootstrapping the hard disk driver.

This is the way for the CTPCI.
PCI_BIOS -> SCSI_DRV -> boot with driver who support SCSI_DRV.
There 512 KB of flash on the CT60, so it's not a problem.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4019. Re: Encode MP3 & OGG on TT with Aniplayer?

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 15:31:07 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h2sdyd.13hswst1avify8N%NOSPAMS@wanadoo.fr>
Source record: 11294

Kenneth Medin <kennethm@tripnet.se> wrote:

> But some of the SLB README's clarly state:
> "compiled with Gcc 3.3 with -m68060 and libm2060"
>
> and older ones:
> "compiled with Gcc 2.95.2 with -m68020-60"
>
> so it looks like 68030 support got dropped in the last 2.22 version. It's
> really a slow process to encode to mp3 and ogg files. About 100 minutes
> to get a one minute file but still useful if you are not in a hurry...
>
> They say "slow food" is good for your stommach so maybe "slow computing"
> is good for your brain :-)
>
>
> >I might have a similar problem on my Falcon030/CT2B+68882. I'll try using
> >the codecs compiled with gcc 2.95.2 and see if this fixes the problems I'm
> >currently having.
>
> I have now managed to get both mp3 and ogg encoding working by combining
> SLB's from Aniplayer 2.20 (LAME_ENC.SLB), 2.21 (VORB_ENC.SLB) and 2.22
> (AVCODEC.SLB).
>
> The older versions can be found at:
>
> http://perso.wanadoo.fr/didierm/files/anipl220.zip
> http://perso.wanadoo.fr/didierm/files/anipl221.zip
>
> This can definitly be confusing to anyone as you also have several
> different SLB versions in all three Aniplayer versions...

GCC bug ?

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4020. Re: PeST upadte

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 15:34:05 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <LbidndfT_MWpArjeRVnygg@pipex.net>
Source record: 11295

PCB's now arrive from factory! see website for images!

Chris

4021. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 16:29:32 UTC
From: sf0128 <sf0218@adelphia.net>
Message-ID: <DMydnflYSYN2MbjeRVn-hA@adelphia.com>
Source record: 11296

Coda wrote:
> Yep:
>
> http://www.czuba-tech.com/CT60/english/update.htm
>
> Coda
>

Thanks Coda,

I already had that info, but I had the orientation wrong!!! I now see where those 2 wires need to go.

Question: How thin do those 2 wires really need to be?

Thanks!!
Samf

4022. Re: Encode MP3 & OGG on TT with Aniplayer?

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 19:08:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4325e02c3fc520@tripnet.se>
Source record: 11297

In comp.sys.atari.st <1h2sdyd.13hswst1avify8N%NOSPAMS@wanadoo.fr>
Didier Mï¿½quignon wrote on Mon 12-09-2005 17:31 (+0200):

>Kenneth Medin <kennethm@tripnet.se> wrote:
>
>> But some of the SLB README's clarly state:
>> "compiled with Gcc 3.3 with -m68060 and libm2060"

>GCC bug ?

But if Gcc compiles with the flag -m68060 the code will not run on 68030?

Don't know if your README is correct but if it is I suppose the flag
-m68020-60 would fix the issue on 68030?

--
Kenneth Medin <kennethm@tripnet.se>
http://kennethm.webhop.org/
<<Produced with 100% pure Atari equipment>>

4023. Re: PeST upadte

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 19:24:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <c_Cdnf7fPYuGSLjeRVnyrg@pipex.net>
Source record: 11298

finished images now up!

http://www.cps-electronics.co.uk/web/PS2.htm

4024. Re: Questions, questions & more questio

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 19:53:05 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <TaSdnZ2dnZ1V4nm4nZ2dnTxBuN6dnZ2dRVny3Z2dnZ0@pipex.net>
Source record: 11199

In message <dg209f$17r$1@ss405.t-com.hr>, malo.morgen@nowhere.com said:

>and how you do it without hddriver? ;)

Slowly! :-) Seriously, there is no better hard disk driver than
HDDRIVER and it's well worth the money. Note that if you want the
English manual for it, you have to buy the package from Atari Workshop.

Regards, /Peter/

4025. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 20:46:43 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126558003.767007.313560@z14g2000cwz.googlegroups.com>
Source record: 11200

Why do they have to be thin? Of course dont try to use 110V mains
wires, get a spare piece of flat IDC cable and tear off two wires.

4026. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-09-12 21:33:01 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4325f40d$0$1018$8fcfb975@news.wanadoo.fr>
Source record: 11201

Coda a ï¿½crit :
>
> Why do they have to be thin? Of course dont try to use 110V mains
> wires, get a spare piece of flat IDC cable and tear off two wires.
>
NOOOOOOOOOOOOOOOOO!!!!!!!!!!!!!!!!!!!!!!!!!
Must be single and as thin as possible - or it might lead to some
ununderstadable, strange and unexpected behaviour :-(

Bye,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4027. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 00:05:48 UTC
From: malo.morgen@nowhere.com
Message-ID: <dg554r$bg1$1@ss405.t-com.hr>
Source record: 11203

that area is on the bottom of the board, those pins belong to sdram connector and oscilator socket...

On 12 Sep 2005 11:13:34 , sf0128 wrote:
>Hi All,
>
>I have the ctcm and the 060rev6. I printed out the photo (from czuba's
> site) of the ct60, but I can't find the area on the actual board
>which is designated in the photo, which shows where the wire for the
>ctcm are to be soldered.
>
>Can anyone clear this up for me?
>
>Thanks,
>samf
>Virginia USA
>C-Lab Falcon/CT060
>14mb STRam, 256mb TTRam
>4Gig Hdd, IDE Cd Drive
>Magic 6.x
>.

4028. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 00:49:11 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <e4udnZgzXJbRv7veRVn-oA@adelphia.com>
Source record: 11204

djuro pucaric wrote:
> that area is on the bottom of the board, those pins belong to sdram connector and oscilator socket...
>
>
> On 12 Sep 2005 11:13:34 , sf0128 wrote:
>
>>Hi All,
>>
>>I have the ctcm and the 060rev6. I printed out the photo (from czuba's
>> site) of the ct60, but I can't find the area on the actual board
>>which is designated in the photo, which shows where the wire for the
>>ctcm are to be soldered.
>>
>>Can anyone clear this up for me?
>>
>>Thanks,
>>samf
>>Virginia USA
>>C-Lab Falcon/CT060
>>14mb STRam, 256mb TTRam
>>4Gig Hdd, IDE Cd Drive
>>Magic 6.x
>>.
Thanks!!!
samf

4029. Re: Display monitors for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 02:19:31 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <dg5cvj01aeg@news2.newsguy.com>
Source record: 11205

SWE <jvalant@atari.org> wrote:
> ausl8 wrote:
> > Thanks for the info. To clarify I meant the Videl is running at 50MHz (Bus
> > 25MHz) and some monitors I have used allow significantly higher pixel
> > dimensions that others when running true color mode for example.
> Yes, but as long u stay within VGA boundary new CRTs will do just fine.
> Problems starts when u want to get so called RGB resolutions. Those use 15.7
> khz horizontal clock, which is way bellow what VGA monitors can do (better
> ones craps at 28khz maybe, most cant go bellow 30 khz...)

Would this be true with the analog LCD panels that have VGA input?

--
Ryan 'Gozar' Collins

4030. Calling Czuba, Hencox and Didier!

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 03:08:51 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.09.13.03.08.50.354642@atari-source.com>
Source record: 11206

Hey guys,

My falcon is just itching for some good video. The EtherNAT is now paid for, so now I have to ask the question. How soon will the EtherNAT's be manufactured? And afterwards how soon will they be shipped?

Okay now what about the CTPCI? I'm hoping that I will be able to put an ATI Radeon card in it and use some good video modes until the supervidel is done...

And what about the Supervidel? Any progress?

Thanks,
Mark

4031. Re: Display monitors for CT60

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 04:48:42 UTC
From: SWE <jvalant@atari.org>
Message-ID: <KSsVe.203$h6.59482@news.siol.net>
Source record: 11207

gozarcollins@SPAMTRAPhotmail.com wrote:

>> Problems starts when u want to get so called RGB resolutions. Those use 15.7
>> khz horizontal clock, which is way bellow what VGA monitors can do (better
>> ones craps at 28khz maybe, most cant go bellow 30 khz...)
>
> Would this be true with the analog LCD panels that have VGA input?

VGA input probably only accept VGA standard (SVGA, XVGA..) so probably
between 30-50Khz, specific rate must be specified in product info sheet.
Problem as i see it with LCD is fixed resolutions. That means that display
will be either small on LCD, or resized and not very sharp. Also, some apps.
demos and games, use own resolutions, some even switch them a lot, which add
to the problem. Thats why i prefer CRT personaly. In combination with external
VGA TV tuner (avermedia JoyTV) works very nice. That way u can watch TV,
Falcon RGB, ST low/med, etc, etc.. without much hussle..

Janez

4032. [SCREENSHOT] Organizer v0.50

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 07:00:39 UTC
From: Mathieu Demange <m.demangeREMOVEME@free.fr>
Message-ID: <4326790c$0$14581$636a55ce@news.free.fr>
Source record: 11208

Hello,

http://mathieu.demange.free.fr/organizer/preview_050.jpg

I've to go, but I'll give details and explainations as soon as possible.

Regards,

Mathieu

--

4033. Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 08:37:20 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <43268fbb$0$16898$626a14ce@news.free.fr>
Source record: 11209

http://uniweb.free.fr/os4videos/os4intuition.avi

4034. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 10:52:49 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126608769.364006.140110@g47g2000cwa.googlegroups.com>
Source record: 11210

Why?

4035. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 12:33:47 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF4C93CB.A889%vlg@o2.pl>
Source record: 11211

w poscie 43268fbb$0$16898$626a14ce@news.free.fr, Rodolphe Czuba od rodolphe.BeurkSPAM.czuba@free.fr napisal 13-09-05 10:37:

> http://uniweb.free.fr/os4videos/os4intuition.avi
>
>

What with us?

4036. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 15:20:20 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <4326ee34$0$26158$626a14ce@news.free.fr>
Source record: 11212

It seems that the OS on Amiga is far better than on Atari...
I just hope that some news things will arrive on atari to reduce this
incredible difference !

Pawel Kaznowski wrote:
> w poscie 43268fbb$0$16898$626a14ce@news.free.fr, Rodolphe Czuba od
> rodolphe.BeurkSPAM.czuba@free.fr napisal 13-09-05 10:37:
>
>> http://uniweb.free.fr/os4videos/os4intuition.avi
>>
>>
>
> What with us?

4037. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 15:27:28 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF4CBC80.A89C%vlg@o2.pl>
Source record: 11213

w poscie 4326ee34$0$26158$626a14ce@news.free.fr, Rodolphe Czuba od rodolphe.BeurkSPAM.czuba@free.fr napisal 13-09-05 17:20:

> It seems that the OS on Amiga is far better than on Atari...
> I just hope that some news things will arrive on atari to reduce this
> incredible difference !
>

I donï¿½t get it!

Did you saw AMIGA OS for first time?

Or what do you mean "incredible difference", scrolled screens?

Greetz
Pawel k

4038. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 15:31:16 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dg6rca$2it$1@atlantis.news.tpi.pl>
Source record: 11214

Rodolphe Czuba napisaďż˝(a):
> It seems that the OS on Amiga is far better than on Atari...
> I just hope that some news things will arrive on atari to reduce this
> incredible difference !

The OS ain't any better. They have better hardware.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4039. Re: Where is Gary A.Priest?

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 19:03:44 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43272290_2@x-privat.org>
Source record: 11215

Edward S. Baiz Jr. wrote:
>
>>> I talked with him some time ago so he is still around. What versions of
>>> Newswatch and Popwatch do you have? I have version 2.91 of Popwatch and 2.5 of
>>> Newswatch. My Okami/Newswatch/Popwatch system are working just fine. I have
>>> Comcast as my broadband connection.

The other day I've had an AICQ discussion with Paul Williamson
(Briton) about the meaning of "some time ago". It seems I've another
idea about that as he does. According to me "some time ago" means
recently, not that long ago. Pauls says it rather means not recently,
quite a long time ago.

So some time ago does this means weeks, months of years? AFAIK nobody
he seem of spoken to Gary since at least a year (probably more).

>>
>>
>>I've the same versions of Popwatch/Newswatch as you.
>>
>>I really think it's a speed mather. I've 3 computers (mac + linux box
>>+ Hades) connected to a router. If I let the Linux box download/upload
>>a large amount of data I can get big mails on the Hades because the
>>connection speed on the Hades isn't that high anymore.
>>
>>A while ago Erik Haell tried to explain me why Popwatch gets in trouble
>>but alas my memory seems not to be that good anymore.
>>I believe it has something to do with the CNbyte_count() call that
>>returns a large number which Popwatch sees as an error.
>>
>>Earlier versions of Mymail were suffering the same problem but Erik
>>has solved this.
>>
>>I'm using the cable and according to a speedtest it's running at 2545 Kbps

>
> Who is your ISP? Ever since Comcast increased their overall connection speed,
> my Hades just flies on the connections. I can download about 1000 messages in
> about 2-5 minutes using Newswatch. That suites me.

My ISP is Telenet Belgium, AFAIK the only ISP who offers cable. Cable
is faster then DSL.
Mind you I can't use Newswatch to send messages out because for some
reason it fails in User Authentication. Retrieving messages is not a
problem and goes really fast.

Popwatch OTOH fails to download large mails (25 kb and more).
Sending out large mails doesn't give me any problem.

Popwatch returns me a warning like this:
RETR 9
+OK 8403382 octets
CNbyte_count= -27952 Unrecognized error

TTYS
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

4040. Printer initializers

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 19:57:50 UTC
From: Bill Forbes <wforbes@adelphia.net>
Message-ID: <0MednapAHfrasrreRVn-hg@adelphia.com>
Source record: 11216

What are the sources for printer initializers and drivers
for Sts and Megas? I would like to hook up an
inkjet to my St and Mega.
Thanks

4041. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 20:28:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.13.20.28.20.518424@charter.net>
Source record: 11217

On Tue, 13 Sep 2005 17:20:20 +0200, Rodolphe Czuba wrote:

> It seems that the OS on Amiga is far better than on Atari...
> I just hope that some news things will arrive on atari to reduce this
> incredible difference !

I've owned a couple of Amiga models (A1000, A2000, A1200). They are okay.
I still much prefer the newer versions of TOS and an accelerated Falcon.

;-)

PS BTW, hasn't OS4 been "coming" for a very long time? :-)

--
_/_/_/

4042. Re: Printer initializers

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 20:56:47 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dg7eef$c7h$1@reader1.panix.com>
Source record: 11218

Bill Forbes <wforbes@adelphia.net> writes:

: What are the sources for printer initializers and drivers
: for Sts and Megas? I would like to hook up an
: inkjet to my St and Mega.
: Thanks

Well, drivers come with programs, if you want to print from a
program, and NVDI provides printer drivers for programs that
will print to it. Need more information.

If you have an inkjet that will only print bitmaps, you need
a program that outputs bitmaps to a printer.

Need much more information.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4043. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 21:30:38 UTC
From: Kamelito <nospam@nospam.net>
Message-ID: <4327440f$0$14847$626a54ce@news.free.fr>
Source record: 11219

Ronald J. Hall wrote:
> On Tue, 13 Sep 2005 17:20:20 +0200, Rodolphe Czuba wrote:
>
>
>>It seems that the OS on Amiga is far better than on Atari...
>>I just hope that some news things will arrive on atari to reduce this
>>incredible difference !
>
>
> I've owned a couple of Amiga models (A1000, A2000, A1200). They are okay.
> I still much prefer the newer versions of TOS and an accelerated Falcon.
>
> ;-)
>
> PS BTW, hasn't OS4 been "coming" for a very long time? :-)
>

I've not seen a Falcon with a 680x60 board, but hey Amiga OS4
pre-release 3 is running on a PowerPC chip.
I don't think that there's competition there :) (I'm not trolling at all
its just the truth.)

Beside that I love Super Sprint on the Atari and it was never ported to
the Amiga, I'll maybe do the port myself one day.

Elemental is great too!
Its clear that the original Amiga was did have a better hardware, but I
assume that ST coders were the best as they've to do all stuffs in
sotftware on the original ST at least.

regards
/kml

4044. Re: Printer initializers

Newsgroup: comp.sys.atari.st
Date: 2005-09-13 21:41:18 UTC
From: Bill Forbes <wforbes@adelphia.net>
Message-ID: <na6dnVea8uAa2rreRVn-iQ@adelphia.com>
Source record: 11220

Thanks for the info. I will look for some
programs that have inkjet drivers.
"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:dg7eef$c7h$1@reader1.panix.com...
> Bill Forbes <wforbes@adelphia.net> writes:
>
> : What are the sources for printer initializers and drivers
> : for Sts and Megas? I would like to hook up an
> : inkjet to my St and Mega.
> : Thanks
>
> Well, drivers come with programs, if you want to print from a
> program, and NVDI provides printer drivers for programs that
> will print to it. Need more information.
>
> If you have an inkjet that will only print bitmaps, you need
> a program that outputs bitmaps to a printer.
>
> Need much more information.
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

4045. Re: Organizer v0.50

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 05:40:59 UTC
From: mail@freeman-studio.com
Message-ID: <1126676459.194434.216080@z14g2000cwz.googlegroups.com>
Source record: 11222

Well, from the name and picture, looks like a quite nice-looking
organizer/calendar program. Can't wait to hear the details! Hopefully
it will be in English as well as French. The GUI looks very cool!

Mike Freeman
mike [at] freeman-studio [dot] com

4046. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 10:20:44 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1126693244.902366.212410@g44g2000cwa.googlegroups.com>
Source record: 11223

> It seems that the OS on Amiga is far better than on Atari...
> I just hope that some news things will arrive on atari to reduce this
> incredible difference !

There is a lot of eye-candy in AmigaOS4. Once we get some faster
graphics hardware we could have some of that too, hopefully.

Personally, I don't think you should underestimate FreeMiNT/Xaaes. It's
a really mature operating system which runs quite smooth on the CT60.
Try the latest alpha version!

Perhaps we lack a real "turnkey" distribution. EasyMiNT is really good,
but you still have to do some stuff manually to get a smooth running
system with all the goodies.

regards

-- Peter

4047. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 10:37:42 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF4DCA16.A8EC%vlg@o2.pl>
Source record: 11224

w poscie 1126693244.902366.212410@g44g2000cwa.googlegroups.com, PeP od pedda_pirat@hotmail.com napisal 14-09-05 12:20:

>> It seems that the OS on Amiga is far better than on Atari...
>> I just hope that some news things will arrive on atari to reduce this
>> incredible difference !
>
> There is a lot of eye-candy in AmigaOS4. Once we get some faster
> graphics hardware we could have some of that too, hopefully.
>
> Personally, I don't think you should underestimate FreeMiNT/Xaaes. It's
> a really mature operating system which runs quite smooth on the CT60.
> Try the latest alpha version!
>
> Perhaps we lack a real "turnkey" distribution. EasyMiNT is really good,
> but you still have to do some stuff manually to get a smooth running
> system with all the goodies.
>
> regards
>
> -- Peter
>

Well, in my point of VIEW, theres a BIG HOPE, a MyAES, really solid piece of OS, and with DIRECT Desktop its look very very good, so what we need its to support these!

Anyway, a TRULY EASYMINT! is for sure better way to promote MINT!

Eye-candys are not the central point of OS, but they are very useable, its much better when your OS looking good.

4048. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 11:42:33 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1126698153.073340.292750@f14g2000cwb.googlegroups.com>
Source record: 11225

I agree fully with you here, FreeMiNT/XaAES is at this time the best option to proceed for anyone that wishes to have an up-to-date OS on their Atari/clone/emulator. It is by far the most stable and complete AES that we have at our disposal right now, and the eye-candy area is being looked into. As Peter noted, anyone who has yet to test latest XaAES public alpha should definately have a go at it and have a look!

And yes, what is left of our platform would definately benefit from a really solid distribution. A distribution that could make a transition from MagiC over to FreeMiNT as smooth and less problematic as possible.

Regards,

/Joakim

4049. Re: Where is Gary A.Priest?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 12:21:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432840da6c4cc2@comcast.net>
Source record: 11233

>
>
>Edward S. Baiz Jr. wrote:
>
>> Who is your ISP? Ever since Comcast increased their overall connection speed,
>> my Hades just flies on the connections. I can download about 1000 messages in
>> about 2-5 minutes using Newswatch. That suites me.
>
>My ISP is Telenet Belgium, AFAIK the only ISP who offers cable. Cable
>is faster then DSL.
>Mind you I can't use Newswatch to send messages out because for some
>reason it fails in User Authentication. Retrieving messages is not a
>problem and goes really fast.
>
>Popwatch OTOH fails to download large mails (25 kb and more).
>Sending out large mails doesn't give me any problem.
>
>Popwatch returns me a warning like this:
>RETR 9
>+OK 8403382 octets
>CNbyte_count= -27952 Unrecognized error
>
>TTYS
>Martin

Does not happen like that on my end. Sounds like an ISP problem/compatibility
thing. Now and then Popwatch fails the authentication when signing on, but
after a while, things are fine.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4050. Re: [SCREENSHOT] Organizer v0.50

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 12:24:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432840da6c4cc3@comcast.net>
Source record: 11232

>Hello,
>
>http://mathieu.demange.free.fr/organizer/preview_050.jpg
>
>I've to go, but I'll give details and explainations as soon as possible.
>
>Regards,
>
>Mathieu

Looks good.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4051. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 13:55:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.14.13.55.03.745266@charter.net>
Source record: 11226

On Tue, 13 Sep 2005 23:30:38 +0200, Kamelito wrote:

> I've not seen a Falcon with a 680x60 board, but hey Amiga OS4
> pre-release 3 is running on a PowerPC chip.
> I don't think that there's competition there :) (I'm not trolling at all
> its just the truth.)

I understand. I'm keeping my fingers crossed for Rodolphe and the "Hawk".

> Beside that I love Super Sprint on the Atari and it was never ported to
> the Amiga, I'll maybe do the port myself one day.
>
> Elemental is great too!
> Its clear that the original Amiga was did have a better hardware, but I
> assume that ST coders were the best as they've to do all stuffs in
> sotftware on the original ST at least.
>
> regards
> /kml

I'd say that about covers it. :-)

--
_/_/_/

4052. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 15:26:59 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF4E0DE3.A90D%vlg@o2.pl>
Source record: 11227

w poscie pan.2005.09.14.13.55.03.745266@charter.net, Ronald J. Hall od dark_lord@charter.net napisal 14-09-05 15:55:

> On Tue, 13 Sep 2005 23:30:38 +0200, Kamelito wrote:
>
>> I've not seen a Falcon with a 680x60 board, but hey Amiga OS4
>> pre-release 3 is running on a PowerPC chip.
>> I don't think that there's competition there :) (I'm not trolling at all
>> its just the truth.)
>
> I understand. I'm keeping my fingers crossed for Rodolphe and the "Hawk".

Well, atari market is very small, and amiga one is still quite big, so even HAWK will arise I think its bring more cons than pros.

The best way should be NEW 68k FALCON, like PHENIX! but more compatible with FALCON. And Ct60 seems to be very good predecossor of new FLACON MOTHERBOARD with SUPER VIDEL graphics card.

We donï¿½t need PPC! Amiga is different! If you need PPC its mean you need full emulation of atari, so wheres the point of new atari PPC CLONE?

You can get very cheap MACINTOSH with POWERPC and install EMULATOR ON IT!

>
>> Beside that I love Super Sprint on the Atari and it was never ported to
>> the Amiga, I'll maybe do the port myself one day.
>>
>> Elemental is great too!
>> Its clear that the original Amiga was did have a better hardware, but I
>> assume that ST coders were the best as they've to do all stuffs in
>> sotftware on the original ST at least.
>>
>> regards
>> /kml
>
> I'd say that about covers it. :-)

4053. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 16:08:24 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43284af8$1_2@x-privat.org>
Source record: 11228

PeP wrote:
>
> Personally, I don't think you should underestimate FreeMiNT/Xaaes. It's
> a really mature operating system which runs quite smooth on the CT60.
> Try the latest alpha version!

I totally agree with you. I'm using FreeMiNT/XaAES on the Hades since
quite some time now. Before I was using FreeMiNT/N_AES 2.0.0 but I
really don't have any reason anymore to go back to N_AES. XaAES runs
very smootly. All the apps I use daily, except one, are working like a
charm. There is a small redraw problem with Okami but AFAIK, that's
due to Okami and not XaAES.
>
> Perhaps we lack a real "turnkey" distribution. EasyMiNT is really good,
> but you still have to do some stuff manually to get a smooth running
> system with all the goodies.

Personaly I prefer to do things manualy. This way one knows what to do
if something goes wrong. Anyway I used the EasyMiNT installation too.
Compared to previous installation kits EasyMiNT is a piece of cake.

I did once a Magic Mac installation and I found it very hard to get
things right.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greeting from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

4054. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 16:25:11 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1126715111.283655.92110@z14g2000cwz.googlegroups.com>
Source record: 11229

> All the apps I use daily, except one, are working like a
> charm. There is a small redraw problem with Okami but AFAIK, that's
> due to Okami and not XaAES.

Yeah, I used to have a few incompatible apps too. There are quite a few of those on our platform, unfortunately. There is no way we could compensate for that in the OS without sacrificing something else.

Personally, I have choosen to ditch the applications that won't work right away. I think that's the way to go - not to invent workarounds in the OS all the time.

> Personaly I prefer to do things manualy. This way one knows what to do
> if something goes wrong. Anyway I used the EasyMiNT installation too.
> Compared to previous installation kits EasyMiNT is a piece of cake.

Actually, I have nothing against doing things manually. However, every new FreeMiNT user has to reinvent the wheel, and there is no point in doing that.

-- Peter

4055. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 17:39:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200509141939.a14434@b.maus.de>
Source record: 11230

Salve commonly, Martin Byttebier <geek@atarians.com> wrote:

> I did once a Magic Mac installation and I found it very hard to get
> things right.

With JINNEE inside everything is easy...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

4056. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 20:17:38 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <Cz%Ve.109978$084.5018@attbi_s22>
Source record: 11231

Rodolphe Czuba wrote:

> It seems that the OS on Amiga is far better than on Atari...
> I just hope that some news things will arrive on atari to reduce this
> incredible difference !
>
>
>
> Pawel Kaznowski wrote:
>> w poscie 43268fbb$0$16898$626a14ce@news.free.fr, Rodolphe Czuba od
>> rodolphe.BeurkSPAM.czuba@free.fr napisal 13-09-05 10:37:
>>
>>> http://uniweb.free.fr/os4videos/os4intuition.avi
>>>
>>>
>>
>> What with us?

Eye candy doesnt make a better *OS*. It makes a prettier interface.

4057. Atari ST quick FAQ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-14 23:58:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.14.23.58.43.956772@charter.net>
Source record: 11234

Guys, I'm trying to find the complete text of the Atari ST quick FAQ. Or any Atari ST FAQ. Full size would be even better. I google searched it, found a lot of dead links/pages, as well as several that points to Martin-Eric Racines page. But I can't find anything on his site to do with Atari.

I also would like to find a TT030 and Falcon FAQ if possible.

I'd like to put them up on my BBS.

Thanks everyone!

--
_/_/_/

4058. Re: Calling Czuba, Hencox and Didier!

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 00:13:10 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.15.00.13.10.43601@nosspamatari-source.com>
Source record: 11235

On Mon, 12 Sep 2005 23:08:51 -0400, Mark Duckworth wrote:

> Hey guys,
>
> My falcon is just itching for some good video. The EtherNAT is now paid
> for, so now I have to ask the question. How soon will the EtherNAT's be
> manufactured? And afterwards how soon will they be shipped?
>
> Okay now what about the CTPCI? I'm hoping that I will be able to put an
> ATI Radeon card in it and use some good video modes until the supervidel
> is done...
>
> And what about the Supervidel? Any progress?

No response. Must be scary subject matter ;-)

Mark

4059. nifty software archives

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 05:51:45 UTC
From: bob@bob.us
Message-ID: <dgb25hhps3@News.Dal.Ca>
Source record: 11236

visit the university of michigan archives at:

http://www.umich.edu/~archive

there is apple 2, atari 8bit and st stuff there. it looks like a forgotten archive so better visit it before it disppears. so many good archives are vanishing these days.

bob

4060. MyPdf

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 05:55:46 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndii372.3bj.nospam@localhost.localdomain>
Source record: 11237

Hi,

Any news about the mypdf project ? The homepage
http://mydpf.atari-users.net hasn't been updated since 12/2003. It looked
like a promising project then. Is it a sleeping project, or is it just
dead ?

--

Martin Tarenskeen

4061. Re: MyPdf

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 07:44:36 UTC
From: Piotr Kruzycki <kni@kni.com.pl>
Message-ID: <dgb8r5$i7q$1@nemesis.news.tpi.pl>
Source record: 11238

U&#65533;ytkownik "Martin Tarenskeen" <nospam@telebyte.nl> napisa&#65533; w wiadomo&#65533;ci news:slrndii372.3bj.nospam@localhost.localdomain...
> Hi,
>
> Any news about the mypdf project ? The homepage
> http://mydpf.atari-users.net hasn't been updated since 12/2003. It looked
> like a promising project then. Is it a sleeping project, or is it just
> dead ?

The main programmer of MyPDF, Rafal Kawecki is now out of bussines.
Unfortunetly one who got all SOURCES now is ME :)

I dont think MyPDF will went ahead, simple because Rafal dont have ATARI anymore :(

So bad, because indeed MyPDF looks very promising, especialy GUI, which was wrote with Eric Reboux Library (XGEM, DIRECT,MyAES), a great piece of software for programmers and users.

Pawel Kaznowski

4062. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 08:44:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509150135390.4936-100000@onyx.spiritone.com>
Source record: 11241
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4063. AD: 25% off any Atari Games/Software!

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 08:47:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509150144240.4936-100000@onyx.spiritone.com>
Source record: 11242
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy 2 Jaguar Games and get one FREE! 1st come, 1st serve. While they last!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games:
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or else give yourself a 25% off on any Atari Games/Software!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari 8 Bit Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4064. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 08:49:21 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <dgb921nmk1@gateix.bernstein.loc>
Source record: 11149

Hi,

> Well, atari market is very small, and amiga one is still quite big, so even
> HAWK will arise I think its bring more cons than pros.

This is the reason why i always ask for use a existing board instead of
develop one only for the atari market.

> We don't need PPC! Amiga is different! If you need PPC its mean you need
> full emulation of atari, so wheres the point of new atari PPC CLONE?

For more CPU power. This will open the door for new ideas of applications.

If you look at the web there is also sometimes the need for more CPU power.
From time to time i have seen websites which requires more CPU power than a
80486 or 68030 has. E.g. some people have pictures but dont scale them down
for thumbnails, instead there is only the width and height attribut in the tag.
And my computer has to do the work. On my additional 200 MHz Pentium on work
this took more time than i expected for this site. The same with ebay. You
need a slow pentium as a minimum to process the java script.

If you dont want to wait the whole day to convert a cd to mp3, you also need
a little more power than a 68030.

And what about video?

You can have plenty of ideas for more cpu power.

Regards
Michael

4065. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 08:49:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509150147140.4936-100000@onyx.spiritone.com>
Source record: 11243
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and an ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4 & ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4066. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 08:49:41 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1126774181.235235.139900@g14g2000cwa.googlegroups.com>
Source record: 11239

> Eye candy doesnt make a better *OS*. It makes a prettier interface.

Yet, it is a part of any modern OS. It makes an OS attractive to use;
like having a nice looking car compared to a rusty one. Both work
equally well, but one of them attracts women, the other one does not.

... not that my Atari will ever attract women.. Or has that happened to
anyone, ever?

I lost the point somewhere, sorry.

-- Peter

4067. Re: Calling Czuba, Hencox and Didier!

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 08:56:56 UTC
From: hencox <hencox@hotmail.com>
Message-ID: <1126774615.965299.168340@g43g2000cwa.googlegroups.com>
Source record: 11240

lp skrev:

> in article pan.2005.09.15.00.13.10.43601@nosspamatari-source.com, Mark D
> wrote on 9/14/2005 8:13 PM:
>
> > On Mon, 12 Sep 2005 23:08:51 -0400, Mark Duckworth wrote:
> >
> >> Hey guys,
> >>
> >> My falcon is just itching for some good video. The EtherNAT is now paid
> >> for, so now I have to ask the question. How soon will the EtherNAT's be
> >> manufactured? And afterwards how soon will they be shipped?
> >>
> >> Okay now what about the CTPCI? I'm hoping that I will be able to put an
> >> ATI Radeon card in it and use some good video modes until the supervidel
> >> is done...
> >>
> >> And what about the Supervidel? Any progress?
> >
> > No response. Must be scary subject matter ;-)
>
> Hopefully just to busy developing to pause for a reply. ;-)

Yes, developing or rather administrating all the payments... ;) And I
usually don't check this news group very often.

When we have received enough payments to ensure that we can afford
producing the EtherNat without risk of going personally bankrupt, we'll
start the production. Unfortunately the production in itself means
about 6-8 weeks time, because some components for the EtherNat aren't
in stock at our suppliers. This was the case the last time we checked
at least, but we've noticed earlier that this may suddenly change for
the better. So we prefer to give you a worst case estimation instead of
any "false promises".

Regarding the SuperVidel we hope you realize that we are only two
persons, who have to work to make a living, so development is
restricted to our spare time. Because of the EtherNat the SuperVidel is
on ice, until the EtherNat is out the door. But we have still had some
time to think of improvements for the SV, so when we're taking it up
again, we'll know what to do.

/Henrik

4068. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 09:13:55 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1126775635.132235.67530@o13g2000cwo.googlegroups.com>
Source record: 11244

> Well, in my point of VIEW, theres a BIG HOPE, a MyAES, really solid piece of
> OS, and with DIRECT Desktop its look very very good, so what we need its to
> support these!

It is good that we have two free alternatives; I think everyone will
benefit from that in the end. We need to support both, and help the
authors in any way we can.

Hopefully, Odd Skancke and the Myaes authors get along and talk to
eachother, so that compatibility between the two AES flavours won't be
an issue..

-- Peter

4069. 2nd batch of Atari ST PS2 mouse interfaces available

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 10:01:49 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dgbgqdjjd1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11245

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5243209739

Now able to ship internationally.

4070. how to change a teac floppy drive in ID0?

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 10:32:45 UTC
From: Yes <lpg@netc.pt>
Message-ID: <43294f5a$0$5382$a729d347@news.telepac.pt>
Source record: 11247

Hi!

Anyone have a plan how to transform a floppy drive from TEAC ID1 into ID0
with the solder links, so I can use it on my ste?

Thanks

Luis (PORTUGAL)

luis_gomes@netcabo.pt

4071. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 10:53:12 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43295297$0$4099$91cee783@newsreader01.highway.telekom.at>
Source record: 11246

PeP wrote:

> > Eye candy doesnt make a better OS. It makes a prettier interface.
>
> Yet, it is a part of any modern OS. It makes an OS attractive to use;
> like having a nice looking car compared to a rusty one. Both work
> equally well, but one of them attracts women, the other one does not.
>
> ... not that my Atari will ever attract women.. Or has that happened
> to anyone, ever?
>
> I lost the point somewhere, sorry.
>
> -- Peter

Hi!

I have had more attractions in the time, I used the AMIGA. But maybe
bez. I was seven or so, when I used the ATARI.

With the Atari TT I have, I doni¿½t know. I do not use it yet. For now,
the TT is laying around, half opened (LED must be repaired, they were
so rusty that they broke without many touching). But it is prepared.
Maybe I will get attracted again with the TT :-)))

Kind Regards,

Daniel Mandic

P.S.: ATARI

4072. Re: how to change a teac floppy drive in ID0?

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 12:24:54 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4329658d$0$24680$afc38c87@news.optusnet.com.au>
Source record: 11248

Yes wrote:
> Hi!
>
> Anyone have a plan how to transform a floppy drive from TEAC ID1 into ID0
> with the solder links, so I can use it on my ste?

What model? Usually with the TEAC there are solder pads on the underside
of the drive. They are listed as ID0 and ID1. Move the SM resistor 90
degrees. It is only a wire (0 ohm resistor) bridge, so if you want you
can bridge it with solder.

Mark

4073. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 14:23:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.15.14.23.07.488432@charter.net>
Source record: 11150

On Thu, 15 Sep 2005 01:49:41 -0700, PeP wrote:

> ... not that my Atari will ever attract women.. Or has that happened to
> anyone, ever?
>
> I lost the point somewhere, sorry.
>
> -- Peter

Well, I have to admit...I met my wife (partially) on my BBS! True story,
although I had met her casually at the grade school where her son and my
son attended.

She began logging on to DarkForce and we started chatting...and one thing
led to another. :-)

--
_/_/_/

4074. Re: Calling Czuba, Hencox and Didier!

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 16:33:03 UTC
From: Mark Duckworth <mduckworth@atari-source.com>
Message-ID: <pan.2005.09.15.16.33.01.173639@atari-source.com>
Source record: 11151

```
On Thu, 15 Sep 2005 01:56:56 -0700, hencox wrote:

>
> lp skrev:
>
>> in article pan.2005.09.15.00.13.10.43601@nosspamatari-source.com, Mark D
>> wrote on 9/14/2005 8:13 PM:
>>
>> > On Mon, 12 Sep 2005 23:08:51 -0400, Mark Duckworth wrote:
>> >
>> >> Hey guys,
>> >>
>> >> My falcon is just itching for some good video. The EtherNAT is now paid
>> >> for, so now I have to ask the question. How soon will the EtherNAT's be
>> >> manufactured? And afterwards how soon will they be shipped?
>> >>
>> >> Okay now what about the CTPCI? I'm hoping that I will be able to put an
>> >> ATI Radeon card in it and use some good video modes until the supervidel
>> >> is done...
>> >>
>> >> And what about the Supervidel? Any progress?
>> >
>> > No response. Must be scary subject matter ;-)
>>
>> Hopefully just to busy developing to pause for a reply. ;-)
>
> Yes, developing or rather administrating all the payments... ;) And I
> usually don't check this news group very often.
>
> When we have received enough payments to ensure that we can afford
> producing the EtherNat without risk of going personally bankrupt, we'll
> start the production. Unfortunately the production in itself means
> about 6-8 weeks time, because some components for the EtherNat aren't
> in stock at our suppliers. This was the case the last time we checked
> at least, but we've noticed earlier that this may suddenly change for
> the better. So we prefer to give you a worst case estimation instead of
> any "false promises".
>
> Regarding the SuperVidel we hope you realize that we are only two
> persons, who have to work to make a living, so development is
> restricted to our spare time. Because of the EtherNat the SuperVidel is
> on ice, until the EtherNat is out the door. But we have still had some
> time to think of improvements for the SV, so when we're taking it up
> again, we'll know what to do.
```

>
> /Henrik

Henrik,

And of course I understand you guys are just two people and I understand the limitations that real life creates for such projects. When the CTPCI was announced, it got my hopes up because I realized I had some sort of high resolution video solution while I'm waiting for the ultimate solution, the supervidel. So I guess we'll see ;)

Mark

4075. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 20:29:58 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndijme6.2k4.nospam@localhost.localdomain>
Source record: 11152

Op 2005-09-15, Michael Bernstein schreef <michael@mbernstein.de>:

> If you dont want to wait the whole day to convert a cd to mp3, you also need
> a little more power than a 68030.

A LITTLE more ? I have once tried to convert one little song to MP3 using bladeenc on my Falcon030 before I had a CT2b board, fast RAM, and a 68882 FPU. I actually succeeded but I'm afraid you need even more than one whole day to convert a complete CD to mp3 on such hardware. I now could do this much faster on my Aranym box. But why should I if I can do it even faster on the Linux host OS that I'm using to run Aranym ?

--

Martin Tarenskeen

4076. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 21:13:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.15.21.13.31.839374@charter.net>
Source record: 11153

On Thu, 15 Sep 2005 20:29:58 +0000, Martin Tarenskeen wrote:

> Op 2005-09-15, Michael Bernstein schreef <michael@mbernstein.de>:
>
>> If you dont want to wait the whole day to convert a cd to mp3, you also need
>> a little more power than a 68030.
>
> A LITTLE more ? I have once tried to convert one little song to MP3 using
> bladeenc on my Falcon030 before I had a CT2b board, fast RAM, and a 68882
> FPU. I actually succeeded but I'm afraid you need even more than one whole
> day to convert a complete CD to mp3 on such hardware. I now could do this
> much faster on my Aranym box. But why should I if I can do it even faster
> on the Linux host OS that I'm using to run Aranym ?

Perhaps its because he doesn't have anything but Atari hardware? :-)

Seriously, I use Mandriva Linux on my 3 comp LAN at home, but until 2000+,
I only had Atari hardware in my home as well. Proudly, I can say that I've
never owned any MS product...

Fate willing...I never will.

--
_/_/_/

4077. Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 22:10:47 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.15.22.10.45.150818@nosspamatari-source.com>
Source record: 11154
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hey guys,

I know these may not be the perfect groups to ask this, but I have been dying to get my hands on a copy of Battlesphere. Now anyone who watches eBay can clearly see the prices go into the $500+ range. Now I know I'm not going to want to play this game for very long, so I feel I don't need to own it.

Therefore... I was wondering if someone could rent their copy of Battlesphere to me for a couple weeks to a month. I'd be willing to pay $20-$40 or something that's fair for this service. I imagine many jaguar owners would be willing to pay this too ;) I have references so you know you'll get it back and you know I'm good for the rental money.

I'm in the US, but that doesn't really matter much for something like this.

Thanks,
Mark
http://www.atari-source.org

4078. Re: MyPdf

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 22:17:00 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.15.22.16.59.184332@nosspamatari-source.com>
Source record: 11155

On Thu, 15 Sep 2005 09:44:36 +0200, Piotr Kruzycki wrote:

> The main programmer of MyPDF, Rafal Kawecki is now out of bussines.
> Unfortunetly one who got all SOURCES now is ME :)
>
> I dont think MyPDF will went ahead, simple because Rafal dont have ATARI
> anymore :(
>
> So bad, because indeed MyPDF looks very promising, especialy GUI, which was
> wrote with Eric Reboux Library (XGEM, DIRECT,MyAES), a great piece of
> software for programmers and users.
>
> Pawel Kaznowski

I too have a copy of xgem. I tried unsuccessfully to convert it to
compile with gcc. Now that I have knowledge of certain tools to do this
(fvdi conversion was successful), I'm thinking about trying again. I was
going to use this library for GIM, but to be honest, I'm glad I used
windom instead since it's such a great easy high level lib.

I wish Eric would be more happy with GPL so we could import the good parts
of XGEM (fonts, asthetics, etc) into XaAES so all programs could benefit
from those features. I really haven't ever seen anything more pretty than
xgem programs like find it and myPDF on Atari... Sorry to other lib
creators ;o)

Thanks,
Mark
http://www.atari-source.org

4079. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 22:22:25 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.15.22.22.25.753864@nosspamatari-source.com>
Source record: 11157

On Thu, 15 Sep 2005 01:49:41 -0700, PeP wrote:

>> Eye candy doesnt make a better *OS*. It makes a prettier interface.
>
> Yet, it is a part of any modern OS. It makes an OS attractive to use;
> like having a nice looking car compared to a rusty one. Both work
> equally well, but one of them attracts women, the other one does not.
>
> ... not that my Atari will ever attract women.. Or has that happened to
> anyone, ever?
>
> I lost the point somewhere, sorry.
>

My girlfriend gets hot for my falcon. Just kidding ;) But if it wasn't
for Atari, my life would be arguably crappier ;) I wouldn't have met my
best friend of almost 10 years now. I met my current girlfriend of almost
5 years through him. So who knows where I'd be without Atari ;) I also
wouldn't have anywhere near the level of skills I have if it wasn't for
Atari. The machine inspires me.

Thanks,
Mark
http://www.atari-source.org

4080. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 22:24:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <awmWe.13810$p%3.59740@typhoon.sonic.net>
Source record: 11156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In comp.sys.atari.8bit Mark D <mducksub@nosspamatari-source.com> wrote:
> Hey guys,

> I know these may not be the perfect groups to ask this, but I have been
> dying to get my hands on a copy of Battlesphere. Now anyone who watches
> eBay can clearly see the prices go into the $500+ range. Now I know I'm
> not going to want to play this game for very long, so I feel I don't need
> to own it.

alt.atari-jaguar.discussion would probably be the best place.

$500, huh? Hrm... maybe I don't _need_ two copies.

frazzle

What am I thinking!?

Anyway... :^)

> Therefore... I was wondering if someone could rent their copy of
> Battlesphere to me for a couple weeks to a month. I'd be willing to pay
> $20-$40 or something that's fair for this service. I imagine many jaguar
> owners would be willing to pay this too ;) I have references so you know
> you'll get it back and you know I'm good for the rental money.

> I'm in the US, but that doesn't really matter much for something like this.

Where in the US are you? If you're anywhere near San Fran or San Jose CA,
maybe we can meet up for a round or two. :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

4081. Compatibility 2 plus

Newsgroup: comp.sys.atari.st
Date: 2005-09-15 22:56:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.15.22.56.12.436098@charter.net>
Source record: 11158

Hey guys. I just won a Compatibility 2 plus off ebay for a great price.
Only problem is, there are no docs included.

Anyone have this device and be willing to photocopy them and e-mail/snail
mail them to me?

I'd be perfectly willing to reimburse anyone for the trouble. I already
tried a dealer in the US, they said everything from Wizztronics is
copyrighted so they can't legally do that.

Thanks everyone!

--
_/_/_/

4082. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 04:15:32 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1126844132.164023.161960@g49g2000cwa.googlegroups.com>
Source record: 11159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Mark D wrote:
> Hey guys,
>
> I know these may not be the perfect groups to ask this, but I have been
> dying to get my hands on a copy of Battlesphere. Now anyone who watches
> eBay can clearly see the prices go into the $500+ range. Now I know I'm
> not going to want to play this game for very long, so I feel I don't need
> to own it.
>
> Therefore... I was wondering if someone could rent their copy of
> Battlesphere to me for a couple weeks to a month. I'd be willing to pay
> $20-$40 or something that's fair for this service. I imagine many jaguar
> owners would be willing to pay this too ;) I have references so you know
> you'll get it back and you know I'm good for the rental money.
>
> I'm in the US, but that doesn't really matter much for something like this.
>

I'd REALLY check those references.. then double check them. <G>

LOL

Rob
http://www.atari-users.net

4083. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 08:35:29 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126859729.873927.290220@g49g2000cwa.googlegroups.com>
Source record: 11160
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hey Mark,

Get a cheap flight to the UK for the weekend 22-23 Oct, and come to
Jagfest UK. You can play Battlesphere for two days solid if you like...
;-)

Or you may be able to persuade one of the owners to part with one for
around $250 equivalent.

Coda.

4084. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 08:46:42 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndil1ji.6vl.nospam@localhost.localdomain>
Source record: 11161

Op 2005-09-15, Ronald J. Hall schreef <dark_lord@charter.net>:

> Seriously, I use Mandriva Linux on my 3 comp LAN at home, but until 2000+,
> I only had Atari hardware in my home as well. Proudly, I can say that I've
> never owned any MS product...
>
> Fate willing...I never will.
>

Just like me. I have never even Bused MS Word, MS Explorer, MS Excel, or
MS Windows.

Only recently I have started using Linux on a second hand
laptop. No dual boot together with MS Windows, or Knoppix CD, just Linux.
I have installed ARAnym on it and have a lot of fun both with the Atari
software and the Linux software. And my Falcon030/CT2b is still doing it's
job fine also.

--

Martin Tarenskeen

4085. Re: Compatibility 2 plus

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 12:43:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.16.12.43.02.150521@charter.net>
Source record: 11162

On Fri, 16 Sep 2005 01:24:30 -0400, lp wrote:

> Dumb question but tried asking Wizztronics? I'd at least ask, you never
> know, might be willing to send it to you since you got a real device and
> all.

Not a dumb question LP. I went to their website, they don't have an e-mail address so I was waiting until they open up today. We're in different time zones.

Just thought I'd go ahead and try here as well.

Thanks!

--
_/_/_/

4086. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 12:44:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.16.12.44.20.800120@charter.net>
Source record: 11163

On Fri, 16 Sep 2005 08:46:42 +0000, Martin Tarenskeen wrote:

> Just like me. I have never even Bused MS Word, MS Explorer, MS Excel, or
> MS Windows.
>
> Only recently I have started using Linux on a second hand
> laptop. No dual boot together with MS Windows, or Knoppix CD, just Linux.
> I have installed ARAnym on it and have a lot of fun both with the Atari
> software and the Linux software. And my Falcon030/CT2b is still doing it's
> job fine also.

I'd imagine there are actually quite a few just like us. :-)

Its like the man said, "in a world without fences, who needs Windows and
Gates"? :-)

See ya.

--
_/_/_/

4087. Re: MyPdf

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 14:20:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432afef2220be2@comcast.net>
Source record: 11174

>Hi,
>
>Any news about the mypdf project ? The homepage
>http://mydpf.atari-users.net hasn't been updated since 12/2003. It looked
>like a promising project then. Is it a sleeping project, or is it just
>dead ?
>

I have not heard about that for some time now. For PDF for the Atari there is
Porthos and Zview. Both do a great job.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4088. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 14:26:19 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF50A2AB.AEF8%vlg@o2.pl>
Source record: 11164

w poscie pan.2005.09.16.12.44.20.800120@charter.net, Ronald J. Hall od dark_lord@charter.net napisal 16-09-05 14:44:

> On Fri, 16 Sep 2005 08:46:42 +0000, Martin Tarenskeen wrote:
>
>> Just like me. I have never even Bused MS Word, MS Explorer, MS Excel, or
>> MS Windows.
>>
>> Only recently I have started using Linux on a second hand
>> laptop. No dual boot together with MS Windows, or Knoppix CD, just Linux.
>> I have installed ARAnym on it and have a lot of fun both with the Atari
>> software and the Linux software. And my Falcon030/CT2b is still doing it's
>> job fine also.
>
> I'd imagine there are actually quite a few just like us. :-)
>
> Its like the man said, "in a world without fences, who needs Windows and
> Gates"? :-)

Right :)

I never had PeeCee.

Anyway beside ATARI I mostly use MAC OS.

Pawel Kaznowski

4089. Re: Compatibility 2 plus

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 14:39:05 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1126881545.428172.234560@z14g2000cwz.googlegroups.com>
Source record: 11165

They have 3 email address located at the bottom of the web page
salesdept@wizztronics.com
servicedebt@wizztronics.com
webadministrator@wizztronics.com

hope this helps

AO

4090. Re: Compatibility 2 plus

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 14:55:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.16.14.55.08.113220@charter.net>
Source record: 11166

On Fri, 16 Sep 2005 07:39:05 -0700, atarionly wrote:

> They have 3 email address located at the bottom of the web page
> salesdept@wizztronics.com
> servicedebt@wizztronics.com
> webadministrator@wizztronics.com
>
> hope this helps
>
> AO

Yes, saw those. I talked to them by phone this morning. Get this, they are closing down for about a week to go help with the Katrina problem in LA.

Kudos to them!

After that, the person I talked to (Steve) said he should be able to copy the docs and get them to me. Great bunch of people there.

Now I just have to be patient for a couple of weeks. :-)

Thanks.

--
_/_/_/

4091. Re: 2nd batch of Atari ST PS2 mouse interfaces available

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 16:00:17 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <vaudnat205j3drfeRVnyhg@pipex.net>
Source record: 11167

images of the "internal" PeST now uploaded :)

http://www.cps-electronics.co.uk/web/PS2.htm

Almost there!

Chris

4092. Drive Belt for ST

Newsgroup: comp.sys.atari.st
Date: 2005-09-16 18:45:28 UTC
From: Adam Brannon <adambrannon@yahoo.com>
Message-ID: <cpEWe.4553$6e1.1919@newssvr14.news.prodigy.com>
Source record: 11168

I am looking for a source to get a couple of drive belts for a ST 520fm built in floppy drive. The existing belt became a glob of tar so I need to find a replacement. Being this is the internal version of the 354 drive, it is belt driven as opposed to the direct driven 314. I also have a 354 that did the same thing so I am in need of 2. I can be contacted here or at adambrannon@yahoo.com. Thanks for any help.

4093. TT High res

Newsgroup: comp.sys.atari.st
Date: 2005-09-17 11:34:16 UTC
From: blah@blah.com
Message-ID: <rlvni1pl9no0emg53e6nprp0d5ap9tqigc@4ax.com>
Source record: 11169

Hi,

I have a TT hooked up to a Hitachi CM828 21 inch SVGA monitor. From TOS I can set all resolutions apart from TT high, how do I get this resolution?

Dave

Email: dgr167 at aol dot com

4094. Re: TT High res

Newsgroup: comp.sys.atari.st
Date: 2005-09-17 11:45:32 UTC
From: Mathieu Demange <m.demangeREMOVEME@free.fr>
Message-ID: <432c01da$0$16891$626a14ce@news.free.fr>
Source record: 11170

Hi,

This video mode requires a 1280x960 (monochrome) capable monitor. As far as
I know, this mode isn't often supported by standard SVGA monitors.

Cheers,

Mathieu

--

<blah@blah.com> a crit dans le message de news:
rlvni1pl9no0emg53e6nprp0d5ap9tqigc@4ax.com...
> Hi,
>
> I have a TT hooked up to a Hitachi CM828 21 inch SVGA monitor. From
> TOS I can set all resolutions apart from TT high, how do I get this
> resolution?
>
> Dave
>
>
>
>
> Email: dgr167 at aol dot com

4095. Re: TT High res

Newsgroup: comp.sys.atari.st
Date: 2005-09-17 13:47:00 UTC
From: Thierry Schembri <tschembri@hydromail.net>
Message-ID: <mn.8bb37d59895302dc.39068@hydromail.net>
Source record: 11171

The TT high res outputs ECL signals (emitter coupled logic) which are not VGA compatible. You can't display TT high res on a VGA monitor without an external converter. I don't know if this kind of converter still exists... However, you will find here info about VGA to ECL conversion (http://users.tkk.fi/~pelle/vga-ecl.txt), try to do the reverse ;-)

4096. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-09-17 15:29:55 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <432c3673_2@x-privat.org>
Source record: 11172

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/hypview_0352e.zip
(85.239 bytes) Nice (colored icons, etc ...) Hypertext viewer

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4097. WTB: Hybrid Arts SMPTE Track Software and Manual

Newsgroup: comp.sys.atari.st
Date: 2005-09-17 17:31:26 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <3oYWe.1579$g32.60@bignews1.bellsouth.net>
Source record: 11173

Need Original Hybrid Arts SMPTE Track Software and Manual for the
Hybrid Arts SMPTE Mate Plus Box.

I have original Hybrid Arts Edit Track II software and manual.

Need the version for the SMPTE MATE PLUS Midi Box.

Contact me at:

phantomm@bellsouth.net

4098. SCSI Cables For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-09-17 17:45:35 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <kBYWe.1697$g32.1387@bignews1.bellsouth.net>
Source record: 11175

I have a variety of SCSI Cables for Sale.

New in Package.

50pin to 50pin SCSI (Like Falcon port)

50 pin to Centronics

68 Pin to 68 Pin

And others.

These are High Quality Cables. Originally Priced at 50 to 60 US Dollars each!!!

Will sell much cheaper.

Contact me with the type of Cable you need.

phantomm@bellsouth.net

4099. Re: MyPdf

Newsgroup: comp.sys.atari.st
Date: 2005-09-17 19:08:52 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <432c77c4664e110@tripnet.se>
Source record: 11176

In comp.sys.atari.st <432afef2220be2@comcast.net>
Edward S. Baiz Jr. wrote on Fri 16-09-2005 18:20 (+0400):

>>Any news about the mypdf project ? The homepage
>>http://mydpf.atari-users.net hasn't been updated since 12/2003. It looked
>>like a promising project then. Is it a sleeping project, or is it just
>>dead ?
>>
>
>I have not heard about that for some time now. For PDF for the Atari there is
>Porthos and Zview. Both do a great job.

Don't forget Calamus with the Calipso module! Latest version is 3.21
dated 13/7-2005 if you like fresh software.

Add to that Bridge 6.07 dated 29/8-2005 and you can make your own pdf
documents as well.

Calamus is not for free but you really get a very competent dtp
application that will at least run both under MS Windows and Atari.

--
Kenneth Medin <kennethm@tripnet.se>
http://kennethm.webhop.org/
<<Produced with 100% pure Atari equipment>>

4100. Re: TT High res

Newsgroup: comp.sys.atari.st
Date: 2005-09-17 21:10:33 UTC
From: blah@blah.com
Message-ID: <de1pi1t2q4lqrkon5ncibmr32e6br74su7@4ax.com>
Source record: 11177

Thanks to all who reponded. I got an Eizo Flexiscan monitor with the TT when I bought it but it's just too big to have as a dedicated Atari monitor. I'm putting it on Ebay fairly soon if anyone is interested. (Bedford, UK).

Cheers
Dave.

On Sat, 17 Sep 2005 12:34:16 +0100, blah@blah.com wrote:

>Hi,
>
>I have a TT hooked up to a Hitachi CM828 21 inch SVGA monitor. From
>TOS I can set all resolutions apart from TT high, how do I get this
>resolution?
>
>Dave
>
>
>
>
>Email: dgr167 at aol dot com

Email: dgr167 at aol dot com

4101. Re: 2nd batch of Atari ST PS2 mouse interfaces available

Newsgroup: comp.sys.atari.st
Date: 2005-09-17 21:59:33 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dgi3k5$kt4$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11178

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dgbgqdjjd1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5243209739
>
> Now able to ship internationally.
>

Feedback is now filtering back!!! :-) They're happy with it!!! :-)

Phew! and Yayyyyyyyy!!

<Message to the 16 or so watchers>
Buy it!!, please, don't leave it until the last minute. :-) Then I'll
put some more together. I started taking them off 1 by 1 at the last
auction as they sold privately by cheque in the UK.

Aly

4102. toasting MiNT, yet again

Newsgroup: comp.sys.atari.st
Date: 2005-09-17 23:45:17 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dgi9qdeqp1@reader1.panix.com>
Source record: 11179

Here it goes again. Had MiNT up and acting stable for about a week. Gave it a clean shutdown, and when I restored power and rebooted, my external drive had lost its name. It finally got it back when booting into single TOS. For this I blame the kernel, which has not screwed up before.

For not being sure, I blame me. I do have Egale, and could have compared kernel copies. Did give my auto folder a fresh Easymint copy, and now MiNT is happy again, but I did lose a lot of data. Darn.

Jim
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4103. Re: nifty software archives

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 00:57:49 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1127005069.894501.73070@g14g2000cwa.googlegroups.com>
Source record: 11180

The UMich archives used to be the main place to get Atari freeware.
However, as you noticed, it is now rather unsupported. (The only
remaining active site that I know of is Martin's site in Belgium.) I
seem to recall that someone mirrored the UMich site a while ago -- does
anyone have an address?

Galen

4104. Re: Atari ST quick FAQ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 01:01:33 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1127004897.279877.103090@z14g2000cwz.googlegroups.com>
Source record: 11181

Well, I hope it's not gone. I emailed Martin-Eric about two years ago offering to take over the FAQ. He said he would think about it. Then about a year ago I reminded him of my offer. There was no reply.

In any event, much of the FAQ would have to be rewritten. I think the last modification date was over three years ago. :-(

Galen

4105. Re: Printer initializers

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 01:02:05 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1127005325.659596.96220@g14g2000cwa.googlegroups.com>
Source record: 11182

Some printers have their own drivers, while SpeedoGDOS and NVDI were multipurpose printer drivers.

Unfortunately, most modern printers have drivers that don't exist for Ataris. Look for "Epson ESC/P", "Epson LQ", "Epson FX", "PCL3" and "PCL5e" emulation modes. I would think the Brother and HP laser printers would be the choices most likely to work today, although there are some reports of other printers working to some extent.

Galen (who isn't giving up his Epson Stylus 740)

4106. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 01:09:02 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1127005742.837588.274010@o13g2000cwo.googlegroups.com>
Source record: 11183

Well, I'm typing this right now on the WinXP laptop assigned to me at work. (It's Saturday at 6PM, so I'm not that concerned about being on the company's "dime".) More than anything, working on Windows here has convinced me not to bring one into my house.

Galen (now up to 6 Macs, 2 Falcons, and 2 STs -- the Falcons do most of the work)

4107. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 01:11:43 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1127005903.934658.145620@g14g2000cwa.googlegroups.com>
Source record: 11184

>... not that my Atari will ever attract women.. Or has that happened to
anyone, ever?

Nope. The Atari IS the "other woman", as far as my wife is concerned.

Galen

4108. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 01:32:01 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1127007121.329481.106730@g47g2000cwa.googlegroups.com>
Source record: 11185

The problem with Battlesphere is that the group (4Play) never really had a marketing guy. (Well, they had one, but he bailed long before the game was out.) The game was finished (IMHO) simply because they didn't want to give up. After it was done and polished, actually selling it appeared to became an afterthought.

I wanted to buy a copy of Battlesphere and would check in at their website every month or so. Then one day I checked in to discover that they were sold out. Rather disappointing, to say the least. There was later a small second run, but they had some problem finding components and the available copies went for far more than the $75 I was willing to pay.

I'll probably never get a copy now, as the programmers have moved on and apparently have no interest in another run. I think the total number of copies out there is under 200, if memory serves correctly.

Galen

4109. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 01:46:07 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.18.01.46.05.151473@nowhere.com>
Source record: 11186

On Thu, 15 Sep 2005 18:10:47 -0400, Mark D wrote:

> eBay can clearly see the prices go into the $500+ range. Now I know I'm

Are you kidding?! $500 for battlesphere?!

Did you check some of the retailers that still have Jaguar stuff? I'm sure that I saw one last week(can't retrocomputing? or something similar maybe) for $5 IIRC, and AvP for ~$25...

(Also read a review where someone gave Kasumi Ninja a decent score, as opposed to the nearly universal lambasting that I've seen virtually everywhere else... Personally, I think it's OK, but not as good as it could/should have been as with many of the Jag games...)

Wouldn't this have been better posted to one of the Jaguar groups anyways?

4110. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 01:49:24 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.18.01.49.23.999609@nowhere.com>
Source record: 11188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

<cough>
sorry I misremembered the packin's type was cybermorh, and not
battlesphere... <cough> after I went a checked...

never mind...

4111. Re: nifty software archives

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 01:54:37 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.18.01.54.35.477336@nowhere.com>
Source record: 11187

Actually if you look in the top level of the ST section the maintainer requested response from archive users and apparently got more than he expected. I suspect that the site is safe for a while yet, besides it looks to be mostly duplicated by every other free/shareware archive any more.

(I remember when it used to be THE site as well, although it seemed to have been missing quite a few items as compared to the old online services(GEnie, CI$, etc).)

The Apple2 & 8 bit sections I think have definitely be superceded by other sites, although GS stuff seems to just be generally difficult to find. (I suspect that the paysite syndicomm has more stuff stashed, but I'm not going to pay $35 to find out or for the "privilege" of using their forums.)

4112. Re: nifty software archives

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 03:22:29 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0509172317080.24737@static-141-149-129-16.buff.east.verizon.net>
Source record: 11189

On Sat, 17 Sep 2005, cutterjohn wrote:

> The Apple2 & 8 bit sections I think have definitely be superceded by other
> sites, although GS stuff seems to just be generally difficult to find. (I
> suspect that the paysite syndicomm has more stuff stashed, but I'm not
> going to pay $35 to find out or for the "privilege" of using their forums.)

Yeah, I ain't paying for that. There is some site, called "What Is The
Apple IIgs" or something like that, with lots of software for the IIgs,
and there's ftp.apple.asimov.net which is the "definitive" Apple][
software archive. I wonder if there's anything like Asimov.net for the
ST.

-uso.

4113. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 04:49:27 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.18.04.49.26.949470@nosspamatari-source.com>
Source record: 11190

On Sat, 17 Sep 2005 21:46:07 -0400, cutterjohn wrote:

> On Thu, 15 Sep 2005 18:10:47 -0400, Mark D wrote:
>
>> eBay can clearly see the prices go into the $500+ range. Now I know I'm
>
> Are you kidding?! $500 for battlesphere?!
>
> Did you check some of the retailers that still have Jaguar stuff? I'm
> sure that I saw one last week(can't retrocomputing? or something similar
> maybe) for $5 IIRC, and AvP for ~$25...
>
> (Also read a review where someone gave Kasumi Ninja a decent score, as
> opposed to the nearly universal lambasting that I've seen virtually
> everywhere else... Personally, I think it's OK, but not as good as it
> could/should have been as with many of the Jag games...)
>
> Wouldn't this have been better posted to one of the Jaguar groups anyways?

Are you kidding? Kasumi Ninja rocks. I still think it was a humongous
joke. I mean what other game could you make a guy shoot fire from under
his kilt!!!!!!!! The cheese factor is through the roof, making it a total
joy to play ;)

Mark

4114. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 04:50:21 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.18.04.50.19.731917@nosspamatari-source.com>
Source record: 11191

On Sat, 17 Sep 2005 18:32:01 -0700, Galen wrote:

> The problem with Battlesphere is that the group (4Play) never really
> had a marketing guy. (Well, they had one, but he bailed long before
> the game was out.) The game was finished (IMHO) simply because they
> didn't want to give up. After it was done and polished, actually
> selling it appeared to became an afterthought.
>
> I wanted to buy a copy of Battlesphere and would check in at their
> website every month or so. Then one day I checked in to discover that
> they were sold out. Rather disappointing, to say the least. There was
> later a small second run, but they had some problem finding components
> and the available copies went for far more than the $75 I was willing
> to pay.
>
> I'll probably never get a copy now, as the programmers have moved on
> and apparently have no interest in another run. I think the total
> number of copies out there is under 200, if memory serves correctly.
>
> Galen

Pathetic. They can make a jag cd version now that the encryption is
broken. This reduces the price to very cheap ;)

Mark

4115. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 06:31:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432d35ce538950@comcast.net>
Source record: 11107

>The problem with Battlesphere is that the group (4Play) never really
>had a marketing guy. (Well, they had one, but he bailed long before
>the game was out.) The game was finished (IMHO) simply because they
>didn't want to give up. After it was done and polished, actually
>selling it appeared to became an afterthought.
>
>I wanted to buy a copy of Battlesphere and would check in at their
>website every month or so. Then one day I checked in to discover that
>they were sold out. Rather disappointing, to say the least. There was
>later a small second run, but they had some problem finding components
>and the available copies went for far more than the $75 I was willing
>to pay.
>
>I'll probably never get a copy now, as the programmers have moved on
>and apparently have no interest in another run. I think the total
>number of copies out there is under 200, if memory serves correctly.
>
>Galen

Actually Galen I heard the amount made was somewhere around 2000, but that is still a small number. Too bad someone cannot buy the rights and make some. I would think many would like to own a copy. I wonder what happend to T-Bird?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4116. Re: MyPdf

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 06:32:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432d35ce538951@comcast.net>
Source record: 11108

>In comp.sys.atari.st <432afef2220be2@comcast.net>
>Edward S. Baiz Jr. wrote on Fri 16-09-2005 18:20 (+0400):
>
>>>Any news about the mypdf project ? The homepage
>>>http://mydpf.atari-users.net hasn't been updated since 12/2003. It looked
>>>like a promising project then. Is it a sleeping project, or is it just
>>>dead ?
>>>
>>
>>I have not heard about that for some time now. For PDF for the Atari there is
>>Porthos and Zview. Both do a great job.
>
>Don't forget Calamus with the Calipso module! Latest version is 3.21
>dated 13/7-2005 if you like fresh software.
>
>Add to that Bridge 6.07 dated 29/8-2005 and you can make your own pdf
>documents as well.
>
>Calamus is not for free but you really get a very competent dtp
>application that will at least run both under MS Windows and Atari.

Oh Yeah. Thanks for reminding me. I do have Calamus SL 2003, but do not have
the Calipso module. I am meaning to get it though.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4117. Re: toasting MiNT, yet again

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 06:38:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432d35ce538952@comcast.net>
Source record: 11106

>Here it goes again. Had MiNT up and acting stable for about a week. Gave
>it a clean shutdown, and when I restored power and rebooted, my external
>drive had lost its name. It finally got it back when booting into single
>TOS. For this I blame the kernel, which has not screwed up before.
>
>For not being sure, I blame me. I do have Egale, and could have compared
>kernel copies. Did give my auto folder a fresh Easymint copy, and now MiNT
>is happy again, but I did lose a lot of data. Darn.
>
>Jim

Yeah, this is exactly what happened to me. I am working on re-intalling it.
Strange things keep happening when I try and run Mint. My Mint.CNF file and
other files on my TOS partition in my Mint folder are messed up after I try
and boot it. I boot Mint many time and now this.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4118. Re: 2nd batch of Atari ST PS2 mouse interfaces available

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 07:49:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <msGdnUcui6PEhrDeRVnygA@pipex.net>
Source record: 11192

"techie_alison" <techie_alison2000@yahoo.com> wrote in message
news:dgi3k5$kt4$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> "techie_alison" <techie_alison2000@yahoo.com> wrote in message
> news:dgbgqdjjd1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
>> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5243209739
>>
>> Now able to ship internationally.
>>
>
> Feedback is now filtering back!!! :-) They're happy with it!!! :-)

I'm waiting for those twits which complain about totally irrelevant things
like the colour of the box or something still :-))))

I can see it now....

FEEDBACK 652....

Arrived quick, fantastic product, works very well, only thing which let it
down was it would have looked better in a black box.. Other than that it was
fine....

Ohhhh, you just KNOW its going to happen..... ;-))))

I've got the BFG's on standby :-))))))

morning rant over :-)

Chris

4119. Re: toasting MiNT, yet again

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 09:56:02 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1127037362.802884.94170@g44g2000cwa.googlegroups.com>
Source record: 11193

Hey, how did you do that?

Which kernel are you using?

-- Peter

4120. Re: 2nd batch of Atari ST PS2 mouse interfaces available

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 11:11:48 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dgji1kadg1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11194

```
"exxos" <exxos@home.co.uk> wrote in message
news:msGdnUcui6PEhrDeRVnygA@pipex.net...
> I'm waiting for those twits which complain about totally irrelevant
things
> like the colour of the box or something still :-))))
>
> I can see it now....
>
> FEEDBACK 652....
>
> Arrived quick, fantastic product, works very well, only thing which
let it
> down was it would have looked better in a black box.. Other than that
it was
> fine....
>
> Ohhhh, you just KNOW its going to happen...... ;-))))
>
> I've got the BFG's on standby :-))))))
>
> morning rant over :-)
>
> Chris
>
>

BAD BOY <slaps>
```

4121. Re: Atari ST quick FAQ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 12:15:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.18.12.15.34.179785@charter.net>
Source record: 11195

On Sat, 17 Sep 2005 18:01:33 -0700, Galen wrote:

> Well, I hope it's not gone. I emailed Martin-Eric about two years ago
> offering to take over the FAQ. He said he would think about it. Then
> about a year ago I reminded him of my offer. There was no reply.

Have you been to his website lately?

> In any event, much of the FAQ would have to be rewritten. I think the
> last modification date was over three years ago. :-(
>
> Galen

I'm having problems finding it on the 'Net. I found the
"comp.sys.atari.st" version. I found a 4 part version from somebody named
"Nick Bales". The first part of it is in French. I tried running it
through babblefish, but it still didn't come out very clean. I appended
everything legible I could find together, with notes, and added them to
the main menu on my BBS, leaving all credits in place.

Whenever others can supply newer info or I can find it, I'll update as I
can. Even though its older, it still does have useful info in it - what
seems to go out of date is things like links to web pages and companies
that are no longer around/in service.

Thanks.

--
_/_/_/

4122. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 12:17:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.18.12.17.07.954567@charter.net>
Source record: 11196

On Sat, 17 Sep 2005 18:11:43 -0700, Galen wrote:

>>... not that my Atari will ever attract women.. Or has that happened to
> anyone, ever?
>
> Nope. The Atari IS the "other woman", as far as my wife is concerned.
>
> Galen

Hehehe, that is funny and eerie... I met my wife partially because of my
BBS running on my Atari. She would logon and chat with me. It was cute
then. Now that we're married...its like you said. :-)

--
_/_/_/

4123. Re: toasting MiNT, yet again

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 12:45:41 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <432d6175$1_1@x-privat.org>
Source record: 11197

Jim DeClercq wrote:
>
> Here it goes again. Had MiNT up and acting stable for about a week. Gave
> it a clean shutdown, and when I restored power and rebooted, my external
> drive had lost its name. It finally got it back when booting into single
> TOS. For this I blame the kernel, which has not screwed up before.
>
> For not being sure, I blame me. I do have Egale, and could have compared
> kernel copies. Did give my auto folder a fresh Easymint copy, and now MiNT
> is happy again, but I did lose a lot of data. Darn.

I wonder how you managed that. I'm been using MiNT (stable and beta
versions) since 1995 and sofar I never have lost any data. For me MiNT
has proven to be rock solid. Right now I'm using MiNT kernel 1.16.3
and XaAES (latest CVS build) without any hasle.

But as always make backups on a regular base.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4124. Re: TT High res

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 13:27:03 UTC
From: malo.morgen@nowhere.com
Message-ID: <dgjpv7stc1@ss405.t-com.hr>
Source record: 11198

hehe...you need special monitor for that ;)
atari TTM196 I think...

On 17 Sep 2005 12:34:16 , blah@blah.com wrote:
>Hi,
>
>I have a TT hooked up to a Hitachi CM828 21 inch SVGA monitor. From
>TOS I can set all resolutions apart from TT high, how do I get this
>resolution?
>
>Dave
>
>
>
>
>Email: dgr167 at aol dot com
>.

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

4125. STing and telnet?

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 13:59:55 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.18.13.59.55.669921@charter.net>
Source record: 11099

Guys, is there anything that needs to be adjusted to let telnet work with STing? I've got Rorys EtherNEC on the Mega ST running my BBS, and I can't telnet *in* at all - I always get a "connection refused".

I can use CAB to access the 'Net with no problems. I can ping out, and from other comp

-- s on the LAN I can ping the Mega ST. So thats working.

Any ideas? Thanks.

--
_/_/_/

4126. Re: STing and telnet?

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 14:18:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <432d852c37eff20@tripnet.se>
Source record: 11100

In comp.sys.atari.st <pan.2005.09.18.13.59.55.669921@charter.net>
Ronald J. Hall wrote on Sun 18-09-2005 09:59 (-0400):

>Guys, is there anything that needs to be adjusted to let telnet work with
>STing? I've got Rorys EtherNEC on the Mega ST running my BBS, and I can't
>telnet *in* at all - I always get a "connection refused".

No, assuming your BBS is written to use STinG for tcp/ip connections.

You may use TUR_GEM to check if your BBS application is really listening
for incoming Telnet connections.

Get it from:
http://obooklage.free.fr/Atari/index.htm

--
Kenneth Medin <kennethm@tripnet.se>
http://kennethm.webhop.org/
<<Produced with 100% pure Atari equipment>>

4127. Re: toasting MiNT, yet again

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 15:00:53 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dgjvf5$na2$1@reader1.panix.com>
Source record: 11101

Martin Byttebier <toshever.deleteme@club.innet.be> writes:

: Jim DeClercq wrote:
: >
: > Here it goes again. Had MiNT up and acting stable for about a week. Gave
: > it a clean shutdown, and when I restored power and rebooted, my external
: > drive had lost its name. It finally got it back when booting into single
: > TOS. For this I blame the kernel, which has not screwed up before.
: >
: > For not being sure, I blame me. I do have Egale, and could have compared
: > kernel copies. Did give my auto folder a fresh Easymint copy, and now MiNT
: > is happy again, but I did lose a lot of data. Darn.

: I wonder how you managed that. I'm been using MiNT (stable and beta
: versions) since 1995 and sofar I never have lost any data. For me MiNT
: has proven to be rock solid. Right now I'm using MiNT kernel 1.16.3
: and XaAES (latest CVS build) without any hasle.

: But as always make backups on a regular base.

: TTFN
: Martin

: http://www.againsttcpa.com | In 2002 began the war for digital freedom

Nope, happened again, and it was not the kernel. (bottom posting looks
silly on a large monitor) My external drive announced itself as HP 9*CB A
80)S1A0 instead of the normal HP 9.10GB A 80-S1A0S1A0, and did not read.

I rebooted in single TOS using HDDRIVER.PRG, again and again, until I saw
the right ID, and then booted into MiNT, which is working fine right now.
Hddriver, several times, read the correct ID on a bus scan, and not on
booting.

I did wiggle connectors, and will probably hear about terminations, but
now suspect the drive has a bit of a problem. It has been happy
for quite a long time, and that is unusual for me. And, this connection is
with pppd, so MiNT is happy and well.

Egale found two copies of the kernel identical, so apologies are in order.

So something is flaky, and the drive is the strongest suspect.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|

/ \ and postings | to help me spread! |
.

4128. Re: toasting MiNT, yet again

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 15:14:37 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3p5eitF8p1bfU1@individual.net>
Source record: 11103

Jim DeClercq wrote:

> I did wiggle connectors, and will probably hear about terminations, but
> now suspect the drive has a bit of a problem. It has been happy
> for quite a long time, and that is unusual for me. And, this connection is
> with pppd, so MiNT is happy and well.

The connector or the cables are most likely responsible. Looks as if at
least 1 bit on the bus was corrupted during the data transfer.
--

Dr. Uwe Seimet http://www.seimet.de

4129. Re: STing and telnet?

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 15:18:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.18.15.18.12.205717@charter.net>
Source record: 11102

On Sun, 18 Sep 2005 14:18:21 +0000, Kenneth Medin wrote:

> No, assuming your BBS is written to use STinG for tcp/ip connections.

I *think* I have a hacked version now that does...will have to check
further on that part as well.

> You may use TUR_GEM to check if your BBS application is really listening
> for incoming Telnet connections.
>
> Get it from:
> http://obooklage.free.fr/Atari/index.htm

Thanks, I downloaded it. Any chance you can give me a "down and dirty"
most used list of commands? Most of that site seems to be in another
language and unfortunately, my language skills are sub-par. :-(

--
_/_/_/

4130. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 15:24:39 UTC
From: SWE <jvalant@atari.org>
Message-ID: <XEfXe.282$h6.91151@news.siol.net>
Source record: 11104

Rodolphe Czuba wrote:

> It seems that the OS on Amiga is far better than on Atari...
> I just hope that some news things will arrive on atari to reduce this
> incredible difference !

One point maybe: Our OS-es (TOS, MiNT, Magic) are not BETA ;) Real stuff, so
so far there indeed is incerdibile difference: we can use our OS-es! ;))

Janez

4131. Re: Atari ST quick FAQ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 15:35:40 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.18.15.35.38.486411@nowhere.com>
Source record: 11105

On Sun, 18 Sep 2005 08:15:34 -0400, Ronald J. Hall wrote:

> Have you been to his website lately?

I have. All of the web pointers for this FAQ point to a site with a guy who appears to have the same name, but zero about Atari on the page. (Actually looks like an "I Love Me" site trying to support his tech creds, which apparently don't look so good...)

> I'm having problems finding it on the 'Net. I found the
> "comp.sys.atari.st" version. I found a 4 part version from somebody
> named "Nick Bales". The first part of it is in French. I tried running
> it through babblefish, but it still didn't come out very clean. I
> appended everything legible I could find together, with notes, and added
> them to the main menu on my BBS, leaving all credits in place.
>

Hey, I found that one too! (Although at the time I was searching for something else and got an English part first.)

Didn't anyone ever download or otherwise save a more recent version from the "maintainer"'s site? In the future it may be wise to archive it somewhere, i.e. maybe one or two of the Atari sites could setup a CVS or subversion repo, then encourage documenters to save duplicate copies there as well as on official sites. (A sourceforge project may also work for this, but I'd think that an Atari site would be better... fewer restrictions on content...) Actually, I'd think that pretty much all of the existing Atari documentation probably should also be dumped into such a repository... esp. various tech manuals, hacks, etc.

4132. Re: toasting MiNT, yet again

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 17:22:16 UTC
From: SWE <jvalant@atari.org>
Message-ID: <cnhXe.285$h6.91435@news.siol.net>
Source record: 11109

>>Here it goes again. Had MiNT up and acting stable for about a week. Gave
>>it a clean shutdown, and when I restored power and rebooted, my external
>>drive had lost its name. It finally got it back when booting into single
>>TOS. For this I blame the kernel, which has not screwed up before.
>>
>>For not being sure, I blame me. I do have Egale, and could have compared
>>kernel copies. Did give my auto folder a fresh Easymint copy, and now MiNT
>>is happy again, but I did lose a lot of data. Darn.
>>
>>Jim
>
> Yeah, this is exactly what happened to me. I am working on re-intalling it.
> Strange things keep happening when I try and run Mint. My Mint.CNF file and
> other files on my TOS partition in my Mint folder are messed up after I try
> and boot it. I boot Mint many time and now this.

Yes, not pleasant. But u can not blame MiNT for that. If anything mess your boot partition is prolly bad drive, tosfs (FAT) related problem (like fragmenting etc), still if it happens oddly and randomly after clean reboot, its most likely drive/cables problem.. in some 10y those probs were responsible for mine MiNT related probs, i still use minixfs partition on TT, created in 96 though :) I think you both have something fishy going on... Check drive/cables!

Janez

4133. Re: toasting MiNT, yet again

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 19:24:23 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <432dbee7$1_3@x-privat.org>
Source record: 11110

Edward S. Baiz Jr. wrote:
>
>>Here it goes again. Had MiNT up and acting stable for about a week. Gave
>>it a clean shutdown, and when I restored power and rebooted, my external
>>drive had lost its name. It finally got it back when booting into single
>>TOS. For this I blame the kernel, which has not screwed up before.
>>
>>For not being sure, I blame me. I do have Egale, and could have compared
>>kernel copies. Did give my auto folder a fresh Easymint copy, and now MiNT
>>is happy again, but I did lose a lot of data. Darn.
>>
>>Jim
>
> Yeah, this is exactly what happened to me. I am working on re-intalling it.
> Strange things keep happening when I try and run Mint. My Mint.CNF file and
> other files on my TOS partition in my Mint folder are messed up after I try
> and boot it. I boot Mint many time and now this.

AFAIK, this is not a MiNT problem. As said in a previous message I'm
using MiNT since 1995, first on TT and now on Hades. In all these
years and despite I've been using (and still using) beta version of
all kind of programs - MiNT and XaAES included - I never have lost any
data or got corrupted partitions. To be honest long time ago one
partition got messed up from time to time but this was caused by
Newsie (log file). But since the day I stopped using Newsie I never
got any corrupted partition again.

The boot drive (partition C in my case) is the only drive which uses
the old TOS format. All my other partitions are NEWFATFS with VFAT
enabled or ext2fs.

You must search the cause of your problem somewhere else. Maybe MagiC
does something weird with your boot partition, who knows.
One thing I'm pretty sure off, **MiNT is not the culprit**.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

4134. Info Needed: Panther Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2005-09-18 21:08:25 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <tFkXe.5473$pn2.2912@bignews1.bellsouth.net>
Source record: 11111

Need some info on the Panther Graphics Card/Adapter.

If someone has one of these, contact me as I need some info.

Or if someone knows of a Review or related Info Online, post the

URL or etc.

Thanks,

phantomm@bellsouth.net

4135. Stacy external monitor sound?

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 03:12:37 UTC
From: R3tr0 <retro@aol.com>
Message-ID: <11isb54ppmdhnd4@corp.supernews.com>
Source record: 11112

I hooked up a external monitor to a stacy and the sound still comes out the laptop, is this normal?

4136. Re: Info Needed: Panther Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 05:30:51 UTC
From: BMaedicke@t-online.de
Message-ID: <1h34knj.zegnnt1f9oroaN%BMaedicke@t-online.de>
Source record: 11113

Phantom <phantomm@bellsouth.net> wrote:

> Or if someone knows of a Review or related Info Online, post the
> URL or etc.

Look here: <http://www.wrsonline.de/>
and here: <http://www.wrsonline.de/panther2.html>

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

4137. Re: Calling Czuba, Hencox and Didier!

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 08:11:06 UTC
From: hencox <hencox@hotmail.com>
Message-ID: <1127117466.788150.33750@o13g2000cwo.googlegroups.com>
Source record: 11115

Hi Mark!

We're awaiting the SuperVidel just as much as you do. :)

Regards
Henrik & Torbjörn

4138. Re: Stacy external monitor sound?

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 09:22:48 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1127121768.566981.30110@f14g2000cwb.googlegroups.com>
Source record: 11116

Yes.

4139. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 15:45:25 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <432edf68_1@x-privat.org>
Source record: 11125

They actually can not make a CD version.
Or, at least, ther are not willing to.

They developed the game with Cartridge in mind, and they stated it would be
a complete rewrite to make it for CD.
Then, they also lost interest in Jag, I think mainly because of their own
real life, and also because they have been flamebait-magnets in the jag
community for lots of misunderstandings, and also for TBird's attitude IMO
:-)

4140. ebay...

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 15:55:37 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.19.15.55.36.244885@nowhere.com>
Source record: 11124

Well, I was lucky and snagged what I hope to be a working 1040STe as Mega STe's look to be not on the market in the U.S.

In theory had minor water damage, but seller claims it works and boot. i.e. should be fine as it must have been allowed to dry, but I'll have to check for corrosion. Also supposedly is 4M and TOS 2.05(wow, a pretty modern TOS), and a Fast ICD hd(now have to find where I put those old drives and whether or not they'll need adapters...).

Also, at the same time I saw another odd entry on ebay ended around the same time as the STe: A Mega ST4, whose seller claimed a 4096 color palette yet only having the YM-XXXX sound chip, and a 30M Atari hd. The thing went for $255! (Don't some of the dealers sell for less than this? And it makes me afraid of what a Mega STe would go for, let alone a TT or Falcon...) I'd bet that shipping on it was c. $50 as well...

Just as a counterpoint two a1200s went for: $102.87(pretty much a basic system with hd), and a second NICE one with a 030 upgrade and IIRC 10M(and a bunch of other little nifty upgrades)went for $120 from the original owner. (The commentary on the item even sounded like the original owner, as opposed to the others...) Now compare this to a guy selling an a600 for $150 base model on the c.s.a.marketplace group...(Amigas must be more common in the US, as frankly all of these systems are pretty much comparable to the TT or Falcon... and <ducking> better with the custom support chips... Too bad the Tramiels were too cheap to keep the Atari R&D group to finish og little things like Amy and some of the other custom chipsets...)

4141. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 16:26:29 UTC
From: Jerome Mathevet <jerome.mathevet@frfgdfgdgdgfee.fr>
Message-ID: <c89ebac4d%speedsterh@straciatella.my.home>
Source record: 11126

In message <slrndijme6.2k4.nospam@localhost.localdomain>
Martin Tarenskeen <nospam@telebyte.nl> wrote:

> Op 2005-09-15, Michael Bernstein schreef <michael@mbernstein.de>:
>
> > If you dont want to wait the whole day to convert a cd to mp3, you also
> > need a little more power than a 68030.
>
> A LITTLE more ? I have once tried to convert one little song to MP3 using
> bladeenc on my Falcon030 before I had a CT2b board, fast RAM, and a 68882
> FPU. I actually succeeded but I'm afraid you need even more than one whole
> day to convert a complete CD to mp3 on such hardware. I now could do this
> much faster on my Aranym box. But why should I if I can do it even faster
> on the Linux host OS that I'm using to run Aranym ?

Funny to read this. My ARM-powered machine will batch convert a CD to MP3
(with -abr 160) at about 0.18 play/encoding time ratio, but this is under
Lame. So converting a 1 hour album would last 5 hours. All that achieved with
a FPU-less CPU (200 MHz, no DSP) !

I know BladeEnc is much slower (and reputed to be lower quality) than Lame.
It'd be interesting to know what Lame can do on your hardware.

--
J�r�me Mathevet

4142. the BITS club show TBC#18

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 16:49:26 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1127148566.833461.101670@g44g2000cwa.googlegroups.com>
Source record: 11117

```
THE BITS CLUB
==============
proudly presents:

Intro #18
*S*H*O*W*

/~~~~~~~~~~~~~~~~~~\
| the |
| |
| * B * I * T * S * |
| |
| c l u b |
| |
| -= S H O W =- |
| |
| v20050827 |
\____________________/

Download @:
http://so_o2.tripod.com/TBC18-STbin-20050827.zip

Visit The Bits homepage:
http://so_o2.tripod.com/tbc.html
```

4143. the BITS club intro TBC#19

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 16:55:30 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1127148930.328675.170640@f14g2000cwb.googlegroups.com>
Source record: 11118

```
THE BITS CLUB
===============
proudly presents:

"plasmic interferences"
TBC#19

/~~~~~~~~~~~~~~~~~~~\
|TBC plasma 20050918 |
|.:#:. .:I8I:. .:%$%|
|:#:. B I T S %$%:|
|#:. .:I8I:. .:%$%:.|
|:. .:I8I:. .:%$%:. |
|. .:I8I:. .:%$%:. |
| .:I8I:. .:%$%:. .|
|.:I8I:. .:%$%:. .:|
|pixel atom byte sol|
\___________________/

Keyboard Controls
~~~~~~~~~~~~~~~~~
Arrow Up..... change sines
Arrow Down... change forms
Arrow Left... scroll faster
Arrow Right.. scroll slower
a............ display logo
s............ clear logo
d............ toggle scroll
ESC.......... exit
Space Bar.... exit
5............ 50Hz
6............ 60Hz

Visit BITS
~~~~~~~~~~
http://so_o2.tripod.com/tbc.html

Dowload URL
~~~~~~~~~~~
http://so_o2.tripod.com/TBC19-STbin-20050818.zip

Visit The Bits homepage:
http://so_o2.tripod.com/tbc.html
```

4144. Re: Drive Belt for ST

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 18:05:11 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dgmukn$l3k$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11127

"Adam Brannon" <adambrannon@yahoo.com> wrote in message
news:cpEWe.4553$6e1.1919@newssvr14.news.prodigy.com...
> I am looking for a source to get a couple of drive belts for a ST
520fm
> built in floppy drive. The existing belt became a glob of tar so I
need to
> find a replacement. Being this is the internal version of the 354
drive, it
> is belt driven as opposed to the direct driven 314. I also have a 354
that
> did the same thing so I am in need of 2. I can be contacted here or at
> adambrannon@yahoo.com. Thanks for any help.
>
>

Improvise. Video repair shops etc. Or failing that, a nice bright
yellow carefully selected elastic band.

Not sure how to help on originals. This world is obsessed with selling
you something new that doesn't quite do the job, and charging you for
spending your own money.

4145. Re: ebay...

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 19:14:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.19.19.14.53.468888@charter.net>
Source record: 11128

On Mon, 19 Sep 2005 11:55:37 -0400, cutterjohn wrote:

> Just as a counterpoint two a1200s went for: $102.87(pretty much a basic
> system with hd), and a second NICE one with a 030 upgrade and IIRC 10M(and
> a bunch of other little nifty upgrades)went for $120 from the original
> owner. (The commentary on the item even sounded like the original owner,
> as opposed to the others...) Now compare this to a guy selling an a600 for
> $150 base model on the c.s.a.marketplace group...(Amigas must be more
> common in the US, as frankly all of these systems are pretty much
> comparable to the TT or Falcon... and <ducking> better with the custom
> support chips... Too bad the Tramiels were too cheap to keep the Atari R&D
> group to finish og little things like Amy and some of the other custom
> chipsets...)

IMHO, the basic chipset does not stack up against a Falcon. I owned an
A1200 as well - not as good a machine as the Falcon, again, IMO. :-)

--
_/_/_/

4146. PC keyboard and mouse on a TT.

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 21:12:42 UTC
From: blah@blah.com
Message-ID: <k5aui195v6js9vvm4cp2odktmqcan30tq6@4ax.com>
Source record: 11129

Hello again,

I'm thinking of using a standard PS2 mouse & PC keyboard through a manual KVM on my TT. I've seen on Ebay (PeST) a way of plugging a PS2 mouse into the normal Atari mouse port but if I get rid of the TT keyboard where do I plug the mouse in? Is it possible to use a PC keyboard on a TT?

Anyone out there using this kind of setip?

Thanks in advance
Dave.

Email: dgr167 at aol dot com

4147. Re: PC keyboard and mouse on a TT.

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 21:25:04 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dgn9vp$mp9$1@atlantis.news.tpi.pl>
Source record: 11130

blah@blah.com napisaďż˝(a):
> Hello again,
>
> I'm thinking of using a standard PS2 mouse & PC keyboard through a
> manual KVM on my TT. I've seen on Ebay (PeST) a way of plugging a PS2
> mouse into the normal Atari mouse port but if I get rid of the TT
> keyboard where do I plug the mouse in? Is it possible to use a PC
> keyboard on a TT?
>
> Anyone out there using this kind of setip?

You can use Eiffel interface to connect both ps2 mouse and keyboard.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4148. Re: PC keyboard and mouse on a TT.

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 21:44:59 UTC
From: blah@blah.com
Message-ID: <g1cui1leq0ekhdmvbei2egactrduittqrt@4ax.com>
Source record: 11114

Had a look at Eiffel but the picture suggests that it needs to be
plugged into the ST/Falcon motherboard(not mention of TT). Is there
no wholly external solution?

Dave.

On Mon, 19 Sep 2005 23:25:04 +0200, Adam Klobukowski <atari@gabo.pl>
wrote:

>blah@blah.com napisaï¿½(a):
>> Hello again,
>>
>> I'm thinking of using a standard PS2 mouse & PC keyboard through a
>> manual KVM on my TT. I've seen on Ebay (PeST) a way of plugging a PS2
>> mouse into the normal Atari mouse port but if I get rid of the TT
>> keyboard where do I plug the mouse in? Is it possible to use a PC
>> keyboard on a TT?
>>
>> Anyone out there using this kind of setip?
>
>You can use Eiffel interface to connect both ps2 mouse and keyboard.

Email: dgr167 at aol dot com

4149. Re: PC keyboard and mouse on a TT.

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 22:48:00 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.19.22.48.00.578719@nosspamatari-source.com>
Source record: 11119

On Mon, 19 Sep 2005 22:44:59 +0100, blah wrote:

>
> Had a look at Eiffel but the picture suggests that it needs to be
> plugged into the ST/Falcon motherboard(not mention of TT). Is there
> no wholly external solution?
>
> Dave.
>
> On Mon, 19 Sep 2005 23:25:04 +0200, Adam Klobukowski <atari@gabo.pl>
> wrote:
>
>>blah@blah.com napisaï¿½(a):
>>> Hello again,
>>>
>>> I'm thinking of using a standard PS2 mouse & PC keyboard through a
>>> manual KVM on my TT. I've seen on Ebay (PeST) a way of plugging a PS2
>>> mouse into the normal Atari mouse port but if I get rid of the TT
>>> keyboard where do I plug the mouse in? Is it possible to use a PC
>>> keyboard on a TT?
>>>
>>> Anyone out there using this kind of setip?
>>
>>You can use Eiffel interface to connect both ps2 mouse and keyboard.

It's a very small wire only adapter to adapt that motherboard connector
to the TT's phone jack style connector. I built one of these to connect a
Mega ST keyboard to my falcon. Nothing to it. I'm sure if you have
someone build an eiffel for you, they can put on the appropriate
connector. The QWERTYX has this connector already but only supports AT
style keyboards (SOME ps2 with adapter) and only serial mice, so this day
in age it's pretty useless. Plus it's not compatible with CT60. And,
good luck getting ahold of one. I can assure you that for your needs, the
Eiffel is your very best option.

Thanks,
Mark

4150. Re: ebay...

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 22:54:18 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.19.22.54.17.290678@nosspamatari-source.com>
Source record: 11120

On Mon, 19 Sep 2005 15:14:54 -0400, Ronald J. Hall wrote:

> On Mon, 19 Sep 2005 11:55:37 -0400, cutterjohn wrote:
>
>> Just as a counterpoint two a1200s went for: $102.87(pretty much a basic
>> system with hd), and a second NICE one with a 030 upgrade and IIRC 10M(and
>> a bunch of other little nifty upgrades)went for $120 from the original
>> owner. (The commentary on the item even sounded like the original owner,
>> as opposed to the others...) Now compare this to a guy selling an a600 for
>> $150 base model on the c.s.a.marketplace group...(Amigas must be more
>> common in the US, as frankly all of these systems are pretty much
>> comparable to the TT or Falcon... and <ducking> better with the custom
>> support chips... Too bad the Tramiels were too cheap to keep the Atari R&D
>> group to finish og little things like Amy and some of the other custom
>> chipsets...)
>
> IMHO, the basic chipset does not stack up against a Falcon. I owned an
> A1200 as well - not as good a machine as the Falcon, again, IMO. :-)

The atari machines are getting quite rare in the US. With musicians
picking them up for the YM chips and nostalgia people for games, their
value is skyrocketing. A 4 meg, 16MHz STe of any variant really is worth
almost as much as a falcon anymore. Mega STe's don't fetch as much
comparatively.

I've found that people are willing to pay a substantial premium for a
machine that is *complete*. As in MagiC, NVDI, Extendos, and all the
other useful utils, Monitor, hdd, pre-setup, etc. Such a machine is worth
a lot to someone who doesn't want to bother - and the atari community is
FULL of people who don't want to bother.

If the day every comes that I sell my falcon - fully setup with CT60, I
can't imagine it'll go for less than $1000, that is unless people start
selling them.

$200 should get you a nice machine with hdd, 4megs, etc.

Remember too, the Amigas were arguably more popular. I don't know if
there's more of them out there or not, but I hear a lot of stories about
people trashing Atari ST's. There's simply not a ton of them around now.
Look on ebay... hardly ANY for sale. It wasn't that way just a couple
years ago.

Thanks,
Mark

4151. Re: toasting MiNT, yet again

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 22:55:46 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.19.22.55.45.476072@nosspamatari-source.com>
Source record: 11121

On Sun, 18 Sep 2005 17:22:16 +0000, SWE wrote:

>
>>>Here it goes again. Had MiNT up and acting stable for about a week. Gave
>>>it a clean shutdown, and when I restored power and rebooted, my external
>>>drive had lost its name. It finally got it back when booting into single
>>>TOS. For this I blame the kernel, which has not screwed up before.
>>>
>>>For not being sure, I blame me. I do have Egale, and could have compared
>>>kernel copies. Did give my auto folder a fresh Easymint copy, and now MiNT
>>>is happy again, but I did lose a lot of data. Darn.
>>>
>>>Jim
>>
>> Yeah, this is exactly what happened to me. I am working on re-intalling it.
>> Strange things keep happening when I try and run Mint. My Mint.CNF file and
>> other files on my TOS partition in my Mint folder are messed up after I try
>> and boot it. I boot Mint many time and now this.
>
> Yes, not pleasant. But u can not blame MiNT for that. If anything mess your
> boot partition is prolly bad drive, tosfs (FAT) related problem (like
> fragmenting etc), still if it happens oddly and randomly after clean reboot,
> its most likely drive/cables problem.. in some 10y those probs were
> responsible for mine MiNT related probs, i still use minixfs partition on TT,
> created in 96 though :) I think you both have something fishy going on...
> Check drive/cables!
>
> Janez

I've had these nasty problems on Atari and it was all related to machine.
my 520ST and Mega ST were completely bugged. As soon as I got my Mega
STe, all these problems stopped with same disk and Link2. Then TT and
falcon are ROCK solid and never get even slight disk corruption despite
repeated improper shutdowns and crashes while I code ;)

Thanks,
Mark

4152. Re: ebay...

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 22:58:31 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.19.22.58.29.891319@nowhere.com>
Source record: 11123

On Mon, 19 Sep 2005 15:14:54 -0400, Ronald J. Hall wrote:

> IMHO, the basic chipset does not stack up against a Falcon. I owned an
> A1200 as well - not as good a machine as the Falcon, again, IMO. :-)

yeah, but the a1200 is WAY easier to work with and expand. PCMCIA(solve my net connectivity for, well, essentially, free) builtin IDE, powerpc upgrades(kind of kills the reason why I'd buy it though...), FAR more common even in the US(apparently)....

Yes, if I had sufficient excess funds I'd be hunting TT/falcon/hades/etc. even(hah!) overseas ones, but I don't, hence the STe. I sort of know what a souped of falcon would be like via ARAnyM + xa-my-aes which is VERY nice.

Side note re ebay: I see that the guy that I was bidding against has been sucking up alot of Atari & Amiga stuff over the last several months, as well as some strange purchases of basic programming texts which aren't going to apply to either system even with their most "up-to-date" OSes. (Actually looks like he may even have let me win the STe auction, esp. considering he paid $255 for a basic Mega ST4, while he paid $71 for an accelerated one a few weeks ago?! "Dealer"? I've always investigated tenacious opponent bidders from my sniping(extemely numerous) losses... but thats ok as I *USUALLY* just do the max bid thing, and suffer the consequences... sigh...)

...and erm, if anyone has a spare, oh say, ICD Link97(or EtherNEC or both? or a copy of MAGIC or GENEVA(plus Neodesk 3+... have 2.02(and v1) myself already...) or so they want to sell for, er, well, a low price... }:)

Some day, I'll pay the hurt price and end up with a Falcon, preferably pre-pimped out...but I still want an Amiga a1200 as well, if for nothing else than the engineers who made the original Atari 8bit with all the extra support chips also designed the original Amigas, even if the OS looks (and acts) like something a band of wild chimps made...

4153. Atari Online News, Etc. #07-38

Newsgroup: comp.sys.atari.st
Date: 2005-09-19 23:02:07 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1127170927.111702.166990@o13g2000cwo.googlegroups.com>
Source record: 11122

A-ONE #0738 09/16/05

~ China Bust Explained! ~ People Are Talking! ~ Macworld
Cancelled!
~ Yahoo E-mail Upgrade! ~ Google's Blog Search! ~ Lexmark Adds
Twist!
~ Asia Tackles Addiction ~ One-handed Controller! ~ Xbox 360 Next
Month

-* Internet Tax Plan Reemerges! *-
-* Employees Ignore Security Risks! *-
-* Fraud Reveals Workings of Internet Theft! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org

4154. Re: Stacy external monitor sound?

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 04:26:09 UTC
From: R3tr0 <retro@aol.com>
Message-ID: <11iv3r2rh30pf9b@corp.supernews.com>
Source record: 11131

"Coda" <smeg_007@hotmail.com> wrote in message
news:1127121768.566981.30110@f14g2000cwb.googlegroups.com...
> Yes.
>

Any way to get it to come out the Monitor as well?

4155. Looking for ATARI ST Laserdisc software

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 10:27:50 UTC
From: xxx <recorder@inwind.it>
Message-ID: <432fe426$0$8491$5fc30a8@news.tiscali.it>
Source record: 11132

I'm looking for the software that can manage lasrdisc player.
I need it to play with Dragon's lair and similar.
Thanks
Alessandro

4156. Re: Drive Belt for ST

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 11:10:43 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <dgoqnj$ss9$1@reader1.panix.com>
Source record: 11133

Improvise? I live not un-near some places that sell bearings and o-rings.

There has yet to be a time there was not an 0-ring that would serve
as a drive belt, although I might have to buy five of them.

Top posted.

Jim

techie_alison <techie_alison2000@yahoo.com> writes:

: "Adam Brannon" <adambrannon@yahoo.com> wrote in message
: news:cpEWe.4553$6e1.1919@newssvr14.news.prodigy.com...
: > I am looking for a source to get a couple of drive belts for a ST
: 520fm
: > built in floppy drive. The existing belt became a glob of tar so I
: need to
: > find a replacement. Being this is the internal version of the 354
: drive, it
: > is belt driven as opposed to the direct driven 314. I also have a 354
: that
: > did the same thing so I am in need of 2. I can be contacted here or at
: > adambrannon@yahoo.com. Thanks for any help.
: >
: >

: Improvise. Video repair shops etc. Or failing that, a nice bright
: yellow carefully selected elastic band.

: Not sure how to help on originals. This world is obsessed with selling
: you something new that doesn't quite do the job, and charging you for
: spending your own money.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4157. Re: PC keyboard and mouse on a TT.

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 11:47:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <tr6dnWb-E5qUa7LeRVnygQ@pipex.net>
Source record: 11134

<blah@blah.com> wrote in message
news:g1cui1leq0ekhdmvbei2egactrduittqrt@4ax.com...
>
> Had a look at Eiffel but the picture suggests that it needs to be
> plugged into the ST/Falcon motherboard(not mention of TT). Is there
> no wholly external solution?
>

You can't control the keyboard externally, effile connects to the MB KB
connector. I would assume effile works with any Atari which uses the same
KB.

PeST is a external solution for mouse only.

Chris

4158. 1040 ST/e available in Brisbane, Australia

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 12:00:01 UTC
From: Steve Adam <Steve.adam62@dummy.gmail.com>
Message-ID: <5RSXe.651$0E5.3@news-server.bigpond.net.au>
Source record: 11135

I live in Brisbane, Australia and I haven't turned
my ST/e on for a few years now, so I guess
it's time to get rid of it.

I have an ST/e for anyone who wants to
come and pick it up.

It has 4MB of ram,
16MHz adspeed upgrade,
DTP Software
GCR
QIC150 tape drive and lots of tapes
300 Mb SCSI drive

It also has the original STiK source code,
though I guess that's changed a lot since
I last did any work on it ;)

Steve.

4159. Re: Stacy external monitor sound?

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 12:23:19 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <60d82$433000a1$1884f879$6593@news.chello.nl>
Source record: 11136

R3tr0 wrote:
> "Coda" <smeg_007@hotmail.com> wrote in message
> news:1127121768.566981.30110@f14g2000cwb.googlegroups.com...
>
>>Yes.
>>
>
>
> Any way to get it to come out the Monitor as well?
>
>

If your external monitor is VGA, it probably doesnt
have a speaker. VGA doesnt include the wires.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

4160. Re: ebay...

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 14:05:26 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.20.14.05.24.297983@nowhere.com>
Source record: 11137

oops, forgot to add:

Something I was thinking of after I won the 1040STe(and looking at the Amigas), the seller should have broken it up into separate parts, i.e. hdd, 1040STe, Monitor, etc. He'd probably have gotten more total for the system that way.

(I learned all about this in the Apple2 groups. Apparently the base computer units are virtually worthless, but the RAM cards, drive cards, drives, etc. can be worth a significant amount of money if sold individually. Apparently my IIgs is worth about $15, but the cards, drives & manuals I have are probably worth $800 or so... I saw a dealer was selling the manual for one of my cards for $80!!! No card, just the manual! Also this manual is available online, although it took me a while to find it, and then the next day, I found my manual! :) Memory is fairly cheap for the GS though, although the only card still being made is only 4M but it is $49, drive controllers are like ST ones, ~$130 for new ones and the only one being made is just a compact flash "drive".)

4161. Re: 1040 ST/e available in Brisbane, Australia

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 16:58:59 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.20.16.58.57.991392@charter.net>
Source record: 11138

On Tue, 20 Sep 2005 12:00:01 +0000, Steve Adam wrote:

> I live in Brisbane, Australia and I haven't turned
> my ST/e on for a few years now, so I guess
> it's time to get rid of it.
>
> I have an ST/e for anyone who wants to
> come and pick it up.
>
> It has 4MB of ram,
> 16MHz adspeed upgrade,
> DTP Software
> GCR
> QIC150 tape drive and lots of tapes
> 300 Mb SCSI drive
>
> It also has the original STiK source code,
> though I guess that's changed a lot since
> I last did any work on it ;)
>
> Steve.

Any chance you'd ship it world-wide? Taker pays shipping of course! :-)

--
_/_/_/

4162. Atari ST 68000 source code collection ..

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 18:11:04 UTC
From: "Plus.net" <newsgroup@REMOVE.mikemee.plus.THIS.com>
Message-ID: <MPG.1d9a61149211a064989683@usenet.plus.net>
Source record: 11139

I'm hosting (for approx 1 week) a torrent file containing a packed ISO of nothing but Atari ST soure code, music rips plus a complete collection of POV (Persistence of Vision) demo compilations (a lot of them with the appropriate source code to that menu).

A worthy collection indeed.

Visit: http://www.atari-forum.com/viewtopic.php?t=7031 for more information ...

Or jump straight to: http://www.mininova.org/tor/113912 for the torrent file.

Being hosted on a WinPC running Bit Comet but you can use any torrent leeching program to grab it.

Have fun!

4163. Re: PC keyboard and mouse on a TT.

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 18:56:29 UTC
From: blah@blah.com
Message-ID: <kfm0j1972l6m3cp8vg5tmntuhvb6b5o7vr@4ax.com>
Source record: 11140

On Mon, 19 Sep 2005 18:48:00 -0400, Mark D
<mducksub@nosspamatari-source.com> wrote:

>>>You can use Eiffel interface to connect both ps2 mouse and keyboard.
>
>It's a very small wire only adapter to adapt that motherboard connector
>to the TT's phone jack style connector. I built one of these to connect a
>Mega ST keyboard to my falcon. Nothing to it. I'm sure if you have
>someone build an eiffel for you, they can put on the appropriate
>connector. The QWERTYX has this connector already but only supports AT
>style keyboards (SOME ps2 with adapter) and only serial mice, so this day
>in age it's pretty useless. Plus it's not compatible with CT60. And,
>good luck getting ahold of one. I can assure you that for your needs, the
>Eiffel is your very best option.
>
>Thanks,
>Mark

Hello Mark.
Might give it Eiffel a look,I've seen someone selling them for ï¿½40 on
the internet, not a bad price really. The reason I'm slightly
reluctant to open up the case is that I once killed a perfectly good
ST when trying to add more memory - not the best person with circuit
boards and wires.

Might get PeST for my Falcon though as I only want to use a PC mouse
with that, the Falcon keyboard is just fine.

Cheers
Dave.

Email: dgr167 at aol dot com

4164. Re: PC keyboard and mouse on a TT.

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 19:28:49 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dgpnthgbt1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 11141

"exxos" <exxos@home.co.uk> wrote in message
news:tr6dnWb-E5qUa7LeRVnygQ@pipex.net...
>
> <blah@blah.com> wrote in message
> news:g1cui1leq0ekhdmvbei2egactrduittqrt@4ax.com...
> >
> > Had a look at Eiffel but the picture suggests that it needs to be
> > plugged into the ST/Falcon motherboard(not mention of TT). Is there
> > no wholly external solution?
> >
>
>
> You can't control the keyboard externally, effile connects to the MB
KB
> connector. I would assume effile works with any Atari which uses the
same
> KB.
>
> PeST is a external solution for mouse only.
>
> Chris
>
>
>

Eiffel would technically work in place of a Mega / Mega STE / TT
keyboard. The pins on the external keyboard ports are identical to
those inside of the STFMs.

Hence a TT keyboard working through this little port on an STFM;
http://www.retro.dial.pipex.com/stram/images/image4.jpg The TT keyboard
was one from eBay with it's plug cut off so I put a 4-way 3.5mm jack on
the end.

No reason why the Eiffel shouldn't work in this setup.

4165. Jaz drives

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 19:31:11 UTC
From: blah@blah.com
Message-ID: <2dn0j1prvv85l3ps5rb2ds52iupue3ghvq@4ax.com>
Source record: 11142

Hi all,

Whilst looking on Ebay for a SCSI 250mb zip drive for my TT I noticed that there are rather a lot of 1gb or 2gb Jaz drives for sale at fairly good prices.

The specs on Imogea.com look good in so far as the transfer rates etc but never having actually "seen one in the flesh" I wondered how they perform on Ataris.

What size partitions can HDDriver create on one disk? Is a Jaz drive simply just a really big zip drive?

Dave.

Email: dgr167 at aol dot com

4166. Re: Jaz drives

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 21:27:18 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <ac15e$43308021$1884f879$2862@news.chello.nl>
Source record: 11143

blah@blah.com wrote:
> Hi all,
>
> Whilst looking on Ebay for a SCSI 250mb zip drive for my TT I noticed
> that there are rather a lot of 1gb or 2gb Jaz drives for sale at
> fairly good prices.
>
> The specs on Imogea.com look good in so far as the transfer rates etc
> but never having actually "seen one in the flesh" I wondered how they
> perform on Ataris.
>

I have a SCSI ZIP and 2 SCSI JAZ drives.
All of them I found on a PC fleece marked.
Together 50 EUR.

They all work fine on my TT.

> What size partitions can HDDriver create on one disk? Is a Jaz drive
> simply just a really big zip drive?
>

It is not HDDriver that determines available partition sizes,
but OS (TOS, Magic or MINT) and the filesystem.

FAT32, ext2 or Minix: large enough.
TOS FAT: dependant of TOS version.

These maximums are mentioned on this platform many times
and I seem to be unable to remember them.

I have 1 JAZ medium for TOS 3.06 with 4 256Mb partitions that works.
The other media are 1 partition of 1Gb that I use with MiNT.

I only use the media for backup, not for heavy duty.

I am a lucky guy;
The day before my hard disc finally gave up I'd made a full backup
on the JAZ :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

4167. Re: Jaz drives

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 21:39:26 UTC
From: Simon <nospam@nospam.com>
Message-ID: <433081f0$0$4318$626a14ce@news.free.fr>
Source record: 11144

Henk Robbers wrote:
>> What size partitions can HDDriver create on one disk? Is a Jaz drive
>> simply just a really big zip drive?
>
> I have 1 JAZ medium for TOS 3.06 with 4 256Mb partitions that works.
> The other media are 1 partition of 1Gb that I use with MiNT.

On my TOS 1.62 Atari STe, I'm using a 512Mb partition PC compatible (the maximum IIRC). Pretty useful to transfer datas.

> I only use the media for backup, not for heavy duty.

Be carfuel, Jaz cartidges are famous for having problems when aging. An, more specifically, the DRIVES are aging and can damage ALL your cartridges before you realise what happens. I've had this problem once... And now I'm backuping my Jaz cartridges ;)

Simon

4168. Re: Jaz drives

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 22:24:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.20.22.24.35.78426@charter.net>
Source record: 11145

On Tue, 20 Sep 2005 23:27:18 +0200, Henk Robbers wrote:

> I am a lucky guy;
> The day before my hard disc finally gave up I'd made a full backup
> on the JAZ :-)

You certainly are! According to Murphys' Law, its usually the day before
you were planning to make backups that the HD fails.

PS You know Murphys' Law - the one that states "anything that can go
wrong, will go wrong". It also has several subsets and sub-clauses that
covers everything the first part didn't. <grin>

--
_/_/_/

4169. Re: Jaz drives

Newsgroup: comp.sys.atari.st
Date: 2005-09-20 22:46:33 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <17064$433092b5$1884f879$10273@news.chello.nl>
Source record: 11146

Ronald J. Hall wrote:
> On Tue, 20 Sep 2005 23:27:18 +0200, Henk Robbers wrote:
>
>
>>I am a lucky guy;
>>The day before my hard disc finally gave up I'd made a full backup
>>on the JAZ :-)
>
>
> You certainly are! According to Murphys' Law, its usually the day before
> you were planning to make backups that the HD fails.
>
> PS You know Murphys' Law - the one that states "anything that can go
> wrong, will go wrong". It also has several subsets and sub-clauses that
> covers everything the first part didn't. <grin>
>

Yes, I know.
Murphys law is a peoples explanation of entropy.

There is also the 'Peters principle' which states that in a company
everyone will carreer into a position where his capabilities and
competence become insufficient.

This principle is a peoples explanation of 'catastrophic collapse'
which is the scientific explanation for landslides and avalanches.

All young children learn the principle when they let dry sand
flow between their fingers on the beach.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

4170. Re: 1040 ST/e available in Brisbane, Australia

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 00:37:46 UTC
From: Steve Adam <Steve.adam62@unreal.gmail.com>
Message-ID: <uX1Ye.1254$0E5.751@news-server.bigpond.net.au>
Source record: 11147

hi Ronald,

A guy in Australia has already expressed an
interest, but he might not want everything. Are you
only interested in the computer itself, or other stuff
as well? For example, I have several of the old
Abacus books etc.

At some time in the near future I'll get it all
together in a pile and make a list of what I have.

Steve.

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.09.20.16.58.57.991392@charter.net...
> On Tue, 20 Sep 2005 12:00:01 +0000, Steve Adam wrote:
>
> > I live in Brisbane, Australia and I haven't turned
> > my ST/e on for a few years now, so I guess
> > it's time to get rid of it.
> >
> > I have an ST/e for anyone who wants to
> > come and pick it up.
> >
> > It has 4MB of ram,
> > 16MHz adspeed upgrade,
> > DTP Software
> > GCR
> > QIC150 tape drive and lots of tapes
> > 300 Mb SCSI drive
> >
> > It also has the original STiK source code,
> > though I guess that's changed a lot since
> > I last did any work on it ;)
> >
> > Steve.
>
> Any chance you'd ship it world-wide? Taker pays shipping of course! :-)
>
> --
>
_/_/_/

>

4171. Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 01:33:27 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.21.01.33.25.868266@charter.net>
Source record: 11148

Folks, I've gotten my first Falcon pretty well setup so I'm offering up my 2nd Falcon for sale. Its on Ebay. Its a 4 meg RAM, 1.4 gig HD comp. All keys, good shape, very clean. The only problem may be a questionable expansion port header. Let me explain. I sent it off to Mark Ducksworth for the motherboard mod and while he was doing this he had some problems with the header (random crashing). He did some work/repair to it and it seemed to be fixed. When I got the machine back, I re-attached the CT60 and the machine would work fine for about 20-30 mins then crash. I talked to Mark about it and he took a 2nd look at it. Right before this I had picked up a 2nd Falcon so I sent them both to him and had him switch everything out just in case. He took the MB mod off the 1st Falcon and set it back to its original state. The point is, that doing this 2nd period, Mark could not get it to crash or do anything like it did on me. Thats why I say questionable. I felt it was better if I told everyone about it though, before considering buying it.

http://cgi.ebay.com/Atari-Falcon-For-Sale_W0QQitemZ5245553058QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

--
_/_/_/

4172. Re: 1040 ST/e available in Brisbane, Australia

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 01:34:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.21.01.34.30.976340@charter.net>
Source record: 11049

On Wed, 21 Sep 2005 00:37:46 +0000, Steve Adam wrote:

> hi Ronald,
>
> A guy in Australia has already expressed an
> interest, but he might not want everything. Are you
> only interested in the computer itself, or other stuff
> as well? For example, I have several of the old
> Abacus books etc.
>
> At some time in the near future I'll get it all
> together in a pile and make a list of what I have.
>
> Steve.

Well, if that guy doesn't want it, I'd be interested in the computer itself, depending on what shipping is. Any rough ideas? I live in Prestonsburg, KY, 41653.

Thanks!

--
_/_/_/

4173. Re: 1040 ST/e available in Brisbane, Australia

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 01:36:24 UTC
From: Steve Adam <Steve.adam62@unreal.gmail.com>
Message-ID: <sO2Ye.1811$0E5.1113@news-server.bigpond.net.au>
Source record: 11050

> On Wed, 21 Sep 2005 00:37:46 +0000, Steve Adam wrote:
>
> > A guy in Australia has already expressed an
> > interest, but he might not want everything. Are you
> > only interested in the computer itself, or other stuff
> > as well? For example, I have several of the old
> > Abacus books etc.
> >
> > At some time in the near future I'll get it all
> > together in a pile and make a list of what I have.
> >
> > Steve.
>
> Well, if that guy doesn't want it, I'd be interested in the computer
> itself, depending on what shipping is. Any rough ideas? I live in
> Prestonsburg, KY, 41653.

No idea, sorry.. but he definitely wants it!
I'll let you know if there's anything left over.

Steve.

4174. Re: 1040 ST/e available in Brisbane, Australia

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 02:30:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.21.02.30.20.211102@charter.net>
Source record: 11051

On Wed, 21 Sep 2005 01:36:24 +0000, Steve Adam wrote:

> No idea, sorry.. but he definitely wants it!
> I'll let you know if there's anything left over.
>
> Steve.

Fair enough. Thanks Steve! :-)

--
_/_/_/

4175. Re: 1040 ST/e available in Brisbane, Australia

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 03:09:44 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.21.03.09.43.161724@nosspamatari-source.com>
Source record: 11052

On Wed, 21 Sep 2005 01:36:24 +0000, Steve Adam wrote:

>> On Wed, 21 Sep 2005 00:37:46 +0000, Steve Adam wrote:
>>
>> > A guy in Australia has already expressed an
>> > interest, but he might not want everything. Are you
>> > only interested in the computer itself, or other stuff
>> > as well? For example, I have several of the old
>> > Abacus books etc.
>> >
>> > At some time in the near future I'll get it all
>> > together in a pile and make a list of what I have.
>> >
>> > Steve.
>>
>> Well, if that guy doesn't want it, I'd be interested in the computer
>> itself, depending on what shipping is. Any rough ideas? I live in
>> Prestonsburg, KY, 41653.
>
> No idea, sorry.. but he definitely wants it!
> I'll let you know if there's anything left over.
>
> Steve.

I'll take that STiK source code! The abacus books would be cool too. Let
us know what he doesn't take. Don't toss anything (yet).

Thanks,
Mark

4176. Re: Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 03:27:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.21.03.27.54.245326@charter.net>
Source record: 11053

On Tue, 20 Sep 2005 21:33:27 -0400, Ronald J. Hall wrote:

Just wanted to add a followup - Mark Ducksworth was nice enough to type up
some info on the Falcon I'm selling, the one that he looked at. Here it is:

Hello,

I didn't actually do any soldering work the second time around but just
pushed on the pins a bit. It seemed solid to me. Any oddities could
have been a product of humidity or celestial alignment or you name
it ;) The point is that this falcon is perfect with one possible
exception, if you install something on the upgrade header and things
behave oddly, you know where to look. If it gives you problems, there's
one single pin (but not sure which one specifically) which should be hit
with a soldering iron from the top (bad or pulled through-hole metal).

http://aoi.atari-source.com/~mduckworth/header.jpg - image is actually
ctlink from rodolphe's site, just pretend it's the motherboard ;) If
you know the falcon at all, you can tell which header we're speaking of
from the image.

But as I said, it should be fine, and if it gives you trouble, just
adjust the device plugged onto this header a tiny bit.

Thanks,
Mark

Thanks everyone.

--
_/_/_/

4177. Re: 1040 ST/e available in Brisbane, Au

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 04:38:31 UTC
From: leaver@alphalink.com.au
Message-ID: <4330e3c7@news.alphalink.com.au>
Source record: 11055

On 20 Sep 2005 21:34:30 , "Ronald J. Hall" wrote:
>On Wed, 21 Sep 2005 00:37:46 +0000, Steve Adam wrote:
>
>> hi Ronald,
>>
>> A guy in Australia has already expressed an
>> interest, but he might not want everything. Are you
>> only interested in the computer itself, or other stuff
>> as well? For example, I have several of the old
>> Abacus books etc.
>>
>> At some time in the near future I'll get it all
>> together in a pile and make a list of what I have.
>>
>> Steve.
>
>Well, if that guy doesn't want it, I'd be interested in the computer
>itself, depending on what shipping is. Any rough ideas? I live in
>Prestonsburg, KY, 41653.

Be aware that the computer would been a new power supply. 110V won't
get an STe expecting 240V very excited.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

4178. Re: 1040 ST/e available in Brisbane, Austra

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 04:38:33 UTC
From: leaver@alphalink.com.au
Message-ID: <4330e3c9@news.alphalink.com.au>
Source record: 11054

On 20 Sep 2005 12:00:01 , "Steve Adam" wrote:
>I live in Brisbane, Australia and I haven't turned
>my ST/e on for a few years now, so I guess
>it's time to get rid of it.
>
>I have an ST/e for anyone who wants to
>come and pick it up.
>
>It has 4MB of ram,
>16MHz adspeed upgrade,
>DTP Software
>GCR
>QIC150 tape drive and lots of tapes
>300 Mb SCSI drive
>
>It also has the original STiK source code,
>though I guess that's changed a lot since
>I last did any work on it ;)
>
>Steve.

Steve,

This comment is pure nostalgia - when I was trying to get STiK working, based on Flinny's package, I was having a terrible time with MTUs and such settings, until I discovered that your example settings were for the ISP that I was using - NetInfo - now just a memory.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

4179. Re: 1040 ST/e available in Brisbane, Australia

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 05:07:12 UTC
From: Steve Adam <Steve.adam62@unreal.gmail.com>
Message-ID: <4U5Ye.4369$0E5.2646@news-server.bigpond.net.au>
Source record: 11056

> I'll take that STiK source code! The abacus books would be cool too. Let
> us know what he doesn't take. Don't toss anything (yet).

I promise not to TOS anything ;)

I'm pretty sure the latest sources are available
for download... Aren't they? It's been much
updated and improved since I stopped working
on it, so there's probably not much of interest
there unless you like historical bugs and limitations.

But, I'm happy to send it, if you're interested.
When I fire up the ST/e again to see if it still
works I'll copy it over to my PC.

Steve.

4180. Re: 1040 ST/e available in Brisbane, Austra

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 05:24:13 UTC
From: Steve Adam <Steve.adam62@unreal.gmail.com>
Message-ID: <186Ye.4385$0E5.433@news-server.bigpond.net.au>
Source record: 11057

"David Leaver" <leaver@alphalink.com.au> wrote in message

> This comment is pure nostalgia - when I was trying to get STiK
> working, based on Flinny's package, I was having a terrible time
> with MTUs and such settings, until I discovered that your example
> settings were for the ISP that I was using - NetInfo - now just a
> memory.

Hi David,

That's a very good point about the power supply. A good
reason for keeping it in Australia, perhaps ;) It's actually not
the original power supply anyway. Soon after getting the
ST/e I had it open and removed the metal cover from the
power supply while it was turned on and managed to
destroy it. The guy who fixed it only had an older
1040ST power supply, which has since had its
capacitors replaced. Maybe it'll be good for another
5 or 10 years ;)

The original STiK was thrown together in a very
short time in early 1995. In fact, the name meant
Steve's Internet Kludge. I'm not surprised you had
trouble with the settings. At the time I didn't know
what standard values were widely used, and added
config variables as I (thought I) needed them. But I
was really writing it for myself until I realised that
it would probably be useful for other people too.

> Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia

I was living in Spence at the time. Were you in
Canberra in 1995? We could have formed a user
group! When I moved to Canberra in 1990 I stayed
a member of ACE in Sydney but didn't have much
luck contacting other Atari users in Canberra.

I owed money to Netinfo when I left Canberra,
and didn't pay them for about 6 or 8 months. I hope
I didn't contribute to their demise ;)

Steve.

4181. Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 05:49:50 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1127281790.952432.167990@g14g2000cwa.googlegroups.com>
Source record: 11058

I have a Atari Megafile 44 , it has the 2nd SCSI connector. Ive
connected a drive(Maxtor 7345SR) to the second connector and nothing.
Ive read every old message that I could find, checked web
sites(Vezz,Atariage and others). People look to have connected a drive
to the second connector and had no problems. I can connect the drive
by itself and see the maxtor no problem. I can connect the Syquest by
itself and no problem. I just cant get both of them to work together.

I have DIP switch 1-off 2-on 3-on
Ive tried the the Syquest on J2 and Maxtor on J3.
Syquest on J3 and maxtor on J2.
Both terminated, one on J2 terminated, one on J3 terminated.
Both IDs set at 0
Parity disabled on Maxtor

If anyone knows a site or just knows what I may be doing wrong please
let me know.

Vezzsweb site did have instructions saying it can be done but its not
clear(Italian). I looks to be more of rambling than anything,

Thanks,Don

4182. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 06:04:02 UTC
From: Steve Adam <Steve.adam62@unreal.gmail.com>
Message-ID: <mJ6Ye.4407$0E5.2278@news-server.bigpond.net.au>
Source record: 11059

It's a long time since I played with SCSI devices,
but...

Each SCSI device in a chain should have
a *different* ID

There should only be one terminator, at
the end of the chain.

Steve.

"atarionly" <atarionly@adelphia.net> wrote in message
news:1127281790.952432.167990@g14g2000cwa.googlegroups.com...
> I have a Atari Megafile 44 , it has the 2nd SCSI connector. Ive
> connected a drive(Maxtor 7345SR) to the second connector and nothing.
> Ive read every old message that I could find, checked web
> sites(Vezz,Atariage and others). People look to have connected a drive
> to the second connector and had no problems. I can connect the drive
> by itself and see the maxtor no problem. I can connect the Syquest by
> itself and no problem. I just cant get both of them to work together.
>
> I have DIP switch 1-off 2-on 3-on
> Ive tried the the Syquest on J2 and Maxtor on J3.
> Syquest on J3 and maxtor on J2.
> Both terminated, one on J2 terminated, one on J3 terminated.
> Both IDs set at 0
> Parity disabled on Maxtor
>
> If anyone knows a site or just knows what I may be doing wrong please
> let me know.
>
> Vezzsweb site did have instructions saying it can be done but its not
> clear(Italian). I looks to be more of rambling than anything,
>
>
> Thanks,Don
>

4183. Re: 1040 ST/e available in Brisbane, Australia

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 06:42:52 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2005.09.21.06.42.52.156421@nospammmmatari-source.com>
Source record: 11060

On Wed, 21 Sep 2005 05:07:12 +0000, Steve Adam wrote:

>> I'll take that STiK source code! The abacus books would be cool too. Let
>> us know what he doesn't take. Don't toss anything (yet).
>
> I promise not to TOS anything ;)
>
> I'm pretty sure the latest sources are available
> for download... Aren't they? It's been much
> updated and improved since I stopped working
> on it, so there's probably not much of interest
> there unless you like historical bugs and limitations.
>
> But, I'm happy to send it, if you're interested.
> When I fire up the ST/e again to see if it still
> works I'll copy it over to my PC.
>
> Steve.

I like to archive pretty much everything I come across ;) If you want,
email it to my email address (after despamproofing it).

Thanks,
Mark

4184. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 17:00:55 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1127322055.513475.59490@f14g2000cwb.googlegroups.com>
Source record: 11061

>From what I have read the Megafile SCSI adapter different than others
and both drives need to be set to ID 0.
I have terminated the end and tried no temination. No change. I can
get the drives to seen but only one at a time. Never together. I have
eveen tried different IDs and no change.

Don

4185. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 18:21:24 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4331a4a4$0$7846$8fcfb975@news.wanadoo.fr>
Source record: 11062

atarionly a ï¿½crit :
>
>>From what I have read the Megafile SCSI adapter different than others
> and both drives need to be set to ID 0.
> I have terminated the end and tried no temination. No change. I can
> get the drives to seen but only one at a time. Never together. I have
> eveen tried different IDs and no change.
>
Hello,

As far as I remember, devices in the MF-44 must not be terminated, and
you should be able to see them : I once used this adapter in a recased
Mega-ST4, and both the Sysquest mechanic and a hard drive were running.

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4186. different behaviour with different AES...

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 18:28:59 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <4331a5b1_2@x-privat.org>
Source record: 11063

Hi, Guys!
So I bought N_AES, and I thought it could the problem I had with MyAES with Papyrus (locking menubar).
Well, actuallly it did, but now I have a problem with Photoline (go figure!)
Photoline can't render ANY image, not even the images it loads as brushes or colourpalettes.
With any other set I tried (MyAES, XAaes, TOS) it works.
It works even by launching MyAES on top of N_AES!

Any help?

Thanks!

4187. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 18:40:57 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <dgs9fp$dm2$1@theodyn.ncf.ca>
Source record: 11064

I've no experience with the Megafile 44, but I do remember
adapting a few Megafile 20s, 30s and 60s to use two drives
(MFM or RLL, depending on size; LUN 0 and 1). Those were
the days!

A question about your MF 44: are J2 and J3 connectors on the same
cable? or two connection points on the host adapter?

If the latter, try to put the two drives on the SAME SCSI cable,
i.e., one after the other. SCSI IDs must *ALWAYS* be different
and the last one on the cable (furthest away from the host adapter)
should be terminated - but not always! (We called this SCSI voodoo!)

If the former, your SCSI cable might not be good. Try one drive
hooked up to J2; detect drive; turn off MF; unhook drive from J2
and hook it up to J3. Can you see the drive in both positions?

If still no joy, it's possible that Atari crippled the hardware
to allow only one SCSI device on the chain. I don't know whether
there is a utility to override this type of hardware setting.

Good luck!

Randy Kwak

"atarionly" (atarionly@adelphia.net) writes:
> I have a Atari Megafile 44 , it has the 2nd SCSI connector. Ive
> connected a drive(Maxtor 7345SR) to the second connector and nothing.
> Ive read every old message that I could find, checked web
> sites(Vezz,Atariage and others). People look to have connected a drive
> to the second connector and had no problems. I can connect the drive
> by itself and see the maxtor no problem. I can connect the Syquest by
> itself and no problem. I just cant get both of them to work together.
>
> I have DIP switch 1-off 2-on 3-on
> Ive tried the the Syquest on J2 and Maxtor on J3.
> Syquest on J3 and maxtor on J2.
> Both terminated, one on J2 terminated, one on J3 terminated.
> Both IDs set at 0
> Parity disabled on Maxtor
>
> If anyone knows a site or just knows what I may be doing wrong please
> let me know.
>
> Vezzsweb site did have instructions saying it can be done but its not
> clear(Italian). I looks to be more of rambling than anything,

>
>
> Thanks,Don
>

4188. Re: different behaviour with different AES...

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 18:42:10 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4331a982$1_2@x-privat.org>
Source record: 11065

Paolo wrote:
>
> Hi, Guys!
> So I bought N_AES, and I thought it could the problem I had with MyAES with
> Papyrus (locking menubar).
> Well, actuallly it did, but now I have a problem with Photoline (go figure!)
> Photoline can't render ANY image, not even the images it loads as brushes or
> colourpalettes.

I don't know what causes this on your machine but on my machine
Photoline 2.30 works just great with N_AES 2.0.0 and XaAES 0.995, both
with MiNT kernel 1.16.3.

Can you give more details?

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4189. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 19:23:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.21.19.23.29.574655@charter.net>
Source record: 11066

On Wed, 21 Sep 2005 18:40:57 +0000, Randy Kwak wrote:

>
> I've no experience with the Megafile 44, but I do remember
> adapting a few Megafile 20s, 30s and 60s to use two drives
> (MFM or RLL, depending on size; LUN 0 and 1). Those were
> the days!
>
> A question about your MF 44: are J2 and J3 connectors on the same
> cable? or two connection points on the host adapter?
>
> If the latter, try to put the two drives on the SAME SCSI cable,
> i.e., one after the other. SCSI IDs must *ALWAYS* be different
> and the last one on the cable (furthest away from the host adapter)
> should be terminated - but not always! (We called this SCSI voodoo!)
>
> If the former, your SCSI cable might not be good. Try one drive
> hooked up to J2; detect drive; turn off MF; unhook drive from J2
> and hook it up to J3. Can you see the drive in both positions?
>
> If still no joy, it's possible that Atari crippled the hardware
> to allow only one SCSI device on the chain. I don't know whether
> there is a utility to override this type of hardware setting.
>
> Good luck!
>
> Randy Kwak

Back in the 90's, I had 2 Megafiles, the 30 and 60 meg varities hooked up
at the same time. Worked just fine on a Mega ST.

I've currently got a Link 2 that supports a 4 gig SCSI HD, Plextor SCSI
CDRW, and a Syquest SCSI EZ135. No problems at all. All have unique IDs
and I have a termination block on the last connection in the chain. Again,
on a Mega ST.

--
_/_/_/

4190. Re: different behaviour with different AES...

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 19:52:37 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <4331b961$1_2@x-privat.org>
Source record: 11067

so weird!
let's see...
Falcon CT60@95MHz
nvdi5
centscreen
N_AES (+N_dialog)
Mint 1.16.3

If all of these SW are OK, I guess I am messing something in N_AES.cnf

By the way, I read about a patch for Photoline2.30 Is that true? What does it fix?

And by the way again, I have NO problems with the exact same setup but with MyAES, XaAES and TOS! I can even launch MyAES on the top of N-AES and have Photoline working!!!

4191. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 20:36:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200509212236.a14967@b.maus.de>
Source record: 11082

Hi Don,

A>I have terminated the end and tried no temination. No change. I can
A>get the drives to seen but only one at a time. Never together. I have
A>eveen tried different IDs and no change.
what hard disk driver are you using? Some drivers need to `know'
whether an ID is used or not.

I mean some drivers offer to switch hooked drives on and off. An
off-switched drive will be 'known' to the driver but you will never
see its partitions on the desktop.

I suggest you terminate the adaptor itself and the second (last, LUN1)
unit, and unterminate (sorry!) the first unit (LUN0). And give a try
to IDCHECK or something like that (e.g. HDDRUTIL may do that job).

Some ten years ago (during my ST times), I sometimes hooked up to 6 or
7 drives to my 1040 ST, some ACSI adaptors with one or even two
logical units.

Pleas give us more information about your drive. Is it really an
original Megafile44 (by Atari). And of what type is your computer? For
STE Computers will not 'play' with a second ACSI device. Atari saved
some pennies by producing those adaptors...

Don't give up hope too early. I'm sure your problem is to be solved.
What happens if you hook the Maxtor the Syquest being switched off?

Und TTschï¿½
ps

4192. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 21:01:58 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1127336518.182424.8770@g49g2000cwa.googlegroups.com>
Source record: 11068

The Mf 44 is not the same as the 20 30 or 60. Those had other adapters in them.

J2 and J3 are 2 connection points on the scsi adapter.

Everything I have read about putting a second drive into the MF44 says to put them both on ID 0. I know the SCSI rules and from what I have read in old post this adapter does not conform to the rules. It was made buy Atari!!

Ive tried 3 scsi cables all work on my TT030. @ drives have been tried and they work on my TTs internal SCSI.

Only the drive on J2 is seen. Yes I have the dip switch on one turned off.

AO

4193. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-21 21:29:56 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4331d0d3$0$17224$8fcfb975@news.wanadoo.fr>
Source record: 11069

atarionly a ï¿½crit :
>
> The Mf 44 is not the same as the 20 30 or 60. Those had other adapters
> in them.
>
> J2 and J3 are 2 connection points on the scsi adapter.
>
> Everything I have read about putting a second drive into the MF44 says
> to put them both on ID 0. I know the SCSI rules and from what I have
> read in old post this adapter does not conform to the rules. It was
> made buy Atari!!
>
> Ive tried 3 scsi cables all work on my TT030. @ drives have been tried
> and they work on my TTs internal SCSI.
>
> Only the drive on J2 is seen. Yes I have the dip switch on one turned
> off.
>
I don't remember the internal switch settings for handling 2 units, but
that makes only 8 possibilities, so it wouldn't take that much time to
find which applies, would it ?

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4194. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 03:30:25 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0509220503130.8318@feanor.schunter.etc.tu-bs.de>
Source record: 11070

Hi!

Let's try to clarify some points:

a> The Mf 44 is not the same as the 20 30 or 60. Those had other adapters
a> in them.

Right: Megafile 44 uses a SyQuest cartridge-drive, which is a SCSI unit,
while the non-changable Megafiles have an adapter ACSI-RLL.

a> Everything I have read about putting a second drive into the MF44 says
a> to put them both on ID 0.

And the drives must each be connected on its own (i.e. J2 and J3 must be
used).

a> Only the drive on J2 is seen. Yes I have the dip switch on one turned
a> off.

As far as I remember you have to modify the host adapter in order to use
it for two devices.

I think this *might* help you: <http://atari.nvg.org/scsihost/>. Although
the mod described there deals with a host adapter with only one SCSI plug,
there may be something valuable for you. Anyway it would be helpful to
know the part number of the host adapter (for web research...).

Regards,

Alexander

4195. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 05:35:14 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1127367314.788952.176430@g44g2000cwa.googlegroups.com>
Source record: 11071

I found that site too. The dip switch settings for the mega STE and stacy look to be the same as the MF44. The part number is :C103310 Rev.2 = ST to SCSI Adaptor (PCB).

found another site with info on dips and the part number is the same as mine.

AO

4196. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 08:12:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509220109430.14263-100000@onyx.spiritone.com>
Source record: 11073
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4197. AD: 25% off any Atari Games/Software!

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 08:22:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509220113090.14263-100000@onyx.spiritone.com>
Source record: 11074
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy 2 Jaguar Games and get one FREE! 1st come, 1st serve. While they last!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games:
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or else give yourself a 25% off on any Atari Games/Software!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari 8 Bit Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4198. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 08:25:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509220123000.14263-100000@onyx.spiritone.com>
Source record: 11075
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and an ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4 & ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4199. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 08:35:03 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0509221033110.989@feanor.schunter.etc.tu-bs.de>
Source record: 11072

Hi!

a> The part number is :C103310 Rev.2 = ST to SCSI Adaptor (PCB).

a> found another site with info on dips and the part number is the same as
a> mine.

I think now I found the same one - that seems to be an extract of Michael
Ruge's Chips'n Chips. Maybe you have a look at it directly - or at Robert
Schaffner's doit archives.

Regards,

Alexander

4200. Re: different behaviour with different AES...

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 15:13:14 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4332ca0a_1@x-privat.org>
Source record: 11076

Paolo wrote:
>
> so weird!
> let's see...
> Falcon CT60@95MHz
> nvdi5
> centscreen
> N_AES (+N_dialog)
> Mint 1.16.3
>
> If all of these SW are OK, I guess I am messing something in N_AES.cnf

To me it looks ok. About n_aes.cnf I really don't know what could
possibly go wrong. I see no reason why n_aes.cnf would be the culprit.
Anyway feel free to send your n_aes.cnf to me.

tos4ever at tiscali dot be

>
> By the way, I read about a patch for Photoline2.30 Is that true? What does
> it fix?

AFAIK, the patch is only needed if you want to use Photoline 2.30
under MagicMac.
>
> And by the way again, I have NO problems with the exact same setup but with
> MyAES, XaAES and TOS! I can even launch MyAES on the top of N-AES and have
> Photoline working!!!

I really have no clue. Which version are you using? I use the TT030
version. On my Hades Photoline always has worked be it under N_AES or
XaAES. I don't know if it works under TOS as I haven't been using TOS
since 1995.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

4201. Re: different behaviour with different AES...

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 15:58:30 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <4332d46d_1@x-privat.org>
Source record: 11077

Ok, I think I sorted it...
Photoline works perfectly in 16 or True colours.
that meand that there is something wrong in the way Photoline exchanges
images data with N_AES when in 256 colour mode.
Unfortunately, my current video setup is 640x408@256 @80-ish Hz.
My TC setup is only 608x608 (yeah, weird) and I don't have enough space.
Strangely I can't have hi Hertz in 16 colour mode (it ranges in the 50) with
hi resolutions, and frankly I am not interested, either.

So, is there a way-out before Nature starts producing SuperVidel? ;-)

4202. Re: Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 16:02:32 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <someone-A55F5B.12023122092005@visonmassif.rs.itd.umich.edu>
Source record: 11078

Hi,

What sort of software does this machine come with if any?

thanks
john

--
Reserves make me queasy...

4203. D-LINK Pocket Adapter

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 16:12:15 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF58A47F.B25D%vlg@o2.pl>
Source record: 11079

I have a D-LINK Pocket Ethernet Adapter which was mentioned a few times as it can be used with Falcon, could anybody clear the situation for me, is there a properly schemat how to connect this to falcon and which drivers are suitable to use ?

Pawel Kaznowski

4204. Re: different behaviour with different AES.

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 17:57:22 UTC
From: malo.morgen@nowhere.com
Message-ID: <dgura2$3v4$2@ss405.t-com.hr>
Source record: 11080

falct_8.prg in auto?

On 21 Sep 2005 18:28:59 , "Paolo" wrote:
>Hi, Guys!
>So I bought N_AES, and I thought it could the problem I had with MyAES with
>Papyrus (locking menubar).
>Well, actuallly it did, but now I have a problem with Photoline (go figure!)
>Photoline can't render ANY image, not even the images it loads as brushes or
>colourpalettes.
>With any other set I tried (MyAES, XAaes, TOS) it works.
>It works even by launching MyAES on top of N_AES!
>
>Any help?
>
>Thanks!
>.

4205. Re: Jaz drives

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 17:59:31 UTC
From: malo.morgen@nowhere.com
Message-ID: <dgure2$3v4$3@ss405.t-com.hr>
Source record: 11081

1 Gb models work great, you can make a 1 Gb partition and enjoy...
note that 2 Gb models are not so very stable ;)

On 20 Sep 2005 20:31:11 , blah@blah.com wrote:
>Hi all,
>
>Whilst looking on Ebay for a SCSI 250mb zip drive for my TT I noticed
>that there are rather a lot of 1gb or 2gb Jaz drives for sale at
>fairly good prices.
>
>The specs on Imogea.com look good in so far as the transfer rates etc
>but never having actually "seen one in the flesh" I wondered how they
>perform on Ataris.
>
>What size partitions can HDDriver create on one disk? Is a Jaz drive
>simply just a really big zip drive?
>
>Dave.
>
>
>
>
>Email: dgr167 at aol dot com
>.

4206. Re: Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 20:48:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.22.20.48.33.792657@charter.net>
Source record: 11083

On Thu, 22 Sep 2005 12:02:32 -0400, cutterjohn wrote:

> Hi,
>
> What sort of software does this machine come with if any?
>
> thanks
> john

If you're talking about the Falcon I have for sale, none. I'd like to offer some, to make the deal sweeter, but since I'm keeping one Falcon I'm keeping my Falcon software.

Sorry!

--
_/_/_/

4207. Re: D-LINK Pocket Adapter

Newsgroup: comp.sys.atari.st
Date: 2005-09-22 21:28:02 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2005.09.22.21.28.02.264308@nospammmmatari-source.com>
Source record: 11084

On Thu, 22 Sep 2005 18:12:15 +0200, Pawel Kaznowski wrote:

> I have a D-LINK Pocket Ethernet Adapter which was mentioned a few times as
> it can be used with Falcon, could anybody clear the situation for me, is
> there a properly schemat how to connect this to falcon and which drivers are
> suitable to use ?

Uh,

I may be way off base here, but it's the DaynaPort SCSI Ethernet Adapter
and only specific kinds. And I have one of those specific kinds and never
got it to work. EtherNEC or better, CTlink is your best bet.

Thanks,
Mark

4208. Re: D-LINK Pocket Adapter

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 07:37:01 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF597D3D.B2B0%vlg@o2.pl>
Source record: 11085

w poscie pan.2005.09.22.21.28.02.264308@nospammmmatari-source.com, Mark D od
mducksub@nospammmmatari-source.com napisal 22-09-05 23:28:

> On Thu, 22 Sep 2005 18:12:15 +0200, Pawel Kaznowski wrote:
>
>> I have a D-LINK Pocket Ethernet Adapter which was mentioned a few times as
>> it can be used with Falcon, could anybody clear the situation for me, is
>> there a properly schemat how to connect this to falcon and which drivers are
>> suitable to use ?
>
> Uh,
>
> I may be way off base here, but it's the DaynaPort SCSI Ethernet Adapter
> and only specific kinds. And I have one of those specific kinds and never
> got it to work. EtherNEC or better, CTlink is your best bet.

Well, not exactly :)

I think its not a DAYNA unfortunetly, Dayna should be easy to install since
we have drivers from ANODYNE.

My D-LINK is a DE-620CT.

CTLink is not ready, and ETHERNEC maybe is ok but something is wrong and it
wont work, and even its a not so good, cable for ROM EXPANDER, big ISA
card... I preffer little nice things :)

4209. Noise on TT and STE stereo outs.

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 13:04:45 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <4333fd8d@news.eftel.com>
Source record: 11086

Hello all.
Does any one know if there is any way to reduce the very high levels of noise on the stereo outs on both the TT and STE. Could a change of power supply help or perhaps extra shielding (probably unlikely) or is there no solution. Strangely the audio output from the STEs monitor jack seems quieter but
obviously in mono.

Thanks in advance.

4210. Re: Jaz drives

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 13:09:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <433429aeb33d62@comcast.net>
Source record: 10965

>Hi all,
>
>Whilst looking on Ebay for a SCSI 250mb zip drive for my TT I noticed
>that there are rather a lot of 1gb or 2gb Jaz drives for sale at
>fairly good prices.
>
>The specs on Imogea.com look good in so far as the transfer rates etc
>but never having actually "seen one in the flesh" I wondered how they
>perform on Ataris.
>
>What size partitions can HDDriver create on one disk? Is a Jaz drive
>simply just a really big zip drive?
>
>Dave.

HDDriver handles my 1GIG Jaz drive just fine. I amy just pop in and look at the 2 GIG drives on Ebay. Oh, the Jaz drive ses carts not disks. Great piece of work. I love mine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4211. Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 13:13:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <433429aeb33d63@comcast.net>
Source record: 10966

Hello All,

Just wanted to tell everyone that I have successfully installed Debian Sarge on my Hades060 using the CD-Rom method. Right now I do not have graphics, I just have the consoles. I am trying to reconfigure the Xserver so as to bring up the Gnome desktop. I also want to compile a new and updated kernel which is something I have not done before, so it may take awhile. My network PCI card is not recognized which is the biggest reason I want a new kernel.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4212. Re: Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 13:47:08 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <vHTYe.359248$x96.130665@attbi_s72>
Source record: 11087

Ronald J. Hall wrote:

>
> Folks, I've gotten my first Falcon pretty well setup so I'm offering up my
> 2nd Falcon for sale. Its on Ebay. Its a 4 meg RAM, 1.4 gig HD comp. All
> keys, good shape, very clean. The only problem may be a questionable
> expansion port header. Let me explain. I sent it off to Mark Ducksworth
> for the motherboard mod and while he was doing this he had some problems
> with the header (random crashing). He did some work/repair to it and it
> seemed to be fixed. When I got the machine back, I re-attached the CT60
> and the machine would work fine for about 20-30 mins then crash. I talked
> to Mark about it and he took a 2nd look at it. Right before this I had
> picked up a 2nd Falcon so I sent them both to him and had him switch
> everything out just in case. He took the MB mod off the 1st Falcon and set
> it back to its original state. The point is, that doing this 2nd period,
> Mark could not get it to crash or do anything like it did on me. Thats why
> I say questionable. I felt it was better if I told everyone about it
> though, before considering buying it.
>
>
http://cgi.ebay.com/Atari-Falcon-For-Sale_W0QQitemZ5245553058QQcategoryZ82631QQssPageNameZ
WDVWQQrdZ1QQcmdZViewItem
>

Cool... now, no one else bid as id like to have this :)

4213. Eclipse or NOVA with 1280 x 1024 x 16 Bit

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 16:27:00 UTC
From: "Frank P. Szymanski" <usenetposting@arcor.de>
Message-ID: <43342cdd$0$16490$9b4e6d93@newsread4.arcor-online.net>
Source record: 11088

```
Hello ATARIans,

is there any ATARI falcon user out there that is using its machine with=
a =
resolution of 1280 x 1024 x 16 Bit with either a NOVA or an Eclipse gra=
phics =
card?

Regards,

Frank
```

4214. SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 18:53:51 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.23.18.53.51.490956@nowhere.com>
Source record: 11089

I'm not having much luck tracking down this error code, but
a harddrive in an ICD FA-ST drive enclosure is returning:
error: sense $04

Does anyone have any ideas what this is?
(ICD utils report it as an Adaptec 5500. I haven't had a chance to crack
open the drive case and check out the mechanism yet though...)

4215. Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 19:00:37 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.23.19.00.35.952367@nowhere.com>
Source record: 11090

What do people use to clean St cases?

Would isopropyl alcohol 50% abv be ok, or would it a) attack the plastics or b) should I purchase a higher alcohol content?

I'm also in need of some advice re: cleaning corrosion on cartidge port spring "pins". The pins look ok, it's just that there is corrosion that is definitely going to have to be cleaned off before any cartride would work.

V key is not registering. Any common problems with keyboards other than to try to clean it, hope for the best, then replace keyboard failing that?

I also need to crack open the STe case and check out the internal conditions...

(Yes, this is that STe that I bid on (and won!! }:) on ebay last week. It was in about the shape that I figure, it DOES work has 4M and TOS 2.06(apparently, although the seller listed it as 2.05 Teradesk says 2.06.)

The floppy drives on the STe are QUIET. My hopes were somewhat dashed when I looked at the STe language disk and it mentioned copyright omikron and I thought that I had gotten omikron basic. No such luck just plain old junky ST BASIC, although I think a newer version than what came with my 520ST although I don't think that it's any better from what I've read. (And I'm not really interested in BASIC anyways, but...)

4216. Re: D-LINK Pocket Adapter

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 19:02:57 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.23.19.02.56.579530@nowhere.com>
Source record: 11091

On Fri, 23 Sep 2005 09:37:01 +0200, Pawel Kaznowski wrote:

> CTLink is not ready, and ETHERNEC maybe is ok but something is wrong and
> it wont work, and even its a not so good, cable for ROM EXPANDER, big ISA
> card... I preffer little nice things :)

Is anyone still producing the ethernecs?

4217. Re: D-LINK Pocket Adapter

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 20:32:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.23.20.32.31.78675@charter.net>
Source record: 11092

On Fri, 23 Sep 2005 15:02:57 -0400, cutterjohn wrote:

> On Fri, 23 Sep 2005 09:37:01 +0200, Pawel Kaznowski wrote:
>
>> CTLink is not ready, and ETHERNEC maybe is ok but something is wrong and
>> it wont work, and even its a not so good, cable for ROM EXPANDER, big ISA
>> card... I preffer little nice things :)
>
> Is anyone still producing the ethernecs?

AFAIK, Rory still is. I bought mine from him a few months ago. Something
like $70-80 or so.

--
_/_/_/

4218. Re: Noise on TT and STE stereo outs.

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 20:41:02 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.23.20.41.00.433562@nowhere.com>
Source record: 11093

On Fri, 23 Sep 2005 23:04:45 +1000, ausl8 wrote:

> Hello all.
> Does any one know if there is any way to reduce the very high levels of
> noise on the stereo outs on both the TT and STE. Could a change of power
> supply help or perhaps extra shielding (probably unlikely) or is there no
> solution. Strangely the audio output from the STEs monitor jack seems
> quieter but
> obviously in mono.
>
> Thanks in advance.

I was reading an article on, myatari(or one of the other online mags that is still kicking) about a guy who had a Mega STe2. He mentioned that he always had problems with sound and finally found out c. 2000 about replacing one of the socketed chips with an older version that cleared up his sound problems in the Mega. IIRC the article was written c. 2002, and it should be readily apparent. (The guy was Chinese, but I've forgotten his name...ah Shiuming Lai... looking for the article...)

found it:
http://www.myatari.net/issues/sep2002/megaste.htm

I think its towards the end of the article. Actually it was on the third page, and here's the relevant quote:
"2000: Goodbye Snap, Crackle and Pop

This naughty chip on the right was mercilessly extracted from its cosy PLCC socket in February. While at university I'd gathered from some obscure Usenet postings that it could be the culprit behind my wobbly graphics and crackling sound. The solution was allegedly the older video shifter, part C300588. I tracked one down, popped it in and instantly cured the seven-and-a-half year bane of my STE enjoyment. No more envying 520 and 1040STE owners, I could have my cake and eat it. Of all the Mega STEs I've ever looked inside there was the C300588, it was just like me to get the lemon, no wonder nobody seemed to have a clue what I was talking about when I described the problems it caused."(Mega STE Love by Shiuming Lai)

HTH as in you problem wasn't just noise...

4219. Re: SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 21:59:16 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <UU_Ye.11215$0E5.161@news-server.bigpond.net.au>
Source record: 11094

"cutterjohn" <someone@nowhere.com> wrote in message

> I'm not having much luck tracking down this error code, but
> a harddrive in an ICD FA-ST drive enclosure is returning:
> error: sense $04
>
> Does anyone have any ideas what this is?
> (ICD utils report it as an Adaptec 5500. I haven't had a chance to crack
> open the drive case and check out the mechanism yet though...)

Hi,
I found a list of sense codes. These were in the
documentation for some SCSI Tape drive access
code called TapeBIOS by a guy named Alan Hourihane.

His code was for accessing Tape devices, but
most sense codes should generally mean the same
thing on different devices.

Steve.

Sense Key (0-7) Descriptions

==========
Sense Key Description
--- ---
0H NO SENSE. Indicates that there is no specific Sense
Key information to be reported. This would be the
case for a successful command or a command checked
because of Filemark, EOM or ILI bits being set to
one.

1H RECOVERED ERROR. Indicates that the last command
completed successfully with some recovery action
performed by the target.

2H NOT READY. Indicates that the Tape Drive addressed
cannot be accessed. Operator intervention may be
required to correct this condition.

3H MEDIUM ERROR. Indicates that the target detected a
non-recovered error condition which was probably
caused by a flaw in the medium or an error in the
recorded data.

4H HARDWARE ERROR. Indicates that the target detected a non-recoverable hardware failure (for example, controller failure, device failure, parity error, etc.) while performing the commandor during a self test.

5H ILLEGAL REQUEST. Indicates that there was an Illegal parameter in the Command Descriptor Block or in the additional parameters supplied as data for some commands (Set Mode, etc.).

6H UNIT ATTENTION. Indicates that the Tape Drive may have been taken off line or the TAPE CONTROLLER reset (by BUS DEVICE RESET message or "Hard" Reset Condition or by CLEAR DRIVE command) since the last command was issued to the Logical Unit. This Sense Key is reported the first time that any command is issued after the condition is detected and the requested command is not performed. The UNIT ATTENTION Sense Key is reported to all Initiators which subsequently issue a command to the TAPE CONTROLLER. This Sense Key is cleared for the next command from the same initiator.

7H DATA PROTECT. Indicates that a command which writes to the tape was prevented by the absense of a write enable ring. The write operation is not performed.

8H BLANK CHECK. Indicates that a read operation timed out without finding data.

9H VENDOR UNIQUE. Provided by SCSI to report vendor unique conditions.

AH COPY ABORTED. Generally not used.

BH ABORTED COMMAND. Indicates that the target aborted the command. The initiator may be able to recover by trying the command again.

CH EQUAL. not used.

DH VOLUME OVERFLOW. Indicates that the tape drive has reached the End of Tape and data remains in the buffer which has not been written to the tape. A Recover Buffered Data command may be issued to read the unwritten data from the buffer. (set only when PEOT is set in MODE SELECT command)

EH MISCOMPARE. not used.

FH This Sense Key is RESERVED.

4220. Re: SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 22:12:26 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.23.22.12.25.88481@nowhere.com>
Source record: 11095

On Fri, 23 Sep 2005 21:59:16 +0000, Steve Adam wrote:

> Hi,
> I found a list of sense codes. These were in the
> documentation for some SCSI Tape drive access code called TapeBIOS by a
> guy named Alan Hourihane.
>
> His code was for accessing Tape devices, but
> most sense codes should generally mean the same thing on different
> devices.
>
> Steve.
>
>
<snip>

Thanks for the response. I was afraid that, that was one of the more serious error codes, still I'll have to open up the enclosure and check out the connections. The other drive seems to be running well for now though, although looking at the partition names from the "dead" drive I'll probably miss some of that stuff...

(Now to find some high-density D connector to the generic 50 pin converter as, unfortunately all of my unused SCSI drives have those(high density)... grr... and/or are SCSI-2/3 or ultra... sigh... and of course my other(pretty new) external enclosure only has the old(!!) 50 pin connector as well...)

4221. Re: SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 22:30:09 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <RI%Ye.11236$0E5.9620@news-server.bigpond.net.au>
Source record: 11096

Good luck with it all,

Steve.

"cutterjohn" <someone@nowhere.com> wrote in message
news:pan.2005.09.23.22.12.25.88481@nowhere.com...
> On Fri, 23 Sep 2005 21:59:16 +0000, Steve Adam wrote:
>
>
> > Hi,
> > I found a list of sense codes. These were in the
> > documentation for some SCSI Tape drive access code called TapeBIOS by a
> > guy named Alan Hourihane.
> >
> > His code was for accessing Tape devices, but
> > most sense codes should generally mean the same thing on different
> > devices.
> >
> > Steve.
> >
> >
> <snip>
>
> Thanks for the response. I was afraid that, that was one of the more
> serious error codes, still I'll have to open up the enclosure and check
> out the connections. The other drive seems to be running well for now
> though, although looking at the partition names from the "dead" drive I'll
> probably miss some of that stuff...
>
> (Now to find some high-density D connector to the generic 50 pin converter
> as, unfortunately all of my unused SCSI drives have those(high density)...
> grr... and/or are SCSI-2/3 or ultra... sigh... and of course my
> other(pretty new) external enclosure only has the old(!!) 50 pin connector
> as well...)

4222. Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 22:45:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.23.22.45.28.303670@charter.net>
Source record: 11097

Okay, I've got my CT60'ed Falcon back together and running again.

But...(why does there always have to be a "but"?)...I can't seem to get Aniplayer working right.

I grabbed v2.22 from Didiers' web site, extracted it, ran the setup app, it picked C for everything so I just let it have its way. It stuck a couple of programs in the AUTO folder and some other stuff in the root of C. I copied the English stuff over so I could read it, etc, etc,...

Tried to play an OGG. Pallette on the desktop background lose most of its color and the mouse pointer freezes. Everything freezes, requiring a hard powerdown (manual switch off) and rebooting. Its much faster going through the fsck check with my CT60 but thats not really why I got it. :-)

Same with an MPEG.

Ditto with an AVI.

Ditto with a MOV.

Can anyone point me to a install guide or perhaps tell me what I'm doing wrong? I ran Aniplayer with my old Nemesis Falcon years ago and I never had any trouble. Very solid program, so I'm assuming its me.

Thanks everyone.

--
_/_/_/

4223. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 23:03:51 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <$oBv2wUXnINDFw7P@dev.null.davjam.org>
Source record: 11098

On Fri, 23 Sep 2005, cutterjohn <someone@nowhere.com> wrote:-

>What do people use to clean St cases?
>
>Would isopropyl alcohol 50% abv be ok, or would it a) attack the plastics
>or b) should I purchase a higher alcohol content?

After finding out, quite accidentally, that baby wipes[0] are good for cleaning all sorts of things, I use them for cleaning keyboards and the like. You will, of course, need to make sure either you've removed the motherboard from the case or disconnect it from the power before giving it a clean.

>I'm also in need of some advice re: cleaning corrosion on cartidge port
>spring "pins". The pins look ok, it's just that there is corrosion that
>is definitely going to have to be cleaned off before any cartride would
>work.

No idea. Never had this problem.

>V key is not registering. Any common problems with keyboards other than
>to try to clean it, hope for the best, then replace keyboard failing that?

Other than the problems with the very stupid position of the mouse/joystick ports making them prone to failure if you don't use joystick extenders? As luck would have it, that's easily solved with a touch from a soldering iron.

As for the failure of the 'V' key, that's probably because a small amount of dirt has found its way in between the contact of the rubber cup and the traces on the keyboard PCB. Just strip the keyboard down and removed any debris that's on either the cups or the board.

You'll find you need to remove somewhere in the region of 20 small screws to undo and watch for cups stuck to the PCB when you separate the board from the plastic top. Also, note that there's one less cup than places for them, the missing cup being the upper one of the return key.

Re-assembly of the keyboard is easier if you place the edges of the top on a couple of books, or similar, so the keys are not resting on any surface. That way the rubber cups stay in place and it makes it a little easier to place the PCB back in place and screw it back together.

BTW, when you do strip the keyboard, it's a good idea to retouch the mouse/joystick connectors even if they haven't failed. Apart from anything else, it means that if they were going to fail, you'll have prevented it for a while longer.

[0] The fragrance-free varieties are the ones I prefer. I don't really
want my keyboards smelling like a freshly cleaned baby.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 50 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP/SuSE 9.3 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

----== Posted via Newsfeeds.Com - Unlimited-Uncensored-Secure Usenet News==----
http://www.newsfeeds.com The #1 Newsgroup Service in the World! 120,000+ Newsgroups
----= East and West-Coast Server Farms - Total Privacy via Encryption =----

4224. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-23 23:26:25 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.23.23.26.23.567827@nowhere.com>
Source record: 10949

On Sat, 24 Sep 2005 00:03:51 +0100, David Bolt wrote:

> After finding out, quite accidentally, that baby wipes[0] are good for
> cleaning all sorts of things, I use them for cleaning keyboards and the
> like. You will, of course, need to make sure either you've removed the
> motherboard from the case or disconnect it from the power before giving it
> a clean.
>

Thanks for the tip, and I'll be careful with [0] as I can't stand the
smell myself. (Heh don't clean while powered on! I'd bet that would be an
electrifying experience! };)

<lots of stuff about keyboard/ports assembly/cleaning etc and sig snipped>

Thanks for the tips. What I expect that I probably will end up doing is
taking it apart, and while apart for keyboard cleaning, wipe down the
empty plastic shell.

So, how are those Acorns? I looked into buying a recent model from Castle
IIRC several years ago, but they were somewhat expensive, and I doubted
that there'd be all that much interesting for them. Not to mention if
they didn't use a "universal" power supply I'd end having to replace it,
but IIRC they were just plain old ATX PS. (Ended up paying attent more to
the Eyetech stuff and possible new Amigas, but not much was happening at
the time then the first one seemed to have all sorts of, essentially,
fatal hw problems... Not to mention why bother buying a new one just to
have to emulate the old machines and NOT having a GCR floppy... sigh...)

thanks
john

4225. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 00:56:40 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <9v1Ze.149$Bi.57554@news20.bellglobal.com>
Source record: 10950

D-U-D-E!!!! STOP RIGHT THERE!!!!!! DO NOT USE ALCHOL!!!
last time me and alchol got around arcrylic or plastic it shattered..
i own four atari type computers and have maintained them with a mild
mixture of common cleaners........take a shot glass put in a half cap full
of bleach ,with a drop or two of dish soap ,fill the remainder up with hot
water.....now the procedure, get an old tooth brush and some paper towel
dunk the tooth brush and let drips back in container not too wet !!!!
now paint the area to be cleaned even scrubbing if need so , then wipe down
with paper towel. works great for me.

ok ,pay me later.
charles ,ha ha ha ha ha!!

4226. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 02:26:53 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <qHfadvltlLNDFwLi@dev.null.davjam.org>
Source record: 10951

On Fri, 23 Sep 2005, cutterjohn <someone@nowhere.com> wrote:-

<snip>

>So, how are those Acorns? I looked into buying a recent model from Castle
>IIRC several years ago, but they were somewhat expensive, and I doubted
>that there'd be all that much interesting for them.

To tell you the truth, they rarely get much use. The same goes for the Falcon and STE. Occasionally I'll hook them all up and check they still work, sometimes play with some of the software installed[0] and then power them down again. Unfortunately only the RPC has somewhere close to a permanent location, but is usually untouched. The A3010, A4000 and both Atari machines are presently stored out of the way.

>Not to mention if
>they didn't use a "universal" power supply I'd end having to replace it,
>but IIRC they were just plain old ATX PS.

Not sure just what sort of power supply they use but, from the last time I looked inside the RPC[1] I'd guess they're more like an AT type rather than an ATX. AFAIK they're fixed voltage as well, which would mean either sourcing a 120V PSU or getting an inverter so you could run them at 240V.

>(Ended up paying attent more to
>the Eyetech stuff and possible new Amigas, but not much was happening at
>the time then the first one seemed to have all sorts of, essentially,
>fatal hw problems... Not to mention why bother buying a new one just to
>have to emulate the old machines and NOT having a GCR floppy... sigh...)

Can honestly say that, even though I've been offered a few Amigas (A500, A600 and an A1200) they've just held no interest for me. I actually used the 1200 for a while before deciding that they wouldn't be worth it to me. They'd probably end up with less use that the machines I already have.

[0] Acorn Elite is one cracker of a game. Much better than any of the over versions I've seen, and a little harder in some respects[2][3]. Plus you can get the furry dice addition[4] :)

[1] about 5 minutes after it arrived as I was swapping out the two 4MB SIMMS for a couple of 64MB SIMMS, checking the processors to see what speed the 486 was and if it was equipped with a Strong ARM. No such luck, it only has an ARM 6 processor. Good enough, but a Strong ARM would have been nice.

[2] roaming bands of police vipers patrol the systems. In the more
civilised systems they will attack you if you're an offender or
fugitive, which can be a bit of a pain. Other times they come in handy
as they sometimes come to your aid when you're attacked by pirates.

[3] if you don't have a docking computer you can dock manually or, if
you can afford it, pay for the stations computer to do all the docking
control instead.

[4] They hang off a rear view mirror and, for real novelty value, they
even swing when you change directions.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 50 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP/SuSE 9.3 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

4227. Re: SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 04:39:01 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.24.04.39.01.151224@nowhere.com>
Source record: 10952

<cough>
It's semi-official, I'm an idiot. I was just looking at the ICD Driver control panel and just NOW noticed: hey! a sense codes button, well let me click. Guess what pops up? A window entitled common sense codes, $04 drive not ready!

(I guess I was sort of thrown since the manual(yes I actually got a copy) says about sense codes(paraphrased): good luck. each controller defines those not 0 or 127 as whatever they feel like, please don't bother us, find them on your own...)

(...and another thing is for sure. The next thing that I need to do for any of my systems that don't have harddrives is to acquire controllers and drives for them some how...)

4228. Re: SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 05:49:47 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <%N5Ze.11752$0E5.8314@news-server.bigpond.net.au>
Source record: 10953

Ooops... In that case, sorry to have confused
the issue with those SCSI Tape sense codes.

Anyway.. At least it wasn't a serious one!

Steve.

"cutterjohn" <someone@nowhere.com> wrote in message
news:pan.2005.09.24.04.39.01.151224@nowhere.com...
> <cough>
> It's semi-official, I'm an idiot. I was just looking at the ICD Driver
> control panel and just NOW noticed: hey! a sense codes button, well let me
> click. Guess what pops up? A window entitled common sense codes, $04
> drive not ready!
>
> (I guess I was sort of thrown since the manual(yes I actually got a copy)
> says about sense codes(paraphrased): good luck. each controller defines
> those not 0 or 127 as whatever they feel like, please don't bother us,
> find them on your own...)
>
> (...and another thing is for sure. The next thing that I need to do for
> any of my systems that don't have harddrives is to acquire controllers and
> drives for them some how...)
>

4229. Re: SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 06:33:35 UTC
From: charles <charles.copp@sympatico.ca>
Message-ID: <0r6Ze.15309$0u2.2665251@news20.bellglobal.com>
Source record: 10954

well here i am again giving seeming sence-less rable out at will!!!
ok i too have a st-fast drive,when i bought it the drive contained all sorts
of odds and ends ..so i went and bought a icd version 6 disk .
this took care of formating and everything i wanted it to ,ddrive
identification,partioning etc,etc,...inmost cases there is a seagate drive
and a adeptec within a fa-fast . if you correspond to me outside this group
i will meet your demands...and answear all questions to the full extend of
my knowledrge.

charles
ps so did mine(errror code o$4)
yeah yeah!
oh ps===late night....>>>>>f`riday 3:00 am

4230. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 09:52:37 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1127555557.953296.271260@g44g2000cwa.googlegroups.com>
Source record: 10955

Dude, there must be something fishy with your system.
The only troubly I've had with Aniplayer is some slight hickups in
Xaaes, but nothing that hangs the computer..

regards

-- Peter

4231. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 12:15:21 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <43354355_1@x-privat.org>
Source record: 10956

Well, Mpeg and OGG... maybe you need to check for the correct location of the SLB files. By the way, I can't get OGG vork with the 030 library, I need to use the 68000 one :-/

4232. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 14:24:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.24.14.24.33.589054@charter.net>
Source record: 10957

On Sat, 24 Sep 2005 02:52:37 -0700, PeP wrote:

> Dude, there must be something fishy with your system.
> The only troubly I've had with Aniplayer is some slight hickups in
> Xaaes, but nothing that hangs the computer..
>
> regards
>
> -- Peter

Well, I'm using Naes 2.0, if that makes a difference. It shouldn't, I would imagine.

I did have the slb files in the wrong place. I copied them into the Aniplay folder but is that the right place?

What settings are you using, if you don't mind my asking?

Thanks!

--
_/_/_/

4233. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 14:26:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.24.14.26.46.716782@charter.net>
Source record: 10958

On Sat, 24 Sep 2005 12:15:21 +0000, Paolo wrote:

> Well, Mpeg and OGG... maybe you need to check for the correct location of
> the SLB files. By the way, I can't get OGG vork with the 030 library, I need
> to use the 68000 one :-/

Well, where exactly is the correct location? The setup app installed them
to C, so I moved them back into the Aniplay folder but is that the right
place?

I don't even know which library I'm using. :-(

--
_/_/_/

4234. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 16:53:00 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndjb13c.2lv.nospam@localhost.localdomain>
Source record: 10959

Op 2005-09-24, Ronald J. Hall schreef <dark_lord@charter.net>:
> On Sat, 24 Sep 2005 12:15:21 +0000, Paolo wrote:
>
> Well, where exactly is the correct location? The setup app installed them
> to C, so I moved them back into the Aniplay folder but is that the right
> place?
>

You can have your SLB files in your Aniplayer directory, or in another
directory like C:\SLB\ or wherever. Then you have to define an environment
variable SLBPATH=C:\SLB in mint.cnf, xaaes.cnf or n_aes.cnf so that
Aniplayer can find them.

--

Martin Tarenskeen

4235. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 17:36:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.24.17.36.58.659796@charter.net>
Source record: 10960

On Sat, 24 Sep 2005 16:53:00 +0000, Martin Tarenskeen wrote:

> You can have your SLB files in your Aniplayer directory, or in another
> directory like C:\SLB\ or wherever. Then you have to define an environment
> variable SLBPATH=C:\SLB in mint.cnf, xaaes.cnf or n_aes.cnf so that
> Aniplayer can find them.

Thanks Martin.

Well, I've made *some* progress. With the *.SLB files in the Aniplay
folder, and d2d off, I can start a MOV, AVI, or MPG movie. It starts, then
it always says the sound system is already in use, then I get an
"Aniplayer has performed an illegal instruction" error.

Am I supposed to be copying any of the '060 files? How about memory? Am I
supposed to set Aniplayer to fast RAM only or vice versa?

Thanks everyone.

--
_/_/_/

4236. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-24 18:08:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.24.18.08.12.582061@charter.net>
Source record: 10961

Okay, now its weird. Just for the fun of it, I put Aniplayer v2.07 back on.

Ran it - it runs the AVI videos I've got okay. Sound is a little fuzzy,
but that may be the file itself. No crashes.

So what the diff in 2.22 and 2.07 besides the obvious improvements? Anyone
have any idea why the older version will run and the older version won't?

Thanks gang.

--
_/_/_/

4237. PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-25 01:10:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.25.01.10.04.889826@charter.net>
Source record: 10962

Just wondering, after reading some of the docs, do you have to have SDL setup under MINT to be able to run PMDOOM? I'm not able to get the latest release (.45) to work with the 4 meg shareware wad (its the only one I have). It errors out with some complaint about not being able to use some texture (blue something?).

Thanks everyone.

--
_/_/_/

4238. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-25 06:12:51 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h3fqpw.tj00ou2ndwzcN%NOSPAMS@wanadoo.fr>
Source record: 10963

Ronald J. Hall <dark_lord@charter.net> wrote:

> Okay, I've got my CT60'ed Falcon back together and running again.
>
> But...(why does there always have to be a "but"?)...I can't seem to get
> Aniplayer working right.
>
> I grabbed v2.22 from Didiers' web site, extracted it, ran the setup app,
> it picked C for everything so I just let it have its way. It stuck a
> couple of programs in the AUTO folder and some other stuff in the root of
> C. I copied the English stuff over so I could read it, etc, etc,...
>
> Tried to play an OGG. Pallette on the desktop background lose most of its
> color and the mouse pointer freezes. Everything freezes, requiring a hard
> powerdown (manual switch off) and rebooting. Its much faster going through
> the fsck check with my CT60 but thats not really why I got it. :-)

Check your SDMA clock or your F030 system clock.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4239. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-25 12:37:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.25.12.37.31.741449@charter.net>
Source record: 10964

On Sun, 25 Sep 2005 08:12:51 +0200, Didier Mï¿½quignon wrote:

> Check your SDMA clock or your F030 system clock.
>
> Regards,
>
> Didier.

Thanks for the reply Didier.

Well, it turned out I needed to copy all the *.SLB files back into the
Aniplayer folder itself. That stopped it from freezing up. Now it just
crashes. Odd thing is, v2.07 (shareware) plays okay without crashing.

--
_/_/_/

4240. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-25 16:16:26 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.09.25.16.16.26.903353@caramail-NOSPAM.com>
Source record: 10967

Le Sat, 24 Sep 2005 21:10:04 -0400, Ronald J. Hall a ï¿œcritï¿œ:

>
> Just wondering, after reading some of the docs, do you have to have SDL
> setup under MINT to be able to run PMDOOM? I'm not able to get the latest
> release (.45) to work with the 4 meg shareware wad (its the only one I
> have). It errors out with some complaint about not being able to use some
> texture (blue something?).

Your WAD file is too old (1.2 version or older). Grab latest 1.9 shareware
version there: http://www.liberatedgames.org/game.php?game_id=9

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

4241. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-25 17:48:11 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4336e2db$0$7839$8fcfb975@news.wanadoo.fr>
Source record: 10968

Patrice Mandin a ï¿½crit :
>
> Le Sat, 24 Sep 2005 21:10:04 -0400, Ronald J. Hall a ï¿½crit :

Hello,
>
>>
>> Just wondering, after reading some of the docs, do you have to have SDL
>> setup under MINT to be able to run PMDOOM? I'm not able to get the latest
>> release (.45) to work with the 4 meg shareware wad (its the only one I
>> have). It errors out with some complaint about not being able to use some
>> texture (blue something?).
>
> Your WAD file is too old (1.2 version or older). Grab latest 1.9 shareware
> version there: http://www.liberatedgames.org/game.php?game_id=9

No, juste rename your Doom.wad as Doom1.wad, and it will work fine.
I found it reading the doom faq on the web.

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4242. Re: Jaz drives

Newsgroup: comp.sys.atari.st
Date: 2005-09-25 19:36:48 UTC
From: blah@blah.com
Message-ID: <mkudj11gds3i9t8qv3seq65002cr01nc0l@4ax.com>
Source record: 10969

Hi,
Thanks to all who responded.

If 512mb is the largest partition size I can have under TT TOS then
that's fine, bigger than a ZIP drive anyway. Speaking of ZIP drives
are there any benefits to using these instead of a Jaz (apart from the
size)? Someone mentioned that they (jaz) are carts not disks? What's
the difference? As I mentioned before, I've never seen a Jaz drive
"in the flesh".

A MiNT installation is in the not too distant future... after I have
something to backup the current setp :o)

Cheers for now.

Dave.

On Tue, 20 Sep 2005 20:31:11 +0100, blah@blah.com wrote:

>Hi all,
>
>Whilst looking on Ebay for a SCSI 250mb zip drive for my TT I noticed
>that there are rather a lot of 1gb or 2gb Jaz drives for sale at
>fairly good prices.
>
>The specs on Imogea.com look good in so far as the transfer rates etc
>but never having actually "seen one in the flesh" I wondered how they
>perform on Ataris.
>
>What size partitions can HDDriver create on one disk? Is a Jaz drive
>simply just a really big zip drive?
>
>Dave.
>
>
>
>
>Email: dgr167 at aol dot com

Email: dgr167 at aol dot com

4243. Bacwards3 and golden Axe.

Newsgroup: comp.sys.atari.st
Date: 2005-09-25 20:10:58 UTC
From: blah@blah.com
Message-ID: <v2vdj1tpqe5jkbcdrf708hqclr5sncf5o8@4ax.com>
Source record: 10970

Anyone manage to get Golden Axe working with Backards 3 on a Falcon?
Spent ages today but had no joy.

On the subject of games is there a list on the net someplace that
shows which games will work on a TT or Falcon?

Dave.

Email: dgr167 at aol dot com

4244. Re: SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-25 21:23:09 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.25.21.23.07.762026@nowhere.com>
Source record: 10971

On Sat, 24 Sep 2005 01:33:35 -0500, charles wrote:

> well here i am again giving seeming sence-less rable out at will!!! ok i
> too have a st-fast drive,when i bought it the drive contained all sorts of
> odds and ends ..so i went and bought a icd version 6 disk . this took care
> of formating and everything i wanted it to ,ddrive
> identification,partioning etc,etc,...inmost cases there is a seagate drive
> and a adeptec within a fa-fast . if you correspond to me outside this
> group i will meet your demands...and answear all questions to the full
> extend of my knowledrge.
>
Hi there, again!

Any ways I did a chimp open up and check on the FA-ST drive. The
enclosure has no water damage inside, but it was a little dusty, so I did
a quick de-dusting. (I'll do a more complete job soon when I complete
take the enclosure apart to clean the outside, and get to the fan outlet
to clean that completely.)

I didn't bother to disconnect and reconnect the cables at this time, but I
did push them into both drives to see if maybe one of the cables was
loose. They both seemed to be in pretty well. (When I disassemble it, I
will of course be disconnecting both drives from everything...)

Anyways it turned out that both drive are Quantum LPSes although one says
lightning on it. I think that it's a Quantum lightning lps365 IIRC. The
other drive just says quantum lps and lists cylinder/heads/sectors for 3
different types of drive. I didn't really see anything on either drive to
identify what size it was or that it was even SCSI for that matter.
(Sheesh!)

Now, after doing that I think that I can hear the other drive trying to
spin up, but it never makes it. As a matter of fact today it was doing
that but seemed to lock the bus.

The LED for what I am guessing is supposed to be the 2nd drive would come
on then never go off. The working drive would flicker on then off first,
but when it was trying to boot, I'd get the first drive then hear, what I
believe to be the second drive(should've left the cover loose!) the light
never would go out, then I would get a sense error $FE {0,0} in the upper
right hand corner. The desktop would show a C: drive but say that it
wasn't available when access was attempted. Now the odd thing, a
ctrl-alt-del will generally get me booted up with the working drive. (I
still think that I can hear the second drive try for a while, then give up...)

...will work on that after cleaning up the rest, as at least worst case one drive works, the ICD adapter works, and I can get an adapter for one of my 2(or so)G drive for ~$15. (Still I'd like to get that software off of there... I wonder what happened to the original disks, and manuals as I'd guess it was all legit. }:)

4245. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-25 21:38:34 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.25.21.38.32.356082@nowhere.com>
Source record: 10972

On Fri, 23 Sep 2005 19:56:40 -0500, charles wrote:

> D-U-D-E!!!! STOP RIGHT THERE!!!!!! DO NOT USE ALCHOL!!!

Hi again!

Ok, took down the case today with the original intent to do the full job. (Does anyone else think that Atari could, maybe, have fit in another 1000 screws or so somewhere? ;)

Anyways, got the plastic case top off. Disconnected the keyboard(is the keyboard cable supposed to be that easy to pull out?) Brushed off the keyboard with a dry toothbrush(just used a new one as I have a few extras ATM). Put that aside and decided to work on getting the shielding(RF mainly I presume) off.

Now I had a look at the internal damage. I would hazard, maybe that one or both MIDI ports are probably shot. the one closest to the back looks in pretty bad shape internally, while the other doesn't look all that bad. Now for the surprising part. Once I got the shielding off of the power supply and off the rest of the shielding, it looks like that was the ONLY part to have been affected by the water. Looked like the metal shielding worked for more than RF shielding.

At this point I ran into a REAL problem. the lower left(towards front, other side from mouse ports) the plastic post with the metal receptacle for the screw there is BROKEN off from the bottom plasic case. I tried to hold it in place with with a flat bladed screw driver, but that didn't work. I don't think that I have any needle nose pliers(couldn't find one) so that is out. My other idea for getting this was to clip the shield there in the corner so that I could get it off, then get the logic board out.

Anyone else have any better ideas regarding dealing with the broken posted screw?

(Yep, sure enough there were 4 1M SIMMs as expected, and the ROM chips were labeled MYF(IIRC) 2.06. Wasn't sure about the rest, and just intended to close back up until I had a way to get the logic board out.)

Did more quick dusting and debris removal(not much). Screwed everything back down and did a test powerup. (see other message regarding hard drive. Was going to do more, but it started raining, and I was tired of playing around with 10,000,000 screws holding everything together. Atari probably could have saved a couple more bucks by dropping about half of those screws! I figure that there are at least 26 screws on the keyboard to separate the logic board from the rest of the keyboard! nuts!) And, of

course, the V key still did not work, but that'll have to wait for more time and better weather, as I plan to wash the plastics outside and let them dry out there, hopefully, in the sunlight... (Tuesday evening maybe...)

Oh yes, the floppy was an EPSON, but I didn't bother with the part # as I'd hazard that they are no longer available, but I'd like to know which FDC chip I have. (Was thinking of trying a 1.44M drive once everything is cleaned out.)

thanks
john

4246. Re: Bacwards3 and golden Axe.

Newsgroup: comp.sys.atari.st
Date: 2005-09-25 22:25:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.25.22.25.04.914063@charter.net>
Source record: 10973

On Sun, 25 Sep 2005 21:10:58 +0100, blah wrote:

>
> Anyone manage to get Golden Axe working with Backards 3 on a Falcon?
> Spent ages today but had no joy.

I can't help with that but...

> On the subject of games is there a list on the net someplace that
> shows which games will work on a TT or Falcon?
>
> Dave.

Here is the url for the list:

http://www.myatari.com/f_games.txt

--
_/_/_/

4247. Re: Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 02:18:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.26.02.18.47.149076@charter.net>
Source record: 10974

On Tue, 20 Sep 2005 21:33:27 -0400, Ronald J. Hall wrote:

Guys, I just wanted to let everyone know that I lowered the reserve price on this item, and after some questions about shipping, I've decided that I will ship out of the US as long as the buyer understands that (in the end) they will be paying for that.

Honestly, I paid $275.00 for this machine, plus S&H, plus the work Mark did on it.

So I've actually got more than $300 in it. I'm not making a dime on it by selling it. I just thought that I could get (at least) my money back on it, and perhaps allow someone in the Atari community who didn't have a Falcon, to get one.

So much for all the talk I've been hearing about how much higher end Atari machines (STe, Mega STe, TTs and Falcons) are going for. Look at the current bid on this machine and the auction is very nearly over. :-(

Thanks everyone.

--
_/_/_/

4248. Re: Amiga OS 4 demo : and us ?

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 08:41:21 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <dh88n1$e3n$1@gateix.bernstein.loc>
Source record: 10988

Hi,

> A LITTLE more ? I have once tried to convert one little song to MP3 using
> bladeenc on my Falcon030 before I had a CT2b board, fast RAM, and a 68882
> FPU.

You see the problem why asking for PPC as the next generation. ;-)

> I actually succeeded but I'm afraid you need even more than one whole
> day to convert a complete CD to mp3 on such hardware.

Yes, my small server (486) needs more than a day. This is not really a problem because he can work for me if i am on work. But my other server (slow pentium) can do it much faster. I can get the mp3 at the same evening.

Regards
Michael

4249. Re: D-LINK Pocket Adapter

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 10:09:56 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF5D9594.B3E7%vlg@o2.pl>
Source record: 10975

w poscie BF58A47F.B25D%vlg@o2.pl, Pawel Kaznowski od vlg@o2.pl napisal
22-09-05 18:12:

> I have a D-LINK Pocket Ethernet Adapter which was mentioned a few times as
> it can be used with Falcon, could anybody clear the situation for me, is
> there a properly schemat how to connect this to falcon and which drivers are
> suitable to use ?
>

I found this:

ï¿½ It should be possible to connect the D-Link DE 600 pocket adaptor
to the parallel port of a Falcon, because this one is bidirectional.
Although it is possible that the speed of the parallel port is limited.
ï¿½ï¿½ï¿½ï¿½(thx Cedric Moreau)

So anybody who already try to use it with Falcon like that?

4250. Re: SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 13:49:47 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20050926145223168O7%derryck@cixcoukinvalid>
Source record: 10977

On 2005-09-25 22:23:09 +0100, cutterjohn <someone@nowhere.com> said:

> still think that I can hear the second drive try for a while, then give up...)

I've read that you can bung stuck drives into the freezer for a couple
of hours, frees up stuck mechs long enough to suck the contents off.

Might be worth a drop or two of thin oil on the drive bearing if you
can see it.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

4251. Re: D-LINK Pocket Adapter

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 14:25:16 UTC
From: Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de>
Message-ID: <dh8m0c$sc4$02$1@news.t-online.com>
Source record: 10976

Hi Pawel!

PK>It should be possible to connect the D-Link DE 600 pocket adaptor to
PK>the parallel port of a Falcon, because this one is bidirectional.

All STs have bidirectional parallel ports. But the Falcon has got =
more of the handshake lines than older models had. These are ACKNLG =
and SLCT. Computers mostly have 25-pin connectors, as opposed to =
printers having 36-pin connectors. Therefore, the pin numbers are in =
some cases different.

PK>So anybody who already try to use it with Falcon like that?

I don't know if (even on the Falcon) all necessary lines are =
available. And even if so: I don't know of any driver for this =
combination.

I've got a Genius Ethernet adaptor hooked up to my Falcon using a rom-=
port interface from Elmar Hilgart.

With best regards
Ekkehard

P.S.: some information from Chips'n Chips by Michael Ruge, translation =
and additions by Ekkehard Flessa.

The Centronics interface, sometimes called parallel port,
transmits data on 8 parallel signal lines (plus some additional
handshake lines).

data transfer type: 8 Bit parallel
transfer rate: max. 1000 cps (???)
synchronisation: STROBE-Signal from computer
handshake: by ACKNLG- or BUSY-signal
signal voltage: TTL-compatible (0V/5V)
cable connector: 57-30360 from Amphenol
connector on printer side: 57-40360 from Amphenol

Pinout of the connectors (Delta-Ribbon type) und description
of the signals:

S: Atari ST (according to german 520ST users manual)
F: Falcon (according to german Falcon users manual)

SF Pin-Nr. signal name input or description
output on
printer side

xx 1 STROBE in The STROBE-impulse triggers read-
in of the data.
xx 2-9 Data 1-8 in Incoming data are equal to bits
1-8 of a data byte that is sent
to the printer.
-x 10 ACKNLG out After reception of a data word,
this signal goes to 0V for
approx. 10 Microseconds.
The printer tells the computer
that the data have arrived and
it is ready for the next word.
xx 11 BUSY out Set to 0V to indicate that the
pronter is ready to receive data.
In case there's no paper or the
printer is OFF-LINE, this line
carries 5V.
-- 12 PE out Carries 5V in case of paper empty.
-x 13 SLCT out Indicates whether the printer is
in use. Falcon connector: Pin 17
-- 14 AUTO FEED XT in If set to 0V, the printer will
always append a line feed.
-- 16 GND out logic ground.
-- 17 CHASSIS-GND out ground from printer chassis.
xx 19-30 GND out ground for printer cable.
-- 31 INIT in Reset line for printer. If set to
0V, the printer RAM will be
erased.
-- 32 ERROR out Will be 0V in case of paper empty
or OFFLINE. N/C on Atari side.
-- 33 GND out ground for printer cable.
-- 35 out High level (+5V) via a resistor
from printer's power supply.
-- 36 SLCT IN in Must be 0V to allow data reception
for the printer. Set to 0V in the
printer cable if other side is
25-pin.

Pins 15, 18 and 34 are N/C.

4252. Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 18:10:02 UTC
From: ReTr0Geek <ReTr0geek@apple.com>
Message-ID: <11jgebvg5aldt68@corp.supernews.com>
Source record: 10978

I just got a 1040 that when loading from disk the screen flickers, flips for 1 second on every track read. Other than that everything else seems to be working ok. Any ideas? It seems after it warms up the flicker goes away! Hmmm....

4253. Re: Bacwards3 and golden Axe.

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 18:37:48 UTC
From: "Plus.net" <newsgroup@REMOVE.mikemee.plus.THIS.com>
Message-ID: <MPG.1da25057f5ea8eb7989684@usenet.plus.net>
Source record: 10979

In article <v2vdj1tpqe5jkbcdrf708hqclr5sncf5o8@4ax.com>, blah@blah.com
says...
>
> Anyone manage to get Golden Axe working with Backards 3 on a Falcon?
> Spent ages today but had no joy.
>
> On the subject of games is there a list on the net someplace that
> shows which games will work on a TT or Falcon?
>
> Dave.
>
>
>
>
> Email: dgr167 at aol dot com
>
You're better off asking at Atari Forum (www.atari-forum.com) as there's
more than a few enlightened game players on the site you can ask these
questions.

4254. Re: Bacwards3 and golden Axe.

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 18:47:27 UTC
From: blah@blah.com
Message-ID: <ehggj19v7disi65sh63hqh7s6aokvtgols@4ax.com>
Source record: 10980

Thanks.

On Sun, 25 Sep 2005 18:25:05 -0400, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>
>Here is the url for the list:
>
>http://www.myatari.com/f_games.txt

Email: dgr167 at aol dot com

4255. Re: Bacwards3 and golden Axe.

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 19:09:24 UTC
From: blah@blah.com
Message-ID: <4qhgj1945hlgi2qum032e876m0l7eeqk0f@4ax.com>
Source record: 10981

Yes there does seem to be quite a lot of activity in there. Thanks.

On Mon, 26 Sep 2005 19:37:48 +0100, Plus.net
>>
>You're better off asking at Atari Forum (www.atari-forum.com) as there's
>more than a few enlightened game players on the site you can ask these
>questions.

Email: dgr167 at aol dot com

4256. Re: Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 19:09:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.26.19.09.39.64214@charter.net>
Source record: 10982

On Mon, 26 Sep 2005 11:10:02 -0700, ReTr0Geek wrote:

> I just got a 1040 that when loading from disk the screen flickers, flips for
> 1 second on every track read. Other than that everything else seems to be
> working ok. Any ideas? It seems after it warms up the flicker goes away!
> Hmmm....

Umm, I made a feeble attempt to answer this at Atari Age, but basically
what I said was try the time-honored tradition of raising it a couple of
inches in the air and dropping it on a hard surface. If it works, then
you'll eventually need to open it up and reseat all the socketed chips.

If it doesn't work, my best bet (and first guess actually) would be that
your power supply is weak and you need a new one.

HTHs.

--
_/_/_/

4257. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 20:43:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.26.20.43.12.55284@charter.net>
Source record: 10983

On Sun, 25 Sep 2005 17:48:11 +0000, J.-Luc wrote:

> No, juste rename your Doom.wad as Doom1.wad, and it will work fine.
> I found it reading the doom faq on the web.
>
> Regards,
>
> Jean-Luc

Thanks for the reply.

Well, I renamed it to "DOOM1.WAD" and the game doesn't complain about the
texture anymore. It just crashes hard. :-(

--
_/_/_/

4258. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 20:55:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.26.20.55.18.946746@charter.net>
Source record: 10984

On Sun, 25 Sep 2005 18:16:26 +0200, Patrice Mandin wrote:

> Your WAD file is too old (1.2 version or older). Grab latest 1.9 shareware
> version there: http://www.liberatedgames.org/game.php?game_id=9

Thanks for the reply.

Well, I downloaded that file. Copied the DOOM2.WAD file over so I have the
following in the PMDOOM folder now:

DOOM.WAD
DOOM1.WAD
DOOM2.WAD

Running the game as "DOOM.PRG" or "DOOM.TTP" and passing it the WAD file
to use as parameters results in an error and crash. The error from
MINTSETT looks like this:

! pid 63 (doom): ILLEGAL
INSTRUCTION: User PC=10DBA2a
(basepage=1674000,
text=1674100, data=16ECF90,
bss=170BB30)

and it locks MINT up hard, requiring a manual reset or powerdown.

Now...I can use the "-audio off" option and it runs just fine. With no
sound. Which is not nearly as fun. :-)

I've got a Falcon 030 with the CT60 accelerator, running at 90mhz, with a
Wizztronics 14 meg ST RAM card, and a 256 meg SDRAM stick by Crucial in
the CT60. I've also got the motherboard mod.

Anyone have any ideas why trying to use sound causes the system to lockup
hard?

Thanks.

--
_/_/_/

4259. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 20:57:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.26.20.57.16.573208@charter.net>
Source record: 10985

On Sun, 25 Sep 2005 08:12:51 +0200, Didier Mï¿½quignon wrote:

> Check your SDMA clock or your F030 system clock.
>
> Regards,
>
> Didier.

Didier, I'm a complete newbie when it comes to the CT60 'n stuff. I've no idea how to do what you just said. If you could please tell me how?

BTW, I went back, turned sound off, and it plays the movies fine. Its something thats going on whenever sound is accessed/used. I don't know if that helps point in the right direction or not.

Thanks.

--
_/_/_/

4260. Re: Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 21:03:31 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <dh9nn3$h25$1@orkan.itea.ntnu.no>
Source record: 10986

ReTr0Geek <ReTr0geek@apple.com> wrote:
> I just got a 1040 that when loading from disk the screen flickers, flips for
> 1 second on every track read. Other than that everything else seems to be
> working ok. Any ideas? It seems after it warms up the flicker goes away!

Your PSU is dying. The flickering is caused by a drop in voltage everytime
the floppy-drive move it's head.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4261. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-26 21:11:10 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <433863ee$0$5382$8fcfb975@news.wanadoo.fr>
Source record: 10987

Ronald J. Hall a ï¿½crit :
>
> On Sun, 25 Sep 2005 18:16:26 +0200, Patrice Mandin wrote:
>
>> Your WAD file is too old (1.2 version or older). Grab latest 1.9 shareware
>> version there: http://www.liberatedgames.org/game.php?game_id=9
>
> Thanks for the reply.
>
> Well, I downloaded that file. Copied the DOOM2.WAD file over so I have the
> following in the PMDOOM folder now:
>
> DOOM.WAD
^^^^^^^^^
This one *must* *not* exist in the folder.

> DOOM1.WAD
^^^^^^^^^^
This is the correct one.

> DOOM2.WAD
^^^^^^^^^^
I don't know about this, but erase it as well - or rename it as .wae,
this should prevent it to being used.
>
> Running the game as "DOOM.PRG" or "DOOM.TTP" and passing it the WAD file
> to use as parameters results in an error and crash. The error from
> MINTSETT looks like this:
>
> ! pid 63 (doom): ILLEGAL
> INSTRUCTION: User PC=10DBA2a
> (basepage=1674000,
> text=1674100, data=16ECF90,
> bss=170BB30)
>
> and it locks MINT up hard, requiring a manual reset or powerdown.
>
> Now...I can use the "-audio off" option and it runs just fine. With no
> sound. Which is not nearly as fun. :-)
>
> I've got a Falcon 030 with the CT60 accelerator, running at 90mhz, with a
> Wizztronics 14 meg ST RAM card, and a 256 meg SDRAM stick by Crucial in
> the CT60. I've also got the motherboard mod.
>
> Anyone have any ideas why trying to use sound causes the system to lockup

> hard?

IIRC, it does the same on mine, with MagiC! 6.2.
>
Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4262. Re: Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 10:36:06 UTC
From: Christian Keck <christian.keck@ptb.de>
Message-ID: <dhb7am$in5$1@rzcomm2.rz.tu-bs.de>
Source record: 10989

Jo Even Skarstein wrote:

>>I just got a 1040 that when loading from disk the screen flickers, flips for
>>1 second on every track read. Other than that everything else seems to be
>>working ok. Any ideas? It seems after it warms up the flicker goes away!
>
> Your PSU is dying. The flickering is caused by a drop in voltage everytime
> the floppy-drive move it's head.

I had the same problem with my brand-new 10040 in 1987. If it is caused
by poor regulation of the power supply, it might be fixed by additional
electrolytic capacitor between the +12V and GND lines. Another cause
might be larger voltage drops caused by high currents flowing through
the GND line. This might be fixed by providing a better, lower-restance
connection between PSU and disk drive GND pins.

Christian

4263. Re: Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 11:23:38 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <_Y9_e.168$4Q.145@newsfe4-gui.ntli.net>
Source record: 10990

> If it is caused by poor regulation of the power supply, it might be fixed
> by additional electrolytic capacitor between the +12V and GND lines.

It is wiser to replace failing electrolytics.

If their capacitance is decreasing, they are drying out and will eventually
fail, possibly in a dangerous way (smoke, fire, shorting).

Have you stuck a meter on the rails around the board?

If it is dipping significantly, you know the power rail is to blame.

I cant think of anything else that connects video with floppy disc...

4264. d-link pocket ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 12:47:14 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <dhbf0i$6qf$1@reader1.panix.com>
Source record: 10991

At one time, the only ethernet opition for an ST was the DL 600
ethernet adaptor. It needed a small circuit built, and probably
connected to the cartridge port.

The file with all the information needed in it starts with the
characters TUW, and may be found in the umich archive, when last
I looked, and on one of the Ausgabe CDs. It comes with drivers
for MiNT, which at the time was probably the quite compact
KGMD.

I would also think that the Technical University of Whatever
would have a copy.

If you have a D-Link, do not give up yet. You may need to
learn German, or to make a GAL, but those things are possible.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4265. Re: Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 14:16:42 UTC
From: R3tr0 <retro@aol.com>
Message-ID: <11jil29os9cdo1b@corp.supernews.com>
Source record: 10992

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:_Y9_e.168$4Q.145@newsfe4-gui.ntli.net...
>> If it is caused by poor regulation of the power supply, it might be fixed
>> by additional electrolytic capacitor between the +12V and GND lines.
>
> It is wiser to replace failing electrolytics.
>
> If their capacitance is decreasing, they are drying out and will
> eventually fail, possibly in a dangerous way (smoke, fire, shorting).
>
> Have you stuck a meter on the rails around the board?
>
> If it is dipping significantly, you know the power rail is to blame.
>
> I cant think of anything else that connects video with floppy disc...
>
>

What do you mean stick a meter around the rails?

ok I will see if I have another PS to try and report back!

Thanks everyone

4266. Re: Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 14:17:26 UTC
From: R3tr0 <retro@aol.com>
Message-ID: <11jil3leehsfp53@corp.supernews.com>
Source record: 10993

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.09.26.19.09.39.64214@charter.net...
> On Mon, 26 Sep 2005 11:10:02 -0700, ReTr0Geek wrote:
>
>> I just got a 1040 that when loading from disk the screen flickers, flips
>> for
>> 1 second on every track read. Other than that everything else seems to be
>> working ok. Any ideas? It seems after it warms up the flicker goes away!
>> Hmmm....
>
> Umm, I made a feeble attempt to answer this at Atari Age, but basically
> what I said was try the time-honored tradition of raising it a couple of
> inches in the air and dropping it on a hard surface. If it works, then
> you'll eventually need to open it up and reseat all the socketed chips.
>
> If it doesn't work, my best bet (and first guess actually) would be that
> your power supply is weak and you need a new one.
>
> HTHs.
>
Yes I saw that, thank you for your answer. I think I might have an extra PS
I can dig up to give it a try....

4267. Re: Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 14:41:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.27.14.41.56.69616@charter.net>
Source record: 10994

On Tue, 27 Sep 2005 07:17:26 -0700, R3tr0 wrote:

> Yes I saw that, thank you for your answer. I think I might have an extra PS
> I can dig up to give it a try....

You're more than welcome, and if you can't find one - Best Electronics
still sells them.

--
_/_/_/

4268. Re: SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 14:55:11 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.27.14.55.08.762269@nowhere.com>
Source record: 10995

On Mon, 26 Sep 2005 13:49:47 +0000, Derryck Croker wrote:

> I've read that you can bung stuck drives into the freezer for a couple of
> hours, frees up stuck mechs long enough to suck the contents off.
>
> Might be worth a drop or two of thin oil on the drive bearing if you can
> see it.

Yes. I remember reading something about that years ago as well. I also seem to think that I recall leaving a drive out in the sun.

I'm not really sure that I believe either one though. I'll have to check around some before trying it, but I guess in a worst case situation it'd be better than nothing, but I'll wait until I get my adapter and setup one of the 2G drive as another external in case it does work and copy all of the stuff to the "new" drive...

It's possible on some drives to see an exposed drive bearing? (I've never heard of this at all...)

(At this point I'm possibly more inclined to believe that maybe the drive doesn't have a good connection as in the cables need to be reseated, or maybe that section of the cable is bad, but with SCSI I'd expect the whole drive chain not to work if that was the case. Anyways this evening I'll be working on it some more...)

4269. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 19:56:01 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <4339a28e$0$49766$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 10996

"cutterjohn" <someone@nowhere.com> wrote

> What do people use to clean St cases?
>
> Would isopropyl alcohol 50% abv be ok, or would it a) attack the plastics
> or b) should I purchase a higher alcohol content?

I've used an old house brush before to dust them down. If that isn't enough I take the things apart so that you have just the outer case with nothing attached. You can give that a good wash with a bit of soapy water. It generally insn't recommended to use detergent, but I've never had a problem. I give the case a rinse and let it dry or use a hair drier to help.

If you fancy cleaning some stubborn marks try lighter fluid. This should remove quite a number of things without damaging the plastic.

Isopropyl may be OK but I've not found it very effective. It's OK for removing minor marks but it can dry the plastic and you'd need quite a lot of it to do an ST case.

> I'm also in need of some advice re: cleaning corrosion on cartidge port
> spring "pins". The pins look ok, it's just that there is corrosion that
> is definitely going to have to be cleaned off before any cartride would
> work.

You want to use something that isn't going course further damage. Very fine wire wool would work but if you have bits of it left in there you could damage the ST. I'd use some fine carborundum paper (400 or 600) . You can stick a bit to a lolly stick or stiff bit of card so you can get it inside. Don't overdo it ! You'll need to clean out the dust with a brush and you could give it a wipe to pick up any remaining bits.

> V key is not registering. Any common problems with keyboards other than
> to try to clean it, hope for the best, then replace keyboard failing that?

Could be a bit of muck got in. St keyboards are a bit fiddly to take apart and more difficult to assemble due to the little rubber caps that bounce off. If you can get another keyboard it could save a lot of hassle to just swap it.

> I also need to crack open the STe case and check out the internal
> conditions...

Why ? If it works OK leave it alone !

Steve M

4270. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 19:59:30 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <4339a35f$0$49784$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 10997

"charles" <charles.copp@sympatico.ca> wrote

>take a shot glass put in a half cap full
> of bleach ,with a drop or two of dish soap ,fill the remainder up with hot
> water.....now the procedure,

Bleach ? Why risk using bleach ? It isn't necessary. It is something that could damage the plastic so best avoided. Just the soapy water should do the job fine.

Steve M

4271. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 20:28:57 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1127852937.100897.276640@g49g2000cwa.googlegroups.com>
Source record: 10998

Ronald,

You should really check your CT60 installation. I think there are some test utilities for SCSI and SDMA in the CT2/CT60 archives. Also, I suggest you try some different SDRAM modules and some different PSUs.

-- Peter

4272. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 20:48:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.27.20.48.05.699831@charter.net>
Source record: 10999

On Tue, 27 Sep 2005 13:28:57 -0700, PeP wrote:

> Ronald,
>
> You should really check your CT60 installation. I think there are some
> test utilities for SCSI and SDMA in the CT2/CT60 archives. Also, I
> suggest you try some different SDRAM modules and some different PSUs.
>
> -- Peter

Hi Peter. Thanks for the reply.

Does the fact that PMDOOM will play fine with the "-audio off" switch give
any indication as to where to start?

I *should* have good hardware. I've got a new PSU, I'm using Crucial RAM
in the CT60 and the Wizztronics 14 meg RAM card on the ST RAM side. I'm
not getting any odd pixels or video garbage. No random crashes. The CPU
is staying about 31 deg C. Its just the sound. Not all sound at that. I
can use Bobtracker, which uses the DSP to play MODs just fine, clear and
crisp.

Thanks.

--
_/_/_/

4273. Re: SCSI drive sense errors

Newsgroup: comp.sys.atari.st
Date: 2005-09-27 22:57:54 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <JsydnQ1qsoRtU6TeRVnygg@eclipse.net.uk>
Source record: 11000

"cutterjohn" <someone@nowhere.com> wrote in message
news:pan.2005.09.27.14.55.08.762269@nowhere.com...
> On Mon, 26 Sep 2005 13:49:47 +0000, Derryck Croker wrote:
>
> > I've read that you can bung stuck drives into the freezer for a couple
of
> > hours, frees up stuck mechs long enough to suck the contents off.
> >
> > Might be worth a drop or two of thin oil on the drive bearing if you can
> > see it.
>
> Yes. I remember reading something about that years ago as well. I also
> seem to think that I recall leaving a drive out in the sun.
>
It depends one what has stuck. On many "stuck drives" the heads have not
retracted properly or the head retaining latch has jammed. In the these
cases the data can some times be recovered by removing the top cover,
freeing the head arm, and the reading the data off. I have done this on a
coup,e of IDE drives on PC's

Dave.

4274. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 00:09:48 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1127866188.956843.138200@o13g2000cwo.googlegroups.com>
Source record: 11001

Edward S. Baiz Jr. wrote:
> Hello All,
>
> Just wanted to tell everyone that I have successfully installed Debian Sarge
> on my Hades060 using the CD-Rom method.

Glad to hear it. May I suggest writing a brief HOW-TO?

Galen (Who once spent many hours trying to get the MK68000 version of
Debian 2.1 to install on a Falcon)

4275. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 00:18:43 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1127866723.422612.225050@g43g2000cwa.googlegroups.com>
Source record: 11002

Ronald,

Do you have something modifying your sound matrix? Poke around with
the sound .CPX (I can't recall if that is actually it's name) and see
what you come up with.

Galen

4276. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 00:50:43 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.28.00.48.15.129829@nowhere.com>
Source record: 11003

On Tue, 27 Sep 2005 20:56:01 +0100, Steve Marshall wrote:

> I've used an old house brush before to dust them down. If that isn't
> enough I take the things apart so that you have just the outer case with
> nothing attached. You can give that a good wash with a bit of soapy water.
> It generally insn't recommended to use detergent, but I've never had a
> problem. I give the case a rinse and let it dry or use a hair drier to
> help.
>
Thanks. Took the top off again today and the keyboard out. Decided to
go with a diluted solution of bleach and warm water, as I was worried
about the origins of the water involved in the damage, plus whatever else
had been done to it. So I got my trusty tooth brush a plastic cup, the
upper half of the plastic case, scrubbed in inside and out, and let it
dry. After this I grabbed the keyboard, took off the circuit board,
put all the rubber cups to the side, then took the keyboard outside and
applied the same treatment as the case. I let them dry for ~3hours
outside, mostly in the sun, but it gets darker earlier now. They were
mostly dry(case completely), and the keyboard as far as I could tell was
dry, so I put the cups back on the keyboard(good tip re: the books as
props) put the circuit board back out, connected keyboard, then put top
half of case back on again.

Tested it out just now, and all the printable(or obvious modifier keys
and tab/delete/etc) all work. The rest I am assuming work(e.g. function
keys) as they give a speak pseudo-click sound when depressed. I'm
pretty happy with the case cleaning job as it looks almost as good as new
although not in quite the same condition as my 520.

> You want to use something that isn't going course further damage. Very
> fine wire wool would work but if you have bits of it left in there you
> could damage the ST. I'd use some fine carborundum paper (400 or 600) .
> You can stick a bit to a lolly stick or stiff bit of card so you can get
> it inside. Don't overdo it ! You'll need to clean out the dust with a
> brush and you could give it a wipe to pick up any remaining bits.
>
Good idea. I didn't think about sandpaper! I'll have to give it a try.

> Could be a bit of muck got in. St keyboards are a bit fiddly to take
> apart and more difficult to assemble due to the little rubber caps that
> bounce off. If you can get another keyboard it could save a lot of
> hassle to just swap it.
>
I noticed it was pretty cheap when I took the circuit board off.
Wonderful people those Tramiels, but I guess they really meant RBP!

>> I also need to crack open the STe case and check out the internal
>> conditions...
>
> Why ? If it works OK leave it alone !
>
I was/am concerned about how far the water damage spread. Looks not too bad, but I now need to work out a way to free that one last screw to get the main shield off, then the logic board out. I want to do the same cleaning to the bottom half of the case, and do dust/debris removal as necessary on the logic board. Additionally, it'd probably make the corrosion cleaning easier, esp. if I could get a ckt brd vice to put the logic board in while working on it...

4277. Re: Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 07:06:10 UTC
From: Christian Keck <christian.keck@ptb.de>
Message-ID: <dhdfd4$5gg$1@rzcomm2.rz.tu-bs.de>
Source record: 11004

Kryten wrote:

>> If it is caused by poor regulation of the power supply, it might be fixed
>> by additional electrolytic capacitor between the +12V and GND lines.
> It is wiser to replace failing electrolytics.

I had the problem with my brand-new 1040.

> If their capacitance is decreasing, they are drying out and will eventually
> fail, possibly in a dangerous way (smoke, fire, shorting).

New electrolytics have the advantage that they offer more capacitance as
electrolytics manufactured ten or twenty years ago.

Christian

4278. Re: Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 07:23:09 UTC
From: R3tr0 <retro@aol.com>
Message-ID: <11jkh6tfci1i3f4@corp.supernews.com>
Source record: 11005

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.09.26.19.09.39.64214@charter.net...
> On Mon, 26 Sep 2005 11:10:02 -0700, ReTr0Geek wrote:
>
>> I just got a 1040 that when loading from disk the screen flickers, flips
>> for
>> 1 second on every track read. Other than that everything else seems to be
>> working ok. Any ideas? It seems after it warms up the flicker goes away!
>> Hmmm....
>
> Umm, I made a feeble attempt to answer this at Atari Age, but basically
> what I said was try the time-honored tradition of raising it a couple of
> inches in the air and dropping it on a hard surface. If it works, then
> you'll eventually need to open it up and reseat all the socketed chips.
>
> If it doesn't work, my best bet (and first guess actually) would be that
> your power supply is weak and you need a new one.
>
> HTHs.
>
>
I tried another 1040 PS and it does the same thing! I took it apart and
reset all chips. No luck... Oh well off to find another MB!

4279. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 10:32:27 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1127903547.750346.195130@g47g2000cwa.googlegroups.com>
Source record: 11006

Ah, well, I just get that impression since your MiNT installation screws up and some other stuff (Aniplayer, PmDOOM) doesn't work properly.

PmDoom has sound problems on my machine too; in MiNT I can only use the 8-bit SDMA driver, and the sound is heavily distorted. Other stuff work fine though.

Have you boosted the mainboard?
Are you sure the SDMA clock is ok?

Some problems with the system may only appear when using certain applications..

-- Peter

4280. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 12:31:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <433ab7ca14d843@comcast.net>
Source record: 11015

>
>Edward S. Baiz Jr. wrote:
>> Hello All,
>>
>> Just wanted to tell everyone that I have successfully installed Debian Sarge
>> on my Hades060 using the CD-Rom method.
>
>Glad to hear it. May I suggest writing a brief HOW-TO?
>
>Galen (Who once spent many hours trying to get the MK68000 version of
>Debian 2.1 to install on a Falcon)

Yep coming soon. I just want to get X11 up and also the Gnome desktop. I tried something to get it working and wiped out something and Linux does not boot. I am installing it again now. Going smoothly like before.

Wht problems did you encounter when you tried to install Debian 2.1?

4281. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 12:40:37 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.09.28.12.40.35.339094@caramail-NOSPAM.com>
Source record: 11007

Le Wed, 28 Sep 2005 03:32:27 -0700, PeP a ï¿œcritï¿œ:

> PmDoom has sound problems on my machine too; in MiNT I can only use the
> 8-bit SDMA driver, and the sound is heavily distorted. Other stuff work
> fine though.

Like most people, nobody read the README.SDL file that is present, that gives many infos about what SDL drivers are available depending on the OS and hardware you run it on, and where you can find this about audio drivers:

```
Audio O/S Misc
dma8 All Uses MFP Timer A interrupt
xbios TOS Uses MFP Timer A interrupt
xbios MiNT Uses MiNT thread
xbios Magic Disabled
stfa All Uses MFP interrupt
mcsn TOS Uses MFP Timer A interrupt
mcsn MiNT Uses MiNT thread
mcsn Magic Disabled
gsxb All Uses GSXB callback
```

A standard falcon should have some problems trying to replay audio under Doom (8 mixed channels, 16 bits stereo sound) at least till a DSP driver is implemented. But it should be OK on CT60, provided that FastRam and caches are enabled.

About Magic: nobody volunteers to test audio under it before I release SDL 1.2.9, so I prefered to disable audio to be on safe side.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

4282. Re: Atari 1040ST screen flicker when loading from disk

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 13:53:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.28.13.53.26.862497@charter.net>
Source record: 11008

On Wed, 28 Sep 2005 00:23:09 -0700, R3tr0 wrote:

> I tried another 1040 PS and it does the same thing! I took it apart and
> reset all chips. No luck... Oh well off to find another MB!

Well...I'm sorry that wasn't the correct solution. Although in the past
when I've had that happen, that was the cause. Any chance, (and I know its
a long one) that you've got *2* bad power supplies?

--
_/_/_/

4283. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 13:56:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.28.13.56.48.761646@charter.net>
Source record: 11009

On Wed, 28 Sep 2005 03:32:27 -0700, PeP wrote:

> Ah, well, I just get that impression since your MiNT installation
> screws up and some other stuff (Aniplayer, PmDOOM) doesn't work
> properly.

Er, my MINT installation doesn't screw up. I'm not sure where you got that
part at? It seems rock solid to me here.

> PmDoom has sound problems on my machine too; in MiNT I can only use the
> 8-bit SDMA driver, and the sound is heavily distorted. Other stuff work
> fine though.
>
> Have you boosted the mainboard?

Yes, I had Mark Ducksworth do it for me.

> Are you sure the SDMA clock is ok?

No idea. How do I go about checking it?

> Some problems with the system may only appear when using certain
> applications..

Right - and I can assume that it usually stems from a single problem, yes?

So right now - sound with DOOM = crash
sound with Aniplayer = crash

sound with Bobtracker - no problems

Not tried much else. Can you recommend some software to test that might
help narrow the problem down? Or some testing software?

Thank you very much! :-)

--
_/_/_/

4284. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 16:01:11 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h3lzye.rxjgbo1l4f9b0N%NOSPAMS@wanadoo.fr>
Source record: 11010

Ronald J. Hall <dark_lord@charter.net> wrote:

> > Have you boosted the mainboard?
>
> Yes, I had Mark Ducksworth do it for me.

Well, try again without the boot.

> > Are you sure the SDMA clock is ok?
>
> No idea. How do I go about checking it?

Like I said before it's an hardware problem... SDMA clock is bad.
Your answer is here:
http://www.czuba-tech.com/CT60/english/Fitt_sold.htm
Some important part :

"Verify you see no 74F08 soldered (added) on the clock trace near the SDMA chip. If yes, you must remove this 74F08 and connect again the clock trace (that was cutted for this 74F08).
- If you see a component 74F08 or 74F04 on the GAL U63 (left of the NVRAM) with some wires connected on the resistor places R216, R217, R221 & R222, you must remove this component and the wires. Solder the three 33 ohms SMT resistors (furnished) on R216, R221 & R222 places.
- If you have no 74F08 or 04 on U63, you have to verify all the three resistors R216, R221 & R222 are well 33 ohms marked 330 or 33R). On some motherboards, one of them can be a 0 ohm (marked 0 or 0R0) : replace it with a 33 ohms. "

"Locate the SDMA (U36) under the floppy drive place. Locate the Clock trace arriving the the second pin from the left/rear corner (see the photo). Scratch the varnish (2 mm long) until you reach the metal, then tin it. Solder the 47 ohms (yellow, purple, black, gold) resistor (furnished) between the pin #14 of the AJAX chip (U20) and the clock trace like on the picture. The resistor must be closest to the SDMA and the pin soldered on the clock trace must be the shortest possible : it is termination resistor. "

"Some problems to solve (after you updated the ABE & SDR chips) :
- You hear some audio CRACs when running SDMATEST (2KB) at 50 KHz with 4 tracks. (http://www.czuba-tech.com/ct60/sdmatest.prg)
WORK AROUND : Solder a 27 pF capacitor parallel on the 47 ohms resistor of the SDMA clock."

Regards,

Didier.

--
□Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT□60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4285. Re: OT: QT MP4 Linux player?

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 16:01:12 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h3m0hc.19qswro1dwfim8N%NOSPAMS@wanadoo.fr>
Source record: 11011

Rustynutt <rustynutt@spamblock.hotmail.com> wrote:

> I ask this because I value the opinion of the MiNT users here :)
> A person wants to display a QT MP4 file on their Linux PC, all I saw
> during a search was software to unwrap the file for display with
> "older" players. Is that the easiest way to go?
> Thanks,

Aranym + Aniplayer ;-)

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT☐60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4286. More bad news/some good news

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 20:42:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.28.20.42.22.708306@charter.net>
Source record: 11012

Well, I guess its like the man said, "never rains but it pours".

To the list of programs that won't work with sound on my CT60 Falcon (Aniplayer, Doom), add my floppy drive. I didn't have a reason to use it before, but it seems to be deader than heck. I mean the access light is coming on but nothing can be accessed. It worked before the CT60 install, so I'll have to check more on that.

The good news is, the SCSI subsystem seems to be working just fine. I backed up my C drive using CDISO (part of the CDWRITER stuff from Anodyne) at 4X on my Plextor CDRW and it worked great. Done in just a few minutes.

Always a silver lining if you look hard enough. :-)

--
_/_/_/

4287. Re: More bad news/some good news

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 21:12:03 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <433b0723$0$7858$8fcfb975@news.wanadoo.fr>
Source record: 11013

Ronald J. Hall a ï¿½crit :
>
>
> Well, I guess its like the man said, "never rains but it pours".

Hello Ronald,
>
> To the list of programs that won't work with sound on my CT60 Falcon
> (Aniplayer, Doom), add my floppy drive. I didn't have a reason to use it
> before, but it seems to be deader than heck. I mean the access light is
> coming on but nothing can be accessed. It worked before the CT60 install,
> so I'll have to check more on that.
>
Well, as Didier wrote, you should check your SDMA... your problem with
floppy might be solved by turning off ï¿½floppy background DMA accessï¿½ or
whatsoever it is called under the OS you use.

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4288. Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 21:15:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.28.21.15.04.478605@charter.net>
Source record: 11014

Okay. All I did was copy the 68020 file instead of the 68060 file into the Aniplayer folder and suddenly I've got working sound. I tried a couple of AVIs, one MOV, and one MPEG (the mpeg didn't work, said something about a bad block, but it did try without crashing).

I've not had a chance to try an OGG yet, I'll give that a shot here a little bit later. Does Aniplayer support MP3s?

So my next question is - since it works with 68020, but not with the 68060, even though I've got a CT60, does that mean I probably still do have problems with the SDMA clock?

Thanks everyone.

--
_/_/_/

4289. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 22:40:52 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <433b1ab1$0$73623$ed2619ec@ptn-nntp-reader03.plus.net>
Source record: 11016

"cutterjohn" <someone@nowhere.com> wrote

> Good idea. I didn't think about sandpaper! I'll have to give it a try.

Not sandpaper. Carborundum paper - the grey stuff.

4290. Stacy color screen hack?

Newsgroup: comp.sys.atari.st
Date: 2005-09-28 22:46:53 UTC
From: R3tr0 <ReTr0geek@apple.com>
Message-ID: <11jm7b06kh4l963@corp.supernews.com>
Source record: 11017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was wondering, has anyone ever attempted to upgrade a Stacy to a color screen? With all the mods and hacks being done this could be a cool hack. Any ideas?

4291. WANTED DSDD INTERNAL FLOPPY DRIVES for ST

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 01:01:41 UTC
From: STcomp@cwo.com
Message-ID: <1127955701.540677.91210@z14g2000cwz.googlegroups.com>
Source record: 11018

I am an ST user and game collector, and I have had some very bad luck. A batch of ST games I won on Ebay had mold on the disk surfaces, and completely destroyed the floppy drives on both of my ST computers. (moral of the story, look at the disk surfaces FIRST before loading any second hand games) The drives are toast! Beyond cleaning or repairing.

I would be interested in buying any internal DSDD floppy drives that someone out there might have as extras. I am only interested in original Atari ST internal drives. I am not interested in converted PC drives, as in my experience they are a little bit dodgy on some of the more heavily copy protected games.

I am completely bummed out that I have no functional STs to use. This is the first time I have been in this situation in over 10 years! And I just got a bunch of new ST games in the mail that I ordered a few weeks ago. This sucks!

I am not interested in paying the $75 - $125 prices that the remaining ST dealers are asking for reconditioned and new internal drives.

I would like a total of 4 DSDD internal drives, 2 to get my STs running again, and 2 more as replacements. If anyone has any internal drives, with clean well aligned heads in good working condition, please e-mail me at STcomp@cwo.com. I can never have too many. I can pay by PayPal. Thanks. -STcomp

4292. Re: WANTED DSDD INTERNAL FLOPPY DRIVES for ST

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 01:12:22 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <WbH_e.213$U51.74@news-server.bigpond.net.au>
Source record: 11019

STcomp@cwo.com wrote:
> I am an ST user and game collector, and I have had some very bad luck.
> A batch of ST games I won on Ebay had mold on the disk surfaces, and
> completely destroyed the floppy drives on both of my ST computers.
> (moral of the story, look at the disk surfaces FIRST before loading any
> second hand games) The drives are toast! Beyond cleaning or repairing.
>
> I would be interested in buying any internal DSDD floppy drives that
> someone out there might have as extras. I am only interested in
> original Atari ST internal drives. I am not interested in converted PC
> drives, as in my experience they are a little bit dodgy on some of the
> more heavily copy protected games.
>
> I am completely bummed out that I have no functional STs to use. This
> is the first time I have been in this situation in over 10 years! And I
> just got a bunch of new ST games in the mail that I ordered a few weeks
> ago. This sucks!
>
> I am not interested in paying the $75 - $125 prices that the remaining
> ST dealers are asking for reconditioned and new internal drives.
>
> I would like a total of 4 DSDD internal drives, 2 to get my STs running
> again, and 2 more as replacements. If anyone has any internal drives,
> with clean well aligned heads in good working condition, please e-mail
> me at STcomp@cwo.com. I can never have too many. I can pay by PayPal.
> Thanks. -STcomp
>

4 drives could be a big ask, seriously try a TEAC 1.44. I have used a
few, never had a problem with any disks. They usually cost around
$15(Australian) new. Be worth a try.

Mark

4293. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 02:33:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.29.02.33.26.508611@charter.net>
Source record: 11020

On Tue, 27 Sep 2005 17:18:43 -0700, Galen wrote:

> Ronald,
>
> Do you have something modifying your sound matrix? Poke around with
> the sound .CPX (I can't recall if that is actually it's name) and see
> what you come up with.
>
> Galen

Thanks, I'll try that. As soon as I find that CPX. I don't have any CPX
that has anything to do with sound in the CPX folder currently.

Hmm. Do you mean the one with the picture of the head that turns right and
left to reflect balance?

Thanks again.

--
_/_/_/

4294. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 02:34:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.29.02.34.53.356669@charter.net>
Source record: 11021

On Wed, 28 Sep 2005 06:34:21 +0000, Rustynutt wrote:

> The SDMA will only operate at 32mhz, but worth it to ask did you
> accelerate the DSP with the CT060 clock and also cut the common trace
> between the DSP and SDMA?
> Otherwise, all F030 clock patches are removed after the CT060 was
> installed, correct?
> Mike

Mike I just don't know. I had Mark Ducksworth do the work - he certainly
seems to know what he's doing so I can only suppose that he did it exactly
as Rodolphe has outlined.

--
_/_/_/

4295. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 04:19:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.29.04.19.07.232354@charter.net>
Source record: 11022

Okay, about MP3 and OGG files.

I can play MP3 files just fine. Clear, sharp, and Aniplayer is reporting about 10% usage. Is that about average guys?

Thats the good news. The bad news is, OGGs are unplayable so far. They skip, stutter and carry on. Aniplayer is reporting something like 461% usage. Ugh.

Same with MPEG, AVI, or MOV movies. Aniplayer is reporting something like 600 - 700% usage. Not good.

So the question I have to ask is this, does everyone still think that the SDMA clock is the problem, considering I can play MP3s? Movies but very slow, or movies at speed with sound turned off.

I appreciate any and all advice. Thanks! :-)

--
_/_/_/

4296. Re: Stacy color screen hack?

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 07:24:17 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1127978657.733969.171580@g43g2000cwa.googlegroups.com>
Source record: 11023
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

R3tr0 wrote:
> I was wondering, has anyone ever attempted to upgrade a Stacy to a color
> screen? With all the mods and hacks being done this could be a cool hack.
> Any ideas?

Hey, that's a cool idea.

A TFT with the right size, and a RGB/Composite/TV -> VGA adapter + some
wires internally. You could even make it support all 3 resolutions if
you're lucky.

I don't have a Stacy so I can't try it myself, unfortunately..

-- Peter

4297. Re: More bad news/some good news

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 07:28:29 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1127978909.662650.220280@o13g2000cwo.googlegroups.com>
Source record: 11024

Dude,

Are you using the floppy cable from the mainboard? In that case, the drive won't work.
As described in the CT60 documentation, this cable shall be connected to the CT60 to provide 12V power to the mainboard. The floppy must be powered directly from the PSU.

Again, check your installation.

-- Peter

4298. Re: Stacy color screen hack?

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 08:19:01 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF617015.B5A6%vlg@o2.pl>
Source record: 11025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

w poscie 1127978657.733969.171580@g43g2000cwa.googlegroups.com, PeP od pedda_pirat@hotmail.com napisal 29-09-05 9:24:

> R3tr0 wrote:
>> I was wondering, has anyone ever attempted to upgrade a Stacy to a color
>> screen? With all the mods and hacks being done this could be a cool hack.
>> Any ideas?
>
> Hey, that's a cool idea.
>
> A TFT with the right size, and a RGB/Composite/TV -> VGA adapter + some
> wires internally. You could even make it support all 3 resolutions if
> you're lucky.
>

I I thought about that too :) It could be possible but the problem is to get right TFT and cheap one :)

So then it should be possible since STACY got full ST VIDEO compatible SHIFTER. But then I think it should have better POWER SUPPLY or more, better batteries :)

4299. Re: d-link pocket ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 08:22:03 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF6170CB.B5A8%vlg@o2.pl>
Source record: 11026

w poscie dhbf0i$6qf$1@reader1.panix.com, Jim DeClercq od
jimd@panix2.panix.com napisal 27-09-05 14:47:

> At one time, the only ethernet opition for an ST was the DL 600
> ethernet adaptor. It needed a small circuit built, and probably
> connected to the cartridge port.
>
> The file with all the information needed in it starts with the
> characters TUW, and may be found in the umich archive, when last
> I looked, and on one of the Ausgabe CDs. It comes with drivers
> for MiNT, which at the time was probably the quite compact
> KGMD.
>
> I would also think that the Technical University of Whatever
> would have a copy.
>
> If you have a D-Link, do not give up yet. You may need to
> learn German, or to make a GAL, but those things are possible.

Well I got 620 version, but the author describe it should work.

But im not sure about DRIVERs, theres one for STING for sure but the version
exist is/was not 100% complete.

So maybe for MINT?

I just need info its worth to build adapter for D600 or due to not so good
drivers its not worth a penny ;)

Greetz

Pawel Kaznowski

4300. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 10:17:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509290314140.24008-100000@onyx.spiritone.com>
Source record: 11027
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4301. AD: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 10:24:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509290317420.24008-100000@onyx.spiritone.com>
Source record: 11030
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail or call (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/adoption.htm
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Book List!
http://www.aracnet.com/~atari/stbooks.htm ST Book List!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/windoze.htm That other Operating System!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4302. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 10:27:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509290325070.24008-100000@onyx.spiritone.com>
Source record: 11029
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and an ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4 & ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4303. Re: More bad news/some good news

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 10:36:56 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1127990216.060166.272190@o13g2000cwo.googlegroups.com>
Source record: 11028

> Are you using the floppy cable from the mainboard? In that case, the
> drive won't work.

I was referring to the floppy power cable, naturually.

-- Peter

4304. Re: More bad news/some good news

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 12:21:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.29.12.21.21.650656@charter.net>
Source record: 11031

On Thu, 29 Sep 2005 00:28:29 -0700, PeP wrote:

> Dude,
>
> Are you using the floppy cable from the mainboard? In that case, the
> drive won't work.
> As described in the CT60 documentation, this cable shall be connected
> to the CT60 to provide 12V power to the mainboard. The floppy must be
> powered directly from the PSU.
>
> Again, check your installation.
>
> -- Peter

Yes, I have it like that. The original floppy connector from the Falcons motherboard goes directly to the CT60 (with correct red and blue orientation).

The ATX power supply does run the floppy. Note that I can click on the floppy drive "A" icon, the access light on the drive comes on, it acts like its attempting to read the floppy, then Thing reports "unable to read Track A", about 2 times in a row, then says it can't do it.

Thanks.

--
_/_/_/

4305. Re: More bad news/some good news

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 13:24:50 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1128000290.879380.229320@g44g2000cwa.googlegroups.com>
Source record: 11032

> The ATX power supply does run the floppy. Note that I can click on the
> floppy drive "A" icon, the access light on the drive comes on, it acts
> like its attempting to read the floppy, then Thing reports "unable to read
> Track A", about 2 times in a row, then says it can't do it.

And the floppy works in 030-mode?

-- Peter

4306. Re: More bad news/some good news

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 13:50:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.29.13.50.41.193279@charter.net>
Source record: 11033

On Thu, 29 Sep 2005 06:24:50 -0700, PeP wrote:

>> The ATX power supply does run the floppy. Note that I can click on the
>> floppy drive "A" icon, the access light on the drive comes on, it acts
>> like its attempting to read the floppy, then Thing reports "unable to read
>> Track A", about 2 times in a row, then says it can't do it.
>
> And the floppy works in 030-mode?
>
> -- Peter

No, as you said, I'm going to have to open my case back up and see if I
can find something.

--
_/_/_/

4307. Mega STe keyboard maintenance

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 16:46:50 UTC
From: Mike Maginnis <maginnis@tarnover.org>
Message-ID: <nv5oj193h5i5f0gh24kojmjjpb7thn76hg@4ax.com>
Source record: 11034

A little background: I was given a Mega STe a few years back but, being a Woz-worshipper, I never did much with it. The unit came without a keyboard and I remember spending a good portion of my lunch money on a new one. I fired it up a couple of times, poked around a bit and then left it to languish in the basement until late last night. At some point during those years of disuse, the keyboard apparently shuffled off this mortal coil.

Does anyone have any thoughts or simple troubleshooting tips? I have no intention of doing anything other than the most basic tasks (i.e., cleaning). Anything requiring a soldering iron, mucking about with firmware, etc. is right out.

- Mike
maginnis@tarnover.org

The Computist Project
http://www.computist-project.net

(Temporarily offline, until Comcast
realizes that I'm not paying them
double just because they decided to
double-bill me.)

4308. HP Laserjet 4050N Printer

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 19:12:50 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.sxvozoaaknc94k@81-174-202-149.pth-as16.dial.plus.net>
Source record: 11035

Hi
Will this work with my various atari computers? It has a parrallel
interface
and 16 MB memory.
" The 4050N supports HP PCL 6, PCL 5e and PostScript Level 2 emulation,
with
110 TrueType scalable typefaces."

regards
Maurice

--
Using Opera's revolutionary e-mail client: http://www.opera.com/mail/

4309. Re: HP Laserjet 4050N Printer

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 19:28:21 UTC
From: Lowline <gabber@telus.net>
Message-ID: <pfX_e.199$z26.117@edtnps84>
Source record: 11036

I think the lasterjet 2 or laserjet 4 driver will work fine with this.

Thanks
David

"Maurice " <maurice@abod.co.uk> wrote in message
news:op.sxvozoaaknc94k@81-174-202-149.pth-as16.dial.plus.net...
> Hi
> Will this work with my various atari computers? It has a parrallel
> interface
> and 16 MB memory.
> " The 4050N supports HP PCL 6, PCL 5e and PostScript Level 2 emulation,
> with
> 110 TrueType scalable typefaces."
>
> regards
> Maurice
>
> --
> Using Opera's revolutionary e-mail client: http://www.opera.com/mail/

4310. Re: HP Laserjet 4050N Printer

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 19:43:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3q2uelFd18piU1@individual.net>
Source record: 11037

Maurice wrote:

> Will this work with my various atari computers? It has a parrallel
> interface
> and 16 MB memory.

Yes, it will work. I sometimes use a LaserJet 2200 (a bit newer than the 4050N) with my TT, and the drivers (NVDI, TempusWord) for the older LaserJets work fine, at least for 300 and 600 DPI.

--

Dr. Uwe Seimet http://www.seimet.de

4311. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 20:51:13 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <433c7c29@news.greennet.net>
Source record: 11038

I placed "GENTLY" the whole computer inside a pillowcase,a cupful of Bold
auto and set the washer to a bio 40 degree wash, dryer to 30 min at "wool"
with two sheets of bounce, the results were amazing, you can really smell
the spring freshness

4312. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 21:59:30 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1128031170.399442.19020@g43g2000cwa.googlegroups.com>
Source record: 11039

No, I'm referring to the one that modifies the sound matrix. (I can't seem to recall its name off the top of my head.)

Galen

4313. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 22:02:08 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1128030896.313637.199900@g14g2000cwa.googlegroups.com>
Source record: 11040

I don't remember every detail, but there is a step in the install
process that apparently takes a Falcon several hours -- however, after
30 hours I needed the computer more than I needed to install Debian.

Galen

4314. Re: Mega STe keyboard maintenance

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 22:37:40 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <v_WdnfM0efBz8aHeRVn-tQ@adelphia.com>
Source record: 11041

Mike Maginnis wrote:
> A little background: I was given a Mega STe a few years back but,
> being a Woz-worshipper, I never did much with it. The unit came
> without a keyboard and I remember spending a good portion of my lunch
> money on a new one. I fired it up a couple of times, poked around a
> bit and then left it to languish in the basement until late last
> night. At some point during those years of disuse, the keyboard
> apparently shuffled off this mortal coil.
>
> Does anyone have any thoughts or simple troubleshooting tips? I have
> no intention of doing anything other than the most basic tasks (i.e.,
> cleaning). Anything requiring a soldering iron, mucking about with
> firmware, etc. is right out.
>
> - Mike
> maginnis@tarnover.org
>
> The Computist Project
> http://www.computist-project.net
>
> (Temporarily offline, until Comcast
> realizes that I'm not paying them
> double just because they decided to
> double-bill me.)

Is the keyboard itself bad, or are you saying the coiled cable is toasted?

samf
Atari Computer Nut
Virginia U.S.A.
C-Lab/CT060 Falcon,
256mb TT Ram, 14mb ST Ram,
4Gig hdd, IDE DVD Drive

4315. Re: HP Laserjet 4050N Printer

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 22:39:10 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1128033550.749482.297300@f14g2000cwb.googlegroups.com>
Source record: 11042

While we're on this subject, the HP 1160 and 1320 both support PCL5e. As such, both are very likely to work with NVDI. The OkiData 4200 and 4300 series also have this support. Brother printers no longer do, although they have FX emulation, which should work at least for text. Finally, there's the Epson FX impact printers, which of course use FX print language. They are loud, but should work fine with an Atari.

Galen

4316. Re: Atari 1040ST screen flicker when lo

Newsgroup: comp.sys.atari.st
Date: 2005-09-29 23:48:35 UTC
From: vdjole@EUnet.yu
Message-ID: <dhhugejj1@news.eunet.yu>
Source record: 11043

On 28 Sep 2005 00:23:09 , "R3tr0" wrote:

>>> I just got a 1040 that when loading from disk the screen flickers, flips
>>> for
>>> 1 second on every track read. Other than that everything else seems to be
>>> working ok. Any ideas? It seems after it warms up the flicker goes away!
>>> Hmmm....
>>
>> If it doesn't work, my best bet (and first guess actually) would be that
>> your power supply is weak and you need a new one.
>>
>I tried another 1040 PS and it does the same thing! I took it apart and
>reset all chips. No luck... Oh well off to find another MB!

I remember that this was a known issue with some (early?) batches of 1040s.
In order to solve the problem a modification on the motherboard was
required.

I am very bad at German, but I believe that the following paragraph(s)
describe the problem and the solution (text taken from Chips 'n Chips):

Bildschirmflimmern

Bei verschiedenen Älteren Systemen, kann nach einer gewissen Zeit
ein Bildschirmflimmern auftreten. Dieser Fehler tritt in einem be-
stimmten Temperaturbereich auf. Beim Austauschen von Videoshifter
und MMU wird dieser Bereich nur verschoben. Um Abhilfe zu schaffen,
wird ein Kondensator im Wert von 5-10pf (Picofarad) an Pin 39 vom
Videoshifter gegen Masse gelötet.

Wer sagt mir, woher es kommt, daß bei Plattenzugriffen der graue
Hintergrund des Monitorbildes leicht flackert ?
RESET-Signal am DMA-Ausgang über einen 7407 (kein LS!) mit 1 kOhm
gegen 5 Volt verstärken, dann treten diese Effekte nicht mehr auf.

Bei Flimmern, Grieseln oder Sternenbildung auf dem Schirm ?
An Pin 36 (16MHz out) des Videochips einen Kondensator von 10-120pF
gegen Masse einlöten. Der Wert muß ausprobiert werden!

>> Umm, I made a feeble attempt to answer this at Atari Age, but basically
>> what I said was try the time-honored tradition of raising it a couple of
>> inches in the air and dropping it on a hard surface.

Plese don't do such a silly thing- it is likely to break more than it
can fix. It is not the way to treat a piece of delicate electronic
equiplemt- especially if it contains moving parts (such as the floppy drive)
which do not suffer high accelerations lightly.

>> you'll eventually need to open it up and reseat all the socketed chips.

This is a much more sensible approach, possibly even for for preventive maintenance (though it will not fix the flicker problem)- indeed, due to thermal cycling, the chips are likely to slowly creep out of their sockets. Pressing them gently back into sockets may also scrape the oxidation from the pins, improve the contacts and cure some erratic behaviour. Dropping the computer from a certain height is supposed to press the chips into sockets too, but as the chips have fairly low mass, the deceleration would have to be very fierce (i.e. should be dropped from a great height to a very hard surface) in order to push the chps back into sockets.

cu;

4317. Re: Megafile 44 second Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 05:01:39 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1128053094.754485.41720@g49g2000cwa.googlegroups.com>
Source record: 11044

I finally got it to work!!!!

I had to use a older Quantum 105s and removed every jumper. First time
on it worked. After it worked I installed the terminators and started
it back up and its still running.

So to everyone it can be done as long as you have the right drive. I
wish it would have been a bigger drive but, it just wouldnt work..

Both drive IDs at ID0. the controller is used to select the ID.

Thanks

AO

4318. [UTD] October Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 09:31:20 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <433d05e8$0$1022$8fcfb975@news.wanadoo.fr>
Source record: 11045

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". You will have to
fetch it at :

http://eureka.atari.org/eurka510.zip
That is the Complete Common Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny045.zip
Is the OpenGL Extension (requires previous package)

For this release, the 3D OpenGL rendering is enhanced.

I wish you big fun with all this new STuff !

Best regards,

-- François LE COAT
Author of Eureka 2.12
http://eureka.atari.org

4319. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 12:25:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <433d5958ab4830@comcast.net>
Source record: 10904

>I don't remember every detail, but there is a step in the install
>process that apparently takes a Falcon several hours -- however, after
>30 hours I needed the computer more than I needed to install Debian.
>
>Galen

Yeah it takes the Hades about 8 hours to install the base and the Gnome desktop environment. Luckily I did not need the computer for anything.

4320. Re: Mega STe keyboard maintenance

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 13:04:45 UTC
From: Mike Maginnis <maginnis@tarnover.org>
Message-ID: <ctdqj11v3o52k2lrjp3nt2jenf8m0ncmq6@4ax.com>
Source record: 11046

On Thu, 29 Sep 2005 18:37:40 -0400, samf <sf0218@adelphia.net> wrote:

>Mike Maginnis wrote:
>> A little background: I was given a Mega STe a few years back but,
>> being a Woz-worshipper, I never did much with it. The unit came
>> without a keyboard and I remember spending a good portion of my lunch
>> money on a new one. I fired it up a couple of times, poked around a
>> bit and then left it to languish in the basement until late last
>> night. At some point during those years of disuse, the keyboard
>> apparently shuffled off this mortal coil.
>>
>> Does anyone have any thoughts or simple troubleshooting tips? I have
>> no intention of doing anything other than the most basic tasks (i.e.,
>> cleaning). Anything requiring a soldering iron, mucking about with
>> firmware, etc. is right out.
>>
>> - Mike
>> maginnis@tarnover.org
>>
>> The Computist Project
>> http://www.computist-project.net
>>
>> (Temporarily offline, until Comcast
>> realizes that I'm not paying them
>> double just because they decided to
>> double-bill me.)
>
>Is the keyboard itself bad, or are you saying the coiled cable is toasted?
>
>samf
>Atari Computer Nut
>Virginia U.S.A.
>C-Lab/CT060 Falcon,
>256mb TT Ram, 14mb ST Ram,
>4Gig hdd, IDE DVD Drive

Probably the keyboard, though I don't really have a way to check. I
get no response from any keypresses, and the mouse cursor won't move.

- Mike

4321. Re: Stacy color screen hack?

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 14:31:47 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1128090707.121573.194150@o13g2000cwo.googlegroups.com>
Source record: 11047
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Check out Lilliput, they might make a screen big enough, I know they do
little 8" screens that take in VGA and composite.

Pawel Kaznowski wrote:
> w poscie 1127978657.733969.171580@g43g2000cwa.googlegroups.com, PeP od
> pedda_pirat@hotmail.com napisal 29-09-05 9:24:
>
> > R3tr0 wrote:
> >> I was wondering, has anyone ever attempted to upgrade a Stacy to a color
> >> screen? With all the mods and hacks being done this could be a cool hack.
> >> Any ideas?
> >
> > Hey, that's a cool idea.
> >
> > A TFT with the right size, and a RGB/Composite/TV -> VGA adapter + some
> > wires internally. You could even make it support all 3 resolutions if
> > you're lucky.
> >
>
> I I thought about that too :) It could be possible but the problem is to get
> right TFT and cheap one :)
>
> So then it should be possible since STACY got full ST VIDEO compatible
> SHIFTER. But then I think it should have better POWER SUPPLY or more, better
> batteries :)

4322. Macros

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 16:56:26 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11jqrhqqkc5fv2a@corp.supernews.com>
Source record: 11048

Is there a gem program that will run a macro? Like opening up all of
my commonly used programs with one key stroke?

TIA

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

4323. Re: Macros

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 17:18:41 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dhjs1h$2od$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10899

Hi Joseph

Scripter may fit that bill, not sure if you need magic for that too work
though

> Is there a gem program that will run a macro? Like opening up all of
> my commonly used programs with one key stroke?

--

Regards from STEve & his nice warm cosy PAK�d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4324. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 18:06:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7IadnTESKakT46DenZ2dnUVZ8tydnZ2d@pipex.net>
Source record: 10900

In message 6@cix, someone@nowhere.com said:

> SNIP And, of
>course, the V key still did not work, but that'll have to wait for more
>time and better weather, as I plan to wash the plastics outside and let
>them dry out there, hopefully, in the sunlight... (Tuesday evening maybe...)

The chances are that the rubber cup is torn near the carbon bush
that actually makes the contact to the motherboard grid. This is
quite common for heavily-used keys on Ataris - I've had to replace
over a dozen on 3 machines. If you can, fit a replacement. Best do
a nice set of 'TT Keys' with stiffer 'springing', but are a little
expensive. If you can't find another keyboard to canibalise
(actually it might be worth while buying another ST from a thrift
shop or similar) then swap the 'V' cup for another one you seldom
or never use, such as the accent grave/macron next to the
Backspace key.

Regards, /Peter/

4325. Re: Aniplayer help?

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 19:52:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.30.19.52.33.511827@charter.net>
Source record: 10901

On Thu, 29 Sep 2005 14:59:30 -0700, Galen wrote:

> No, I'm referring to the one that modifies the sound matrix. (I can't
> seem to recall its name off the top of my head.)
>
> Galen

Okay thanks. I'll have to look around and try to find it.

I've had some partial success. Without doing anything but changing the 68020 file for the 68060 one, I can play MP3s, with about 10% usage according to Aniplayer. The sound is clean and sharp. Here is the ugly part - if I try to play .OGGs though, the usage goes to 460% or higher and it continuously replays part of the song every couple of seconds before moving on.

This now applies to movies as well - usage goes to 700% or higher, and the movie video/sound replays itself, skips, etc,...

Since I can play MP3s, with low usage, and very clean sound, does that mean I still probably have a problem with the SDMA clock, or perhaps I just don't have Aniplayer (or something else CT60 related) set right?

I still can't play PMDOOM with sound either. Rocks, very playable with the "-audio off" switch in use though.

Thanks everyone. :-)

--
_/_/_/

4326. CT60 software?

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 19:55:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.30.19.55.31.711261@charter.net>
Source record: 10902

I looked on Rodolphes' site but I still want to ask:

Can CT60 owners please post a list of what AUTO folder programs, ACCs, and CPXs they are using? I don't use MagiC/Jinnee so I don't really need that info.

I'd just like to get a feel for whats being done here.

Thanks everyone.

--
_/_/_/

4327. Re: ebay...

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 19:59:40 UTC
From: Bill Forbes <wforbes@adelphia.net>
Message-ID: <jKmdnZHn2aeuBKDeRVn-jA@adelphia.com>
Source record: 10903

"cutterjohn" <someone@nowhere.com> wrote in message
news:pan.2005.09.19.15.55.36.244885@nowhere.com...
> Also, at the same time I saw another odd entry on ebay ended around the
> same time as the STe: A Mega ST4, whose seller claimed a 4096 color
> palette yet only having the YM-XXXX sound chip, and a 30M Atari hd.
> The thing went for $255! (Don't some of the dealers sell for less than
> this?
Nope.
And it makes me afraid of what a Mega STe would go for, let alone a
> TT or Falcon...) I'd bet that shipping on it was c. $50 as well...

Yep, I bought the Mega ST 4 with 30M harddrive. Neither work. And the
1600 games and other programs that came with it. Nearly all useless
diskettes.
Sometimes you win on eBay and sometimes you tale a licking. But where else
are you going to get old computer stuff at prices that affordable. In the
long run,,
I come out OK, even with some miserable buys (about one-third of the time).

4328. Re: HP Laserjet 4050N Printer

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 22:33:27 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.sxxsx1kaknc94k@81-174-208-215.pth-as1.dial.plus.net>
Source record: 10905

Hi
Thanks all for this info. I picked up one of these for free recently.
Tested it on a PC & so far it works fine so it looks like I've got myself
an excellent Atari printer.

Maurice

On Thu, 29 Sep 2005 20:43:17 +0100, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

4329. Re: Macros

Newsgroup: comp.sys.atari.st
Date: 2005-09-30 22:39:44 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1128119984.541643.161330@g43g2000cwa.googlegroups.com>
Source record: 10906

IIRC, CodeHead's CodeKeys will do all of that for you.

-Dana @ A-ONE

4330. Re: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 00:04:08 UTC
From: techie_alison <techie_alison2000@yahoo.co.uk>
Message-ID: <dhkjpndan1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10907
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0509290317420.24008-100000@onyx.spiritone.com...

> Atari Books, 20% off. E-Mail or call (503)256-9974!

Hi Ben,

Have been trying to mail you but your replies comes back as emails with
nothing in them (getting paranoid). I'm interested in one of your books
and trying to find out the UK postage costs or if you'd be interested in
doing a straight swap for one of the PeST mouse interfaces.
http://www.retro.dial.pipex.com/pest/

Thanks,

Aly

4331. Re: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 00:27:37 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dhkl5ngvo1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10908
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"techie_alison" <techie_alison2000@yahoo.co.uk> wrote in message
news:dhkjpndan1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0509290317420.24008-100000@onyx.spiritone.com...
>
> > Atari Books, 20% off. E-Mail or call (503)256-9974!
>
> Hi Ben,
>
> Have been trying to mail you but your replies comes back as emails with..
>

Hi again Ben,

Have just picked up your messages, eventually telnetted into the POP3 server
as my provider recently overhauled their web client to make things
easier....

Awww, really dissapointed. Have been hunting for that book for ages :-)

<<ST Disk Drives:Inside and Out>>

Is earmarked for Exxos's and my next embedded ST project.

Thanks again for replying several times, apols. Keep up the good work. :-)

Friendly regards,

Aly

4332. Re: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 00:35:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509301716500.9072-100000@onyx.spiritone.com>
Source record: 10909
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Sorry alison, I replied but you did not receive it. I'm sorry to report
the Book has been sold. Sorry! ===Ben===

On Sat, 1 Oct 2005, techie_alison wrote:

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0509290317420.24008-100000@onyx.spiritone.com...
>
> > Atari Books, 20% off. E-Mail or call (503)256-9974!
>
> Hi Ben,
>
> Have been trying to mail you but your replies comes back as emails with
> nothing in them (getting paranoid). I'm interested in one of your books
> and trying to find out the UK postage costs or if you'd be interested in
> doing a straight swap for one of the PeST mouse interfaces.
> http://www.retro.dial.pipex.com/pest/
>
> Thanks,
>
> Aly

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4333. BetaDOS drivers in aranym/AFROS - please help

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 07:22:39 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <3q6rnkFdhnfiU1@individual.net>
Source record: 10910

Hi,

in the aranym/AFROS package there is BetaDOS included with a driver that allows accessing files with long names in Linux folders without MinT, only with TOS 4.04 and BetaDOS installed in the AUTO folder of an aranym partition.
This worked on my former Linux system and now I need this BetaDOS driver for testing with the emulator TOSBOX running from MS Win 98. This could be the solution to access the files with long names of the VFAT system.
Because I can't extract single files from the AFROS diskimage, I need help from people who have aranym/AFROS installed.

TIA, Ludwig

4334. Re: 1040 ST/e available in Brisbane, Australia

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 08:45:12 UTC
From: Derrick Chapman <dekka@tpg.com.au>
Message-ID: <433e4c4c$1@dnews.tpgi.com.au>
Source record: 10911

Hi Steve, I live on the Gold Coast and I would like the whole Atari package
if I`m not to late. I could pick up. regards Dekka

"Steve Adam" <Steve.adam62@dummy.gmail.com> wrote in message
news:5RSXe.651$0E5.3@news-server.bigpond.net.au...
>I live in Brisbane, Australia and I haven't turned
> my ST/e on for a few years now, so I guess
> it's time to get rid of it.
>
> I have an ST/e for anyone who wants to
> come and pick it up.
>
> It has 4MB of ram,
> 16MHz adspeed upgrade,
> DTP Software
> GCR
> QIC150 tape drive and lots of tapes
> 300 Mb SCSI drive
>
> It also has the original STiK source code,
> though I guess that's changed a lot since
> I last did any work on it ;)
>
> Steve.
>
>

4335. Re: HP Laserjet 4050N Printer

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 12:09:32 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.sxyup6msknc94k@81-174-207-70.pth-as15.dial.plus.net>
Source record: 10912

Tested it and the laserjet 4050N also works with the deskjet 500 drivers
at
300 dpi. Great for any older software.

Maurice

On Thu, 29 Sep 2005 20:43:17 +0100, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

> Yes, it will work. I sometimes use a LaserJet 2200 (a bit newer than the
> 4050N) with my TT, and the drivers (NVDI, TempusWord) for the older
> LaserJets work fine, at least for 300 and 600 DPI.
>

4336. Problem with Mint/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 12:38:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <433ead78328a10@comcast.net>
Source record: 10925

Hello all,

This is for all you Mint/Mintnet people. I have mentioned that my Mint setup had gone bye-bye. I did back it up and will re-install everything, but I have a little problem. For some reason in the Mint environment, if I try and write something to any partition, floppy or otherwise, the fat table seems to get messed up. All the file names turn into garbage. I have a setup where I can boot up Mint without Mintnet, so I can view an EXT2 partition. I tried to change a file name on the HDDriver utility program and that wiped out the whole partition fat table. Luckily I was able to re-install everything back with some backups I had. Anyone know why this is happening? The last time I tried to boot up MintNet, all the files in the Mint folder was wiped out. Below is my mint.cnf file. If there is anything funny in it, please let me know. If it is ok, then it must something in my auto folder that is doing it.

```
# MINT.CNF erstellt von EasyMiNT Installer am 05.04.2002 um 18:22:10
#
SLICES=2
NEWFATFS=A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,V,W,X,Y,Z
#
# filesystem cache (kb)
# more memory increases the filesystem speed
CACHE=3072
#
# enable VFAT (long names) for this drives
# (can be changed in runtime by FSetter too)
VFAT=A,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U,V,W,X,Y,Z
#
# enable write protection for this drives
# (can be changed in runtime by FSetter too)
# WRITEPROTECT=
#
# completly remove drive B:
# HIDE_B=Y
#
# Links zu EasyMiNT
sln m:\bin u:\bin
sln m:\lib u:\lib
sln m:\etc u:\etc
sln m:\home u:\home
sln m:\usr u:\usr
sln m:\tmp u:\tmp
sln m:\var u:\var
sln m:\sbin u:\sbin
sln m:\root u:\root
```

```
sln m:\opt u:\opt
sln m:\mnt u:\mnt
sln m:\boot u:\boot
echo
#
# Environment
setenv PCONVERT PATH,HOME,SHELL
setenv UNIXMODE /brUs
setenv PATH u:\bin,u:\usr\bin,u:\usr\sbin,u:\sbin,u:\boot\mint\bin
setenv HOME /root
#
#
# Autostartprogramme
exec c:\mint\fpu__3.prg
#exec c:\auto\mintprg\extendos.prg
echo
# Filesystemcheck (mandatory)
exec u:\c\mint\bin\sh u:\c\mint\bin\fscheck.sh
echo
setenv AESDIR C:\N_AES\
setenv THINGDIR D:\THING\

# X server display
setenv DISPLAY 0:0.0
#
# Timezone (mandatory)
exec u:\sbin\tzinit -l
echo
#
# Additional tools
# Draconis to MiNT-Net gateway
# exec u:\usr\sbin\mgw
# echo
# Gluestik - STiK/STiNG to MiNT-Net gateway
# exec u:\usr\sbin\gluestik
exec c:\n_aes\apps\gsdaemon.prg
exec c:\n_aes\apps\gsdriver.exe
# echo
cd u:\
INIT=u:\sbin\init
echo Setup complete, now booting system...
echo
```

4337. Re: CT60 software?

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 14:37:50 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1128177467.db2b2174e2165cdfbc342dceff43f904@teranews>
Source record: 10913

Hi,

I noticed that there was a list of AUTO folder programs on his web
site. Does anyone have any 'bit' settings for any programs using
FILEINFO.CPX?

It would be nice to have the list (as a table) redone with FILEINFO
information. Something similiar to:

(This is not actual settings)

Pagestream1.8b Fastload:NO TTPRG:YES TTRAM:NO

Does anything like this exist? Should there be one?

Thanks
Rory

On Fri, 30 Sep 2005 15:55:31 -0400, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>
>I looked on Rodolphes' site but I still want to ask:
>
>Can CT60 owners please post a list of what AUTO folder programs, ACCs, and
>CPXs they are using? I don't use MagiC/Jinnee so I don't really need that
>info.
>
>I'd just like to get a feel for whats being done here.
>
>Thanks everyone.

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

4338. Re: CT60 software?

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 15:10:48 UTC
From: SWE <jvalant@atari.org>
Message-ID: <YFx%e.497$h6.159603@news.siol.net>
Source record: 10914

Ronald J. Hall wrote:
>
>
> I looked on Rodolphes' site but I still want to ask:
>
> Can CT60 owners please post a list of what AUTO folder programs, ACCs, and
> CPXs they are using? I don't use MagiC/Jinnee so I don't really need that
> info.
>
> I'd just like to get a feel for whats being done here.

Mine is preety small:

xboot
reminder
jpegd
ffsel
nvdi
cntscrn3
mint

Janez

4339. Re: Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 15:22:24 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.10.01.15.22.24.804012@nowhere.com>
Source record: 10915
Cross-posted to: comp.sys.atari.st,pdx.forsale

On Thu, 29 Sep 2005 03:27:47 -0700, Bravo Sierra Computers wrote:

> I'm willing to pay upto $100 for the right Mega ST4 & ICD Link2! I need to

You do realize that a Mega ST4 with a plain ol' megafile 60, IIRC, sold
for about double this price on ebay a few weeks ago, right?

4340. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 15:33:32 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.10.01.15.33.30.219738@nowhere.com>
Source record: 10916

On Fri, 30 Sep 2005 13:06:06 -0500, xlator wrote:

> machines. If you can, fit a replacement. Best do a nice set of 'TT Keys'
> with stiffer 'springing', but are a little expensive. If you can't find
> another keyboard to canibalise (actually it might be worth while buying
> another ST from a thrift shop or similar) then swap the 'V' cup for

Thanks. I did most of the cleaning, but still need on working out a way
to free the mainboard.

The keyboard went through cleaning, and everything seems to be working ok.
The rubber cups didn't look to be in that bad of shape yet, but yes, if I
can find a plain old ST at a thrift shop locally somewhere, I'll probably
snarf it up for parts. (Actually, I, briefly, tried this before
resorting to ebay for the STe, and didn't even see anything Atari. I
even hunted through a local flea market(HUGE) hoping to find someone
selling some old systems, but no such luck other than a couple of vendors
selling NES and more recent vintage video games...

AFAICS Ataris are pretty rare on the ground in the US... that or they're
still sitting in someone's attic/basement/garage or have already been
landfilled... (I should've tried that Atari swap meet in Ohio, but it
would have been a longish(and expensive) drive for not knowing what would
be there... I'll have to look around SW Ontario when I get a chance as
well...)

4341. Re: CT60 software?

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 16:00:11 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1128182411.425014.202050@o13g2000cwo.googlegroups.com>
Source record: 10917

Mine is even smaller:

/auto/
nvdi
cntscrn3
mint

-- Peter

4342. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 16:23:51 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <433eb817_2@x-privat.org>
Source record: 10918

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka510.zip
(880.007 bytes) 2D Graph Describer, 3D Modeller

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka510-020.zip
(880.990 bytes) 68020 version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka510-fpu.zip
(848.814 bytes) FPU version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka510-lite.zip
(233.425 bytes) Lite edition working on ST with 720 kb floppy

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/notes_g.zip
(5.640 bytes) German resources for Notes (notes211.zip).
Notes display smalls notes on the desktop in the same way as Ease or MacIntosh desktop.
Notes works correctly under all TOS system compatible.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
```

4343. Re: Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 18:11:16 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <433ed348_1@x-privat.org>
Source record: 10919

As I wrote a few days ago, I have the same problem with Aniplayer and OGG:
OGG doesn't work (aniplayer can't find the SLB!) with 060 OGG SLB, but it
works (Sssslllloooowwwwwww) with the standard SLB.
No problems with ANY OTHER SLB. And my SDMA is just fine! (ask Rodolphe :-)
)

4344. Re: CT60 software?

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 18:15:08 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <433ed42f$1_1@x-privat.org>
Source record: 10920

I ended up with the consideration that, if it doesn't work, start trying
toying with FILEINFO. Otherwise, set everything at its best "Yes, Yes, Yes"
for fastload, tt mem, tt prg

4345. Procesador de Texto

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 20:27:07 UTC
From: JVS <jorge.vergara@vtr.net>
Message-ID: <dhmrpnpfk1@news1.nivel5.cl>
Source record: 10921

Tengo un Atari ST con 1 Mega de memoria, monitor monocromo. Qu&#65533; procesador de texto puedo usar??
Gracias
Jorge Vergara Salas
Chile

4346. Re: Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 20:45:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.01.20.45.07.457733@charter.net>
Source record: 10922

On Sat, 01 Oct 2005 18:11:16 +0000, Paolo wrote:

> As I wrote a few days ago, I have the same problem with Aniplayer and OGG:
> OGG doesn't work (aniplayer can't find the SLB!) with 060 OGG SLB, but it
> works (Sssslllloooowwwwwww) with the standard SLB.
> No problems with ANY OTHER SLB. And my SDMA is just fine! (ask Rodolphe :-)
>)

Hmm, how do you know its not finding the '060 version of the SLB? Maybe
thats my problem as well. If I try to play an OGG, it reports something
like 460% usage and skips badly.

Does fine with MP3s.

Thanks.

--
_/_/_/

4347. Re: CT60 software?

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 20:47:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.01.20.47.16.586136@charter.net>
Source record: 10923

On Sat, 01 Oct 2005 15:10:48 +0000, SWE wrote:

> Mine is preety small:
>
> xboot
> reminder
> jpegd
> ffsel
> nvdi
> cntscrn3
> mint
>
> Janez

Thanks SWE. Thats pretty close to what I'm using. I was trying to only
load up the bare minimum needed (ACCs/CPXs as well) until I got all my
problems ironed out.

--
_/_/_/

4348. Re: CT60 software?

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 20:47:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.01.20.47.34.534806@charter.net>
Source record: 10924

On Sat, 01 Oct 2005 09:00:11 -0700, PeP wrote:

> Mine is even smaller:
>
> /auto/
> nvdi
> cntscrn3
> mint
>
> -- Peter

Thanks Peter.

--
_/_/_/

4349. Re: Problem with Mint/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2005-10-01 22:32:09 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <433f0e69$1_2@x-privat.org>
Source record: 10926

Edward S. Baiz Jr. wrote:
>
> Hello all,
>
> This is for all you Mint/Mintnet people. I have mentioned that my Mint setup
> had gone bye-bye. I did back it up and will re-install everything, but I have
> a little problem. For some reason in the Mint environment, if I try and write
> something to any partition, floppy or otherwise, the fat table seems to get
> messed up. All the file names turn into garbage. I have a setup where I can
> boot up Mint without Mintnet, so I can view an EXT2 partition. I tried to
> change a file name on the HDDriver utility program and that wiped out the
> whole partition fat table. Luckily I was able to re-install everything back
> with some backups I had. Anyone know why this is happening? The last time I
> tried to boot up MintNet, all the files in the Mint folder was wiped out.
> Below is my mint.cnf file. If there is anything funny in it, please let me
> know. If it is ok, then it must something in my auto folder that is doing it.
>
>
> # MINT.CNF erstellt von EasyMiNT Installer am 05.04.2002 um 18:22:10
> #
> SLICES=2
> NEWFATFS=A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,V,W,X,Y,Z
> #
> # filesystem cache (kb)
> # more memory increases the filesystem speed
> CACHE=3072
> #
> # enable VFAT (long names) for this drives
> # (can be changed in runtime by FSetter too)
> VFAT=A,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U,V,W,X,Y,Z

Don't use VFAT on the boot partition.

>
> # Gluestik - STiK/STiNG to MiNT-Net gateway
> # exec u:\usr\sbin\gluestik
> exec c:\n_aes\apps\gsdaemon.prg
> exec c:\n_aes\apps\gsdriver.exe

What is this? Gluestik drivers or what? That's really old stuff. Get
ride of that. Use gluestik.prg as found in the freemint 1.16.1
release.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
**********Grï¿½ï¿½e vom Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4350. Re: Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 05:31:16 UTC
From: SWE <jvalant@atari.org>
Message-ID: <EgK%e.499$h6.167377@news.siol.net>
Source record: 10927

Ronald J. Hall wrote:

> Hmm, how do you know its not finding the '060 version of the SLB? Maybe
> thats my problem as well. If I try to play an OGG, it reports something
> like 460% usage and skips badly.

Note, your reported 10% cpu with MP3 is due to DSP. Try to disable DSP, u
will get much higher cpu usage for MP3.. and 460% usage for ogg just means cpu
is too slow ;) (or that the routines are slow ;) OGG is afaik more demanding
as MP3 and that may be a problem

Janez

4351. Re: CT60 software?

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 05:35:11 UTC
From: SWE <jvalant@atari.org>
Message-ID: <jkK%e.500$h6.167558@news.siol.net>
Source record: 10928

>
> Thanks SWE. Thats pretty close to what I'm using. I was trying to only
> load up the bare minimum needed (ACCs/CPXs as well) until I got all my
> problems ironed out.

Well if u use MiNT (i think Magic offer that as well), u better Load/Unload ACCs on demand. I use preety small number of ACCs (STGuide, Freedom, Control Panel and NewAlert) and load others if needed...

Janez

4352. Re: Procesador de Texto

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 05:45:46 UTC
From: SWE <jvalant@atari.org>
Message-ID: <euK%e.501$h6.167516@news.siol.net>
Source record: 10929

> Tengo un Atari ST con 1 Mega de memoria, monitor monocromo. Quï¿½ procesador
> de texto puedo usar??

Well lets imagine i understood this :) Imho u should use Signum. Great text processor, also very features packed. Maybe some older (4) version will eat even less memory as latest... If u need less features, i would go with Everest editor....

Janez

4353. Re: Problem with Mint/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 05:45:55 UTC
From: SWE <jvalant@atari.org>
Message-ID: <nuK%e.502$h6.167486@news.siol.net>
Source record: 10930

```
> VFAT=A,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U,V,W,X,Y,Z
```

OUCH! Do not use VFAT filesystem on C drive, or any drive where u dont use VFAT by default (aka games, demos etc drives)

```
> # HIDE_B=Y
> #
> # Links zu EasyMiNT
> sln m:\bin u:\bin
> sln m:\lib u:\lib
> sln m:\etc u:\etc
> sln m:\home u:\home
> sln m:\usr u:\usr
> sln m:\tmp u:\tmp
> sln m:\var u:\var
> sln m:\sbin u:\sbin
> sln m:\root u:\root
> sln m:\opt u:\opt
> sln m:\mnt u:\mnt
> sln m:\boot u:\boot
> echo
> #
> # Environment
> setenv PCONVERT PATH,HOME,SHELL
> setenv UNIXMODE /brUs
> setenv PATH u:\bin,u:\usr\bin,u:\usr\sbin,u:\sbin,u:\boot\mint\bin
> setenv HOME /root
> #
> #
> # Autostartprogramme
> exec c:\mint\fpu__3.prg
```

Do u use CT60? This is NOT necessary!

```
> setenv THINGDIR D:\THING\
```

```
> # Gluestik - STiK/STiNG to MiNT-Net gateway
> # exec u:\usr\sbin\gluestik
> exec c:\n_aes\apps\gsdaemon.prg
> exec c:\n_aes\apps\gsdriver.exe
```

This also calls for trouble, this GS is old, VERY old, use PRG included in MiNT 1.16.x...

Janez

4354. Re: Mega STe keyboard maintenance

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 07:46:18 UTC
From: ausl8 <mc205@hotmail.com>
Message-ID: <433f9e5b$1@news.eftel.com>
Source record: 10931

"Mike Maginnis" <maginnis@tarnover.org> wrote in message
news:ctdqj11v3o52k2lrjp3nt2jenf8m0ncmq6@4ax.com...
> On Thu, 29 Sep 2005 18:37:40 -0400, samf <sf0218@adelphia.net> wrote:
>
> >Mike Maginnis wrote:
> >> A little background: I was given a Mega STe a few years back but,
> >> being a Woz-worshipper, I never did much with it. The unit came
> >> without a keyboard and I remember spending a good portion of my lunch
> >> money on a new one. I fired it up a couple of times, poked around a
> >> bit and then left it to languish in the basement until late last
> >> night. At some point during those years of disuse, the keyboard
> >> apparently shuffled off this mortal coil.
> >>
> >> Does anyone have any thoughts or simple troubleshooting tips? I have
> >> no intention of doing anything other than the most basic tasks (i.e.,
> >> cleaning). Anything requiring a soldering iron, mucking about with
> >> firmware, etc. is right out.
> >>
> >> - Mike
> >> maginnis@tarnover.org
> >>
> >> The Computist Project
> >> http://www.computist-project.net
> >>
> >> (Temporarily offline, until Comcast
> >> realizes that I'm not paying them
> >> double just because they decided to
> >> double-bill me.)
> >
> >Is the keyboard itself bad, or are you saying the coiled cable is
toasted?
> >
> >samf
> >Atari Computer Nut
> >Virginia U.S.A.
> >C-Lab/CT060 Falcon,
> >256mb TT Ram, 14mb ST Ram,
> >4Gig hdd, IDE DVD Drive
>
> Probably the keyboard, though I don't really have a way to check. I
> get no response from any keypresses, and the mouse cursor won't move.
>
> - Mike

I repaired a Mega STE keyboard which had a broken track on its membrane with the product used to car fix rear window demisters. Obviously you would first need to discover if there is a faulty track! A visual check could be enough or a multi meter to test continuity. Of course dismanteling may not appeal?

4355. TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 09:50:11 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3q9oqkFdh0liU1@individual.net>
Source record: 10932

When playing around with the Debian 3.1 installation CD I noticed that
the Riebel ethernet driver is not installed during the installation
setup. Is this driver not included in the Debian distribution anymore?
My old setup (with kernel 1.0) still includes this driver.
Hints how to load the Riebel driver module in order to run/continue the
installation are appreciated.

--

Dr. Uwe Seimet http://www.seimet.de

4356. Re: Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 12:32:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.02.12.32.32.19875@charter.net>
Source record: 10933

On Sun, 02 Oct 2005 05:31:16 +0000, SWE wrote:

> Note, your reported 10% cpu with MP3 is due to DSP. Try to disable DSP, u
> will get much higher cpu usage for MP3.. and 460% usage for ogg just means cpu
> is too slow ;) (or that the routines are slow ;) OGG is afaik more demanding
> as MP3 and that may be a problem
>
> Janez

Ah, I see. Thats with my 95mhz CT60 and 256 megs of SDRAM. Guess OGG is
gonna be verboten for awhile then... :-)

Thanks.

--
_/_/_/

4357. Re: Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 13:02:57 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <433fda81$0$4429$91cee783@newsreader02.highway.telekom.at>
Source record: 10934

Ronald J. Hall wrote:

> Ah, I see. Thats with my 95mhz CT60 and 256 megs of SDRAM. Guess OGG
> is gonna be verboten for awhile then... :-)
>
> Thanks.

Hi Ronald!

Your System could compare to an iP54C/200MHz!?

95MHz of 68060.... amazing.

Best Regards,

Daniel Mandic

P.S.: I have had 60MHZ (OC 50) MC68060 - A2000

4358. Re: Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 13:39:28 UTC
From: SWE <jvalant@atari.org>
Message-ID: <kqR%e.512$h6.168560@news.siol.net>
Source record: 10935

> Your System could compare to an iP54C/200MHz!?
>
> 95MHz of 68060.... amazing.
>
> P.S.: I have had 60MHZ (OC 50) MC68060 - A2000

rev6 060 can go up to 100, 105 was reported as well. But most of rev6 are stable until 95mhz. Mine works ok at 100 BUT tends to do some unexplained freezes at random time...

Janez

4359. Re: Cleaning STs...

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 14:26:50 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aKWdnTqojKW3c6LeRVnyrw@pipex.net>
Source record: 10936

In message <4339a28e$0$49766$ed2e19e4@ptn-nntp-reader04.plus.net>,
sdm@atmosBlockA.plus.com said:
...SNIP...
>> I'm also in need of some advice re: cleaning corrosion on cartidge port
>> spring "pins". The pins look ok, it's just that there is corrosion that
>> is definitely going to have to be cleaned off before any cartride would
>> work.
>
>You want to use something that isn't going course further damage. Very fine
>wire wool would work but if you have bits of it left in there you could
>damage the ST. I'd use some fine carborundum paper (400 or 600) . You can
>stick a bit to a lolly stick or stiff bit of card so you can get it inside.
>Don't overdo it ! You'll need to clean out the dust with a brush and you
>could give it a wipe to pick up any remaining bits.

You can get a small stiff glass-fibre brush specially made for
cleaning contact pins and PCB tracks (mine came from Maplins, but
most electronic parts stores should have them). There is also a
switch-cleaner spray available that removes oxidation on pins etc.

>> V key is not registering. Any common problems with keyboards other than
>> to try to clean it, hope for the best, then replace keyboard failing that?
>
>Could be a bit of muck got in. St keyboards are a bit fiddly to take apart
>and more difficult to assemble due to the little rubber caps that bounce
>off. If you can get another keyboard it could save a lot of hassle to just
>swap it.

Agreed that another keyboard is much easier, but repairs can be
done with a bit of care. Make sure you rest the very edges of the
keyboard on a coupe of thick books so that none of the keys are
pressed down when you remove the PCB after undoing the 30 screws.
And do that carefully, hinging it backwards (away from the edge of
the table) so that any rubber cups that are sticking to the PCB do
not fall on the floor. As I said in an earlier posting, it's quite
possible that the 'V' cup is torn if it's seen heavy use, and if
you don't have a spare, change it for one of the keys you
seldom/never use, such as ` (next to Backspace).

Regards, /Peter/

4360. Re: Atari 1040ST screen flicker when lo

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 14:26:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <qPSdnXFPstyyc6LeRVnyjA@pipex.net>
Source record: 10937

In message <dhhugejj1@news.eunet.yu>, vdjole@EUnet.yu said:
...SNIP...
>I am very bad at German, but I believe that the following paragraph(s)
>describe the problem and the solution (text taken from Chips 'n Chips):
>
> Bildschirmflimmern
>
> Bei verschiedenen Älteren Systemen, kann nach einer gewissen Zeit
> ein Bildschirmflimmern auftreten. Dieser Fehler tritt in einem be-
> stimmten Temperaturbereich auf. Beim Austauschen von Videoshifter
> und MMU wird dieser Bereich nur verschoben. Um Abhilfe zu schaffen,
> wird ein Kondensator im Wert von 5-10pf (Picofarad) an Pin 39 vom
> Videoshifter gegen Masse gelötet.
>
> Wer sagt mir, woher es kommt, daß bei Plattenzugriffen der graue
> Hintergrund des Monitorbildes leicht flackert ?
> RESET-Signal am DMA-Ausgang über einen 7407 (kein LS!) mit 1 kOhm
> gegen 5 Volt verstärken, dann treten diese Effekte nicht mehr auf.
>
> Bei Flimmern, Grieseln oder Sternenbildung auf dem Schirm ?
> An Pin 36 (16MHz out) des Videochips einen Kondensator von 10-120pF
> gegen Masse einlöten. Der Wert muß ausprobiert werden!

DDP Translations at your service! [Items in square brackets added]

Screen flicker

With some older systems [i.e. hardware], screen flickering
can occur after some time. This fault appears over a given
temperature range. Swapping the video shifter and MMU merely
alters this range. The remedy is to solder a capacitor with a
value of 3-10 pF (picofarad) between pin 39 of the video
shifter and ground.

[Q] Who can tell me why the grey background of the screen image
[A] flickers slightly with disc accesses?
Amplify the RESET signal at the DMA output via a 7407 [IC] (not
the LS version!) with 1 kOhm to 5 volts, and the effects will
no longer occur.

[Q] Flicker, tearing [?] or star formation on the screen?
[A] Solder a capacitor of 10-120pF between pin 36 (16 MHz out) of
the video chip aand ground. The value must be found by trial
and error!

Regards, /Peter/

4361. Re: Macros

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 14:27:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <NYCdncE794uoc6LenZ2dnUVZ8t2dnZ2d@pipex.net>
Source record: 10938

In message <11jqrhqqkc5fv2a@corp.supernews.com>, jdplace@REMOVESPAMcableone.net said:

>Is there a gem program that will run a macro? Like opening up all of
>my commonly used programs with one key stroke?

Well, the latest version 1.29 of the Thing desktop (shareware)
allows you to install single 'Quick-start' keys, but unfortunately
the 'Extra/Quick-start key' menu item is not described in the HYP,
which is for V1.27. And I haven't found a way to make it work :-(

But you can have 10 more by allocating the function keys F1 to F10
with the 'Extra/Function keys' menu entry.

However, if you allow not *one* key but *two*, you can install another
30 with function+modifier key in 'Extra/Function keys'. From the HYP:

"This dialog offers separate pages to assign Function keys alone and in
combination with [Shift], [Control] or [Alternate], as well as allocating
entries in the 'Tools' menu.

"Key allocations are evaluated as follows:

"If only a filename is entered the relevant file will be opened when the
key/combination is pressed, taking into account any applications installed
for it.

"If the file is a program then it will be started, of course; optionally
one can also specify here any command line parameters to be passed."

Finally, the 'Extra/Applications' dialog allows up to 9 programs
to be launched with ALT+number key. From the HYP:

"Shortcut: In this popup menu an [Alternate] + number key combination can
be assigned as a keyboard shortcut to launch the application...."

If you don't use Thing, the (commercial) Jinnee desktop offers
similar facilities.

With other desktops, macros can be executed with the help of the
Harlekin desk accessory, which allows you to define your own. This
was commercial, but has been on cover disks and I think can now be
found on the web.

Regards, /Peter/

4362. Re: [WEB] New web site address

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 21:00:42 UTC
From: p.slegg@ANTI-SPAMscubadivers.co.uk
Message-ID: <43402e5a.0@entanet>
Source record: 10939

On 6 Sep 2005 15:28:44 +, Patrice Mandin wrote:
>Hello,
>
>I made a new web site, so please update your bookmarks with this URL:
>http://pmandin.atari.org/
>

Hi Patrice,

I see you have created a list of compatible pci devices.
http://perso.wanadoo.fr/patrice.mandin/v3/en/perso-pci.html

I am considering a wireless lan adapter. Does anyone know of any that
will work with the available drivers ?

Regards,
Peter

4363. Re: NEW PRINTER WITH ATARI ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 21:00:42 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <43402e5a.1@entanet>
Source record: 10940

On 28 Aug 2005 11:49:32 , "Edward S. Baiz Jr." wrote:
>>great stuff ,i've just worked a half day todaY and have the evening free.
>>
>>gonna try all i can tonight and shall return to this group the results i
>>acquire.
>>
>>just to stop suspicious minds from wondering what type of printers i'm
>>testing, they are two ....canon bjc-2000 's and an.... epson stylus c-60.
>>
>>ok thanks
>>charles
>
>I do not see a problem with the Epson Stylus C-60. The Cannon has a good
>chance, but I am not 100% sure here...
>

I have used a Canon bjc-2000 for a few years. I use the bjc-620 driver but
have tried some of the others in NVDI.

I works fine in 360dpi mode but printing in 720 dpi mode results in
tall images.

This problem was discussed with 2B and they blamed the application but
since it was happening with all the apps I tried it could only have been
the driver.

Peter

4364. Atari Online News, Etc. #07-40

Newsgroup: comp.sys.atari.st
Date: 2005-10-02 23:32:29 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1128295949.406991.61430@g47g2000cwa.googlegroups.com>
Source record: 10941

```
A-ONE #0740 09/30/05

~ StarOffice 8 Released! ~ People Are Talking! ~ CCAG Show
Postponed
~ EU Says Share the Web! ~ Kids Laptop Unveiled! ~ Online Avatars!
~ FIFA Phishing Scam! ~ Google Triples Search! ~ Microsoft Bad?
~ Hackers Help Microsoft ~ Commodore Resurrected! ~ P2Ps Are Doomed!

-* Phasing Out Microsoft Office *-
-* Colleges Offer More Game Courses! *-
-* U.S. Insists On Keeping Control of Internet *-

--- ---
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

4365. WTB: ScreenEye Digitiser for Atari Falcon030

Newsgroup: comp.sys.atari.st
Date: 2005-10-03 01:29:28 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <6O%%e.5522$ff7.1587@bignews4.bellsouth.net>
Source record: 10942

Looking to buy a ScreenEye Digitiser for Atari Falcon030.

I am in the USA and doubt that anyone in the US has one for sale,
but if so contact me with price.

I thought that I might find someone from overseas with one for sale.
If so, do contact me as I am most interested in finding a good
working one to buy.

I also will buy non-working ones as well.

I have the general software for it, but I think it's in German, so I
would
like a English version of the software if possible.

If I am not mistaken, the ScreenEye was made by a company in
Germany and sold by Titan Designs.

Anyhow, would very much like to get one or more of these.

Contact me with info and asking price.

Thanks,
phantomm@bellsouth.net

4366. WTB: Atari Falcon030 DSP Audio Hardware

Newsgroup: comp.sys.atari.st
Date: 2005-10-03 01:36:09 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <nU%%e.5526$ff7.1215@bignews4.bellsouth.net>
Source record: 10943

Looking to buy Atari Falcon DSP port add on hardware for
Music recording. Something that will give me more Audio Outputs/Inputs.

I know a few companies produced some good hardware such as
Sound Pool and the makers of Cubase.

Will purchase from Overseas.

Send hardware/software info and asking price.

Thanks,
phantomm@bellsouth.net

4367. WTB: Atari Falcon used CPU Upgrades

Newsgroup: comp.sys.atari.st
Date: 2005-10-03 01:40:26 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <oY%%e.5528$ff7.2426@bignews4.bellsouth.net>
Source record: 10944

With some Atari Falcon owners moving up to the CT60/63,
there must be a few used CPU upgrades lying around.

Looking for used or not used Nemesis by Titan Designs,
and other CPU upgrades, working or not.

Will buy from Overseas.

Send CPU info and asking price.

Thanks,
phantomm@bellsouth.net

4368. Re: CT60 software?

Newsgroup: comp.sys.atari.st
Date: 2005-10-03 02:37:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200510030437.a15654@b.maus.de>
Source record: 10945

Salve commonly, SWE <jvalant@atari.org> wrote:

> STGuide

<http://home.ewr-online.de/~gstoll/04.htm> is your friend!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

4369. Re: [WEB] New web site address

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 00:32:51 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <gfGdnd2xZI9wUNzeRVn-uw@adelphia.com>
Source record: 10946

lp wrote:
> in article 43402e5a.0@entanet, Peter Slegg wrote on 10/2/2005 5:00 PM:
>
>
>>I am considering a wireless lan adapter. Does anyone know of any that
>>will work with the available drivers ?
>
>
> I have a D-Link DWL-810 on my TT plugged into the eternec. This works quite
> well. The drivers don't matter with this arrangement since they talk to the
> ethernec.
>
Help me to understand:

You have your TT's ethernec connected(plugged) to the
DWL-810(ethernet-to-wireless bridge), and that connects wirelessly to
the wireless router on your peecee?

Thanks
samf
Atari Computer Nut
Virginia U.S.A.
C-Lab/CT060 Falcon,
256mb TT Ram, 14mb ST Ram,
4Gig hdd, IDE DVD Drive

4370. looking for Atari PC, PC2, PC3...also ST type stuph

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 01:02:37 UTC
From: Chris <chrism3667@yahoo.com>
Message-ID: <1128387757.895032.305900@o13g2000cwo.googlegroups.com>
Source record: 10947

Hello. I'm looking for, in particular the PC2, but I'm not ruling out the other Atari peecee's. Also looking for ST stuph. I have a 1040ST I pulled out of someone's garbage...in pieces. Haven't had time to mess with it. chrism3667@y-a-h-o-o.com. Grassyass.

4371. WTB: ADSPEED 16

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 01:17:27 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <VOF0f.4124$K8.1102@bignews7.bellsouth.net>
Source record: 10872
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Looking to buy working ADSpeed 16 for the 1040STe.

Also looking for working Switchable TOS 2.06/1.62 for 1040STe.

And a 1.44 High Density Disk Drive kit for 1040STe.
(Or good directions on how to do this myself)

If you have either for sale/trade, contact me at e-mail below.

Thanks,
phantomm@bellsouth.net

4372. Re: Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 01:39:24 UTC
From: YouCanToo <youcantoo@findmoore.net>
Message-ID: <xoSdnV6f2tkQRtzeRVn-qg@megapath.net>
Source record: 10948
Cross-posted to: comp.sys.atari.st,pdx.forsale

cutterjohn wrote:
> On Thu, 29 Sep 2005 03:27:47 -0700, Bravo Sierra Computers wrote:
>
>
>
>>I'm willing to pay upto $100 for the right Mega ST4 & ICD Link2! I need to
>
>
> You do realize that a Mega ST4 with a plain ol' megafile 60, IIRC, sold
> for about double this price on ebay a few weeks ago, right?

Say what ? A Mega ST4 and a Megafile 60 are NOT even close to the
same. The Mega ST4 is a 4 megabyte computer and the Megafile 60 is a MFM
60 gigabyte hard drive. Be sure you know what the heck it is your
talking about before spewing such nonsense

4373. Re: Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 03:27:23 UTC
From: Don Schmidt <RetiredEngineer@pnb.telco>
Message-ID: <11k3tk428r5fi33@corp.supernews.com>
Source record: 10849
Cross-posted to: comp.sys.atari.st,pdx.forsale

He didn't say they were the same, similar....
He's saying the two units were sold as a package.

--
Don
Vancouver, USA

"YouCanToo" <youcantoo@findmoore.net> wrote in message
news:xoSdnV6f2tkQRtzeRVn-qg@megapath.net...
> cutterjohn wrote:
>> On Thu, 29 Sep 2005 03:27:47 -0700, Bravo Sierra Computers wrote:
>>
>>
>>>I'm willing to pay upto $100 for the right Mega ST4 & ICD Link2! I need
>>>to
>>
>>
>> You do realize that a Mega ST4 with a plain ol' megafile 60, IIRC, sold
>> for about double this price on ebay a few weeks ago, right?
>
> Say what ? A Mega ST4 and a Megafile 60 are NOT even close to the same.
> The Mega ST4 is a 4 megabyte computer and the Megafile 60 is a MFM 60
> gigabyte hard drive. Be sure you know what the heck it is your talking
> about before spewing such nonsense

4374. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 04:39:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <434231ba13f6571@comcast.net>
Source record: 10857

>
>Edward S. Baiz Jr. wrote:
>> >
>> >Edward S. Baiz Jr. wrote:
>> >> Hello All,
>> >>
>> >> Just wanted to tell everyone that I have successfully installed Debian Sarge
>> >> on my Hades060 using the CD-Rom method.
>> >
>> >Glad to hear it. May I suggest writing a brief HOW-TO?
>> >
>> >Galen (Who once spent many hours trying to get the MK68000 version of
>> >Debian 2.1 to install on a Falcon)
>>
>> Yep coming soon. I just want to get X11 up and also the Gnome desktop. I tried
>> something to get it working and wiped out something and Linux does not boot. I
>> am installing it again now. Going smoothly like before.
>>
>
>
>Any updates Ed?
>
>Rob

Well I am still having a little problem in getting the X11 environment to come up. I had it up and running a few years ago when I ran the Slink version of Debian, but Sarge is much bigger and may take me longer to figure out. People on the Debian usernets say it may have to due with memory. I have 256meg of memory, so I think it is another problem possibly in my boot argument statement. The rest of it comes up fine, I just do not have a desktop enviroment yet. Also, my sound and ethernet cards are not recognized, but when Linux does a PCI scan, the hex numbers come up fine for each card. When I get it all up and running I plan to compile a new kernel which I hope will solve all this.

4375. Re: Leader board and 10th frame

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 04:43:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4342328a14970e0@comcast.net>
Source record: 10858

>Can anyone tell me or send me a pic of what the dongle looks like for
>these two games.
>>From what I have found the device plugs into joystick port 2.
>
>AO

It basically looks like a cap that covers the joystick port and connects a combo of two or pins together. I remember reading an article about how to make one on the NET.

4376. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 05:00:05 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1128402005.601331.73010@g14g2000cwa.googlegroups.com>
Source record: 10850

Edward S. Baiz Jr. wrote:
> >
> >Edward S. Baiz Jr. wrote:
> >> Hello All,
> >>
> >> Just wanted to tell everyone that I have successfully installed Debian Sarge
> >> on my Hades060 using the CD-Rom method.
> >>
> >Glad to hear it. May I suggest writing a brief HOW-TO?
> >
> >Galen (Who once spent many hours trying to get the MK68000 version of
> >Debian 2.1 to install on a Falcon)
>
> Yep coming soon. I just want to get X11 up and also the Gnome desktop. I tried
> something to get it working and wiped out something and Linux does not boot. I
> am installing it again now. Going smoothly like before.
>

Any updates Ed?

Rob

4377. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 05:03:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4342373c1841770@comcast.net>
Source record: 10859

>When playing around with the Debian 3.1 installation CD I noticed that
>the Riebel ethernet driver is not installed during the installation
>setup. Is this driver not included in the Debian distribution anymore?
>My old setup (with kernel 1.0) still includes this driver.
>Hints how to load the Riebel driver module in order to run/continue the
>installation are appreciated.

I am fiddling around with Debian 3.1 also on my Hades and do not remember that loading with. Infact, my Realtek Ethernet card is not recognized either. It may have to do with the fact the module is not yet built into my kernel which is old (version 2.2). I notice that kernel 2.6 has some eithernet modules in it but I cannot use it until I compile it for my Hades. What kernel version do you have? You can get on the Debian website and look up your kernel and go inside and see what modules it contains. I know you can load in modules, but I am a beginner also. I did just get the Sarge to install on my Hades and it works fine except for the X11 environment. Are you using CD rom's? I would think the driver you want is on one of them. I know the "dpkg" command loads in and manages the packages of the Linux system. That may be a way to put it on your system after you install it.

4378. Re: Problem with Mint/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 05:10:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4342390619aa030@comcast.net>
Source record: 10860

```
>
>
>
>> VFAT=A,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U,V,W,X,Y,Z
>
> OUCH! Do not use VFAT filesystem on C drive, or any drive where u dont use
>VFAT by default (aka games, demos etc drives)

Thanks I will take care of it.

>> # Autostartprogramme
>> exec c:\mint\fpu__3.prg

> Do u use CT60? This is NOT necessary!

No, I have a hades060. I will get rid of it.

>
>> # Gluestik - STiK/STiNG to MiNT-Net gateway
>> # exec u:\usr\sbin\gluestik
>> exec c:\n_aes\apps\gsdaemon.prg
>> exec c:\n_aes\apps\gsdriver.exe
>
> This also calls for trouble, this GS is old, VERY old, use PRG included in
>MiNT 1.16.x...
>
> Janez

Thanks again. I will change that.....

Thanks to both of you for helping me.
```

4379. Leader board and 10th frame

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 05:14:26 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1128402866.239791.273420@g43g2000cwa.googlegroups.com>
Source record: 10851

Can anyone tell me or send me a pic of what the dongle looks like for
these two games.
>From what I have found the device plugs into joystick port 2.

AO

4380. Re: Battlesphere

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 07:26:06 UTC
From: Christopher Coxon <c.coxon@virgin.net>
Message-ID: <i8q0f.13996$0f3.10253@newsfe1-win.ntli.net>
Source record: 10852

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:432d35ce538950@comcast.net...
>
> Actually Galen I heard the amount made was somewhere around 2000, but that
is
> still a small number. Too bad someone cannot buy the rights and make some.
I
> would think many would like to own a copy. I wonder what happend to
T-Bird?
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)

Hi Edward,
T Bird is alive and well and a regular poster at Jaguar Sector II Forum, he has indeed been the target for criticism in the past which has clouded his attitude toward the Jaguar fan base, rightly or wrongly I cant tell cos I wasnt on the scene at the time this was all happening.

I have noted he still puts the occasional copy of Battlesphere gold up on eBay and they always go for in excess of $500 so he still has some stock of them. Ive seen 2 sold by him in recent months. Under his e bay ID which is something like Misterincredible or Captainawesome or similar. All the time he can make $500+ a copy you can bet he wont be interested in selling the rights.

Scatalogic/ 4 Play T'Birds company that developed Battlesphere are still a going concern and so the copyrights to the game are still actively protected.

Chris

4381. Whats the difference between Stacey 4 and 2?

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 07:29:49 UTC
From: Christopher Coxon <c.coxon@virgin.net>
Message-ID: <Nbq0f.13998$0f3.6594@newsfe1-win.ntli.net>
Source record: 10853

I have recently purchased 2 Stacey 4's and would like to know how they
differ from Stacey 1 & Stacey 2's as I have no documentation with either of
them.
Chris

4382. Re: Whats the difference between Stacey 4 and 2?

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 08:55:55 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1128416154.969473.293880@g49g2000cwa.googlegroups.com>
Source record: 10854

Stacy4 - Stacy2 = 2!

4mb RAM as against 2mb RAM, plus the sticker on the front.

Coda.

4383. CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 09:43:17 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <172dnTMbX5Fk0N_eRVnyrQ@pipex.net>
Source record: 10855

Does anyone know when they will be shipped ? seem to have been waiting a really long time now :(

Chris

4384. Re: New web site address

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 12:54:17 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <1128430457.529251.121650@g43g2000cwa.googlegroups.com>
Source record: 10856

lp wrote:
> in article 43402e5a.0@entanet, Peter Slegg wrote on 10/2/2005 5:00 PM:
>
> > I am considering a wireless lan adapter. Does anyone know of any that
> > will work with the available drivers ?
>
> I have a D-Link DWL-810 on my TT plugged into the eternec. This works quite
> well. The drivers don't matter with this arrangement since they talk to the
> ethernec.

I did (briefy) consider finding some sort of box that would do this
but I don't really want to add to the clutter of wiring.

I am looking for a 802.11g wireless nic that is either Realtek rtl8193
or NE2000 compatible.

I currently use the rtl driver but assume the ne2000 will work just as
well.

Peter

4385. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 14:36:55 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3qfic7FehrdgU1@individual.net>
Source record: 10861

Edward S. Baiz Jr. wrote:

> it but I cannot use it until I compile it for my Hades. What kernel version do
> you have? You can get on the Debian website and look up your kernel and go

I have downloaded the Debian 3.1 net installation CD, which offers a 2.2
and a 2.4 kernel. I want to use the 2.4 kernel. What I am doing right
now is compiling a 2.4.31 kernel on my TT, which has all the drivers I
need included. I should then be able to use my own kernel for the
installation process.

> works fine except for the X11 environment. Are you using CD rom's? I would
> think the driver you want is on one of them. I know the "dpkg" command loads
> in and manages the packages of the Linux system. That may be a way to put it
> on your system after you install it.

For a start I just want to check if the 2.4 kernel works for me at all,
before starting the time-consuming installation.
This is a waste of time anyway because I do not really need a 2.4 kernel
;-). I just run Linux on my TT because it is a quite convenient way to
back up my TOS partitions by transfering them to my PC via Ethernet.

--

Dr. Uwe Seimet http://www.seimet.de

4386. Re: Problem with Mint/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 14:43:12 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43429500_3@x-privat.org>
Source record: 10862

Edward S. Baiz Jr. wrote:

>>> # Autostartprogramme
>>> exec c:\mint\fpu__3.prg
>
>> Do u use CT60? This is NOT necessary!
>
> No, I have a hades060. I will get rid of it.

AFAIK, the Hades060 needs fpu__3.prg to emulate some missing
FPU-commands. You really needs it. I start it once from autofolder
(very first prg) but as MiNT kills fpu__3.prg I restart it again from
mint.cnf

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

4387. Re: Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 15:12:11 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2005.10.04.15.12.10.957020@nospammmmatari-source.com>
Source record: 10863
Cross-posted to: comp.sys.atari.st,pdx.forsale

On Mon, 03 Oct 2005 18:39:24 -0700, YouCanToo wrote:

> cutterjohn wrote:
>> On Thu, 29 Sep 2005 03:27:47 -0700, Bravo Sierra Computers wrote:
>>
>>
>>
>>>I'm willing to pay upto $100 for the right Mega ST4 & ICD Link2! I need to
>>
>>
>> You do realize that a Mega ST4 with a plain ol' megafile 60, IIRC, sold
>> for about double this price on ebay a few weeks ago, right?
>
> Say what ? A Mega ST4 and a Megafile 60 are NOT even close to the
> same. The Mega ST4 is a 4 megabyte computer and the Megafile 60 is a MFM
> 60 gigabyte hard drive. Be sure you know what the heck it is your
> talking about before spewing such nonsense

So okay, since some people just DON'T get it, allow me to explain. The guy is looking for a Mega 4 and a Link 2. Since a Megafile 60 is a lesser drive/controller compared to a link/2 and what it can offer you, it should in theory be worth less. Therefore the guy was pointing it out to indicate that what you are asking for should cost more than double what yo uare willing to pay. The computers are the same part of the equation. There's nothing I love more than people yelling at other people with no reason at all.

Okay?

Mark

4388. Re: New web site address

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 16:13:44 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <dhu9no$7ki$1@orkan.itea.ntnu.no>
Source record: 10864

peter.slegg@scubadivers.co.uk wrote:

> I am looking for a 802.11g wireless nic that is either Realtek rtl8193
> or NE2000 compatible.

> I currently use the rtl driver but assume the ne2000 will work just as
> well.

Will this work? You need some way to select network, configure encryption
(if needed) etc. I don't know how this is done in Linux, with ifconfig
perhaps? Anyway, I don't think any current NIC-drivers for MiNT-net
support wireless NICs.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4389. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 16:14:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.04.16.14.13.452624@charter.net>
Source record: 10865

On Tue, 04 Oct 2005 10:43:17 +0100, exxos wrote:

> Does anyone know when they will be shipped ? seem to have been waiting a
> really long time now :(
>
> Chris

Chris, I've had mine for some time now. Works great. I guess you better
check with Rodolphe.

--
_/_/_/

4390. Re: Whats the difference between Stacey 4 and 2?

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 16:15:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.04.16.15.37.717203@charter.net>
Source record: 10866

On Tue, 04 Oct 2005 07:29:49 +0000, Christopher Coxon wrote:

> I have recently purchased 2 Stacey 4's and would like to know how they
> differ from Stacey 1 & Stacey 2's as I have no documentation with either of
> them.
> Chris

One has 2 megs of RAM and the other has 4 megs of RAM. My question is,
where did you find -> 2 <- STacys for sale!?, and do they have another one?

:-)

--
_/_/_/

4391. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 17:43:46 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1128447826.081783.108780@g44g2000cwa.googlegroups.com>
Source record: 10867

Ronald J. Hall wrote:

> Chris, I've had mine for some time now. Works great. I guess you better
> check with Rodolphe.

Interesting, I am also waiting to receive my CTCM. When did you order
yours?

Regards,

/Joakim

4392. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 20:07:11 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <D46dnR7Z0sK6fd_eRVnyjw@pipex.net>
Source record: 10868

"GokMasE" <gokmase@gmail.com> wrote in message
news:1128447826.081783.108780@g44g2000cwa.googlegroups.com...
> Ronald J. Hall wrote:
>
>> Chris, I've had mine for some time now. Works great. I guess you better
>> check with Rodolphe.
>
> Interesting, I am also waiting to receive my CTCM. When did you order
> yours?
>
> Regards,
>
> /Joakim
>

Thu, 04 Aug 2005 08:09:13 exactly :P

2 months is a bit of a long wait, will have to email hom and see whats going
on latter.

chrsi

4393. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 21:14:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.04.21.14.06.467563@charter.net>
Source record: 10869

On Tue, 04 Oct 2005 10:43:46 -0700, GokMasE wrote:

> Ronald J. Hall wrote:
>
>> Chris, I've had mine for some time now. Works great. I guess you better
>> check with Rodolphe.
>
> Interesting, I am also waiting to receive my CTCM. When did you order
> yours?
>
> Regards,
>
> /Joakim

Hmm, don't remember exactly. I'm pretty sure it was a couple of months ago
though and I got it about a month ago (this is approx.).

--
_/_/_/

4394. Re: Mega STe keyboard maintenance

Newsgroup: comp.sys.atari.st
Date: 2005-10-04 22:09:06 UTC
From: Mike Maginnis <maginnis@tarnover.org>
Message-ID: <58v5k15sgvohqoasrhsthqvl05hef75a1g@4ax.com>
Source record: 10870

On Sun, 2 Oct 2005 17:46:18 +1000, "ausl8" <mc205@hotmail.com> wrote:

>
>"Mike Maginnis" <maginnis@tarnover.org> wrote in message
>news:ctdqj11v3o52k2lrjp3nt2jenf8m0ncmq6@4ax.com...
>> On Thu, 29 Sep 2005 18:37:40 -0400, samf <sf0218@adelphia.net> wrote:
>>

--<snip>--

>>
>> Probably the keyboard, though I don't really have a way to check. I
>> get no response from any keypresses, and the mouse cursor won't move.
>>
>> - Mike
>
>I repaired a Mega STE keyboard which had a broken track on its membrane with
>the product used to car fix rear window demisters. Obviously you would first
>need to discover if there is a faulty track! A visual check could be enough
>or a multi meter to test continuity. Of course dismanteling may not appeal?
>

I'm going to pull it apart tonight. Anything in particular I should
be looking for?

- Mike

4395. Re: Procesador de Texto

Newsgroup: comp.sys.atari.st
Date: 2005-10-05 00:43:22 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1128473002.813058.91670@g44g2000cwa.googlegroups.com>
Source record: 10871

On a 1 MB ST I've used:

Marcel
Word Perfect (4.1)
and Everest.

All work fine at getting words onto paper.

Galen

4396. Re: Procesador de Texto

Newsgroup: comp.sys.atari.st
Date: 2005-10-05 02:00:11 UTC
From: JVS <jorge.vergara@vtr.net>
Message-ID: <dhvcdi$ti4$1@news1.nivel5.cl>
Source record: 10873

Galen:

Please send me someone
Thanks and regards
Jorge Vergara
Chile

"Galen" <atarigalen@yahoo.com> escribi&#65533; en el mensaje
news:1128473002.813058.91670@g44g2000cwa.googlegroups.com...
> On a 1 MB ST I've used:
>
> Marcel
> Word Perfect (4.1)
> and Everest.
>
> All work fine at getting words onto paper.
>
> Galen
>

4397. Re: CTCM

Newsgroup: comp.sys.atari.st
Date: 2005-10-05 09:38:26 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1128505106.204912.134780@g14g2000cwa.googlegroups.com>
Source record: 10874

Im waiting for mine too. Paid 5th Aug 15:37hrs

Coda.

4398. Re: Procesador de Texto

Newsgroup: comp.sys.atari.st
Date: 2005-10-05 17:34:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200510051934.a15917@b.maus.de>
Source record: 10896

Hi Jorge,

J>Tengo un Atari ST con 1 Mega de memoria, monitor monocromo. Quï¿½
J>procesador de texto puedo usar??
I recommend SCRIPT in a "smaller" version, maybe #2 which was
published on a CD without any fee.

Und TTschï¿½
ps

4399. Re: Procesador de Texto

Newsgroup: comp.sys.atari.st
Date: 2005-10-05 17:36:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200510051936.a15918@b.maus.de>
Source record: 10895

Hi Janez,

S>Well lets imagine i understood this :) Imho u should use Signum. Great
S>text processor, also very features packed.
right, but only Signum!2 will do, for the more sophisticated versions
will ask for more than 1 MB, and Signum was never free...

Und TTschï¿½
ps

4400. Re: Procesador de Texto

Newsgroup: comp.sys.atari.st
Date: 2005-10-05 18:14:09 UTC
From: reddish <reddish@falso.com>
Message-ID: <43441a3c_3@newsgate.x-privat.org>
Source record: 10875

JVS wrote:

> Tengo un Atari ST con 1 Mega de memoria, monitor monocromo. Quï¿½ procesador
> de texto puedo usar??
> Gracias
> Jorge Vergara Salas
> Chile

Cuando tenï¿½a una configuracii¿½n como la tuya, usaba:

1st Word plus. Muy rï¿½pido, pero trabaja sï¿½lo con los fonts de la impresora.
Marcel. no tan completo, pero usa RTF como formato, por lo que es fï¿½cil
intercambiar archivos con otras plataformas.
Calligrapher. El mï¿½s moderno, usa modo grï¿½fico, o sea es WYSIWYG con GDOS.

Lamentablemente ya no los tengo mï¿½s...

Saludos!

Daniel (tambii¿½n chileno)

4401. Re: Problem with Mint/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2005-10-05 18:22:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <434444307a0b70@comcast.net>
Source record: 10880

>in article 43429500_3@x-privat.org, Martin Byttebier wrote on 10/4/2005
>10:43 AM:
>
>> Edward S. Baiz Jr. wrote:
>>
>>>>> # Autostartprogramme
>>>>> exec c:\mint\fpu__3.prg
>>>
>>>> Do u use CT60? This is NOT necessary!
>>>
>>> No, I have a hades060. I will get rid of it.
>>
>> AFAIK, the Hades060 needs fpu__3.prg to emulate some missing
>> FPU-commands. You really needs it. I start it once from autofolder
>> (very first prg) but as MiNT kills fpu__3.prg I restart it again from
>> mint.cnf
>
>Yup, I have the same boot method here.

Ok, then I will keep it. You guys see anything that would cause my problem.
Vfat on the C parition is a no-no, so I will take that off. Funny how
eveything worked before.

4402. VideoMaster Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-10-05 18:26:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.05.18.26.22.128134@charter.net>
Source record: 10876

This subject came up some time back, and I finally managed to get around to experimenting a bit with my CT60 Falcon.

There is mixed news here.

The movies I made from VideoMaster Falcon about 10 years ago, all play just fine, using the small .TTP player program included with VMF. This is under plain TOS. Under MINT/Thing, they play, but when they exit out, the desktop pallette is mixed up. Its easily fixed though, by just quitting thing and restarting it. (this is with NAES v2.0).

The bad news is, that currently, I can not get the main program to run correctly *anywhere*. Under TOS, or MINT/Thing, it will start, open up its main window, and the refuse to respond to any mouse clicks. The mouse cursor moves, you just can't click on any tabs, buttons, nothing. So you can't even exit out from it. I had to reset each time. When it is running, I am getting sound from the VCR coming through my speakers. No video though. I'm not sure if its something I'm not doing right, or something I've got hooked up wrong. This is a Wizztronics case with the cartridge port extended to the rear of the case. I've double-checked the red pin/cable and its correct. I've also got the MB mod, don't know if that affects it or not?

I'll play with it some more and see if I can figure something out.

If anyone else has any suggestions, I'm more than open to them! :-)

--
_/_/_/

4403. Re: Leader board and 10th frame

Newsgroup: comp.sys.atari.st
Date: 2005-10-05 21:15:46 UTC
From: Ed <lener@vt.edu>
Message-ID: <di1fq4rqk1@solaris.cc.vt.edu>
Source record: 10877

atarionly wrote:
> Can anyone tell me or send me a pic of what the dongle looks like for
> these two games.
>>From what I have found the device plugs into joystick port 2.
>
> AO
>

I'm not sure a pic would show much. It small plug with a standard 9-pin joystick connector on one end and the other end capped off. Mine is roughly .6" on each side and .3" thick and is black in color with a red cap. Only text of any kind I could find says AMP in rather small letters. Hope this helps.

4404. Re: Atari 1040ST screen flicker when lo

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 03:10:16 UTC
From: Joe Mirando <joe@joemirando.net>
Message-ID: <43449597.8010407@joemirando.net>
Source record: 10878

Djordje,

Djordje Vukovic wrote:
> Plese don't do such a silly thing- it is likely to break more than it
> can fix. It is not the way to treat a piece of delicate electronic
> equiplemt- especially if it contains moving parts (such as the floppy drive)
> which do not suffer high accelerations lightly.

A small point of order... it's not really the acceleration that's the
problem.

As a friend who tests elevators is fond of saying, it's not the fall
that'll kill you. It's the sudden stop down at the bottom! <G>

Joe Mirando
A-ONE Magazine

4405. Re: Atari 1040ST screen flicker when lo

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 03:16:46 UTC
From: Joe Mirando <joe@atarinews.org>
Message-ID: <4344971D.2040704@atarinews.org>
Source record: 10879

Djordje,

Djordje Vukovic wrote:
> Plese don't do such a silly thing- it is likely to break more than it
> can fix. It is not the way to treat a piece of delicate electronic
> equiplemt- especially if it contains moving parts (such as the floppy drive)
> which do not suffer high accelerations lightly.

A small point of order... it's not really the acceleration that's the
problem.

As a friend who tests elevators is fond of saying, it's not the fall
that'll kill you. It's the sudden stop down at the bottom! <G>

Joe Mirando
A-ONE Magazine

4406. Re: New web site address

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 08:32:30 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <1128587550.886527.117600@g14g2000cwa.googlegroups.com>
Source record: 10881

Jo Even Skarstein wrote:
> peter.slegg@scubadivers.co.uk wrote:
>
> > I am looking for a 802.11g wireless nic that is either Realtek rtl8193
> > or NE2000 compatible.
>
> > I currently use the rtl driver but assume the ne2000 will work just as
> > well.
>
> Will this work? You need some way to select network, configure encryption
> (if needed) etc. I don't know how this is done in Linux, with ifconfig
> perhaps? Anyway, I don't think any current NIC-drivers for MiNT-net
> support wireless NICs.

I did some extensive digging yesterday and you are probably
right about needing some extra tools to configure the driver/
card.

There may be some cli ones that could perhaps be ported but
without a driver it's not going to be a lot of help.

Peter

4407. Wireless 802.11g was Re: New web site address

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 08:52:57 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <1128588777.125363.148710@g43g2000cwa.googlegroups.com>
Source record: 10882

peter.slegg@scubadivers.co.uk wrote:
> Jo Even Skarstein wrote:
> > peter.slegg@scubadivers.co.uk wrote:
> >
> > > I am looking for a 802.11g wireless nic that is either Realtek rtl8193
> > > or NE2000 compatible.
> >
> > > I currently use the rtl driver but assume the ne2000 will work just as
> > > well.
> >
> > Will this work? You need some way to select network, configure encryption
> > (if needed) etc. I don't know how this is done in Linux, with ifconfig
> > perhaps? Anyway, I don't think any current NIC-drivers for MiNT-net
> > support wireless NICs.
>
> I did some extensive digging yesterday and you are probably
> right about needing some extra tools to configure the driver/
> card.
>
> There may be some cli ones that could perhaps be ported but
> without a driver it's not going to be a lot of help.

Actually I just found this thread:

http://lists.samba.org/archive/wireless/2003-October/002653.html

which suggests that the wireless nic can be configured using
ifconfig. I don't know if the Freemint version of ifconfig
would support this at the moment.

Peter

4408. Re: Problem with Mint/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 10:14:40 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <1128593680.924866.3220@g14g2000cwa.googlegroups.com>
Source record: 10883

Edward S. Baiz Jr. wrote:

> Vfat on the C parition is a no-no, so I will take that off. Funny how
> eveything worked before.

You have vfat configured on the M: partition too, is that not a ext2fs
?

Peter

4409. Re: Leader board and 10th frame

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 11:26:24 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1128597984.096705.227430@g49g2000cwa.googlegroups.com>
Source record: 10884

Amp is just a connector maker.

Coda.

4410. Re: Problem with Mint/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 11:44:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <434538e429dcc0@comcast.net>
Source record: 10888

```
>
>Edward S. Baiz Jr. wrote:
>
>> Vfat on the C parition is a no-no, so I will take that off. Funny how
>> eveything worked before.
>
>You have vfat configured on the M: partition too, is that not a ext2fs
>?
>
>Peter
```

Sometinmes yes and sometimes no, but I will change that.

4411. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 11:46:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <434538e429dcc1@comcast.net>
Source record: 10887

>>> works fine except for the X11 environment. Are you using CD rom's? I
>
>Yes. X11 isn't running with latest releases of Debian for the ATARI =
>computers.
>
>ATARI programmers are desperately seeked by the Debian team. :-)
>
>Regards,
>
>Frank

Hmmm??? Did not know that. I am hoping I can figure out something.

4412. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 17:03:42 UTC
From: "Frank P. Szymanski" <usenetposting@arcor.de>
Message-ID: <43456fc1$1$16494$9b4e6d93@newsread4.arcor-online.net>
Source record: 10886

>> works fine except for the X11 environment. Are you using CD rom's? I

Yes. X11 isn't running with latest releases of Debian for the ATARI =
computers.

ATARI programmers are desperately seeked by the Debian team. :-)

Regards,

Frank

4413. FA : FA: Atari 2600 7800 MOTORODEO M- BOXED NOS NO Prototype NR

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 17:23:20 UTC
From: mabb96 <mabb96_member@newsguy.com>
Message-ID: <di3mi80tka@drn.newsguy.com>
Source record: 10885

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8224242946&ssPageName=STRK:MESE:IT

Thanks for looking

4414. Re: Atari 1040ST screen flicker when lo

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 21:14:23 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <b1fed$43459545$1884f879$29734@news.chello.nl>
Source record: 10889

```
Joe Mirando wrote:
> Djordje,
>
> Djordje Vukovic wrote:
>
>> Plese don't do such a silly thing- it is likely to break more than it
>> can fix. It is not the way to treat a piece of delicate electronic
>> equiplemt- especially if it contains moving parts (such as the floppy
>> drive)
>> which do not suffer high accelerations lightly.
>
>
> A small point of order... it's not really the acceleration that's the
> problem.
>
> As a friend who tests elevators is fond of saying, it's not the fall
> that'll kill you. It's the sudden stop down at the bottom! <G>
>

According to Einstein the immense decelaration you experience
when hitting the ground is just the same as if you were immensely
accelerated by the ground suddenly shooting you up in the air. :-)

So if one talks about high acceleration one is almost always talking
about hitting something. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
```

4415. Re: PMDOOM?

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 21:27:27 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1128634047.101818.17740@g47g2000cwa.googlegroups.com>
Source record: 10890

Hey Patrice,

I actually did read the docs, and I'm a huge fan of your work. However, as I understand it, xbios audio should work under MiNT, but I don't get any sound at all...
- something to do with threads? The SDL lib used when compiling doom had threads disabled?

I may have misunderstood something; after all, my native tounge is not english..

-- Peter

4416. AD: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 21:56:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510061448200.16935-100000@onyx.spiritone.com>
Source record: 10892
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail or call (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/adoption.htm
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Book List!
http://www.aracnet.com/~atari/stbooks.htm ST Book List!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/windoze.htm That other Operating System!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4417. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 22:01:15 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1128636075.462550.63900@g44g2000cwa.googlegroups.com>
Source record: 10891

What versions of Debian do have X11?

Galen

4418. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 22:02:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510061456490.16935-100000@onyx.spiritone.com>
Source record: 10894
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4419. MagiC and CICON data

Newsgroup: comp.sys.atari.st
Date: 2005-10-06 22:15:17 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1128636917.104260.11530@g14g2000cwa.googlegroups.com>
Source record: 10893

Hi all,

I am hoping Andreas Kromke or any other MagiC wizard may be reading
this forum still. The question I have is as follows:

When I load an RSC file containing CICONs, I use RSRC_LOAD(). Now,
under XaAES/NAES this call ensures that the CICONs loaded image data is
also converted to device dependent format. However, under MagiC, this
is not the case. (If I try to blit with vro_cpyfm() directly from the
RSC icon image data, I just get garbage on screen. With N.AES and
XaAES, the gfx output is perfect though)

Does someone know if MagiC does this conversion for each and every
OBJC_DRAW()? Or does it store the converted image data in a buffer
somewhere? If it does, where?

Please help!

/Joakim

4420. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 06:13:23 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <di53n5$44o$1@nemesis.news.tpi.pl>
Source record: 10897

Galen napisał(a):
> What versions of Debian do have X11?

All Debian versions have it.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4421. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 06:46:26 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2005.10.07.06.46.25.791589@sophics.cz>
Source record: 10898

On Thu, 06 Oct 2005 15:46:52 +0400, Edward S. Baiz Jr. wrote:

>>ATARI programmers are desperately seeked by the Debian team. :-)
>
> Hmmm??? Did not know that. I am hoping I can figure out something.

Please note that not only programmers but also pure Debian users are
needed now. Right now Debian needs to see at least 50 users or they might
stop the entire m68k port (and that would basically mean end of Linux on
Atari).

http://lists.debian.org/debian-68k/2005/10/msg00002.html

Please if you are using, trying to use, plan to use or have been
using Debian Linux on Atari then don't let it die.

Petr

4422. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 07:10:44 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2005.10.07.07.10.44.218321@sophics.cz>
Source record: 10799

On Tue, 04 Oct 2005 16:36:55 +0200, Uwe Seimet wrote:

> I have downloaded the Debian 3.1 net installation CD, which offers a 2.2
> and a 2.4 kernel. I want to use the 2.4 kernel. What I am doing right
> now is compiling a 2.4.31 kernel on my TT, which has all the drivers I
> need included. I should then be able to use my own kernel for the
> installation process.

Please let us know how it worked. I am very interested in every
installation report.

Petr

4423. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 07:15:01 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2005.10.07.07.15.01.641165@sophics.cz>
Source record: 10800

On Tue, 27 Sep 2005 17:09:48 -0700, Galen wrote:

>> Just wanted to tell everyone that I have successfully installed Debian
>> Sarge on my Hades060 using the CD-Rom method.
>
> Glad to hear it. May I suggest writing a brief HOW-TO?

I second that, especially since I know about the Atari related bugs in the
Sarge debian installer.

Petr

4424. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 07:17:21 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2005.10.07.07.17.21.604543@sophics.cz>
Source record: 10801

On Tue, 04 Oct 2005 08:39:36 +0400, Edward S. Baiz Jr. wrote:
> The rest of it comes up fine, I just do not have a desktop
> enviroment yet.

does it mean that you got X11 running? On what graphics card? Starting GNOME would then be a matter of "apt-get install gnome gdm".

Also I'd suggest you (for perhaps third time) to join the debian-68k mailing list to discuss the debian issues on Atari and also the linux-68k list to discuss kernel related problems. You must have figured out already that the debian and kernel developers do not read this usenet newsgroup.

Petr

4425. Re: BetaDOS drivers in aranym/AFROS - please help

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 07:21:16 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2005.10.07.07.21.16.908978@sophics.cz>
Source record: 10802

On Sat, 01 Oct 2005 09:22:39 +0200, Ludwig Maetzke wrote:

> This worked on my former Linux system and now I need this BetaDOS driver for
> testing with the emulator TOSBOX running from MS Win 98. This could be the
> solution to access the files with long names of the VFAT system.

This would only work if TOSBOX implemented the HostFS NatFeat.

> Because I can't extract single files from the AFROS diskimage

Why you can't extract it? Simply boot ARAnyM/AFROS and copy the files over
to your host filesystem, or just a plain floppy.

Also, the binaries of the drivers are available in source distribution of
ARAnyM. And they're even accessible via the web interface to the CVS
archive.

Petr

4426. Re: Leader board and 10th frame

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 07:40:17 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <TBp1f.3632$X8.1225@bignews5.bellsouth.net>
Source record: 10803

I have both of these games and the dongles,

Basically, they look like an Atari 8 bit joystick end. Only abit
smaller, and just a wire or two inside
to make a connection. They are very light and almost seem hollow. Mine
is stamped with a AMP
Logo and it looks fairly easy to take apart.

Of course it has the standard 9 pin holes to connect to the ST
Joystick/Mouse port.

One could probably make there own. If you want me to take mine apart
and describe
whats connected inside, just let me know.

phantomm@bellsouth.net

"atarionly" <atarionly@adelphia.net> wrote in message
news:1128402866.239791.273420@g43g2000cwa.googlegroups.com...
> Can anyone tell me or send me a pic of what the dongle looks like for
> these two games.
>>From what I have found the device plugs into joystick port 2.
>
> AO
>

4427. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 07:42:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3qmn6kFfig8cU1@individual.net>
Source record: 10804

Petr Stehlik wrote:

> Please let us know how it worked. I am very interested in every
> installation report.

For a reason I do not know the new kernel did not boot. I decided to
stick to my old Debian installation, which is sufficient for my needs.
Compiling a kernel etc. on a TT simply takes too much time to do it more
than once ;-).

--

Dr. Uwe Seimet http://www.seimet.de

4428. VIDI ST

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 07:50:09 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ZKp1f.4924$Ra.1564@bignews3.bellsouth.net>
Source record: 10805

I recently got another VIDI ST cartridge in very good conditon with the original box, software and manual.

I've not tried it out yet, but I notice that its design is somewhat different
than the other Vidi ST cartridge I have. This one is smaller in size and the
Label is different. Both Carts are black, but don't really look alike.

Anyone know if this change is just the outside cart? Or was the circuit board
also updated?

phantomm@bellsouth.net

4429. OT: Mouse usage for the disabled / impaired

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 07:56:10 UTC
From: techie_alison <techie_alison2000@yahoo.co.uk>
Message-ID: <di59mq$3qv$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10806

Hello,

Slightly off topic this one but wished to post this here where it wouldn't be subject to the regular newsgroup trolls, conspiracy theorists and general lunatics. You're respected!

While developing PeST I've ended up with quite alot of what would be mice leads (we use a PS2 extension cable and cut it in half for the socket end). I've been wondered what to do with the spare bits.

It's occured to me that I could develop a pretty simple mouse pointing device for those who are disabled or impaired. And do it quite cheaply too.

While briefly researching this topic I have to say I'm absolutely shocked at how much companies charge for products to assist the disabled, it's almost as if it's the next financial money spinner and seems very unethical somehow..

What I was imagining here was perhaps something with large buttons for left right, up down, and the two mouse buttons. Or something with light sensors being covered etc.

Any ideas? Any experience?

Thanks,

Aly
http://www.retro.dial.pipex.com/pest/ (quick product plug which I'm at it..)

4430. Re: Problem with Mint/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 10:41:57 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <1128681717.493030.327060@z14g2000cwz.googlegroups.com>
Source record: 10807

Edward S. Baiz Jr. wrote:
> >
> >Edward S. Baiz Jr. wrote:
> >
> >> Vfat on the C parition is a no-no, so I will take that off. Funny how
> >> eveything worked before.
> >
> >You have vfat configured on the M: partition too, is that not a ext2fs
> >?
> >
> >Peter
>
> Sometinmes yes and sometimes no, but I will change that.

Sorry if this stuff is obvious but I've had problems with mint.cnf
in the past and it was almost always soemthing really easy that
I just couldn't see.

If your main mint partition is not M: then you will also need to
change these lines:

```
# Links zu EasyMiNT
sln m:\bin u:\bin
sln m:\lib u:\lib
sln m:\etc u:\etc
sln m:\home u:\home
sln m:\usr u:\usr
sln m:\tmp u:\tmp
sln m:\var u:\var
sln m:\sbin u:\sbin
sln m:\root u:\root
sln m:\opt u:\opt
sln m:\mnt u:\mnt
sln m:\boot u:\boot
```

4431. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 10:51:14 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <1128682274.894857.142590@g47g2000cwa.googlegroups.com>
Source record: 10808

A few years ago I tried to install Debain on my Milan.

The problem was that the installer would crash and lock-up the entire system.
It was very disappointing to find that the installer wasn't capable of doing a few
basic things without crashing so badly.

I had a bit of a chat on the m68k linux mailing list but it wasn't a lot of help.
IIRC they said it was crashing because the system was not recognised. I thought
it was poor that the installer couldn't handle this situation and I gave up.

That was when I decided to enhance my minimal Mint installation with EasyMint.

I also had a quick look at one of the BSD systems but the installation was a bit
more manual and put me off.

If I ever get FreeMint 1-16 running properly I may give BSD another go.

Peter

4432. Re: VIDI ST

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 16:44:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <xN-dnbZv6_iDONvenZ2dnUVZ8t2dnZ2d@pipex.net>
Source record: 10809

"Phantom" <phantomm@bellsouth.net> wrote in message
news:ZKp1f.4924$Ra.1564@bignews3.bellsouth.net...
>
> I recently got another VIDI ST cartridge in very good conditon with the
> original box, software and manual.
>
> I've not tried it out yet, but I notice that its design is somewhat
> different
> than the other Vidi ST cartridge I have. This one is smaller in size and
> the
> Label is different. Both Carts are black, but don't really look alike.
>
> Anyone know if this change is just the outside cart? Or was the circuit
> board
> also updated?
>
> phantomm@bellsouth.net
>
>
>

I have VIDI ST, not used it for about 6 million years, but maybe its a
colour and mono cart ? I can't say for sure but didnt the colour one have 3
adjustments on the front ? can't really remember... all so long agooo...

chris

4433. the BITS club intro TBC#20

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 16:53:11 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1128703991.569433.172230@o13g2000cwo.googlegroups.com>
Source record: 10810

```
sol of The BITS club presents...

TBC #20
"Moire Squares Intro"
.------------------------.
|#####xx +#####xx +#####xx +|
|#####xx+ ##BITS+ #####xx+ |
|#####  +xx#####  +xx#####  +xx|
|#####+ xx#####+ xx#####+ xx|
|xx +#####xx +#####xx +#####|
|xx+ #####xx+ #####xx+ #####|
| +xx#####  +xx#####  +xx#####|
|+ xx#####+ xx#####+ xx#####|
|Moire Squares 20051007|
'------------------------'

Shows a moiretized, psychodelic
graphics effect.

Coding.....................Byte
Graphics...................Pixel
Music......................Atom
Distribution...............Sol

Download:
http://so_o2.tripod.com/tbc20-STbin-20051007.zip

Files:
TBC20.txt this file.
tbc20-STbin-20051003m.png screenshot.
TBC20P.PRG for Atari 520ST.
TBC20MP.PRG for Atari 1040ST & higher.
Should also run in Atari STe.

Visit BITS:
http://so_o2.tripod.com/tbc.html
```

4434. Re: OT: Mouse usage for the disabled / impaired

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 18:00:06 UTC
From: not@onyournelly.com
Message-ID: <4346b7a9@212.67.96.135>
Source record: 10811

I think the idea is brilliant but have no expertise to offer. I can say that PeST is brilliant, I bought one from 16/32 systems and it will make life a lot easier from now on. So glad to see someone still dedicated to supporting the STe and worth every penny. Many thanks

PAUL

4435. Re: Atari 1040ST screen flicker when lo

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 19:59:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <18SdnVstbLETTtveRVnyug@pipex.net>
Source record: 10812

In message <b1fed$43459545$1884f879$29734@news.chello.nl>, h.robbers@chello.nl said:

>Joe Mirando wrote:
--SNIP--
>> A small point of order... it's not really the acceleration that's the
>> problem.
>>
>> As a friend who tests elevators is fond of saying, it's not the fall
>> that'll kill you. It's the sudden stop down at the bottom! <G>
>>
>
>According to Einstein the immense decelaration you experience
>when hitting the ground is just the same as if you were immensely
>accelerated by the ground suddenly shooting you up in the air. :-)
>
>So if one talks about high acceleration one is almost always talking
>about hitting something. :-)

<nitpickmode>
Not in the case of a spacecraft take-off or a high-g turn! And Joe
forgets that acceleration can be negative as well as positive! :-)
</nitpickmode>

Regards, /Peter/

4436. Re: Atari 1040ST screen flicker when lo

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 20:15:03 UTC
From: SWE <jvalant@atari.org>
Message-ID: <bHA1f.669$h6.193265@news.siol.net>
Source record: 10813

> <nitpickmode>
> Not in the case of a spacecraft take-off or a high-g turn! And Joe
> forgets that acceleration can be negative as well as positive! :-)
> </nitpickmode>

Why not? Problem is: rocket does accelerate, you dont. So again you or
rocket flor hits you, or roof, if negative acceleration ;)

Janez

4437. Eiffel / EtherNEC availability

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 20:34:32 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1128717392.0ccee023fcbbe659137d0ab4d12c8024@teranews>
Source record: 10814

Hi All,

Over the next few days, I will have more EtherNEC and Eiffel PS/2
adapters available for sale. Pictures and ordering options are
available at:

http://fujiman.no-ip.com

Thanks,
Rory McMahon

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

4438. Re: OT: Mouse usage for the disabled / impaired

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 20:58:26 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1128718706.418248.191250@g47g2000cwa.googlegroups.com>
Source record: 10815

As a college professor myself, I'd suggest you go visit the "Disabled Students" (or whatever your local college calls it) center and inquire there. You will certainly find people with vast expertise and limited funds.

If you wish, I can get you in touch with a person who could certainly answer your questions, but she (like I) is in California.

Galen

4439. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-10-07 22:24:02 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4346f582$1_1@x-privat.org>
Source record: 10816

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**docs**
ftp://chapelie.rma.ac.be/atari/docs/spdo_tex.lzh
(47.560 bytes) GDOS Addendum 2.1: Documenation (TEX format) about the new function from
SpeedoGDOS 4.x

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-183_g.zip
(52.281 bytes) German Resource file(s) for MyMail 1.83

ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq164_g.zip
(14.759 bytes) German Resource file(s) for AtarICQ 0.164

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/chrmap09.zip
(182.853 bytes) SpeedoGDOS Charmap Generator Version 0.90, 1995-02-10

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4440. Re: Leader board and 10th frame

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 03:15:35 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1128741335.913838.119650@z14g2000cwz.googlegroups.com>
Source record: 10817

No need to take it apart. I found one in my stuff. The one i found was
a actually a AMP nine pin connector. And has a jumper from 1-6..

Thanks to everyone for the replies.

AO

4441. Which SCSI?

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 14:06:34 UTC
From: blah@blah.com
Message-ID: <nikfk1tctbd45qo7530s09tgm84tff8pag@4ax.com>
Source record: 10818

Hi all,

Just bought an external 100mb ZIP drive for my Falcon and now need a cable. Can anyone tell me which flavour of SCSI cable I need to buy, SCSI I, II or III? The Zip drive has a 25pin female socket and the Falcon a 50pin socket (Very small pins - ultra SCSI?)

Thanks in advance.

Dave.

Email: dgr167 at aol dot com

4442. Re: Which SCSI?

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 15:22:02 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1128784922.843922.116230@g49g2000cwa.googlegroups.com>
Source record: 10819

Cables/Connectors cant really be reliably described by saying SCSI I,II
or III.

All you want is a 25pin to High Density 50pin cable.

Coda.

4443. Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 15:31:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.08.15.31.06.855756@charter.net>
Source record: 10820

I know some others of you have re-cased yor Falcons. Where did you get the extension cable for the floppy drive?

The other Falcon I had (the one I just sold) had already been re-fitted by someone else with a standard floppy header so it was easy to find a cable long enough to move the floppy.

Now though, my current Falcon has the standard Atari floppy header, and I can't find an extension cable that will work. I've got 3 floppy cables that have a header on one end that plugs into the cable coming out of the Falcons' MB, and the other end plugs into the floppy drive. None of them seem to work though. Using any of these cables, I get an error from TOS or MINT/Thing that track A can't be read. Plug the floppy straight back into the cable from the Falcon and it works just fine.

I've already sent an e-mail to Brad at Best Electronics but I just wanted to see what others have done.

Thanks everyone.

--
_/_/_/

4444. Re: Which SCSI?

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 16:22:18 UTC
From: blah@blah.com
Message-ID: <8hsfk111ko4psngh00a7omark9eh2l2egr@4ax.com>
Source record: 10821

Ok, thanks for the info.

Dave.

On 8 Oct 2005 08:22:02 -0700, "Coda" <smeg_007@hotmail.com> wrote:

>Cables/Connectors cant really be reliably described by saying SCSI I,II
>or III.
>
>All you want is a 25pin to High Density 50pin cable.
>
>Coda.

Email: dgr167 at aol dot com

4445. Re: OT: Mouse usage for the disabled / impaired

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 17:53:08 UTC
From: techie_alison <techie_alison2000@yahoo.co.uk>
Message-ID: <di9123$g1a$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10822

"Galen" <atarigalen@yahoo.com> wrote in message
news:1128718706.418248.191250@g47g2000cwa.googlegroups.com...
> As a college professor myself, I'd suggest you go visit the "Disabled
> Students" (or whatever your local college calls it) center and inquire
> there. You will certainly find people with vast expertise and limited
> funds.
>
> If you wish, I can get you in touch with a person who could certainly
> answer your questions, but she (like I) is in California.
>
> Galen
>
Hi Galen,

Thanks for your reply. Oh it's just an idea really.

Oh California, no probs there, please do just bounce this off her but only in passing :-). The device I was wondering would have 4 large 2cm dia. buttons for direction, and 3 for mouse buttons, 1 left but, 1 right but, and 1 left double click. Say a case size of 25cm x 15cm, something that was sturdy and could be used by the feet maybe.

Thanks again,

Aly

4446. Re: OT: Mouse usage for the disabled / impaired

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 17:55:52 UTC
From: techie_alison <techie_alison2000@yahoo.co.uk>
Message-ID: <di9178$5lg$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10823

```
"lp" <GfA@MiNT.Net> wrote in message news:BF6C476C.1D23E%GfA@MiNT.Net...
> in article di59mq$3qv$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com,
techie_alison
> wrote on 10/7/2005 3:56 AM:
>
> > Any ideas? Any experience?
>
> My best friend who is disabled use a trackball as he has limited use
of his
> fingers.
>
> --

Yeah, trackballs seem like quite a good idea really. The only thing
that occurs would be difficulty with the double click movement.
```

4447. Re: OT: Mouse usage for the disabled / impaired

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 17:58:28 UTC
From: techie_alison <techie_alison2000@yahoo.co.uk>
Message-ID: <di91c4$62u$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10824

<not@onyournelly.com> wrote in message news:4346b7a9@212.67.96.135...
> I think the idea is brilliant but have no expertise to offer. I can
say that
> PeST is brilliant, I bought one from 16/32 systems and it will make
life a
> lot easier from now on. So glad to see someone still dedicated to
supporting
> the STe and worth every penny. Many thanks
>
> PAUL
>

Yayyyyyyyy :-) Happy customer :-) There's probably about 40 of them out there now. Quite a few in the USA, a few in Austrailia, and sent one to Singapore last week. Singapore!! Odd place for an ST I wondered but the guy sounded happy. :-)

Thank you for buying, really pleased that it's meeting expectations. :-) And for that money doesn't compare.

Aly

4448. CT60 Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 18:11:17 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <S8idnU5jqaufkdXeRVn-jw@adelphia.com>
Source record: 10825

M.Duckworth,

If you still do Falcon upgrades n stuff for people, let me know, I need some help.

Thanks

4449. Re: Which SCSI?

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 19:57:39 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <di98bi$5d8$1@reader1.panix.com>
Source record: 10826

Probably not. The Zip drive takes a DB50, I think. The Falcon end is
shown as a SCSI 2 in the Best Electronics catalog, and is otherwise known
as a HP50 or HD50, depending on where you look. Both ends should be male.

One place to find such is Cables To Go. They have a website. So does
Best, who may have one to sell.

Jim

blah@blah.com writes:

: Hi all,

: Just bought an external 100mb ZIP drive for my Falcon and now need a
: cable. Can anyone tell me which flavour of SCSI cable I need to buy,
: SCSI I, II or III? The Zip drive has a 25pin female socket and the
: Falcon a 50pin socket (Very small pins - ultra SCSI?)

: Thanks in advance.

: Dave.

: Email: dgr167 at aol dot com

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4450. Re: Which SCSI?

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 20:54:21 UTC
From: blah@blah.com
Message-ID: <2acgk11e70hrh837vast9upr6vvpcm6trs@4ax.com>
Source record: 10827

Hi,
This is the description of the one I'm looking at...

-- This cable is SCSI II 50 HD M at one end and 25 D M at the other.
-- Suitable for connecting a scanner to a SCSI card.

This seems to match the 50pin Flacon and 25pin SCSI.

Cheers
Dave.

On Sat, 8 Oct 2005 19:57:39 +0000 (UTC), Jim DeClercq
<jimd@panix1.panix.com> wrote:

>Probably not. The Zip drive takes a DB50, I think. The Falcon end is
>shown as a SCSI 2 in the Best Electronics catalog, and is otherwise known
>as a HP50 or HD50, depending on where you look. Both ends should be male.
>
>One place to find such is Cables To Go. They have a website. So does
>Best, who may have one to sell.
>
>Jim
>
>blah@blah.com writes:
>
>: Hi all,
>
>: Just bought an external 100mb ZIP drive for my Falcon and now need a
>: cable. Can anyone tell me which flavour of SCSI cable I need to buy,
>: SCSI I, II or III? The Zip drive has a 25pin female socket and the
>: Falcon a 50pin socket (Very small pins - ultra SCSI?)
>
>: Thanks in advance.
>
>: Dave.
>
>
>
>
>: Email: dgr167 at aol dot com
>
>--

Email: dgr167 at aol dot com

4451. Re: CT60 Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 22:11:03 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.10.08.22.11.03.881128@nosspamatari-source.com>
Source record: 10828

On Sat, 08 Oct 2005 14:11:17 -0400, samf wrote:

> M.Duckworth,
>
> If you still do Falcon upgrades n stuff for people, let me know, I need
> some help.
>
> Thanks

Sam,

De-spam proof my email address and email me off list. Depending on the
job I'll consider it.

Thanks,
Mark

4452. Re: Eiffel / EtherNEC availability

Newsgroup: comp.sys.atari.st
Date: 2005-10-08 22:22:25 UTC
From: techie_alison <techie_alison2000@yahoo.co.uk>
Message-ID: <di9gr1qsk1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10829

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:1128717392.0ccee023fcbbe659137d0ab4d12c8024@teranews...
> Hi All,
>
> Over the next few days, I will have more EtherNEC and Eiffel PS/2
> adapters available for sale. Pictures and ordering options are
> available at:
>
> http://fujiman.no-ip.com

Hi Rory,

Didn't you just know someone would ask you a nasty question?! :-) This one concerns KVM usage.

Referring to your KVM usage here;
http://fujiman.no-ip.com/Eiffel_FAQ.htm

Why doesn't it work? Is there no error recovery code implemented in Eiffel?

Reason why I'm asking this is that I'm trying to unravel this one fully myself. It's partly explained here but doesn't apply to all digital KVM's, only some; http://www.retro.dial.pipex.com/pest/q&a//index.htm

I'm assisting a customer in determining if Eiffel or PeST would be best for them. They would like to use a digital KVM but I know that only the KVM's which don't mess about with the PS2 packets will work.
Technically Eiffel would work with some digital KVM's in the same manner that PeST will, in that some digital KVM's behave identically to manual KVM's. This centres around how you initialise the mouse, as you have to be able to detect a disconnect in order to enable Status-Reporting else your mouse will just sit there. PeST will detect this. If Eiffel has problems with ALL digital KVM's then this has got me worried somehow.

Any ideas?

Thanks,

Aly
http://www.retro.dial.pipex.com/pest/

4453. Re: Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 05:11:19 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.10.09.05.11.17.369221@nowhere.com>
Source record: 10830
Cross-posted to: comp.sys.atari.st,pdx.forsale

On Mon, 03 Oct 2005 18:39:24 -0700, YouCanToo wrote:

> Say what ? A Mega ST4 and a Megafile 60 are NOT even close to the same.
> The Mega ST4 is a 4 megabyte computer and the Megafile 60 is a MFM 60
> gigabyte hard drive. Be sure you know what the heck it is your talking
> about before spewing such nonsense

hmmm.. let me see...
Mega ST4 == Mega ST4 check
Megafile << ICD Link (free clue, how many drives do you think that
you would be able to find that would work in a megafile v. SCSI? IIRC the
MFM drive used in a megafile is NOT compatible with IDE, meaning that
you'd either pay ALOT for a new drive if you could find one or pay ALOT
for a used drive of doubtful provenance.)

so, we have a more limited system that went for $275 USD on ebay ~1mo ago,
and this guy is offering a measly $100 for a much more flexible system
with the only difference between the two being one sold with a megafile,
and one that wants an ICD link which look to be rarer than megafiles ATM?
WTF?!

(This was MEANT to left as a trivial mental exercise for the observant
reader to figure out on their own.)

P.S. I hope that the multisyllabic words and contractions don't confuse
you.

4454. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 05:23:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4348d5a08b62e0@comcast.net>
Source record: 10839

>On Tue, 27 Sep 2005 17:09:48 -0700, Galen wrote:
>
>>> Just wanted to tell everyone that I have successfully installed Debian
>>> Sarge on my Hades060 using the CD-Rom method.
>>
>> Glad to hear it. May I suggest writing a brief HOW-TO?
>
>I second that, especially since I know about the Atari related bugs in the
>Sarge debian installer.
>
>Petr
Yes I will. I just want to get X11 and the Gnome desktop to come up. I think I
know what the problem is. I hope to get it solved today.

4455. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 05:25:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4348d5a08b62e1@comcast.net>
Source record: 10840

>On Tue, 04 Oct 2005 08:39:36 +0400, Edward S. Baiz Jr. wrote:
>> The rest of it comes up fine, I just do not have a desktop
>> enviroment yet.
>
>does it mean that you got X11 running? On what graphics card? Starting
>GNOME would then be a matter of "apt-get install gnome gdm".

No, I have not gotten it to run as yet. I did have it up and running with the
SLINK version though, so I am sure I can get it working with SARGE.

>Also I'd suggest you (for perhaps third time) to join the debian-68k
>mailing list to discuss the debian issues on Atari and also the linux-68k
>list to discuss kernel related problems. You must have figured out already
>that the debian and kernel developers do not read this usenet newsgroup.
>
>Petr

Yes I will. I promise....

4456. Re: Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 05:27:51 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.10.09.05.27.49.425298@nowhere.com>
Source record: 10831
Cross-posted to: comp.sys.atari.st,pdx.forsale

...this entire "debate" is now academic as the current request has been modified to clarify that the $100 is being offered for the Mega ST4(reasonable, esp. as you'd avoid ebay) and some additional undisclosed amt. for an ICD link.

4457. Re: Debian Sarge (Linux) installed on a Hades060

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 05:32:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4348d5a08b62e2@comcast.net>
Source record: 10841

>On Tue, 27 Sep 2005 17:09:48 -0700, Galen wrote:
>
>>> Just wanted to tell everyone that I have successfully installed Debian
>>> Sarge on my Hades060 using the CD-Rom method.
>>
>> Glad to hear it. May I suggest writing a brief HOW-TO?
>
>I second that, especially since I know about the Atari related bugs in the
>Sarge debian installer.
>
>Petr

Yes, I will, but again I just want to get the Gnome desktop and X11 up and running, so I can have a complete description.

4458. Re: Eiffel / EtherNEC availability

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 05:36:14 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1128836293.660362f4df8fbaab3439039881d8196d@teranews>
Source record: 10832

On Sat, 8 Oct 2005 22:22:25 +0000 (UTC), "techie_alison"
<techie_alison2000@yahoo.co.uk> wrote:

>"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
>news:1128717392.0ccee023fcbbe659137d0ab4d12c8024@teranews...
>> Hi All,
>>
>> Over the next few days, I will have more EtherNEC and Eiffel PS/2
>> adapters available for sale. Pictures and ordering options are
>> available at:
>>
>> http://fujiman.no-ip.com
>
>Hi Rory,
>
>Didn't you just know someone would ask you a nasty question?! :-) This
>one concerns KVM usage.

There are no nasty questions... At best, I can give an answer, at
worse, a wrong one. So fire away. LOL...

>Referring to your KVM usage here;
>http://fujiman.no-ip.com/Eiffel_FAQ.htm
>
>Why doesn't it work? Is there no error recovery code implemented in
>Eiffel?

I dont know if there is any code in the eiffel firmware for recovery.
I have not had a chance to look through it. I would imagine it has
some. I have tried hooking one up to a non powered kvm (one that does
not have a power adapter), where the keyboard would work, but the
mouse would not. I will have to run a few more tests and see if the
board may need modification. If the kvm is pulling power from the ps/2
port, im wondering if the atari can support more power or is there a
limit for the keyboard circuitry. And why the keyboard works, yet the
mouse doesnt?

>Reason why I'm asking this is that I'm trying to unravel this one fully
>myself. It's partly explained here but doesn't apply to all digital
>KVM's, only some; http://www.retro.dial.pipex.com/pest/q&a//index.htm

Perhaps that there may be on digital kvm that would work. I dont have
the resources to procure and check each one. The one I bought
(miniview 4 port) doesnt work fully with the eiffel. I pretty much
stopped there. I had already bought the cables, so it now is hooked to
the PC's I have. I went and bought the mechanical one for $17 at a

local shop and it works fine. There is definately a need to see if
another works, but only if time/funds permits.

Or, design one to use some soft touch buttons and solid state relays
to switch signals. Another PIC project? Anyone?

>I'm assisting a customer in determining if Eiffel or PeST would be best
>for them. They would like to use a digital KVM but I know that only the
>KVM's which don't mess about with the PS2 packets will work.

Well, I think we all agree that the Atari mouse rates a -10 on a scale
of 1 to 10. I have gotten better resolution with a string tied to a
brick. Anything is better than the Atari mouse. I would much rather
use the keyboard...

I think Didier may have wrote and updates the firmware for the Eiffel.
I have not asked him if the code will support a digital kvm. It may be
in the works. As for writing code for a PIC, um, I cant do it. I'm the
guy who sometimes picks up the right end of the soldering iron. Those
days, I put some boards together, test em, and send em out. The other
days, I nurse the wounds and try again soon.

>Technically Eiffel would work with some digital KVM's in the same manner
>that PeST will, in that some digital KVM's behave identically to manual
>KVM's. This centres around how you initialise the mouse, as you have to
>be able to detect a disconnect in order to enable Status-Reporting else
>your mouse will just sit there. PeST will detect this. If Eiffel has
>problems with ALL digital KVM's then this has got me worried somehow.

Well, I would like to get these little things ironed out in the near
future. I'm not sure how much of the firmware would need an overhaul.
I'm not able to do this. The Eiffel is open source, so it is available
to everyone who wishes to modify to suit. Meanwhile, the manual
switchbox is working. We have some APEX boxes at work, so I could try
it out there. I'm not sure if people want to shell out a lot of money
for a APEX. The box would cost more than the computers combined. LOL.
The mech-switch box is a cheap & easy solution. Yes, they wear out,
but it is pretty cost effective. Until I find one that works properly,
I will probably use a manual switchbox.

Ok, its late here and I'm rambling... Somebody cut me off! :)

Rory

>Any ideas?
>Thanks,
>
>Aly
>http://www.retro.dial.pipex.com/pest/
>

Flagrant System Error

Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

4459. Re: Problem with Mint/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 05:36:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4348d6ac9847b0@comcast.net>
Source record: 10842

```
>
>Edward S. Baiz Jr. wrote:
>> >
>> >Edward S. Baiz Jr. wrote:
>> >
>> >> Vfat on the C parition is a no-no, so I will take that off. Funny how
>> >> eveything worked before.
>> >
>> >You have vfat configured on the M: partition too, is that not a ext2fs
>> >?
>> >
>> >Peter
>>
>> Sometinmes yes and sometimes no, but I will change that.
>
>Sorry if this stuff is obvious but I've had problems with mint.cnf
>in the past and it was almost always soemthing really easy that
>I just couldn't see.
>
>If your main mint partition is not M: then you will also need to
>change these lines:
>
># Links zu EasyMiNT
>sln m:\bin u:\bin
>sln m:\lib u:\lib
>sln m:\etc u:\etc
>sln m:\home u:\home
>sln m:\usr u:\usr
>sln m:\tmp u:\tmp
>sln m:\var u:\var
>sln m:\sbin u:\sbin
>sln m:\root u:\root
>sln m:\opt u:\opt
>sln m:\mnt u:\mnt
>sln m:\boot u:\boot
```

Yes I know thanks for reminder. I plan to put my Mint Partition on a 2 GIG Jaz cart, so it will change from M to K.

4460. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 05:41:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4348d7aea4f840@comcast.net>
Source record: 10843

>A few years ago I tried to install Debain on my Milan.
>
>The problem was that the installer would crash and lock-up the entire
>system.
>It was very disappointing to find that the installer wasn't capable of
>doing a few
>basic things without crashing so badly.
>
>I had a bit of a chat on the m68k linux mailing list but it wasn't a
>lot of help.
>IIRC they said it was crashing because the system was not recognised. I
>thought
>it was poor that the installer couldn't handle this situation and I
>gave up.
>
>That was when I decided to enhance my minimal Mint installation with
>EasyMint.
>
>I also had a quick look at one of the BSD systems but the installation
>was a bit
>more manual and put me off.
>
>If I ever get FreeMint 1-16 running properly I may give BSD another go.
>
>Peter

How much memory did you have in your Milan? Does it have TT and ST ram?

4461. Re: Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 05:48:34 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1128837031.582232f49e3cfd57bdad8c02c828b7a6@teranews>
Source record: 10833

On Sat, 08 Oct 2005 11:31:07 -0400, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>
>I know some others of you have re-cased yor Falcons. Where did you get the
>extension cable for the floppy drive?

I unsoldered the attached cable and put a dual row header. I then
modified a PC floppy cable by reversing the 9 through 16(i think)
wires in the cable. A PC cable A: drive has the wires reversed. You
just switch them back to normal cable. I've taken a few round cables
and they work fine.

I can do this if needed.

Thanks
Rory

>The other Falcon I had (the one I just sold) had already been re-fitted by
>someone else with a standard floppy header so it was easy to find a cable
>long enough to move the floppy.
>
>Now though, my current Falcon has the standard Atari floppy header, and I
>can't find an extension cable that will work. I've got 3 floppy cables
>that have a header on one end that plugs into the cable coming out of the
>Falcons' MB, and the other end plugs into the floppy drive. None of them
>seem to work though. Using any of these cables, I get an error from TOS or
>MINT/Thing that track A can't be read. Plug the floppy straight back into
>the cable from the Falcon and it works just fine.
>
>I've already sent an e-mail to Brad at Best Electronics but I just wanted
>to see what others have done.
>
>Thanks everyone.

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

4462. Re: TT, Debian 3.1, ethernet

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 05:52:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4348da32c476a0@comcast.net>
Source record: 10844

>On Thu, 06 Oct 2005 15:46:52 +0400, Edward S. Baiz Jr. wrote:
>
>>>ATARI programmers are desperately seeked by the Debian team. :-)
>>
>> Hmmm??? Did not know that. I am hoping I can figure out something.
>
>Please note that not only programmers but also pure Debian users are
>needed now. Right now Debian needs to see at least 50 users or they might
>stop the entire m68k port (and that would basically mean end of Linux on
>Atari).
>
>http://lists.debian.org/debian-68k/2005/10/msg00002.html
>
>Please if you are using, trying to use, plan to use or have been
>using Debian Linux on Atari then don't let it die.
>
>Petr

Yes I have done that. I put my vote in and I noticed the count was almost up to 40, so here's hoping it gets to 50.

4463. Re: MagiC and CICON data

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 08:56:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200510091056.a16126@b.maus.de>
Source record: 10838

> Does someone know if MagiC does this conversion for each and every
> OBJC_DRAW()?

I don't know. But I know that there is no doc which say what format the CICON have after you load they with rsrc_load. So you must use objc_draw.

Gerhard

4464. Re: Eiffel / EtherNEC availability

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 09:35:57 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h45x0k.13yuehyqtjzqgN%NOSPAMS@wanadoo.fr>
Source record: 10834

Rory McMahon <rorymcmahonNOSPAM@yahoo.com> wrote:

> I think Didier may have wrote and updates the firmware for the Eiffel.
> I have not asked him if the code will support a digital kvm. It may be
> in the works. As for writing code for a PIC, um, I cant do it. I'm the
> guy who sometimes picks up the right end of the soldering iron. Those
> days, I put some boards together, test em, and send em out. The other
> days, I nurse the wounds and try again soon.

Since I have an a Mac Mini I use a TK-210K (TRENDnet) switch who works
fine with my current unfinished release of Eiffel. Sometimes there are
problems during reset, the mouse not works. Normally it's OK after
another reset.
I have no time for finish this update since I work on the CTPCI drivers
(today the radeon driver). So please wait some months (like the
Aniplayer DVD release).
About Eiffel you need to select the set 2, the set 3 has no chances to
works with KVM switchs.
The TK-210K use a PS2 mouse/keyboard for switch between USB machine and
a PS/2 machine.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4465. Re: Eiffel / EtherNEC availability

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 09:39:14 UTC
From: techie_alison <techie_alison2000@yahoo.co.uk>
Message-ID: <diaog1$14p$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10835

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:1128836293.660362f4df8fbaab3439039881d8196d@teranews...
> On Sat, 8 Oct 2005 22:22:25 +0000 (UTC), "techie_alison"
> <techie_alison2000@yahoo.co.uk> wrote:
>
> >"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
> >news:1128717392.0ccee023fcbbe659137d0ab4d12c8024@teranews...
> >> Hi All,
> >>
> >> Over the next few days, I will have more EtherNEC and Eiffel PS/2
> >> adapters available for sale. Pictures and ordering options are
> >> available at:
> >>
> >> http://fujiman.no-ip.com
> >
> >Hi Rory,
> >
> >Didn't you just know someone would ask you a nasty question?! :-)
This
> >one concerns KVM usage.
>
> There are no nasty questions... At best, I can give an answer, at
> worse, a wrong one. So fire away. LOL...
>
> >Referring to your KVM usage here;
> >http://fujiman.no-ip.com/Eiffel_FAQ.htm
> >
> >Why doesn't it work? Is there no error recovery code implemented in
> >Eiffel?
>
> I dont know if there is any code in the eiffel firmware for recovery.
> I have not had a chance to look through it. I would imagine it has
> some. I have tried hooking one up to a non powered kvm (one that does
> not have a power adapter), where the keyboard would work, but the
> mouse would not. I will have to run a few more tests and see if the
> board may need modification. If the kvm is pulling power from the ps/2
> port, im wondering if the atari can support more power or is there a
> limit for the keyboard circuitry. And why the keyboard works, yet the
> mouse doesnt?
>
> >Reason why I'm asking this is that I'm trying to unravel this one
fully
> >myself. It's partly explained here but doesn't apply to all digital
> >KVM's, only some; http://www.retro.dial.pipex.com/pest/q&a//index.htm

>
> Perhaps that there may be on digital kvm that would work. I dont have
> the resources to procure and check each one. The one I bought
> (miniview 4 port) doesnt work fully with the eiffel. I pretty much
> stopped there. I had already bought the cables, so it now is hooked to
> the PC's I have. I went and bought the mechanical one for $17 at a
> local shop and it works fine. There is definately a need to see if
> another works, but only if time/funds permits.
>
> Or, design one to use some soft touch buttons and solid state relays
> to switch signals. Another PIC project? Anyone?
>
> >I'm assisting a customer in determining if Eiffel or PeST would be
best
> >for them. They would like to use a digital KVM but I know that only
the
> >KVM's which don't mess about with the PS2 packets will work.
>
> Well, I think we all agree that the Atari mouse rates a -10 on a scale
> of 1 to 10. I have gotten better resolution with a string tied to a
> brick. Anything is better than the Atari mouse. I would much rather
> use the keyboard...
>
> I think Didier may have wrote and updates the firmware for the Eiffel.
> I have not asked him if the code will support a digital kvm. It may be
> in the works. As for writing code for a PIC, um, I cant do it. I'm the
> guy who sometimes picks up the right end of the soldering iron. Those
> days, I put some boards together, test em, and send em out. The other
> days, I nurse the wounds and try again soon.
>
> >Technically Eiffel would work with some digital KVM's in the same
manner
> >that PeST will, in that some digital KVM's behave identically to
manual
> >KVM's. This centres around how you initialise the mouse, as you have
to
> >be able to detect a disconnect in order to enable Status-Reporting
else
> >your mouse will just sit there. PeST will detect this. If Eiffel
has
> >problems with ALL digital KVM's then this has got me worried somehow.
>
> Well, I would like to get these little things ironed out in the near
> future. I'm not sure how much of the firmware would need an overhaul.
> I'm not able to do this. The Eiffel is open source, so it is available
> to everyone who wishes to modify to suit. Meanwhile, the manual
> switchbox is working. We have some APEX boxes at work, so I could try
> it out there. I'm not sure if people want to shell out a lot of money
> for a APEX. The box would cost more than the computers combined. LOL.
> The mech-switch box is a cheap & easy solution. Yes, they wear out,

> but it is pretty cost effective. Until I find one that works properly,
> I will probably use a manual switchbox.
>
> Ok, its late here and I'm rambling... Somebody cut me off! :)
>
> Rory
>
> >Any ideas?
> >Thanks,
> >
> >Aly
> >http://www.retro.dial.pipex.com/pest/
> >
>
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html

I quite like that answer :-) Very honest.

Yep, agreed, digital KVM's which pull their power from PS2 ports galore would definitely pose a problem. Mmmm, hadn't thought of that. I used to work for a big ISP on Cambridge Science Park and we had racks and racks of servers, the digital KVM's used to cause us all sorts of problems so we went back to PCAnywhere/variants for an easy life. Couldn't have live hosting servers becoming randomly unaccessible, was a bad move really although they were left in place and we took a chance.

4466. Re: Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 13:04:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.09.13.04.01.634041@charter.net>
Source record: 10836

On Sun, 09 Oct 2005 00:48:34 -0500, Rory McMahon wrote:

> I unsoldered the attached cable and put a dual row header. I then
> modified a PC floppy cable by reversing the 9 through 16(i think)
> wires in the cable. A PC cable A: drive has the wires reversed. You
> just switch them back to normal cable. I've taken a few round cables
> and they work fine.
>
> I can do this if needed.
>
> Thanks
> Rory

I think thats what somebody had done to the Falcon I sold. It worked great, except that, as you mentioned the wires were reversed. Since it will fit, I just flipped the end connector over before hooking it to the floppy itself.

Let me see if I can find/obtain a cable that will work first, then if I can't, I might take you up on your offer. :-)

Thanks much!

--
_/_/_/

4467. Re: VideoMaster Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 13:07:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.09.13.07.46.25047@charter.net>
Source record: 10837

On Sun, 09 Oct 2005 05:15:00 +0000, Rustynutt wrote:

> Thought of a few other quirks. The Videmaster worked with my Mighty
> Sonic, and AIRC, could use alternate ram for memory, but couldn't run
> the application in alternate ram. It would not work with using a DEKA,
> only a standard Atari keyboard. Again, AIRC, it would not work with
> the Afterburner no matter the configuration. That's been 10 years ago,
> but don't think my memory is that bad :)
> Mike

Thanks for replying Mike. I played around with the flags on it, can't seem
to come up with a combo that works.

I do have the DEKA interface in my recased Falcon. I'll switch out to a
standard keyboard when I get a chance and see if that makes a difference.
10 years ago, I had a Nemesis equipped Falcon, and IIRC, VMF worked okay
with it. Wonder what it is about the DEKA that it wouldn't like? I don't
think I've encountered any other software that doesn't work with it.

--
_/_/_/

4468. Re: Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 16:31:50 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <fcydnYpJV-tr2NTeRVnyhQ@pipex.net>
Source record: 10845

In message 9@cix, dark_lord@charter.net said:
---SNIP---
>Now though, my current Falcon has the standard Atari floppy header, and I
>can't find an extension cable that will work. I've got 3 floppy cables
>that have a header on one end that plugs into the cable coming out of the
>Falcons' MB, and the other end plugs into the floppy drive. None of them
>seem to work though. Using any of these cables, I get an error from TOS or
>MINT/Thing that track A can't be read. Plug the floppy straight back into
>the cable from the Falcon and it works just fine.

If these are cables from a PC, have you tried plugging them into
the drive upside down? ISTR that for some reason there is a
difference on the Atari from PC. Also, make sure that the cables
don't have any wires crossed. Are these the usual flat cables with
cripm-on IDC connectors?

Regards, /Peter/

4469. Symbolic links in FAT pertitions

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 18:48:01 UTC
From: vdjole@EUnet.yu
Message-ID: <dibol0roh1@news.eunet.yu>
Source record: 10847

Hi;

Apparently Mint permits the user to create a symbolic link in a FAT
partition on which "NEWFATS" handling is enabled and "VFAT" extension is NOT.

Is it wise to use this capability if such a partition is later to be accessed
from single-TOS as well, or would it be eventually considered as corrupted
in single-TOS;

Thanx in advance.

cu;

4470. Re: MagiC and CICON data

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 19:21:26 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1128885686.452976.319720@g44g2000cwa.googlegroups.com>
Source record: 10848

Hi,

As Lp mentioned this is covered in the Atari Compendium. In Appendix-C
(Native File Formats) you can read the following:

"CICON Images

All color image data is stored in VDI device independent format on disk
and is automatically converted by vr_trnfm() upon rsrc_load()."

Hence we are facing yet another shortcoming of MagiC it would appear.
However, I presume it should be possible to manually call vr_trnfm() if
MagiC is detected.

4471. Re: MagiC and CICON data

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 20:02:34 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1128888154.5862.134.camel@linuxbox>
Source record: 10846

```
søn, 09,.10.2005 kl. 11.53 -0400, skrev lp:
> in article 200510091056.a16126@b.maus.de, Gerhard Stoll wrote on 10/9/2005
> 4:56 AM:
>
> >> Does someone know if MagiC does this conversion for each and every
> >> OBJC_DRAW()?
> >
> > I don't know. But I know that there is no doc which say what format the CICON
> > have after you load they with rsrc_load. So you must use objc_draw.
>
> This is mentioned in the Compendium and I have tested N.Aes and it does like
> the book says at least.

I have a question related to MagiC and color icons; Does anyone know
why some applications, Papyrus for example, does not get color icons
under N.AES (and XaAES)? I have tried to investigate this, but ended up
just as clueless as before I investigated.

Best Regards,
Odd Skancke
```

4472. Re: Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 20:34:07 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <39f2f.1931$Ls.1044@bignews2.bellsouth.net>
Source record: 10749

Ronald J. Hall wrote:

> On Sun, 09 Oct 2005 00:48:34 -0500, Rory McMahon wrote:
>
> > I unsoldered the attached cable and put a dual row header. I then
> > modified a PC floppy cable by reversing the 9 through 16(i think)
> > wires in the cable. A PC cable A: drive has the wires reversed. You
> > just switch them back to normal cable. I've taken a few round cables
> > and they work fine.
> >
> > I can do this if needed.
> >
> > Thanks
> > Rory
>
> I think thats what somebody had done to the Falcon I sold. It worked
> great, except that, as you mentioned the wires were reversed. Since it
> will fit, I just flipped the end connector over before hooking it to
> the floppy itself.
>
> Let me see if I can find/obtain a cable that will work first, then if
> I can't, I might take you up on your offer. :-)
>
> Thanks much!

Hello all
I will be recasing my Falcon soon as well and was wondering about the floppy cable myself..Is the floppy cable thats in the Falcon fixed to the motherboard? I was going to remove it but didn't want to rip it out (I think i saw in a post someone did that) do i need to get a header (the pins) installed? and if so who/where can i get that done for a reasonable price (NO WAY am i going to attempt it) Thanks in advance :)
Thomas

4473. Re: Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 20:56:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.09.20.56.00.839479@charter.net>
Source record: 10750

On Sun, 09 Oct 2005 11:31:50 -0500, xlator wrote:

> If these are cables from a PC, have you tried plugging them into
> the drive upside down?

Yes, I have - in fact thats the only way they will work. If you plug them
in the other way, the access light on the floppy drive never goes off.

> ISTR that for some reason there is a
> difference on the Atari from PC. Also, make sure that the cables
> don't have any wires crossed.

> Are these the usual flat cables with
> cripm-on IDC connectors?

Yes. 34 pin standard.

Thanks for replying.

--
_/_/_/

4474. Re: Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 20:57:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.09.20.57.18.745163@charter.net>
Source record: 10751

On Sun, 09 Oct 2005 20:34:07 +0000, twbrown wrote:

> Hello all
> I will be recasing my Falcon soon as well and was wondering about the
> floppy cable myself..Is the floppy cable thats in the Falcon fixed to
> the motherboard? I was going to remove it but didn't want to rip it out
> (I think i saw in a post someone did that) do i need to get a header
> (the pins) installed? and if so who/where can i get that done for a
> reasonable price (NO WAY am i going to attempt it) Thanks in advance :)
> Thomas

Hi Thomas. Yep, its attached, and its not a PC standard header. You can
either find a cable that will extend the current Atari one, or replace the
header with a standard one as has been mentioned.

--
_/_/_/

4475. Re: VideoMaster Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 21:00:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.09.21.00.09.977938@charter.net>
Source record: 10752

On Sun, 09 Oct 2005 18:05:04 +0000, Rustynutt wrote:

> I don't know, I had asked Steve at Wizztronics about it at one time,
> and he said the DEKA is 100% compatible. The Videomaster connects into
> the joystick port right? Can you run TT Digger on the 060 real time?
> During initialization you might see where it's hanging up at. (not
> that it would help me figure it out:).

Er, no - it plugs into the cartridge port and nowhere else. It doesn't use
the joystick ports at all.

I don't know if I can run TT Digger or not. I don't even have it, never
used it before. :-(

--
_/_/_/

4476. Re: Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 21:34:23 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <z1g2f.2397$Ls.891@bignews2.bellsouth.net>
Source record: 10753

Ronald J. Hall wrote:

> On Sun, 09 Oct 2005 20:34:07 +0000, twbrown wrote:
>
> > Hello all
> > I will be recasing my Falcon soon as well and was wondering about
> > the floppy cable myself..Is the floppy cable thats in the Falcon
> > fixed to the motherboard? I was going to remove it but didn't want
> > to rip it out (I think i saw in a post someone did that) do i need
> > to get a header (the pins) installed? and if so who/where can i get
> > that done for a reasonable price (NO WAY am i going to attempt it)
> > Thanks in advance :) Thomas
>
> Hi Thomas. Yep, its attached, and its not a PC standard header. You
> can either find a cable that will extend the current Atari one, or
> replace the header with a standard one as has been mentioned.

Ok thanks for the info..
Guess I need to holler at Best since if I was to want the header put in
no one around here could/would do it (in Knoxville TN) I only hope my
CT60 experence goes well but no idea how i will upgrade the cmos (was
hoping to get the USB/ethernet card from Nature) but will cross that
bridge when i get to it :)
Thanks again
Thomas

4477. Re: Which SCSI?

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 21:52:26 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dic3eqdbh1@reader1.panix.com>
Source record: 10754

Oops. 25 pins on the Zip. DB25.

Jim DeClercq <jimd@panix1.panix.com> writes:

: Probably not. The Zip drive takes a DB50, I think. The Falcon end is
: shown as a SCSI 2 in the Best Electronics catalog, and is otherwise known
: as a HP50 or HD50, depending on where you look. Both ends should be male.

: One place to find such is Cables To Go. They have a website. So does
: Best, who may have one to sell.

: Jim

: blah@blah.com writes:

: : Hi all,

: : Just bought an external 100mb ZIP drive for my Falcon and now need a
: : cable. Can anyone tell me which flavour of SCSI cable I need to buy,
: : SCSI I, II or III? The Zip drive has a 25pin female socket and the
: : Falcon a 50pin socket (Very small pins - ultra SCSI?)

: : Thanks in advance.

: : Dave.

: : Email: dgr167 at aol dot com

: --
: --
: /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
: \ / ASCII ribbon campaign | I'm a .signature virus! |
: X against HTML mail | Copy me into your ~/.signature|
: / \ and postings | to help me spread! |
: .

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4478. Re: Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-09 23:36:06 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1128901082.2f05050a32b2d6ce8e0a574d43c38452@teranews>
Source record: 10755

Thomas,

I can install the header if needed. I live in Illinois and would have
a quick turnaround. If you are installing the CT6x then I can update
the required parts.

Rory

On Sun, 09 Oct 2005 20:34:07 GMT, "twbrown" <brown9344@bellsouth.net>
wrote:

>Hello all
>I will be recasing my Falcon soon as well and was wondering about the
>floppy cable myself..Is the floppy cable thats in the Falcon fixed to
>the motherboard? I was going to remove it but didn't want to rip it out
>(I think i saw in a post someone did that) do i need to get a header
>(the pins) installed? and if so who/where can i get that done for a
>reasonable price (NO WAY am i going to attempt it) Thanks in advance :)
>Thomas

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

4479. Re: VIDI ST

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 02:35:09 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Epk2f.6316$5l.138@bignews6.bellsouth.net>
Source record: 10756

There are 2 pots for Contrast and Brightness and a small adjustment for
Scan Width.

The 2 Vidi ST carts I have will capture Color. If you use VideoChrome
and etc, you get more
options for Color Grabs, IIRC.

I have one Splitter for a Vidi ST Cart. Its a nice splitter, and has
some built in features
that one might could use for sometype of video project. It looks more
professional
than the VideoMaster Splitter, even though the Videomaster cart is
actually better than
Vidi ST.

However, I think you can use either splitter with either cartridge.
That's something I will explore more on in the future.

(Have a Ton of Projects at the Moment)

I have even used a Videomaster splitter with a Expose' Main Board
Digitser on the
Falcon.

I also have the Vidi ST 12 Cart that has the built in Splitter and does
4096 Colors.
It is a 12 Bit Cartridge.
It works on a ST/STe or Falcon and does much better Color Grabs/Video
than the
older Vidi ST.

I was just wondering if the older Vidi ST cartridges had any known PCB
board upgrades?

The 2 Vidi ST carts I have are both black, but the size and shape are
different, but the
basic software that came with them are about the same version. One is
1.29 and the
other is 1.29B according to the original disk labels.

I have noticed differences in PCB design in VideoMaster Falcon Carts.
But only after
taking off the cover. The Carts themselves all look the same.

phantomm@bellsouth.net

"exxos" <exxos@home.co.uk> wrote in message
news:xN-dnbZv6_iDONvenZ2dnUVZ8t2dnZ2d@pipex.net...

>
>>
>
>
> I have VIDI ST, not used it for about 6 million years, but maybe its
> a colour and mono cart ? I can't say for sure but didnt the colour
> one have 3 adjustments on the front ? can't really remember... all so
> long agooo...
>
> chris
>
>

4480. Wanted: Universal NETwork software v.1.01

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 02:52:36 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <_Fk2f.6410$5I.406@bignews6.bellsouth.net>
Source record: 10757

Looking for version 1.01 of the Universal Network software.

I have version 1.00 and manual and Midi Kits.

Would like to know whats different in version 1.01 and if the
software went beyond v.1.01.

phantomm@bellsouth.net

4481. Re: VideoMaster Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 04:14:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.10.04.14.13.89181@charter.net>
Source record: 10758

On Mon, 10 Oct 2005 00:03:31 +0000, Rustynutt wrote:

> Do you have Videomaster Falcon, or Videomaster? The color version had
> some extra stuff that came with it. I haven't installed the 060 in my
> machine yet, can you run off the 030 and try it with the CT installed?

I've got Videomaster Falcon.

I've just finished playing around with it for awhile. I tried it with the CT60 on/off, motherboard mod on/off, under MINT, under TOS, booting up from the hard drive with all AUTO folder programs, ACCs, and CPXs disabled, and with fastload on/off, TT ram on/off, and TT prg on/off.

I also unplugged the DEKA interface and plugged in an original ST/Falcon keyboard. It made no difference either.

The program still runs, displays the menu screen perfectly, you can move the mouse anywhere you want, but it does not respond to any mouseclicks.

I have a question (since its been so long that I can't remember) - if the cartridge is not plugged in, or working, or doesn't have a video source actually coming into it, it doesn't matter right? The program itself should still run? Can you try yours and see?

Thanks much.

--
_/_/_/

4482. VINTAGE COMPUTER FESTIVAL 8.0 - November 5-6

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 09:48:20 UTC
From: sellam@vintagetech.com
Message-ID: <1128937700.694094.162840@z14g2000cwz.googlegroups.com>
Source record: 10759

```
A>PIP TTY:=VCF8.DAT

_____________________________________________
/ \ \
| | |
\__/| * VINTAGE COMPUTER FESTIVAL 8.0 * |
| |
| NOVEMBER 5-6, 2005 |
| COMPUTER HISTORY MUSEUM |
| MOUNTAIN VIEW, CALIFORNIA |
| |
| HTTP://WWW.VINTAGE.ORG |
| |
| * * * |
| |
| AT VCF 8.0 YOU WILL: |
| |
| * SEE OLD COMPUTERS |
| * SEE PEOPLE TALKING ABOUT OLD COMPUTERS |
| * SEE PEOPLE SELLING OLD COMPUTERS |
| * . . . AND MORE!!! |
| |
| |
| COME JOIN THE FUN AS WE CELEBRATE THE |
| COMPUTERS OF YORE ALL OVER AGAIN. |
| |
| |
| * EVENT NEWS AND INFORMATION |
| * VCF 8.0 BBS |
| * EXHIBITORS WANTED! |
| |
| HTTP://WWW.VINTAGE.ORG/2005/MAIN/ |
| |
| |
| _____________________________________|__
|/ \ \
| | |
\__/_____________________________________/
```

4483. Debian Sarge on a Hades - How I did it (Short ver)

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 12:35:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <434a8a66d5bfe0@comcast.net>
Source record: 10764

Hello All,

Well here is how it all came about. I still do not hav a desktop envronment, but I am working on it. Of course what I am about to say applies to a Hades, but I am sure it could apply to a Milan, Falcon or TT.

When I first tried to install Sarge, I had trouble from the beginnins just trying to get the ram installation disk to run. I am sure many of you have had the problem of the ram disk quiting saying things like corrupted or missing list. I could not get any farther until I read where the ramdisk and kernel work best when loaded into ST RAM. This is an "-R" in the boot agument. So my installation boot argument is this:

```
-d
-R
-V
-t
-S 200000000
-r cdrom/initrd22.gz
root=/dev/ram
video=external:1024;768;8;p;0x81000000;7864320;0xb0000000;8;svga
load_ramdisk=1
ramdisk_size=13000
debian-installer/framebuffer=false
```

The -t tells the ramdisk to ignor the TT ram. Note the "-S". This statement does a let's pretend we have this much ST ram. I would imagine all your TT and Falcon owners could do this, but when I split my Ram into ST and TT ram, I have 14meg of ST ram and about 240meg of TT ram. If I leave the -S statement out, the ramdisk still loads because of the -R command, but when it comes to loading and mounting CD disk#1, it stops about 1/2 the way through. You need the -S statement at least I need it. Oh, I forgot to mention I bought the 13 disk CD set for M68k computers.

The video=external... is needed because I have a PCI graphics card.

Of course to boot the Linix partition I use the following if I have split my ram:

```
-k vmlinux
-t
-S 240000000
root=/dev/sda2
video=external:1024;768;8;p;0x81000000;7864320;0xb0000000;8;svga
```

I use this if I have split not split my Ram (all ST ram)

```
-d
-k vmlinux
-t
-S 200000000
-T 200000000
root=/dev/sda2
video=external:1024;768;8;p;0x81000000;7864320;0xb0000000;8;svga
```

It seem things work best if the kernel/ram think you have both kinds of ram. This first time I installed Sarge, I tried to boot the Linux partition using the boot argument without the -T statment in a non-split ram environment and the boot failed and I could not recover, so I just re-installed it again.

Remember, if you split your ram and use the -S statement, you still will only have 14meg of ram to go with. I like the non-split RAM and the -T and -S statements used. This way I know I have enough memory. Oh, notice in the boot argument example the -S statement in lower then the one in the first example. This is because when I set it high in a non-split ram environment, the ram disk crashed like before. If you sucessfully install Sarge and want to change your argument, test it out with the installation ram disk first. If you can get by the reading/mounting of the first CD Rom (must get to 100%), then things will work on the booting of the linux partition.

Two last things to say. In the installation process you will get to areas where you are asked to select things like in the base configuration you are asked to choose packages to install. Use the arrows keys to scroll up or down and use the space bar to select. When you are done, hit Control-i and the cursor will go down to the "OK". Then just hit return. Use the Control-i if hitting the return button does not work .

The other thing is that sometimes at the start, the fonts get screwed up when the ram disk loads. If this happens, reset the computer and run the booting of the ram disk again. Usually on the second or third try you will be able to read what is going on, but the edge fonts will be garbage. Do not worry, it will still work fine.

Well that's it. Try it and let me know what happens. I hope it works for all of you. Take care..

4484. Re: MagiC and CICON data

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 16:00:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200510101800.a16224@b.maus.de>
Source record: 10761

> I presume it should be possible to manually call vr_trnfm() if MagiC is
> detected.

Maybe, but why don't you use objc_draw?

Gerhard

4485. Re: MagiC and CICON data

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 18:00:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200510102000.a16223@b.maus.de>
Source record: 10760

> This is mentioned in the Compendium

OK, I found it. The 'TOS release notes, 24 June 1993' says nothing about this.

> N.Aes

I think you should use a orignial TOS, if you make tests.

Gerhard

4486. Re: MagiC and CICON data

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 20:39:04 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1128976744.868171.220400@f14g2000cwb.googlegroups.com>
Source record: 10762

>Maybe, but why don't you use objc_draw?

For speed reasons. If one is to redraw a rectangular area, there is no need to adapt the image data to an icon mask. Hence, a VDI blit directly from a buffer will be (significantly) faster.

Again, does anyone have info on how MagiC handles this conversion? Is the data converted each time objc_draw() is issued, or is a device dependent format buffered somewhere?

/Joakim

4487. Re: MagiC and CICON data

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 21:17:26 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1128979046.588041.104640@f14g2000cwb.googlegroups.com>
Source record: 10763

>I think you should use a orignial TOS, if you make tests.

Ok then. The most current official TOS version available (the one built-into Falcon, unless I am mistaken) will also behave like Atari Compendium specifies.

That is, even old TOS 4.04 manages the conversion automatically upon rsrc_load().

/Joakim

4488. Re: Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 22:05:45 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1128981945.355914.223370@g47g2000cwa.googlegroups.com>
Source record: 10765

I' m quite sure I bought a floppy extension cable from Cables To Go.
However, they don't seem to have it anymore.

I did find floppy extenders here:
http://www.grendonaudio.co.uk/acatalog/Online_Catalogue_Adaptors___Leads_21.html

Cables To Go will also make a custom cable, although I have no idea
what the cost is.

Galen

4489. Word Perfect on CT60 update

Newsgroup: comp.sys.atari.st
Date: 2005-10-10 22:13:20 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1128982400.004763.120860@g44g2000cwa.googlegroups.com>
Source record: 10766

I finally had a reason to go try WP on the CT60. Under 256 color and extended resolutions it doesn't work. (The same is true on a regular Falcon.) Under 16 color 640x480 it did indeed work with the CT60 and was VERY fast. There was some minor screen gibberish, but I seem to recall this happens occasionally on regular Falcons as well.

Galen

4490. Re: Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-11 00:05:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <2pqdnW4qj-9_nNbenZ2dnUVZ8t2dnZ2d@pipex.net>
Source record: 10767
Cross-posted to: comp.sys.atari.st,pdx.forsale

In message 10@cix, someone@nowhere.com said:

>On Mon, 03 Oct 2005 18:39:24 -0700, YouCanToo wrote:
>
>> Say what ? A Mega ST4 and a Megafile 60 are NOT even close to the same.
>> The Mega ST4 is a 4 megabyte computer and the Megafile 60 is a MFM 60
>> gigabyte hard drive. Be sure you know what the heck it is your talking
>> about before spewing such nonsense
>
>hmmm.. let me see...
>Mega ST4 == Mega ST4 check
>Megafile << ICD Link (free clue, how many drives do you think that
>you would be able to find that would work in a megafile v. SCSI? IIRC the
>MFM drive used in a megafile is NOT compatible with IDE, meaning that
>you'd either pay ALOT for a new drive if you could find one or pay ALOT
>for a used drive of doubtful provenance.)
>
>so, we have a more limited system that went for $275 USD on ebay ~1mo ago,
>and this guy is offering a measly $100 for a much more flexible system
>with the only difference between the two being one sold with a megafile,
>and one that wants an ICD link which look to be rarer than megafiles ATM?
>WTF?!
>
>(This was MEANT to left as a trivial mental exercise for the observant
>reader to figure out on their own.)
>
>P.S. I hope that the multisyllabic words and contractions don't confuse
>you.

And knows his gigabytes from megabytes! I doubt if there is such a
creature as a 60 gigabyte MFM drive - they were much smaller in
those days, and even 60 MB was considered big for an Atari...

Regards, /Peter/

4491. Mint Program - where should it go in auto folder?

Newsgroup: comp.sys.atari.st
Date: 2005-10-11 14:23:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <434bf5048acfb0@comcast.net>
Source record: 10769

I am still having writing problems under Mint after I made some adjustments to my CNF file. I am thinking I need to move where the program boots in the bootup process. What files should run before and after Mint?

4492. Re: MagiC and CICON data

Newsgroup: comp.sys.atari.st
Date: 2005-10-11 18:37:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200510112037.a16295@b.maus.de>
Source record: 10768

> why some applications, Papyrus for example,

Have you more examples?

Gerhard

4493. Re: Mint Program - where should it go in auto folder?

Newsgroup: comp.sys.atari.st
Date: 2005-10-11 23:35:20 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <dihi7oqpo1@reader1.panix.com>
Source record: 10770

There is only one, and only sometimes. Im my EasyMiNT installation on a TT Extendos Gold needs to run after MiNT. The rest need to run before, always.

Jim

Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:

: I am still having writing problems under Mint after I made some adjustments to : my CNF file. I am thinking I need to move where the program boots in the : bootup process. What files should run before and after Mint?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4494. LF: MIDI and Sound Book for Atari ST Disk

Newsgroup: comp.sys.atari.st
Date: 2005-10-12 03:04:20 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1129086380.387c16a6e35e7180b25fe8b2e46dce3c@teranews>
Source record: 10771

Hi all,

Does anyone have the diskette/software for:

MIDI and Sound Book for the Atari ST
by Bernd Enders and Wolfgang Klemme

If somebody can send me an MSA or ZIP file, would be greatly
appreciated.

Thanks
Rory McMahon

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

4495. Re: LF: MIDI and Sound Book for Atari ST Disk

Newsgroup: comp.sys.atari.st
Date: 2005-10-12 12:15:30 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1129119446.723b92fca16514caf00a3bc608f39b54@teranews>
Source record: 10772

Lp,

Thanks!!!!

Rory

On Tue, 11 Oct 2005 22:04:20 -0500, Rory McMahon
<rorymcmahonNOSPAM@yahoo.com> wrote:

>Hi all,
>
>Does anyone have the diskette/software for:
>
>MIDI and Sound Book for the Atari ST
>by Bernd Enders and Wolfgang Klemme

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

4496. Re: MagiC and CICON data

Newsgroup: comp.sys.atari.st
Date: 2005-10-12 17:08:25 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1129136905.5862.164.camel@linuxbox>
Source record: 10773

tir, 11,.10.2005 kl. 20.37 +0200, skrev Gerhard Stoll:
> > why some applications, Papyrus for example,
>
> Have you more examples?

No, sorry.. not off the top of my head. I have heard of a couple more apps that dont get color icons under anything but MagiC, and I think I remember that they were apps written for or on MagiC.

I just mentioned Papyrus, because that is one I can test with here.

Best Regards,
Odd Skancke

4497. SDMA test app?

Newsgroup: comp.sys.atari.st
Date: 2005-10-12 18:14:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.12.18.14.08.15906@charter.net>
Source record: 10774

I was just trying to figure out the "sdmatest.prg" from Didiers site. I got most of it, but what I need to know is how to change it from 1 voice to 4.

When running and reading the text, it almost looks like the same switch "/" is used for both the voices and the frequency.

Thanks everyone.

--
_/_/_/

4498. SuperMaze

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 12:04:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.13.12.04.34.99810@charter.net>
Source record: 10775

For those who remember MidiMaze, there is a pretty good clone of it
available now for Windows, Linux, and soon the Mac. You can see details at:

http://www.indiesatwork.com/

Me and a few friends sure spent some time playing the original back in the
80's! :-)

--
_/_/_/

4499. Ebay hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 12:35:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.13.12.35.53.645300@charter.net>
Source record: 10776

Guys I have a question. I was looking at an Atari hard drive for sale on
Ebay. It says its a SH205.

I thought the SH204 and Sh205 were rectangular "shoebox" style cases,
while the Megafile 30 and 60 were "pizza box" style cases.

Whats being shown is a "pizza box" case.

Just curious if I wasn't remembering it correctly.

Thanks.

--
_/_/_/

4500. Looking for a game called...

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 12:43:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.13.12.43.03.214803@charter.net>
Source record: 10777

Dreadnot (sp?)

It was a naval game where you controlled battleships from the WW1 through
early WW2 era, I think?

I'd love to have this if anyone has a copy with docs for sale.

Thanks.

--
_/_/_/

4501. Re: Looking for a game called...

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 12:51:08 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20051013135349168O7%derryck@cixcoukinvalid>
Source record: 10778

On 2005-10-13 13:43:03 +0100, "Ronald J. Hall" <dark_lord@charter.net> said:

> Dreadnot (sp?)
It would be "Dreadnaught", ie dread nothing.

Dunno the game, though.

--

Cheers

Derryck

4502. Re: SuperMaze

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 13:07:14 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <jo6dndOyJI7_xtPeRVnygQ@pipex.net>
Source record: 10779

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.13.12.04.34.99810@charter.net...
>
> For those who remember MidiMaze, there is a pretty good clone of it
> available now for Windows, Linux, and soon the Mac. You can see details
> at:
>
> http://www.indiesatwork.com/
>
> Me and a few friends sure spent some time playing the original back in the
> 80's! :-)
>
> --
> _/_/_/_

4503. Re: Looking for a game called...

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 13:22:53 UTC
From: Stu Carter <stu@lists.pygmygoat.net>
Message-ID: <Pine.LNX.4.60.0510131421580.24119@graham.pygmygoat.net>
Source record: 10780

On Thu, 13 Oct 2005, Derryck Croker wrote:

> On 2005-10-13 13:43:03 +0100, "Ronald J. Hall" <dark_lord@charter.net> said:
>
>> Dreadnot (sp?)
> It would be "Dreadnaught", ie dread nothing.

Or even Dreadnought.

:)

Stu
--
:wq!

4504. Re: Looking for a game called...

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 14:37:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.13.14.37.33.905845@charter.net>
Source record: 10781

On Thu, 13 Oct 2005 14:22:53 +0100, Stu Carter wrote:

> On Thu, 13 Oct 2005, Derryck Croker wrote:
>
>> On 2005-10-13 13:43:03 +0100, "Ronald J. Hall" <dark_lord@charter.net> said:
>>
>>> Dreadnot (sp?)
>> It would be "Dreadnaught", ie dread nothing.
>
> Or even Dreadnought.
>
> :)
>
>
> Stu

Actually guys I knew how to spell the word itself, but many times the
spelling is changed for a title, whether its a book, movie, or in this
case, a game. Thats what I was really asking "(sp?)" about. :-)

--
_/_/_/

4505. Re: Mega STe keyboard maintenance

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 14:44:50 UTC
From: Mike Maginnis <maginnis@tarnover.org>
Message-ID: <ulssk154ah57t1v96u88sr7d5j9c5dav93@4ax.com>
Source record: 10782

On Tue, 04 Oct 2005 16:09:06 -0600, Mike Maginnis
<maginnis@tarnover.org> wrote:

>On Sun, 2 Oct 2005 17:46:18 +1000, "ausl8" <mc205@hotmail.com> wrote:
>
>>
>>"Mike Maginnis" <maginnis@tarnover.org> wrote in message
>>news:ctdqj11v3o52k2lrjp3nt2jenf8m0ncmq6@4ax.com...
>>> On Thu, 29 Sep 2005 18:37:40 -0400, samf <sf0218@adelphia.net> wrote:
>>>
>>
>>--<snip>--
>>
>>>
>>> Probably the keyboard, though I don't really have a way to check. I
>>> get no response from any keypresses, and the mouse cursor won't move.
>>>
>>> - Mike
>>
>>I repaired a Mega STE keyboard which had a broken track on its membrane with
>>the product used to car fix rear window demisters. Obviously you would first
>>need to discover if there is a faulty track! A visual check could be enough
>>or a multi meter to test continuity. Of course dismanteling may not appeal?
>>
>
>I'm going to pull it apart tonight. Anything in particular I should
>be looking for?
>
>- Mike

Well, no suggestions or advice, so the unit went to the dumpster. Ah,
well...

- Mike

4506. Re: Looking for a game called...

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 14:57:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.13.14.57.28.128106@charter.net>
Source record: 10783

On Thu, 13 Oct 2005 12:51:08 +0000, Derryck Croker wrote:

> On 2005-10-13 13:43:03 +0100, "Ronald J. Hall" <dark_lord@charter.net>
> said:
>
>> Dreadnot (sp?)
> It would be "Dreadnaught", ie dread nothing.
>
> Dunno the game, though.

Okay, I found some more (non-Atari) info about the game by going to
the "Home Of The Underdogs" website:

A "view-from-the-turret", Dreadnoughts is an excellent World War I naval
simulation that offers an interesting, albeit very slow, portrayal of
tactics during the few World War I encounters. The game system was
interesting, albeit before its time in terms of computer hardware
capabilities. Designer Peter Turcan greatly improved the breathtaking
isometric battlefield engine used in his earlier Waterloo and modified it
to depict tactical naval combat. The result is a spectacular, unique naval
simulation whose beauty is more than skin deep, due to the inclusion of
realistic factors such as weather effects and more. Definitely a game
worth investigating for all armchair commanders, especially those (i.e.
most of us) whose hardware couldn't handle the game when it first came out
:)

By Peter Turcan 1992 Datasoft.

I distinctly remember reading a review of this game in one of the Atari
Euro-mags from yesteryear - it probably would have been either ST Format
or Atari World.

Anyone have this game and want to sell it?

--
_/_/_/

4507. Re: Mega STe keyboard maintenance

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 14:59:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.13.14.59.34.952908@charter.net>
Source record: 10784

On Thu, 13 Oct 2005 08:44:50 -0600, Mike Maginnis wrote:

> Well, no suggestions or advice, so the unit went to the dumpster. Ah,
> well...
>
> - Mike

Mike, don't do that. I have no idea how to help you fix it, but if nothing
else give it away for the cost of S&H to someone who might need it for
spare parts.

Atari hardware is getting to sparse on the ground to be throwing items
away - it breaks my heart to read these kinds of messages! :-(

See ya.

--
_/_/_/

4508. Re: Ebay hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 15:42:47 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3r7djhFi7q2dU1@individual.net>
Source record: 10785

Ronald J. Hall wrote:

> I thought the SH204 and Sh205 were rectangular "shoebox" style cases,
> while the Megafile 30 and 60 were "pizza box" style cases.

No, the SH205 was the first pizza box.

--

Dr. Uwe Seimet http://www.seimet.de

4509. Re: SuperMaze

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 15:57:38 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0510131740000.1973@feanor.schunter.etc.tu-bs.de>
Source record: 10786

Hi, Ronald!

Have a look at this clone as well:

<http://home.tu-clausthal.de/student/iMaze/>

It appears to be closer to the "original" at least concerning the
graphics...

Regards,

Alexander

4510. Re: SuperMaze

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 16:02:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.13.16.02.48.829111@charter.net>
Source record: 10787

On Thu, 13 Oct 2005 17:57:38 +0200, Alexander Beuscher wrote:

>
> Hi, Ronald!
>
> Have a look at this clone as well:
>
> <http://home.tu-clausthal.de/student/iMaze/>
>
> It appears to be closer to the "original" at least concerning the
> graphics...
>
>
> Regards,
>
> Alexander

Sure does, doesn't it? I thought I'd mention as well, it looks like Imaze
is comepletely free/sourced, while SuperMaze looks like it has some
proprietary stuff in it. Just for those who are concerned about such
things. :-)

Thanks Alexander.

--
_/_/_/

4511. Re: Ebay hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 16:05:35 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0510131758150.1973@feanor.schunter.etc.tu-bs.de>
Source record: 10788

Hi, Ronald!

RJH> I thought the SH204 and Sh205 were rectangular "shoebox" style cases,
RJH> while the Megafile 30 and 60 were "pizza box" style cases.

Almost: SH204 is "shoebox"ed, while SH205 is "pizza box"ed. It is also
called "Megafile 20" (see <http://www.maedicke.de/atari/hardware.htm>).

Regards,

Alexander

4512. Re: Ebay hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 18:19:50 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.13.18.19.49.417968@charter.net>
Source record: 10789

On Thu, 13 Oct 2005 18:05:35 +0200, Alexander Beuscher wrote:

> Almost: SH204 is "shoebox"ed, while SH205 is "pizza box"ed. It is also
> called "Megafile 20" (see <http://www.maedicke.de/atari/hardware.htm>).

Thanks.

--
_/_/_/

4513. Re: Ebay hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 18:20:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.13.18.20.07.782569@charter.net>
Source record: 10790

On Thu, 13 Oct 2005 17:42:47 +0200, Uwe Seimet wrote:

> No, the SH205 was the first pizza box.

Okay, thanks!

--
_/_/_/

4514. Re: Falcon floppy cable extender?

Newsgroup: comp.sys.atari.st
Date: 2005-10-13 20:32:21 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <pvz3f.16254$YI.11488@bignews4.bellsouth.net>
Source record: 10791

Rory McMahon wrote:

> Thomas,
>
> I can install the header if needed. I live in Illinois and would have
> a quick turnaround. If you are installing the CT6x then I can update
> the required parts.
>
> Rory
>
> On Sun, 09 Oct 2005 20:34:07 GMT, "twbrown" <brown9344@bellsouth.net>
> wrote:
>
> > Hello all
> > I will be recasing my Falcon soon as well and was wondering about
> > the floppy cable myself..Is the floppy cable thats in the Falcon
> > fixed to the motherboard? I was going to remove it but didn't want
> > to rip it out (I think i saw in a post someone did that) do i need
> > to get a header (the pins) installed? and if so who/where can i get
> > that done for a reasonable price (NO WAY am i going to attempt it)
> > Thanks in advance :) Thomas
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html

Great :)
I just got my memory for the ct60 so will see if it will fire up (i had
old memory from a pc but was no good) The header can be done..just one
question if i get the floppy extension is there any loss of signal to
the computer? I also need to see if i can still get the usb card from
nature..I may have missed my chance due to emergency repairs to a
crappy water heater line.. thanks for the help :)
Thomas

4515. Re: Word Perfect on CT60 update

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 00:26:09 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <FUC3f.2351$BF5.1965@bignews7.bellsouth.net>
Source record: 10792

Not for sure, but I seem to remember that there are two versions of
WordPerfect.

One didn't work well or at all on the Stock Falcon030, and the other
version ran just fine.

I picked up a Complete version 4.1 of WP lately. At least I think it was
4.1.

I already had a complete version that would not run on the stock Falcon.
Not sure what version it was.

Anyone know about this and what version does work correctly on the
Falcon?

phantomm@bellsouth.net

"Galen" <atarigalen@yahoo.com> wrote in message
news:1128982400.004763.120860@g44g2000cwa.googlegroups.com...
>I finally had a reason to go try WP on the CT60. Under 256 color and
> extended resolutions it doesn't work. (The same is true on a regular
> Falcon.) Under 16 color 640x480 it did indeed work with the CT60 and
> was VERY fast. There was some minor screen gibberish, but I seem to
> recall this happens occasionally on regular Falcons as well.
>
> Galen
>

4516. Re: Looking for a game called...

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 12:47:45 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2005101413470175249%derryck@cixcoukinvalid>
Source record: 10793

On 2005-10-13 14:22:53 +0100, Stu Carter <stu@lists.pygmygoat.net> said:

> Or even Dreadnought

Both spellings are valid as it happens, but there you go!

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

4517. Re: SuperMaze

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 13:53:41 UTC
From: Martin <martin@indiesatwork.com>
Message-ID: <1129298021.683256.48290@o13g2000cwo.googlegroups.com>
Source record: 10794

Ronald J. Hall wrote:
> On Thu, 13 Oct 2005 17:57:38 +0200, Alexander Beuscher wrote:
>
> >
> > Hi, Ronald!
> >
> > Have a look at this clone as well:
> >
> > <http://home.tu-clausthal.de/student/iMaze/>
> >
> > It appears to be closer to the "original" at least concerning the
> > graphics...
> >
> >
> > Regards,
> >
> > Alexander
>
> Sure does, doesn't it? I thought I'd mention as well, it looks like Imaze
> is comepletely free/sourced, while SuperMaze looks like it has some
> proprietary stuff in it. Just for those who are concerned about such
> things. :-)
>
> Thanks Alexander.

SuperMaze uses a commercial game engine where source code publishing is
not possible.

By the way: The integrated maze editor is able to read all old
Midi-Maze 1 mazes! :-)

Regards,
Martin | indies@work

4518. Re: SuperMaze

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 15:25:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.14.15.25.24.361203@charter.net>
Source record: 10795

On Fri, 14 Oct 2005 06:53:41 -0700, Martin wrote:

> SuperMaze uses a commercial game engine where source code publishing is
> not possible.

Yep.

> By the way: The integrated maze editor is able to read all old
> Midi-Maze 1 mazes! :-)
>
> Regards,
> Martin | indies@work

Now that is cool. :-)

--
_/_/_/

4519. Re: SDMA test app?

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 17:18:27 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <434fea1b_2@x-privat.org>
Source record: 10796

If I remember correctly, you can use the (,), *, /, +, and - for switching throug the options, like changing number of voices, switching 25/32 and changing the frequency

4520. Re: SDMA test app?

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 18:05:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.14.18.05.29.677307@charter.net>
Source record: 10797

On Fri, 14 Oct 2005 17:18:27 +0000, Paolo wrote:

> If I remember correctly, you can use the (,), *, /, +, and - for switching
> throug the options, like changing number of voices, switching 25/32 and
> changing the frequency

Thanks for the reply, Paolo.

Here is what I've got so far (on my keyboard):

SPACE - starts/stops play
* (<shift>8) - quits out of the program
- and + - will increase or decrease frequency from 20-50khz
/ - swaps out the master clock from 25mhz to 32mhz

Voices...unknown (to me) at this time. The screen for the app says:

'('/')' and I have no idea what that is supposed to mean. Its certainly
not "/", because that swaps out the master clock.

Thats the only one I don't understand.

Thanks.

--
_/_/_/

4521. Re: SDMA test app?

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 19:34:04 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <43500e54_3@x-privat.org>
Source record: 10699

It is the parentheses.
I wrote it, but, of course, there was a mess of symbols in my post :-P

4522. AD: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 19:46:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510141243300.8243-100000@onyx.spiritone.com>
Source record: 10701
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail or call (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/adoption.htm
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Book List!
http://www.aracnet.com/~atari/stbooks.htm ST Book List!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/windoze.htm That other Operating System!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4523. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 19:51:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510141247270.8243-100000@onyx.spiritone.com>
Source record: 10702
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4524. Re: Ebay hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 20:01:21 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.10.14.20.01.21.519492@nosspamatari-source.com>
Source record: 10798

On Thu, 13 Oct 2005 14:20:07 -0400, Ronald J. Hall wrote:

> On Thu, 13 Oct 2005 17:42:47 +0200, Uwe Seimet wrote:
>
>> No, the SH205 was the first pizza box.
>
> Okay, thanks!

Also worth noting, the SH205 is worth IMHO less due to the fact that it has an internal MFM/RLL controller and an MFM drive. You'll be hard pressed to find one of these drives to upgrade it with. The SH204 has a SCSI controller which could accept larger scsi drives - I say could because the Supra shoebox cases/controllers don't seem want to.

The SH205/Mega case however is IMHO the coolest case Atari has ever produced and would make a good candidate for a MiniITX ARAnyM box project.

Thanks,
Mark

4525. Re: Ebay hard drive?

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 20:03:25 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.10.14.20.03.24.256679@nosspamatari-source.com>
Source record: 10700

On Fri, 14 Oct 2005 16:01:21 -0400, Mark D wrote:

> On Thu, 13 Oct 2005 14:20:07 -0400, Ronald J. Hall wrote:
>
>> On Thu, 13 Oct 2005 17:42:47 +0200, Uwe Seimet wrote:
>>
>>> No, the SH205 was the first pizza box.
>>
>> Okay, thanks!
>
> Also worth noting, the SH205 is worth IMHO less due to the fact that it
> has an internal MFM/RLL controller and an MFM drive. You'll be hard
> pressed to find one of these drives to upgrade it with. The SH204 has a
> SCSI controller which could accept larger scsi drives - I say could
> because the Supra shoebox cases/controllers don't seem want to.
>
> The SH205/Mega case however is IMHO the coolest case Atari has ever
> produced and would make a good candidate for a MiniITX ARAnyM box project.
>
> Thanks,
> Mark

I'm wrong, they're both MFM. Get the 205, it's cooler looking ;)

Thanks,
Mark

4526. Re: SDMA test app?

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 20:11:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.14.20.11.45.599826@charter.net>
Source record: 10703

On Fri, 14 Oct 2005 19:34:04 +0000, Paolo wrote:

> It is the parentheses.
> I wrote it, but, of course, there was a mess of symbols in my post :-P

Duh! <slapping self on head *hard*>

I took it as the "/" being enclosed in the parentheses, not the
parentheses being separated into right and left by the "/". Talk about not
being able to see the forest for the trees! :-)

Thanks Paolo! Gonna go try it out right now.

--
_/_/_/

4527. Atari 1040ST and internal Floppy drive grounding problem?

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 20:54:33 UTC
From: TJ <tjlazer@crapmail.com>
Message-ID: <11l06o8a4riav10@corp.supernews.com>
Source record: 10704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to resurect this Atari 1040ST I have. It worked but the video was really bad on a cold boot. Screen flipped and was unusable for about 10 minutes, then as it warmed up it got better but still was a bad video signal. I tried to get it working by reseating all chips etc and no go. I swapped all socketted chips and no go. I though, well I will just get another cheap system board! I did and both exibited a similar problem. On disk loading, each track load, or click from drive, would flip or jump the screen, but it was clear and crisp unlike original board. Also as unit warmed up from cold boot it would get less evident but still on disk loads the screen would flip or jump slightly. One thing I noticed is the drive standoffs were glued on the motherboard since the replacement boards did not have them on. The brass one was also glued on, does this need to be grounded to the board? ie no glue! I cannot see what the problem might be, I tried two different PS's.

Thanks

4528. Re: SuperMaze

Newsgroup: comp.sys.atari.st
Date: 2005-10-14 22:40:11 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0510150039130.1191@feanor.schunter.etc.tu-bs.de>
Source record: 10705

RJH> > By the way: The integrated maze editor is able to read all old
RJH> > Midi-Maze 1 mazes! :-)
RJH>
RJH> Now that is cool. :-)

ACK!

Regards,

Alexander

4529. Old Rumor regarding VMF cartridge

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 01:51:09 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <sE84f.4184$6l.3566@bignews3.bellsouth.net>
Source record: 10709

I remember a Rumor regarding the VideoMaster Falcon Cartridge and
Software.

The Rumor was that a version was made that would Capture real Color
Video!

Now I don't know if it was a difference in the cartridge or software or
both.

But since the software does allow you to import Color pictures into the
Video,
save it and play it back.

It would seem that the current software does support color video.

If only the Cartridge would Capture Real Color Video or the software
would
allow it.

I wonder if the software was tweaked by someone who knows what there
doing
if one could get the cartridge as is to capture real color video?

It would be great to capture 256color video with the VMF Cartridge along
with the Sound as the cart does grab the sound along with the video
already.

Does anyone remember a Rumor similar to this regarding the
VideoMaster Falcon Cartridge?

phantomm@bellsouth.net

4530. Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 06:52:06 UTC
From: Cartrivision1 <doidy1@juno.com>
Message-ID: <1129359126.365878.263790@o13g2000cwo.googlegroups.com>
Source record: 10706
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

My brother is auctioning off his collection of vintage computers and
related stuff. He asked me to post a link to the auction to a few
related newsgroups. Please feel free to take a look at the auction
below:

http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717Q
QcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

thanks,
CTV

4531. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 12:39:18 UTC
From: Lige Hensley <ligeh.take.this.part.out@yahoo.com>
Message-ID: <d3u1l15rlvt32gts7b04b7gbiuae6t0qud@4ax.com>
Source record: 10707
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

You may want to take some pictures that show the equipment...

On 14 Oct 2005 23:52:06 -0700, "Cartrivision1" <doidy1@juno.com>
wrote:

>My brother is auctioning off his collection of vintage computers and
>related stuff. He asked me to post a link to the auction to a few
>related newsgroups. Please feel free to take a look at the auction
>below:
>
>
>
>http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717
QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
>
>
>
>thanks,
>CTV

4532. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 14:24:57 UTC
From: Brandon <->
Message-ID: <435110ff$0$5872$9a6e19ea@unlimited.newshosting.com>
Source record: 10708
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Cartrivision1" <doidy1@juno.com> wrote in message
news:1129359126.365878.263790@o13g2000cwo.googlegroups.com
> My brother is auctioning off his collection of vintage computers and
> related stuff. He asked me to post a link to the auction to a few
> related newsgroups. Please feel free to take a look at the auction
> below:
>
>
>
> http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ870842071
7QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

Your brother really should take the equipment out of the locker and take
some photos of it.

--
Brandon Staggs
http://www.brandonstaggs.com
http://www.swordsearcher.com
http://www.akamaisoftware.com

4533. Re: Atari 1040ST and internal Floppy drive grounding problem?

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 15:17:11 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dir6hn$5mt$1@reader2.panix.com>
Source record: 10710
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Check power supply voltages, look for bulged or leaking capacitors,
replace same. Maybe two similar power supplies.

If there was any distortion, I would suggest changing C109 thru C113 from
470pf to 22pf. Some monitor cable capacitances are too high for the board
capacitances, and those two working together create screen distortion.

These caps are on the RGB and sync outputs. No, the supports for the disk
drive do not have to be grounded. They are just spacers.

TJ <tjlazer@crapmail.com> writes:

: I am trying to resurect this Atari 1040ST I have. It worked but the video
: was really bad on a cold boot. Screen flipped and was unusable for about 10
: minutes, then as it warmed up it got better but still was a bad video
: signal. I tried to get it working by reseating all chips etc and no go. I
: swapped all socketted chips and no go. I though, well I will just get
: another cheap system board! I did and both exibited a similar problem. On
: disk loading, each track load, or click from drive, would flip or jump the
: screen, but it was clear and crisp unlike original board. Also as unit
: warmed up from cold boot it would get less evident but still on disk loads
: the screen would flip or jump slightly. One thing I noticed is the drive
: standoffs were glued on the motherboard since the replacement boards did not
: have them on. The brass one was also glued on, does this need to be
: grounded to the board? ie no glue! I cannot see what the problem might be,
: I tried two different PS's.

: Thanks

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4534. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 16:33:40 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <nba4f.10190$MN6.9105@fed1read04>
Source record: 10711
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Cartrivision1 wrote:
> My brother is auctioning off his collection of vintage computers and
> related stuff. He asked me to post a link to the auction to a few
> related newsgroups. Please feel free to take a look at the auction
> below:
>
>
>
> http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

You gotta be pretty lazy to auction off your entire collection with just
one photograph taken from a distance. You can't even see anything except
for ~ 5 pieces of equipment.
At least take a few pics from inside the locker. The guy obviously
doesn't care about getting market value for his items, as this auction
raises a big ol' red flag.
My prediction of final selling price: $112

Anyone else wanna make a guess?

4535. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 16:34:01 UTC
From: larry@portcommodore.com
Message-ID: <1129394041.388073.83500@z14g2000cwz.googlegroups.com>
Source record: 10712
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

I agree with the other posters, your brother needs more pictures to back up the descriptions, also pics of the misc cables, books and stuff.

(I'm glad my storage isn't that piled up... Though it is getting there...)

Larry

4536. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 16:58:38 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <nfCdnZpdC9rdqMzeRVn-rQ@comcast.com>
Source record: 10713
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

That looks like just a bunch of old clothes and diapers. Yuck! Good
luck to you.

Brandon wrote:
> "Cartrivision1" <doidy1@juno.com> wrote in message
> news:1129359126.365878.263790@o13g2000cwo.googlegroups.com
>> My brother is auctioning off his collection of vintage computers and
>> related stuff. He asked me to post a link to the auction to a few
>> related newsgroups. Please feel free to take a look at the auction
>> below:
>>
>>
>>
>> http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ87084207
17QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
> Your brother really should take the equipment out of the locker and take
> some photos of it.
>

4537. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 17:05:59 UTC
From: Colin <colmac14@gmail.com>
Message-ID: <435136dd$0$30055$afc38c87@news.optusnet.com.au>
Source record: 10714
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Cartrivision1" <doidy1@juno.com> wrote in message
news:1129359126.365878.263790@o13g2000cwo.googlegroups.com...
> My brother is auctioning off his collection of vintage computers and
> related stuff. He asked me to post a link to the auction to a few
> related newsgroups. Please feel free to take a look at the auction
> below:
>
>
>
>
http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717Q
QcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmd
ZViewItem
>
>
>
>
> thanks,
> CTV
>

Fell off the back of a (garbage) truck?

4538. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 20:30:19 UTC
From: computerseum <dickfitzgood@gmail.com>
Message-ID: <1129408219.626431.169250@g43g2000cwa.googlegroups.com>
Source record: 10715
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

This is my collection. I would be willing to bet that none of you have ever had to acquire, store, pay for, protect and maintain a collection this large for five years. Looking at the picture do you believe that I have instant access to prime pieces to photograph them? Don't you already know what they all look like anyway? Do you think I am lying? Anybody can get pictures from somewhere else and claim that they are their machines. If I was to post a couple of pictures of Macintoshes and cables and would you feel better? I can't take pictures inside the locker because I can't get into the locker. It's too full! And it doesn't make sense for me to start ripping packages open (as you would know if you read the whole eBay description) because as they sit now they are protected. It is just not feasible (due to the fact the stuff stacked almost ten feet high ten feet deep, the primary purpose of the photograph which is also explained in the description) to start tearing the place apart looking for a needle in a haystack. As the description says I am not selling anything super rare. If you know anything at all about vintage computers you should be very familiar with what I have listed and shouldn't need to see a picture, if you do there is plenty of that kind of stuff on the Internet. If you want to come see it in person by all means I will show it to you. I am protecting these computers as best I can. As the collection grew I was forced to rent a storage locker, as I was not considering selling the collection I did not take into account that I should pack it in any other manner other than the most space efficient and protective. Considering the circumstances this is the best I can do. It's easy to be critical. If you have the practical experience and you could do better by all means let me know.

S :-)

http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717QQcategoryZ4193QQrdZ1QQcmdZViewItem

4539. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 20:31:57 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1129408317.752105.249020@g14g2000cwa.googlegroups.com>
Source record: 10716
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

One dollar US! - Didn't even look!

4540. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 21:59:36 UTC
From: Dan Mazurowski <kingsmedley@yahoo.com>
Message-ID: <1129413576.847763.176190@g47g2000cwa.googlegroups.com>
Source record: 10717
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

>This is my collection. I would be willing to bet that none of you have
>ever had to acquire, store, pay for, protect and maintain a collection
>this large for five years. Looking at the picture do you believe that I
>have instant access to prime pieces to photograph them? Don't you
>already know what they all look like anyway? Do you think I am lying?

The problem is, we have to take your word for it. What I see in the picture is a big pile of boxes and plastic bags. I see in Apple II wedged in next to the bicycle, and I think I can see two Apple II era monitors. We all know what it takes to store such items, but when it comes to buying something we need some assurances. This is clearly a huge pile of stuff, but I see nothing in the picture I want to own. Furthermore, you make no assurances regarding physical condition, or if any of it actually works. You even admit in the description that you don't know everything that you have stuffed in there.

You probably will not get a bid anywhere near the market value of all this stuff, because your buyers cannot get a clear idea of what you have for sale. Besides, if you really want to get top dollar for this, break it up into bundles. Hell, you could probably get enough for the Apple II and the two monitors (assuming they work and you clean them up real nice) by themselves to pay for another month's rent on the storage unit, which would in turn allow you to dig into the first layer of boxes and put together a few more bundles. It's a huge job, but I think you'd be happy with the extra cash. That is, unless everything is in such bad condition (or simply non-working) that such close scrutiny by your bidders would be counter productive.

4541. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 22:07:38 UTC
From: larry@portcommodore.com
Message-ID: <1129414058.423024.160860@g49g2000cwa.googlegroups.com>
Source record: 10718
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Dude, most of us here are just trying to be helpful, sure it's critisim
but no one here (except for one poster) thinks your auction is bogus.
Just that we could see you could do better if you had a better
presentation is all.

I wish you luck on the auction, certainly it's a lot of cool stuff you
have listed.

4542. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 23:08:01 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <ap23l158ppg33snh1jaibuhu6nbnrfujt0@4ax.com>
Source record: 10719
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On 15 Oct 2005 13:30:19 -0700, "computerseum" <dickfitzgood@gmail.com>
wrote:

>This is my collection. I would be willing to bet that none of you have
>ever had to acquire, store, pay for, protect and maintain a collection
>this large for five years. Looking at the picture do you believe that I
>have instant access to prime pieces to photograph them? Don't you
>already know what they all look like anyway?

Sure I know what most of the items you list in your auction look like,
but without pictures how can I know what condition they are in? I
would pay alot for mint condition Atari 800xl's and Apple II's but
hardly anything if they are in poor condition.

4543. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 23:42:22 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <1POdnUMc5qVHDszenZ2dnUVZ_s6dnZ2d@comcast.com>
Source record: 10720
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"kevin" <kevnospam242@gmail.com> wrote in message
news:ap23l158ppg33snh1jaibuhu6nbnrfujt0@4ax.com...
> On 15 Oct 2005 13:30:19 -0700, "computerseum" <dickfitzgood@gmail.com>
> wrote:
>
>>This is my collection. I would be willing to bet that none of you have
>>ever had to acquire, store, pay for, protect and maintain a collection
>>this large for five years. Looking at the picture do you believe that I
>>have instant access to prime pieces to photograph them? Don't you
>>already know what they all look like anyway?
>
>
> Sure I know what most of the items you list in your auction look like,
> but without pictures how can I know what condition they are in? I
> would pay alot for mint condition Atari 800xl's and Apple II's but
> hardly anything if they are in poor condition.

Surely bidders are going to consider the "Sight Unseen" factor,
and the "work involved" factor as well, but, the "what-if" part
is intriguing, even to me, but I'm in PA so this is out of the
question for me entirely anyway. Had I been in the local area and
possess the space to store this stuff, I'd consider bidding and
should the list even remotely describe what "is" there, it truly
could be the Gold Mine that is being offered. The person who is
auctioning off this stuff, however, is inveritibly, "The Loser".
Broken down and sold in separate lots surely would bring loads
of cash, but this way, it is just a garage sale at best. :o)

Bill Garber

4544. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-15 23:55:48 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <peSdneC4EJ87C8zenZ2dnUVZ_sidnZ2d@csinet.net>
Source record: 10721
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

As a collector (of a quite a large amount of vintage computers and game systems) I think its 'BLASPHEMY' to treat your collection like this and just stack and pile it to the ceiling with no rhyme or reason!

One has no respect at all if they treat their prized collection like this.

Still would be cool to go through... feel sorry for whats on the bottom though (sigh)

I wish I had that much money where I could just not care and sell everything in one huge pile on eBay. People don't realise if took the type and tested and took photos of everything that one could make a killing on eBay instead of a bulk deal for stuff.

I will cherish that photo though thats funny but sad give the collection to me... I will air it out and add it my 'shrine' of gaming.

VastFear

"computerseum" <dickfitzgood@gmail.com> wrote in message news:1129408219.626431.169250@g43g2000cwa.googlegroups.com...
> This is my collection. I would be willing to bet that none of you have
> ever had to acquire, store, pay for, protect and maintain a collection
> this large for five years. Looking at the picture do you believe that I
> have instant access to prime pieces to photograph them? Don't you
> already know what they all look like anyway? Do you think I am lying?
> Anybody can get pictures from somewhere else and claim that they are
> their machines. If I was to post a couple of pictures of Macintoshes
> and cables and would you feel better? I can't take pictures inside
> the locker because I can't get into the locker. It's too full! And
> it doesn't make sense for me to start ripping packages open (as you
> would know if you read the whole eBay description) because as they sit
> now they are protected. It is just not feasible (due to the fact the
> stuff stacked almost ten feet high ten feet deep, the primary purpose
> of the photograph which is also explained in the description) to start
> tearing the place apart looking for a needle in a haystack. As the
> description says I am not selling anything super rare. If you know
> anything at all about vintage computers you should be very familiar
> with what I have listed and shouldn't need to see a picture, if you
> do there is plenty of that kind of stuff on the Internet. If you want
> to come see it in person by all means I will show it to you. I am
> protecting these computers as best I can. As the collection grew I was
> forced to rent a storage locker, as I was not considering selling the
> collection I did not take into account that I should pack it in any
> other manner other than the most space efficient and protective.

> Considering the circumstances this is the best I can do. It's easy to
> be critical. If you have the practical experience and you could do
> better by all means let me know.
>
> S :-)
>
>
> http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717QQcategoryZ4193QQrdZ1QQcmdZViewItem
>

4545. Atari Online News, Etc. #07-42

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 00:22:47 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1129422167.648694.178590@g14g2000cwa.googlegroups.com>
Source record: 10722

A-ONE #0742 10/14/05

~ Gaining On Spam War? ~ People Are Talking! ~ UK Hackers Get
Jail!
~ Huge Piracy Ring Bust! ~ Yahoo Raiding Workers? ~ Old PCs Get New
Life
~ OpenOffice 2.0 Delayed ~ Security MS' New Woe? ~ PayPal Buys
VeriSign
~ DRAM Price Fixing Case ~ New Interest in AOL! ~ Teaming With
Nigeria

-* Hotmail To Become New Kahuna *-
-* Microsoft To Pay RealNetworks Suit! *-
-* Yahoo To Restrict "Minor-Sex" Chat Rooms! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org

4546. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 00:36:05 UTC
From: computerseum <dickfitzgood@gmail.com>
Message-ID: <1129422965.770187.174690@g44g2000cwa.googlegroups.com>
Source record: 10723
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

I was a compulsive hoarder, I bought most everything I came into
contact with thinking it was going to be valuable/needed/useful
someday. I (foolishly) envisioned that I could save this stuff until I
retired and then it would be the basis for a hobby. I rarely if ever
tested what I bought; I figured I would do that as my hobby. If
something didn't work I would (and do) have multiple examples from
which I could get parts. I assume most of the stuff I bought worked; I
have no reason to believe it doesn't. I assume some of the stuff has
problems. The collection is obviously being sold as is, like I said if
something doesn't work there is a good chance there is another
example that does. There is a reason I am selling it the way I am, I do
not have the time or the resources to break the collection down and
sell it bit by bit over eBay - THERE IS TOO MUCH! If I don't get a
reasonable offer I will donate the majority for a tax write-off and
keep only the cream of the crop. A lot of people seem to be taking this
personally. Don't, it doesn't involve you. This auction is not for
everyone. It takes a large commitment (I pay $100 dollars a month to
store it) and most people will not be in a position to handle it. As
far as having to take my word for it, I imagine you've noticed
that's how eBay works; a lot of it is on faith. Once again (If you
read the full description) you'll notice I referenced my feedback
(much of it gained from buying stuff in the collection), it is
impeccable. Tomorrow I will go out there and rip some packages open and
take some pictures, I don't think this is really going to give much
insight into the vast majority of the collection, but it's what the
people want. Please know that I do appreciate the constructive
criticism, it's the ignorant blowhards I could do without.

S:-)

> > http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420
717QQcategoryZ4193QQrdZ1QQcmdZViewItem
> >

4547. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 00:56:24 UTC
From: Brandon <->
Message-ID: <4351a538$0$5367$9a6e19ea@unlimited.newshosting.com>
Source record: 10724
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"computerseum" <dickfitzgood@gmail.com> wrote in message
news:1129422965.770187.174690@g44g2000cwa.googlegroups.com

> sell it bit by bit over eBay - THERE IS TOO MUCH! If I don't get a
> reasonable offer I will donate the majority for a tax write-off and
> keep only the cream of the crop. A lot of people seem to be taking

Um, does this mean you plan to renig on your auction if you don't like the
final price? You did not set a reserve.

--
Brandon Staggs
http://www.brandonstaggs.com/c64.html

4548. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 01:14:47 UTC
From: Al <XnospamX@optonline.net>
Message-ID: <gQh4f.1111$vV4.426@fe08.lga>
Source record: 10725
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

computerseum wrote:
>.... If I don't get a reasonable offer I will donate the majority for a tax write-off and
> keep only the cream of the crop.

You listed with no reserve and you have a bid - you don't get to keep or
donate anything.

>..... my feedback (much of it gained from buying stuff in the collection), it is
> impeccable.

won't be for long if you reneg on your auction.

4549. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 02:15:54 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <2td3l1pscchsh2snmej81p4op4imvdtakb@4ax.com>
Source record: 10726
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sat, 15 Oct 2005 21:14:47 -0400, Al <XnospamX@optonline.net> wrote:

>computerseum wrote:
>>.... If I don't get a reasonable offer I will donate the majority for a tax write-off and
>> keep only the cream of the crop.

Oh so now you will decide depending on the winning bid what the person
gets? This doesnt sound right at all. Personally I would stay away
from your auction.

4550. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 04:21:43 UTC
From: computerseum <dickfitzgood@gmail.com>
Message-ID: <1129436503.844536.281950@z14g2000cwz.googlegroups.com>
Source record: 10727
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

I am not legally obligated to give away for next to nothing something I
have thousands of dollars and years of effort sunk into. If I was to
end my auction early (emphasis on my, it's meant to serve my purposes,
I'm the paying customer), I would be well within eBays rules
(http://pages.ebay.com/help/sell/policies.html). They are only
concerned with "Chronically" ending items early. If I were to do
it, it would be the first time ever. S:-)

4551. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 05:27:12 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <xKOdnbw6RZcxeczeRVn-qA@comcast.com>
Source record: 10728
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

This is directly from eBay seller policies.

Ending Your Listing Early

Sometimes something goes wrong and you can't complete your listing as planned. If needed, you can choose to end your listing before the scheduled date. If there are bids on your item, you can cancel them.

Reasons for ending listings early include:
Note: Your account will still be charged listing fees (such as the Insertion Fee) if you end your listing early. Consider revising your listing first if there are aspects of it you want to change or improve.

a.. The item is no longer available for sale.
b.. There was an error in the starting price or reserve amount.
c.. There was an error in the listing.
d.. The item was lost or broken.
Timing Matters
When there are 12 hours or fewer remaining and the item has a winning bid, including a reserve met bid, sellers may not make any changes to the listing, including:
a.. ending the item early. Sellers may cancel bids, but not end the item unless the item is being sold to the high bidder
b.. adding to or changing the item description
c.. converting the item to pre-approved bidder
Canceling bids or making changes to a listing with bids when there are 12 hours or fewer remaining damages the buyer experience and can undermine trust in the marketplace.
To end your listing early, follow these steps:

1.. Type your item number into the End My Listing Early form. (You can get this number on your listing, on your confirmation email, or on your My eBay page.)
2.. If there are bids on your item, choose between:
a. Cancel bids and end listing early
or
b. Sell item to high bidder(s) and end listing early
If your item has no bids, you'll skip this step.
3.. Choose the reason you're ending your listing early.
4.. Now your listing will end and will no longer be displayed on eBay. If there were bidders, they will be emailed that their bid was canceled and the listing ended early.
Note: Sellers are not permitted to cancel bids and end listings early in order to avoid selling an item that did not meet the desired sale price. This is considered to be reserve fee circumvention. Although there are

legitimate reasons for ending a listing early, abuse of this option will be investigated.

Bill Garber

4552. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 05:28:05 UTC
From: The Space Boss <drsmith666@aol.com>
Message-ID: <1129440485.649003.279660@g47g2000cwa.googlegroups.com>
Source record: 10729
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

VastFear wrote:
> As a collector (of a quite a large amount of vintage computers and game
> systems) I think its 'BLASPHEMY' to treat your collection like this and just
> stack and pile it to the ceiling with no rhyme or reason!
>
> One has no respect at all if they treat their prized collection like this.
>
> Still would be cool to go through... feel sorry for whats on the bottom
> though (sigh)
>
> I wish I had that much money where I could just not care and sell everything
> in one huge pile on eBay. People don't realise if took the type and tested
> and took photos of everything that one could make a killing on eBay instead
> of a bulk deal for stuff.
>
> I will cherish that photo though thats funny but sad give the collection to
> me... I will air it out and add it my 'shrine' of gaming.

please post pictures of you shrine i would like to see it.

4553. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 05:31:16 UTC
From: The Space Boss <drsmith666@aol.com>
Message-ID: <1129440676.708788.246970@g49g2000cwa.googlegroups.com>
Source record: 10730
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

computerseum wrote:
> I am not legally obligated to give away for next to nothing something I
> have thousands of dollars and years of effort sunk into. If I was to
> end my auction early (emphasis on my, it's meant to serve my purposes,
> I'm the paying customer), I would be well within eBays rules
> (http://pages.ebay.com/help/sell/policies.html). They are only
> concerned with "Chronically" ending items early. If I were to do
> it, it would be the first time ever. S:-)

NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
BID IS OR ELSE YOU ARE A CROOK.

4554. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 05:36:04 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <-JKdnWfSc_Rde8zeRVn-oQ@comcast.com>
Source record: 10731
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"The Space Boss" <drsmith666@aol.com> wrote in message
news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>
> computerseum wrote:
>> I am not legally obligated to give away for next to nothing something I
>> have thousands of dollars and years of effort sunk into. If I was to
>> end my auction early (emphasis on my, it's meant to serve my purposes,
>> I'm the paying customer), I would be well within eBays rules
>> (http://pages.ebay.com/help/sell/policies.html). They are only
>> concerned with "Chronically" ending items early. If I were to do
>> it, it would be the first time ever. S:-)
>
> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
> BID IS OR ELSE YOU ARE A CROOK.

You are wrong. Please read my previous post on ending early.

Bill Garber

4555. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 07:20:30 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <_9n4f.5919$6l.1783@bignews3.bellsouth.net>
Source record: 10732
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bill Garber wrote:
> "The Space Boss" <drsmith666@aol.com> wrote in message
> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>
>> computerseum wrote:
>>
>>> I am not legally obligated to give away for next to nothing something I
>>> have thousands of dollars and years of effort sunk into. If I was to
>>> end my auction early (emphasis on my, it's meant to serve my purposes,
>>> I'm the paying customer), I would be well within eBays rules
>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>> concerned with "Chronically" ending items early. If I were to do
>>> it, it would be the first time ever. S:-)
>>>
>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
>> BID IS OR ELSE YOU ARE A CROOK.
>>
>
>
> You are wrong. Please read my previous post on ending early.
>
> Bill Garber
>
>
>
Not according to what you posted:

/Note: Sellers are not permitted to cancel bids and end listings early in
order to avoid selling an item that did not meet the desired sale price.
This is considered to be reserve fee circumvention. Although there are
legitimate reasons for ending a listing early, abuse of this option will be
investigated./

That means that since the seller indicated in this thread that they
intend to end the auction early if they do not receive a "worthy" bid,
which implicitly is a circumvention of the reserve fee, thus an abuse of
the end-early option.

--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>
Auctions - <http://search.ebay.com/_W0QQsassZpaytonQ2ebyrd>

4556. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 08:00:43 UTC
From: Tom Lake <tlake@twcny.rr.com>
Message-ID: <LMn4f.59719$7b6.18039@twister.nyroc.rr.com>
Source record: 10733
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"computerseum" <dickfitzgood@gmail.com> wrote in message
news:1129436503.844536.281950@z14g2000cwz.googlegroups.com...
>I am not legally obligated to give away for next to nothing something I
> have thousands of dollars and years of effort sunk into.

Actually, if you don't set a Reserve Price and you don't end the auction
early, you ARE legally obligated
to sell to the highest bidder. Just as making a bid constitutes a contract,
so does offering an item for sale.
If I were you, I'd end the auction early and re-list with a Reserve Price.
As it stands, if the winner of the current auction wanted to take the case
to court, you'd be on very shaky legal ground.

Tom Lake

4557. LCD monitor interlaced mode with Crazy Dots?

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 11:09:47 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <435242f813edcc0@tripnet.se>
Source record: 10734

Does anyone know if it's possible o run a flatscsreen (LCD) monitor in interlaced mode? (My own guess is no...)

I'm trying to find a way to drive a 19" 1280*1024 monitor in monochrome with a Crazy Dots card on a TT but I think I would need a too high dotfrequncy to get the desired resolution in non interlaced mode?

Which is the latest working VMG-4000.PRG ?

I have tried the 1.12 version from:

http://www.ping.be/~pin10575/CRAZYD-E.HTM

but it does not seem to work with neither the Crazy Dots or another Spektrum I card. When testing an existing good resolution the monitor goes out of sync. If I try the older 1.8 (supplied with NVDI5) everything is fine.

The HISTORY.TXT in v. 1.12 reads:

V1.12
Spezielle Mega4000 Version IO16,W32 only. :-/

Maybe that's the reason it doesn't work on my setup?

On:

http://www.wrsonline.de/backscan.html

VMG-4000 1.15 is said to be the latest version! Any source for that version? Maybe the author Andreas Winter still can be reached somehow?

--
Kenneth Medin <kennethm@tripnet.se>
http://kennethm.webhop.org/
<<Produced with 100% pure Atari equipment>>

4558. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 11:23:50 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <nZidnY7qnI7Vpc_eRVn-3A@comcast.com>
Source record: 10735
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Payton Byrd" <plbyrd@bellsouth.net> wrote in message
news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
> Bill Garber wrote:
>> "The Space Boss" <drsmith666@aol.com> wrote in message
>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>
>>> computerseum wrote:
>>>
>>>> I am not legally obligated to give away for next to nothing something I
>>>> have thousands of dollars and years of effort sunk into. If I was to
>>>> end my auction early (emphasis on my, it's meant to serve my purposes,
>>>> I'm the paying customer), I would be well within eBays rules
>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>> concerned with "Chronically" ending items early. If I were to do
>>>> it, it would be the first time ever. S:-)
>>>>
>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
>>> BID IS OR ELSE YOU ARE A CROOK.
>>>
>>
>>
>> You are wrong. Please read my previous post on ending early.
>>
>> Bill Garber
>>
>>
>>
> Not according to what you posted:
>
> /Note: Sellers are not permitted to cancel bids and end listings early in
> order to avoid selling an item that did not meet the desired sale price.
> This is considered to be reserve fee circumvention. Although there are
> legitimate reasons for ending a listing early, abuse of this option will
> be investigated./

Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
This applies to auctions with a reserve fee set. He has none set.

> That means that since the seller indicated in this thread that they intend
> to end the auction early if they do not receive a "worthy" bid, which
> implicitly is a circumvention of the reserve fee, thus an abuse of the
> end-early option.

Here you eat your own words, where you repeat the same terms,
"CIRCUMVENTION", and "RESERVE FEE".

He may end his auction at any time before the 12 hour to end limit.
You pulled your data out of context, and I've been a seller on eBay
for quite a while, so read up.

Bill Garber

4559. LARGEST HOME COMPUTER COLLECTION IN THE WORLD (?) FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 12:04:34 UTC
From: "Dimitri Kokken (info@fki.be)" <dimitri.kokken@pandora.be>
Message-ID: <wkr4f.186118$HN5.48581@biebel.telenet-ops.be>
Source record: 10736

Hi there,

I am selling my complete collection of computers (over 570 different ones).
If you are interested in some computer(s) from my collection, just mail me
at info AT fki DOT be (replace AT by @ and DOT by .) and I'll add you to
the list of possible buyers.DO NOT MAIL ME BY RESPONDING TO THIS MESSAGE
PLEASE!

In max. 2 weeks time I will start a mailing list and everyone will be able
to bid on SEPARATE computers.The exact procedure of the sale will then also
be explained

So...please don't mail me saying : I am interested in X and I want to know
how much you want for it as I don't have prices set.

As you can see from my 100% positive feedback on Ebay (member ChaosDM)
this is not a scam, but a serious sale. I don't want to go through Ebay
directly, because listing 570 different items
separately would take AGES!

Anyway...the list of the collection can be seen here :
http://users.pandora.be/F-242/Computers.htm

There are a LOT of very and ULTRA rare items in there

For example :

A GOLDEN C64 WITH COMMEMORATIVE PLAQUE!
A LOT OF ARABIC MSx's
A LOT OF RUSSIAN COMPUTERS
ETC...

Cheers,
Dimitri Kokken
Belgium

4560. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 14:09:31 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <v8t4f.7185$BF5.3308@bignews7.bellsouth.net>
Source record: 10737
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Bill Garber wrote:
> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>
>> Bill Garber wrote:
>>
>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>
>>>
>>>> computerseum wrote:
>>>>
>>>>
>>>>> I am not legally obligated to give away for next to nothing something I
>>>>> have thousands of dollars and years of effort sunk into. If I was to
>>>>> end my auction early (emphasis on my, it's meant to serve my purposes,
>>>>> I'm the paying customer), I would be well within eBays rules
>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>> it, it would be the first time ever. S:-)
>>>>>
>>>>>
>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>
>>>>
>>> You are wrong. Please read my previous post on ending early.
>>>
>>> Bill Garber
>>>
>>>
>>>
>>>
>> Not according to what you posted:
>>
>> /Note: Sellers are not permitted to cancel bids and end listings early in
>> order to avoid selling an item that did not meet the desired sale price.
>> This is considered to be reserve fee circumvention. Although there are
>> legitimate reasons for ending a listing early, abuse of this option will
>> be investigated./
>>
>
> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
```

> This applies to auctions with a reserve fee set. He has none set.
>
>
>> That means that since the seller indicated in this thread that they intend
>> to end the auction early if they do not receive a "worthy" bid, which
>> implicitly is a circumvention of the reserve fee, thus an abuse of the
>> end-early option.
>>
>
>
> Here you eat your own words, where you repeat the same terms,
> "CIRCUMVENTION", and "RESERVE FEE".
>
> He may end his auction at any time before the 12 hour to end limit.
> You pulled your data out of context, and I've been a seller on eBay
> for quite a while, so read up.
>
> Bill Garber
>
>
>
I too have been a seller on eBay for quite a while, and I feel my
interpretation is correct. The term "reserve fee circumvention" means
he did not use a reserve, thus circumventing the reserve fee that eBay
charges. The policy stated is their to protect eBay's fee structure,
not the seller nor the buyer.

--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>
Auctions - <http://search.ebay.com/_W0QQsassZpaytonQ2ebyrd>

4561. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 14:33:41 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <19adnbQ47vZc-c_eRVn-qQ@comcast.com>
Source record: 10738
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
"Payton Byrd" <plbyrd@bellsouth.net> wrote in message
news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
> Bill Garber wrote:
>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>
>>> Bill Garber wrote:
>>>
>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>
>>>>
>>>>> computerseum wrote:
>>>>>
>>>>>
>>>>>> I am not legally obligated to give away for next to nothing something
>>>>>> I
>>>>>> have thousands of dollars and years of effort sunk into. If I was to
>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>> purposes,
>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>> it, it would be the first time ever. S:-)
>>>>>>
>>>>>>
>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>
>>>>>
>>>> You are wrong. Please read my previous post on ending early.
>>>>
>>>> Bill Garber
>>>>
>>>>
>>>>
>>>>
>>> Not according to what you posted:
>>>
>>> /Note: Sellers are not permitted to cancel bids and end listings early
>>> in order to avoid selling an item that did not meet the desired sale
>>> price. This is considered to be reserve fee circumvention. Although
>>> there are legitimate reasons for ending a listing early, abuse of this
```

>>> option will be investigated./
>>>
>>
>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>> This applies to auctions with a reserve fee set. He has none set.
>>
>>
>>> That means that since the seller indicated in this thread that they
>>> intend to end the auction early if they do not receive a "worthy" bid,
>>> which implicitly is a circumvention of the reserve fee, thus an abuse of
>>> the end-early option.
>>>
>>
>>
>> Here you eat your own words, where you repeat the same terms,
>> "CIRCUMVENTION", and "RESERVE FEE".
>>
>> He may end his auction at any time before the 12 hour to end limit.
>> You pulled your data out of context, and I've been a seller on eBay
>> for quite a while, so read up.
>>
>> Bill Garber
>>
>>
>>
> I too have been a seller on eBay for quite a while, and I feel my
> interpretation is correct. The term "reserve fee circumvention" means he
> did not use a reserve, thus circumventing the reserve fee that eBay
> charges. The policy stated is their to protect eBay's fee structure, not
> the seller nor the buyer.

Please read ALL of the policies on ending early, not just
the areas you need to argue with me. It says, should the
seller end early, the eBay listing fees will still apply.

'Nuff said, say n'more, nudge-nudge, know what I mean?

End of discussion, because I know what I'm talking about.

Bill Garber

4562. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 14:48:23 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.10.16.14.48.21.702673@nosspamatari-source.com>
Source record: 10739
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sat, 15 Oct 2005 19:42:22 -0400, Bill Garber wrote:

>
> "kevin" <kevnospam242@gmail.com> wrote in message
> news:ap23l158ppg33snh1jaibuhu6nbnrfujt0@4ax.com...
>> On 15 Oct 2005 13:30:19 -0700, "computerseum" <dickfitzgood@gmail.com>
>> wrote:
>>
>>>This is my collection. I would be willing to bet that none of you have
>>>ever had to acquire, store, pay for, protect and maintain a collection
>>>this large for five years. Looking at the picture do you believe that I
>>>have instant access to prime pieces to photograph them? Don't you
>>>already know what they all look like anyway?
>>
>>
>> Sure I know what most of the items you list in your auction look like,
>> but without pictures how can I know what condition they are in? I
>> would pay alot for mint condition Atari 800xl's and Apple II's but
>> hardly anything if they are in poor condition.
>
>
> Surely bidders are going to consider the "Sight Unseen" factor,
> and the "work involved" factor as well, but, the "what-if" part
> is intriguing, even to me, but I'm in PA so this is out of the
> question for me entirely anyway. Had I been in the local area and
> possess the space to store this stuff, I'd consider bidding and
> should the list even remotely describe what "is" there, it truly
> could be the Gold Mine that is being offered. The person who is
> auctioning off this stuff, however, is inveritibly, "The Loser".
> Broken down and sold in separate lots surely would bring loads
> of cash, but this way, it is just a garage sale at best. :o)
>
> Bill Garber

I'm intrigued as well and in Philadelphia. Maybe we should make a drive?
I definitely do NOT have the space right now, but I plan to buy a house
within a year which will have a suitable basement for this pile ;) I
worry about renting a truck and getting there and it just being completely
worthless junk. I think we all know some collections are like magic,
others are a pile of half broken 520ST's. I'd pay more for a single
clean falcon than 15 dirty 520's. That's why the contents matters to me,
and while this is intriguing enough to look at, I won't make the drive on
that description alone.

Thanks,
Mark

4563. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 14:51:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.10.16.14.51.32.375663@nosspamatari-source.com>
Source record: 10740
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sat, 15 Oct 2005 19:42:22 -0400, Bill Garber wrote:

>
> "kevin" <kevnospam242@gmail.com> wrote in message
> news:ap23l158ppg33snh1jaibuhu6nbnrfujt0@4ax.com...
>> On 15 Oct 2005 13:30:19 -0700, "computerseum" <dickfitzgood@gmail.com>
>> wrote:
>>
>>>This is my collection. I would be willing to bet that none of you have
>>>ever had to acquire, store, pay for, protect and maintain a collection
>>>this large for five years. Looking at the picture do you believe that I
>>>have instant access to prime pieces to photograph them? Don't you
>>>already know what they all look like anyway?
>>
>>
>> Sure I know what most of the items you list in your auction look like,
>> but without pictures how can I know what condition they are in? I
>> would pay alot for mint condition Atari 800xl's and Apple II's but
>> hardly anything if they are in poor condition.
>
>
> Surely bidders are going to consider the "Sight Unseen" factor,
> and the "work involved" factor as well, but, the "what-if" part
> is intriguing, even to me, but I'm in PA so this is out of the
> question for me entirely anyway. Had I been in the local area and
> possess the space to store this stuff, I'd consider bidding and
> should the list even remotely describe what "is" there, it truly
> could be the Gold Mine that is being offered. The person who is
> auctioning off this stuff, however, is inveritibly, "The Loser".
> Broken down and sold in separate lots surely would bring loads
> of cash, but this way, it is just a garage sale at best. :o)
>
> Bill Garber

Doh!

Nevermind, the collection is in Portland. I thought Massachusetts for
some reason. My ownership of this collection is now completely out of the
question ;)

Thanks,
Mark

4564. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 14:58:54 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <43526AAE.7030404@rittwage.com>
Source record: 10741
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Payton Byrd wrote:
> Bill Garber wrote:
>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>
>>> Bill Garber wrote:
>>>
>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>
>>>>
>>>>> computerseum wrote:
>>>>>
>>>>>
>>>>>> I am not legally obligated to give away for next to nothing
>>>>>> something I
>>>>>> have thousands of dollars and years of effort sunk into. If I was to
>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>> purposes,
>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>> it, it would be the first time ever. S:-)
>>>>>>
>>>>>>
>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>
>>>>>
>>>> You are wrong. Please read my previous post on ending early.
>>>>
>>>> Bill Garber
>>>>
>>>>
>>>>
>>>>
>>> Not according to what you posted:
>>>
>>> /Note: Sellers are not permitted to cancel bids and end listings
>>> early in order to avoid selling an item that did not meet the desired
>>> sale price. This is considered to be reserve fee circumvention.
>>> Although there are legitimate reasons for ending a listing early,
>>> abuse of this option will be investigated./
```

>>>
>>
>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>> This applies to auctions with a reserve fee set. He has none set.
>>
>>
>>> That means that since the seller indicated in this thread that they
>>> intend to end the auction early if they do not receive a "worthy"
>>> bid, which implicitly is a circumvention of the reserve fee, thus an
>>> abuse of the end-early option.
>>>
>>
>>
>> Here you eat your own words, where you repeat the same terms,
>> "CIRCUMVENTION", and "RESERVE FEE".
>>
>> He may end his auction at any time before the 12 hour to end limit.
>> You pulled your data out of context, and I've been a seller on eBay
>> for quite a while, so read up.
>>
>> Bill Garber
>>
>>
>>
> I too have been a seller on eBay for quite a while, and I feel my
> interpretation is correct. The term "reserve fee circumvention" means
> he did not use a reserve, thus circumventing the reserve fee that eBay
> charges. The policy stated is their to protect eBay's fee structure,
> not the seller nor the buyer.
>

This is the correct interpretation- if you end your auction early by
cancelling all the bids and ending it, you essentially created a reserve
auction without paying for it. That is what eBay doesn't want because
it damages the marketplace. Nobody will bid on things if they knew the
carpet will just be pulled out if it looks like they are going to get a
good deal.

If you want more money for your good, then set the reserve, or else just
set the minimum bid amount for the least amount you would take for it.
If you put it up for a dollar and later pull the auction, you are a
jerk and I would report you if you did it.

Ebay has a lot of screwed up rules that they continue to use that make
no sense, and really this is still actually too easy to do- you should
not be able to end your auction *at all* in my opinion.

Pete

4565. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 15:33:40 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <onu4f.77136$5l.32692@bignews6.bellsouth.net>
Source record: 10742
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Bill Garber wrote:
> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
> news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
>
>> Bill Garber wrote:
>>
>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>>
>>>
>>>> Bill Garber wrote:
>>>>
>>>>
>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>>
>>>>>
>>>>>
>>>>>> computerseum wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>> I am not legally obligated to give away for next to nothing something
>>>>>>> I
>>>>>>> have thousands of dollars and years of effort sunk into. If I was to
>>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>>> purposes,
>>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>>> it, it would be the first time ever. S:-)
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
>>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>>
>>>>>>
>>>>>>
>>>>> You are wrong. Please read my previous post on ending early.
>>>>>
>>>>> Bill Garber
>>>>>
```

>>>>>
>>>>>
>>>>>
>>>>>
>>>> Not according to what you posted:
>>>>
>>>> /Note: Sellers are not permitted to cancel bids and end listings early
>>>> in order to avoid selling an item that did not meet the desired sale
>>>> price. This is considered to be reserve fee circumvention. Although
>>>> there are legitimate reasons for ending a listing early, abuse of this
>>>> option will be investigated./
>>>>
>>>>
>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>> This applies to auctions with a reserve fee set. He has none set.
>>>
>>>
>>>
>>>> That means that since the seller indicated in this thread that they
>>>> intend to end the auction early if they do not receive a "worthy" bid,
>>>> which implicitly is a circumvention of the reserve fee, thus an abuse of
>>>> the end-early option.
>>>>
>>>>
>>> Here you eat your own words, where you repeat the same terms,
>>> "CIRCUMVENTION", and "RESERVE FEE".
>>>
>>> He may end his auction at any time before the 12 hour to end limit.
>>> You pulled your data out of context, and I've been a seller on eBay
>>> for quite a while, so read up.
>>>
>>> Bill Garber
>>>
>>>
>>>
>>>
>> I too have been a seller on eBay for quite a while, and I feel my
>> interpretation is correct. The term "reserve fee circumvention" means he
>> did not use a reserve, thus circumventing the reserve fee that eBay
>> charges. The policy stated is their to protect eBay's fee structure, not
>> the seller nor the buyer.
>>
>
>
> Please read ALL of the policies on ending early, not just
> the areas you need to argue with me. It says, should the
> seller end early, the eBay listing fees will still apply.
>
> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>

> End of discussion, because I know what I'm talking about.
>
> Bill Garber
>
>
>
No, you don't because he didn't pay the reserve fee.

--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>
Auctions - <http://search.ebay.com/_W0QQsassZpaytonQ2ebyrd>

4566. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 16:28:09 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ELidnQIjr4YI4s_enZ2dnUVZ_sydnZ2d@comcast.com>
Source record: 10743
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
"Payton Byrd" <plbyrd@bellsouth.net> wrote in message
news:onu4f.77136$5l.32692@bignews6.bellsouth.net...
> Bill Garber wrote:
>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>> news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
>>
>>> Bill Garber wrote:
>>>
>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>>>
>>>>
>>>>> Bill Garber wrote:
>>>>>
>>>>>
>>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>>>
>>>>>>
>>>>>>
>>>>>>> computerseum wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>> I am not legally obligated to give away for next to nothing
>>>>>>>> something I
>>>>>>>> have thousands of dollars and years of effort sunk into. If I was
>>>>>>>> to
>>>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>>>> purposes,
>>>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>>>> it, it would be the first time ever. S:-)
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE
>>>>>>> FINAL
>>>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>>>
>>>>>>>
>>>>>>>
```

>>>>>> You are wrong. Please read my previous post on ending early.
>>>>>>
>>>>>> Bill Garber
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>> Not according to what you posted:
>>>>>
>>>>> /Note: Sellers are not permitted to cancel bids and end listings early
>>>>> in order to avoid selling an item that did not meet the desired sale
>>>>> price. This is considered to be reserve fee circumvention. Although
>>>>> there are legitimate reasons for ending a listing early, abuse of this
>>>>> option will be investigated./
>>>>>
>>>>>
>>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>>> This applies to auctions with a reserve fee set. He has none set.
>>>>
>>>>
>>>>
>>>>> That means that since the seller indicated in this thread that they
>>>>> intend to end the auction early if they do not receive a "worthy" bid,
>>>>> which implicitly is a circumvention of the reserve fee, thus an abuse
>>>>> of the end-early option.
>>>>>
>>>>>
>>>> Here you eat your own words, where you repeat the same terms,
>>>> "CIRCUMVENTION", and "RESERVE FEE".
>>>>
>>>> He may end his auction at any time before the 12 hour to end limit.
>>>> You pulled your data out of context, and I've been a seller on eBay
>>>> for quite a while, so read up.
>>>>
>>>> Bill Garber
>>>>
>>>>
>>>>
>>>>
>>> I too have been a seller on eBay for quite a while, and I feel my
>>> interpretation is correct. The term "reserve fee circumvention" means
>>> he did not use a reserve, thus circumventing the reserve fee that eBay
>>> charges. The policy stated is their to protect eBay's fee structure,
>>> not the seller nor the buyer.
>>>
>>
>>
>> Please read ALL of the policies on ending early, not just
>> the areas you need to argue with me. It says, should the

>> seller end early, the eBay listing fees will still apply.
>>
>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>
>> End of discussion, because I know what I'm talking about.
>>
>> Bill Garber
>>
>>
>>
> No, you don't because he didn't pay the reserve fee.

I'm not arguing with you. It says you can end any auction
outside the 12 hour limit, by choosing one of 4 options
for doing so, but you still pay the listing fees for the
auction type you chose. Difference is with a reserve price,
if it ends naturally you can still choose NOT to sell to
any of the bidders. Now go away. Thank you.

Bill Garber

4567. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 16:29:51 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <NIWdnfrNFr9n4s_eRVn-sw@comcast.com>
Source record: 10744
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Turbo-Torch" <vairxpert@hotmail.com> wrote in message
news:11v4l11r7ju2jrsgmqlr6pahiduq7nj3vn@4ax.com...
> On Sun, 16 Oct 2005 10:33:40 -0500, Payton Byrd <plbyrd@bellsouth.net>
> wrote:
>
>
>>> Please read ALL of the policies on ending early, not just
>>> the areas you need to argue with me. It says, should the
>>> seller end early, the eBay listing fees will still apply.
>>>
>>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>>
>>> End of discussion, because I know what I'm talking about.
>>>
>>> Bill Garber
>>>
>>>
>>>
>>No, you don't because he didn't pay the reserve fee.
>
> The guy is clueless, you're wasting your time arguing with him.

Are you saying "I'm" clueless, or Payton Byrd-Brayn?

Bill Garber

4568. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 16:39:34 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <UJKdnXPGLo7UH8_eRVn-uw@comcast.com>
Source record: 10745
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Bill Garber wrote:
> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
> news:onu4f.77136$5l.32692@bignews6.bellsouth.net...
>> Bill Garber wrote:
>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>> news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
>>>
>>>> Bill Garber wrote:
>>>>
>>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>>>>
>>>>>
>>>>>> Bill Garber wrote:
>>>>>>
>>>>>>
>>>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>> computerseum wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>> I am not legally obligated to give away for next to nothing
>>>>>>>>> something I
>>>>>>>>> have thousands of dollars and years of effort sunk into. If I was
>>>>>>>>> to
>>>>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>>>>> purposes,
>>>>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>>>>> it, it would be the first time ever. S:-)
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE
>>>>>>>>>> FINAL
>>>>>>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>>>>>>
>>>>>>>>>>
```

>>>>>>>>
>>>>>>> You are wrong. Please read my previous post on ending early.
>>>>>>>
>>>>>>> Bill Garber
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>> Not according to what you posted:
>>>>>>
>>>>>> /Note: Sellers are not permitted to cancel bids and end listings early
>>>>>> in order to avoid selling an item that did not meet the desired sale
>>>>>> price. This is considered to be reserve fee circumvention. Although
>>>>>> there are legitimate reasons for ending a listing early, abuse of this
>>>>>> option will be investigated./
>>>>>>
>>>>>>
>>>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>>>> This applies to auctions with a reserve fee set. He has none set.
>>>>>
>>>>>
>>>>>
>>>>>> That means that since the seller indicated in this thread that they
>>>>>> intend to end the auction early if they do not receive a "worthy" bid,
>>>>>> which implicitly is a circumvention of the reserve fee, thus an abuse
>>>>>> of the end-early option.
>>>>>>
>>>>>>
>>>>> Here you eat your own words, where you repeat the same terms,
>>>>> "CIRCUMVENTION", and "RESERVE FEE".
>>>>>
>>>>> He may end his auction at any time before the 12 hour to end limit.
>>>>> You pulled your data out of context, and I've been a seller on eBay
>>>>> for quite a while, so read up.
>>>>>
>>>>> Bill Garber
>>>>>
>>>>>
>>>>>
>>>>>
>>>> I too have been a seller on eBay for quite a while, and I feel my
>>>> interpretation is correct. The term "reserve fee circumvention" means
>>>> he did not use a reserve, thus circumventing the reserve fee that eBay
>>>> charges. The policy stated is their to protect eBay's fee structure,
>>>> not the seller nor the buyer.
>>>>
>>>
>>> Please read ALL of the policies on ending early, not just
>>> the areas you need to argue with me. It says, should the

>>> seller end early, the eBay listing fees will still apply.
>>>
>>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>>
>>> End of discussion, because I know what I'm talking about.
>>>
>>> Bill Garber
>>>
>>>
>>>
>> No, you don't because he didn't pay the reserve fee.
>
>
> I'm not arguing with you. It says you can end any auction
> outside the 12 hour limit, by choosing one of 4 options
> for doing so, but you still pay the listing fees for the
> auction type you chose. Difference is with a reserve price,
> if it ends naturally you can still choose NOT to sell to
> any of the bidders. Now go away. Thank you.
>
> Bill Garber
>
>

What was discussed here is clearly mentioned in the rules as "Reserve Fee Circumvention" and is a reason to report the seller. I don't understand how it could be more clear.

http://pages.ebay.com/help/policies/listing-circumventing.html

Pete

4569. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 16:41:12 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <UJKdnXLGLo42H8_eRVn-uw@comcast.com>
Source record: 10746
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Pete Rittwage wrote:
> Bill Garber wrote:
>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>> news:onu4f.77136$5l.32692@bignews6.bellsouth.net...
>>> Bill Garber wrote:
>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>> news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
>>>>
>>>>> Bill Garber wrote:
>>>>>
>>>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>>>>>
>>>>>>
>>>>>>> Bill Garber wrote:
>>>>>>>
>>>>>>>
>>>>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>> computerseum wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>> I am not legally obligated to give away for next to nothing
>>>>>>>>>> something I
>>>>>>>>>> have thousands of dollars and years of effort sunk into. If I
>>>>>>>>>> was to
>>>>>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>>>>>> purposes,
>>>>>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>>>>>> it, it would be the first time ever. S:-)
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE
>>>>>>>>> FINAL
>>>>>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>>>>>
```

>>>>>>>>>
>>>>>>>>>
>>>>>>>> You are wrong. Please read my previous post on ending early.
>>>>>>>>
>>>>>>>> Bill Garber
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>> Not according to what you posted:
>>>>>>>
>>>>>>> /Note: Sellers are not permitted to cancel bids and end listings
>>>>>>> early in order to avoid selling an item that did not meet the
>>>>>>> desired sale price. This is considered to be reserve fee
>>>>>>> circumvention. Although there are legitimate reasons for ending a
>>>>>>> listing early, abuse of this option will be investigated./
>>>>>>>
>>>>>>>
>>>>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>>>>> This applies to auctions with a reserve fee set. He has none set.
>>>>>>
>>>>>>
>>>>>>
>>>>>>> That means that since the seller indicated in this thread that
>>>>>>> they intend to end the auction early if they do not receive a
>>>>>>> "worthy" bid, which implicitly is a circumvention of the reserve
>>>>>>> fee, thus an abuse of the end-early option.
>>>>>>>
>>>>>>>
>>>>>> Here you eat your own words, where you repeat the same terms,
>>>>>> "CIRCUMVENTION", and "RESERVE FEE".
>>>>>>
>>>>>> He may end his auction at any time before the 12 hour to end limit.
>>>>>> You pulled your data out of context, and I've been a seller on eBay
>>>>>> for quite a while, so read up.
>>>>>>
>>>>>> Bill Garber
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>> I too have been a seller on eBay for quite a while, and I feel my
>>>>> interpretation is correct. The term "reserve fee circumvention"
>>>>> means he did not use a reserve, thus circumventing the reserve fee
>>>>> that eBay charges. The policy stated is their to protect eBay's
>>>>> fee structure, not the seller nor the buyer.
>>>>>
>>>>
>>>> Please read ALL of the policies on ending early, not just

>>>> the areas you need to argue with me. It says, should the
>>>> seller end early, the eBay listing fees will still apply.
>>>>
>>>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>>>
>>>> End of discussion, because I know what I'm talking about.
>>>>
>>>> Bill Garber
>>>>
>>>>
>>>>
>>> No, you don't because he didn't pay the reserve fee.
>>
>>
>> I'm not arguing with you. It says you can end any auction
>> outside the 12 hour limit, by choosing one of 4 options
>> for doing so, but you still pay the listing fees for the
>> auction type you chose. Difference is with a reserve price,
>> if it ends naturally you can still choose NOT to sell to
>> any of the bidders. Now go away. Thank you.
>>
>> Bill Garber
>>
>>
>
> What was discussed here is clearly mentioned in the rules as "Reserve
> Fee Circumvention" and is a reason to report the seller. I don't
> understand how it could be more clear.
>
> http://pages.ebay.com/help/policies/listing-circumventing.html
>
> Pete

It actually calls it "Reserve Fee Avoidance", not Circumvention, but
same thing.

-snip-

Reserve Fee Avoidance - Canceling bids and ending a listing early
because the seller's desired price has not been met.

-snip-

4570. Falcon on german ebay

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 17:03:11 UTC
From: BMaedicke@t-online.de
Message-ID: <1h4jbux.1aezd8v1r7ziwuN%BMaedicke@t-online.de>
Source record: 10747

Hi,

I sell by auction my Atari Falcon on german ebay:

<http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=8709379926>

more informations and pictures here:
<http://www.maedicke.de/falcon/falcon.htm>

Sorry, it's all german.
You can write me an mail if you have a question.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

4571. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 17:30:30 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <NaudnaocX8ikE8_eRVn-pA@comcast.com>
Source record: 10748
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
"Pete Rittwage" <rcade@rittwage.com> wrote in message
news:UJKdnXLGLo42H8_eRVn-uw@comcast.com...
> Pete Rittwage wrote:
>> Bill Garber wrote:
>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>> news:onu4f.77136$5l.32692@bignews6.bellsouth.net...
>>>> Bill Garber wrote:
>>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>>> news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
>>>>>
>>>>>> Bill Garber wrote:
>>>>>>
>>>>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>>>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>>>>>>
>>>>>>>
>>>>>>>> Bill Garber wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>> computerseum wrote:
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>> I am not legally obligated to give away for next to nothing
>>>>>>>>>>> something I
>>>>>>>>>>> have thousands of dollars and years of effort sunk into. If I
>>>>>>>>>>> was to
>>>>>>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>>>>>>> purposes,
>>>>>>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>>>>>>> it, it would be the first time ever. S:-)
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE
>>>>>>>>>> FINAL
```

>>>>>>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>> You are wrong. Please read my previous post on ending early.
>>>>>>>>>
>>>>>>>>> Bill Garber
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>> Not according to what you posted:
>>>>>>>>
>>>>>>>> /Note: Sellers are not permitted to cancel bids and end listings
>>>>>>>> early in order to avoid selling an item that did not meet the
>>>>>>>> desired sale price. This is considered to be reserve fee
>>>>>>>> circumvention. Although there are legitimate reasons for ending a
>>>>>>>> listing early, abuse of this option will be investigated./
>>>>>>>>
>>>>>>>>
>>>>>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>>>>>> This applies to auctions with a reserve fee set. He has none set.
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>> That means that since the seller indicated in this thread that they
>>>>>>>> intend to end the auction early if they do not receive a "worthy"
>>>>>>>> bid, which implicitly is a circumvention of the reserve fee, thus
>>>>>>>> an abuse of the end-early option.
>>>>>>>>
>>>>>>>>
>>>>>>> Here you eat your own words, where you repeat the same terms,
>>>>>>> "CIRCUMVENTION", and "RESERVE FEE".
>>>>>>>
>>>>>>> He may end his auction at any time before the 12 hour to end limit.
>>>>>>> You pulled your data out of context, and I've been a seller on eBay
>>>>>>> for quite a while, so read up.
>>>>>>>
>>>>>>> Bill Garber
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>> I too have been a seller on eBay for quite a while, and I feel my
>>>>>> interpretation is correct. The term "reserve fee circumvention"
>>>>>> means he did not use a reserve, thus circumventing the reserve fee
>>>>>> that eBay charges. The policy stated is their to protect eBay's fee
>>>>>> structure, not the seller nor the buyer.
>>>>>>

>>>>>
>>>>> Please read ALL of the policies on ending early, not just
>>>>> the areas you need to argue with me. It says, should the
>>>>> seller end early, the eBay listing fees will still apply.
>>>>>
>>>>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>>>>
>>>>> End of discussion, because I know what I'm talking about.
>>>>>
>>>>> Bill Garber
>>>>>
>>>>>
>>>>>
>>>> No, you don't because he didn't pay the reserve fee.
>>>
>>>
>>> I'm not arguing with you. It says you can end any auction
>>> outside the 12 hour limit, by choosing one of 4 options
>>> for doing so, but you still pay the listing fees for the
>>> auction type you chose. Difference is with a reserve price,
>>> if it ends naturally you can still choose NOT to sell to
>>> any of the bidders. Now go away. Thank you.
>>>
>>> Bill Garber
>>>
>>>
>>
>> What was discussed here is clearly mentioned in the rules as "Reserve Fee
>> Circumvention" and is a reason to report the seller. I don't understand
>> how it could be more clear.
>>
>> http://pages.ebay.com/help/policies/listing-circumventing.html
>>
>> Pete
>
> It actually calls it "Reserve Fee Avoidance", not Circumvention, but same
> thing.
>
> -snip-
>
> Reserve Fee Avoidance - Canceling bids and ending a listing early because
> the seller's desired price has not been met.

LLLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
FIRST PLACE!!!!!

Bill Garber

4572. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 17:38:54 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <Oew4f.971$cz6.124@newsfe1-gui.ntli.net>
Source record: 10649
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bill Garber wrote:

>> Reserve Fee Avoidance - Canceling bids and ending a listing early
>> because the seller's desired price has not been met.

> LLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
> FIRST PLACE!!!!!

Hey loser, listen closely.

If I set up an auction, I can decide not to have a "reserve". This saves me some money, as adding a reserve costs me a little more to list.

So I list with no reserve. However, I'd quite like to get about £100 for this item. With one hour to go, the bidding is at £50 and has been static for a while. I'm not going to get what I had hoped for this item.

So I cancel the auction.

This is exactly what would happen if I *had* set a reserve, but because I did not set one then Ebay loses out on that small amount of extra cash they would have charged me. This way, I get an auction that works the same way as a reserve, but without paying.

Ebay doesn't like that, so it's against the rules.

Oh, I forgot to add five exclamation marks, but I think you get the point.

D.

4573. Ebay Listing (U.S.)

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 18:02:13 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <oLOdnY-Zf_NHCM_eRVn-qQ@adelphia.com>
Source record: 10650

Hellow to all,

I've just listed some Falcon pieces and parts on ebay.

Thanks

4574. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 18:06:35 UTC
From: Chuck Whitby <chuck@toomanygames.com>
Message-ID: <Xns96F18F88862FBchucktoomanygamescom@130.81.64.196>
Source record: 10651
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Bill Garber" <willy46pa@comcast.net> wrote in news:NIWdnfrNFr9n4s_eRVn-sw@comcast.com:

>
> "Turbo-Torch" <vairxpert@hotmail.com> wrote in message
> news:11v4l11r7ju2jrsgmqlr6pahiduq7nj3vn@4ax.com...
>> On Sun, 16 Oct 2005 10:33:40 -0500, Payton Byrd <plbyrd@bellsouth.net>
>> wrote:
>>
>>
>>>> Please read ALL of the policies on ending early, not just
>>>> the areas you need to argue with me. It says, should the
>>>> seller end early, the eBay listing fees will still apply.
>>>>
>>>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>>>
>>>> End of discussion, because I know what I'm talking about.
>>>>
>>>> Bill Garber
>>>>
>>>>
>>>>
>>>No, you don't because he didn't pay the reserve fee.
>>
>> The guy is clueless, you're wasting your time arguing with him.
>
>
> Are you saying "I'm" clueless, or Payton Byrd-Brayn?
>
> Bill Garber
>
>
>

I do believe he's saying your clueless. And I tend to agree. Payton's correct in his reading of the policy.

--
___
Chuck Whitby - Founder
East Coast Gaming Expo
http://www.ecgxpo.com
"It's the games"

4575. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 18:16:40 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <-JSdnTTI5tqRBM_eRVn-gg@comcast.com>
Source record: 10652
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Bill Garber wrote:
> "Pete Rittwage" <rcade@rittwage.com> wrote in message
> news:UJKdnXLGLo42H8_eRVn-uw@comcast.com...
>> Pete Rittwage wrote:
>>> Bill Garber wrote:
>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>> news:onu4f.77136$5l.32692@bignews6.bellsouth.net...
>>>>> Bill Garber wrote:
>>>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>>>> news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
>>>>>>
>>>>>>> Bill Garber wrote:
>>>>>>>
>>>>>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>>>>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>>>>>>>
>>>>>>>>
>>>>>>>>> Bill Garber wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>>>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>> computerseum wrote:
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>> I am not legally obligated to give away for next to nothing
>>>>>>>>>>>> something I
>>>>>>>>>>>> have thousands of dollars and years of effort sunk into. If I
>>>>>>>>>>>> was to
>>>>>>>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>>>>>>>> purposes,
>>>>>>>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>>>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>>>>>>>> it, it would be the first time ever. S:-)
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE
```

>>>>>>>>>>> FINAL
>>>>>>>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>> You are wrong. Please read my previous post on ending early.
>>>>>>>>>>
>>>>>>>>>> Bill Garber
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>> Not according to what you posted:
>>>>>>>>>
>>>>>>>>> /Note: Sellers are not permitted to cancel bids and end listings
>>>>>>>>> early in order to avoid selling an item that did not meet the
>>>>>>>>> desired sale price. This is considered to be reserve fee
>>>>>>>>> circumvention. Although there are legitimate reasons for ending a
>>>>>>>>> listing early, abuse of this option will be investigated./
>>>>>>>>>
>>>>>>>>>
>>>>>>>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>>>>>>>> This applies to auctions with a reserve fee set. He has none set.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>> That means that since the seller indicated in this thread that they
>>>>>>>>> intend to end the auction early if they do not receive a "worthy"
>>>>>>>>> bid, which implicitly is a circumvention of the reserve fee, thus
>>>>>>>>> an abuse of the end-early option.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>> Here you eat your own words, where you repeat the same terms,
>>>>>>>>> "CIRCUMVENTION", and "RESERVE FEE".
>>>>>>>>>
>>>>>>>>> He may end his auction at any time before the 12 hour to end limit.
>>>>>>>>> You pulled your data out of context, and I've been a seller on eBay
>>>>>>>>> for quite a while, so read up.
>>>>>>>>>
>>>>>>>>> Bill Garber
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>> I too have been a seller on eBay for quite a while, and I feel my
>>>>>>> interpretation is correct. The term "reserve fee circumvention"
>>>>>>> means he did not use a reserve, thus circumventing the reserve fee
>>>>>>> that eBay charges. The policy stated is their to protect eBay's fee
>>>>>>> structure, not the seller nor the buyer.

>>>>>>>
>>>>>> Please read ALL of the policies on ending early, not just
>>>>>> the areas you need to argue with me. It says, should the
>>>>>> seller end early, the eBay listing fees will still apply.
>>>>>>
>>>>>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>>>>>
>>>>>> End of discussion, because I know what I'm talking about.
>>>>>>
>>>>>> Bill Garber
>>>>>>
>>>>>>
>>>>>>
>>>>> No, you don't because he didn't pay the reserve fee.
>>>>
>>>> I'm not arguing with you. It says you can end any auction
>>>> outside the 12 hour limit, by choosing one of 4 options
>>>> for doing so, but you still pay the listing fees for the
>>>> auction type you chose. Difference is with a reserve price,
>>>> if it ends naturally you can still choose NOT to sell to
>>>> any of the bidders. Now go away. Thank you.
>>>>
>>>> Bill Garber
>>>>
>>>>
>>> What was discussed here is clearly mentioned in the rules as "Reserve Fee
>>> Circumvention" and is a reason to report the seller. I don't understand
>>> how it could be more clear.
>>>
>>> http://pages.ebay.com/help/policies/listing-circumventing.html
>>>
>>> Pete
>> It actually calls it "Reserve Fee Avoidance", not Circumvention, but same
>> thing.
>>
>> -snip-
>>
>> Reserve Fee Avoidance - Canceling bids and ending a listing early because
>> the seller's desired price has not been met.
>
>
> LLLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
> FIRST PLACE!!!!!
>
> Bill Garber
>
>

You argued your own point, so clearly you don't understand the whole concept of this at all. He didn't pay the reserve fee, so he IS "avoiding" it. You pay an extra reserve fee when you list your item, so it's a little more expensive to do so. If you end your auction early because you don't like what it's selling for (which is a selling offense you can be reported for) then you just created a situation that has the same outcome as the reserve auction, BUT YOU DIDN'T PAY THE FEE!

Pete

4576. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 18:55:15 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <7b-dnf_NFIaTP8_eRVn-2w@comcast.com>
Source record: 10653
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Paul Dunn" <paul.dunn4@ntlworld.com> wrote in message
news:Oew4f.971$cz6.124@newsfe1-gui.ntli.net...
> Bill Garber wrote:
>
>>> Reserve Fee Avoidance - Canceling bids and ending a listing early
>>> because the seller's desired price has not been met.
>
>> LLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
>> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
>> FIRST PLACE!!!!!
>
> Hey loser, listen closely.
>
> If I set up an auction, I can decide not to have a "reserve". This saves
> me some money, as adding a reserve costs me a little more to list.
>
> So I list with no reserve. However, I'd quite like to get about £100 for
> this item. With one hour to go, the bidding is at £50 and has been static
> for a while. I'm not going to get what I had hoped for this item.
>
> So I cancel the auction.
>
> This is exactly what would happen if I *had* set a reserve, but because I
> did not set one then Ebay loses out on that small amount of extra cash
> they would have charged me. This way, I get an auction that works the same
> way as a reserve, but without paying.
>
> Ebay doesn't like that, so it's against the rules.
>
> Oh, I forgot to add five exclamation marks, but I think you get the point.

YOU don't get it. You have to end outside of a 12 hour limit.
There is no ending any auction within this 12 hour time-frame.
Read the whole thing, not just the part you want to argue with
me about.

Bill Garber

4577. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 19:20:26 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <br95l154oj8nddd0v5lu722e45q7m3o37s@4ax.com>
Source record: 10654
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sun, 16 Oct 2005 14:16:40 -0400, Pete Rittwage <rcade@rittwage.com>
wrote:

>You argued your own point, so clearly you don't understand the whole
>concept of this at all. He didn't pay the reserve fee, so he IS
>"avoiding" it. You pay an extra reserve fee when you list your item, so
>it's a little more expensive to do so. If you end your auction early
>because you don't like what it's selling for (which is a selling offense
>you can be reported for) then you just created a situation that has the
>same outcome as the reserve auction, BUT YOU DIDN'T PAY THE FEE!

Yes I agree 100% this guy is playing around a bit with the rules and
he admits he doesnt even know what stuff works and what doesnt, it's
probably mostly in pretty poor shape, and even if you won the auction
would you trust this guy not to take the best stuff out before you
came to pick it up? I know I wouldnt.

I dont think he is gonna have much luck.

4578. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 19:27:50 UTC
From: Alan <areed65@earthlink.net>
Message-ID: <WQx4f.15271$vw6.5464@newsread1.news.atl.earthlink.net>
Source record: 10655
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:NaudnaocX8ikE8_eRVn-pA@comcast.com...
>> Reserve Fee Avoidance - Canceling bids and ending a listing early because
>> the seller's desired price has not been met.
>
>
> LLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
> FIRST PLACE!!!!!
>

Haha. Read this again, slowly. You should stop, Bill. You're not only
showing that you don't understand eBay rules, you're starting to look like
an idiot, too.

--

Alan

4579. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 19:31:07 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <_qGdnUBZ-v_jN8_eRVn-pA@comcast.com>
Source record: 10656
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Bill Garber wrote:
> "Paul Dunn" <paul.dunn4@ntlworld.com> wrote in message
> news:Oew4f.971$cz6.124@newsfe1-gui.ntli.net...
>> Bill Garber wrote:
>>
>>>> Reserve Fee Avoidance - Canceling bids and ending a listing early
>>>> because the seller's desired price has not been met.
>>> LLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
>>> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
>>> FIRST PLACE!!!!!
>> Hey loser, listen closely.
>>
>> If I set up an auction, I can decide not to have a "reserve". This saves
>> me some money, as adding a reserve costs me a little more to list.
>>
>> So I list with no reserve. However, I'd quite like to get about ï¿½100 for
>> this item. With one hour to go, the bidding is at ï¿½50 and has been static
>> for a while. I'm not going to get what I had hoped for this item.
>>
>> So I cancel the auction.
>>
>> This is exactly what would happen if I *had* set a reserve, but because I
>> did not set one then Ebay loses out on that small amount of extra cash
>> they would have charged me. This way, I get an auction that works the same
>> way as a reserve, but without paying.
>>
>> Ebay doesn't like that, so it's against the rules.
>>
>> Oh, I forgot to add five exclamation marks, but I think you get the point.
>
>
> YOU don't get it. You have to end outside of a 12 hour limit.
> There is no ending any auction within this 12 hour time-frame.
> Read the whole thing, not just the part you want to argue with
> me about.
>
> Bill Garber
>
>

The last 12 hours has NOTHING to do with this discussion. You can't end
an auction for the reason this whole thread is about, last 12 hours or not.

Again, from their Policies:
```

"Note: Sellers are not permitted to cancel bids and end listings early in order to avoid selling an item that did not meet the desired sale price. This is considered to be reserve fee circumvention. Although there are legitimate reasons for ending a listing early, abuse of this option will be investigated."

I mean, damn. What is your eBay user id?

4580. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 19:34:32 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <XWx4f.10644$MN6.7410@fed1read04>
Source record: 10657
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

The fact is that one of the options is "The item is no longer for sale".
This is broad enough to cover 'because the seller fears they will not
get what they wanted for it'.
A seller can decide to not sell their item FOR ANY REASON. Therefore, if
they decide the item is no longer for sale because they fear it will not
fetch an amount they want, then that is their right (as long as it's not
12hrs before the end).

4581. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 19:38:43 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <P_x4f.10646$MN6.10162@fed1read04>
Source record: 10658
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> Bill Garber

Bill, I think you're wasting your time here, or people are just fucking
with you at this point. You're right, and they're wrong.

4582. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 19:40:43 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <41b5l155lkdjip94k4f95niaoro850vm94@4ax.com>
Source record: 10659
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

MrBiggles <mrbiggles909@yahoo.com>:
>The fact is that one of the options is "The item is no longer for sale".
>This is broad enough to cover 'because the seller fears they will not
>get what they wanted for it'.
>A seller can decide to not sell their item FOR ANY REASON. Therefore, if
>they decide the item is no longer for sale because they fear it will not
>fetch an amount they want, then that is their right (as long as it's not
>12hrs before the end).

That particular reason is expressly forbidden by the eBay policy. I also think that its highly dishonest, no matter what kind of auction you are running.

Personally, I would never do it.

Perhaps it's better, if you are contemplating ending an auction early for dishonest reasons such as not getting enough money for the items, that you don't post about it on public newsgroups first.

Shawn Jefferson
(fix reply to for email)

4583. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 19:42:05 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <Z1y4f.10648$MN6.1592@fed1read04>
Source record: 10660
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> Ebay has a lot of screwed up rules that they continue to use that make
> no sense, and really this is still actually too easy to do- you should
> not be able to end your auction *at all* in my opinion.

What about if your dog pisses on the item after it's listed? How about
if you legitimately lose the item (some people are really that
disorganized).

4584. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 19:42:11 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Yt2dnTy9E7-SMM_eRVn-qg@comcast.com>
Source record: 10661
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"MrBiggles" <mrbiggles909@yahoo.com> wrote in message
news:P_x4f.10646$MN6.10162@fed1read04...
>
>> Bill Garber
>
> Bill, I think you're wasting your time here, or people are just fucking
> with you at this point. You're right, and they're wrong.

Thanks. And I know I'm right, and I believe they are mostly not
sellers, but buyers who have been screwed over by this very policy
and simply don't like it. :o)

Bill Garber

4585. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 19:51:49 UTC
From: Alan <areed65@earthlink.net>
Message-ID: <pby4f.17195$q1.6123@newsread3.news.atl.earthlink.net>
Source record: 10662
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"MrBiggles" <mrbiggles909@yahoo.com> wrote in message
news:P_x4f.10646$MN6.10162@fed1read04...
>
>> Bill Garber
>
> Bill, I think you're wasting your time here, or people are just fucking
> with you at this point. You're right, and they're wrong.

You don't know what you're talking about. At Pete posted earlier, ebay's
policies specifically forbid ending an auction early because it isn't
reaching the price expected. That's why they have reserve pricing.

Whether you can lie and end the auction for some other, bogus reason is
beside the point. Please tell us your ebay id so we can all never buy
anything from you.

--
Alan

4586. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 20:16:42 UTC
From: The Space Boss <drsmith666@aol.com>
Message-ID: <1129493801.975901.293580@g14g2000cwa.googlegroups.com>
Source record: 10663
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Don't buy anything from any of these crooks. Bill post your ebay ID so
we know who to avoid.

My philosophy on Ebay is that I love getting good deals, and if someone
gets a good deal from me, I love giving good deals, too.

I have gotten some REAL great deals off Ebay, no doubt about it, and I
was really happy about it. And I know that when someone gets a good
deal from me that it is really making thier day, and that makes me
kinda happy as well to be able to provide that experience to someone.

Somebody who is only concerned with what they can get out of the deal
and not concerned at all about the time and effort of thier customers
is not someone I want to deal with: there are plenty of ebay sellers
who follow through no matter what - it is the sellers who need
customers, NOT the other way around. I'd have more respect for these
guys if they'd just decide how much they want and put a "buy it now" up
on it, or put in in an ebay store.

4587. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 20:52:35 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <n4z4f.1035$cz6.163@newsfe1-gui.ntli.net>
Source record: 10664
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bill Garber wrote:

> YOU don't get it. You have to end outside of a 12 hour limit.
> There is no ending any auction within this 12 hour time-frame.
> Read the whole thing, not just the part you want to argue with
> me about.

I did - that's why I decided you would benefit from being corrected. Arguing with you doesn't come into it - others are doing that, and making a far bigger fool of you than I would be inclined to.

Is your opinion of yourself so great that you feel the need to call everyone who disagrees with you "losers"? And when someone responds in kind, then the rules change for them but not for you?

Very poor.

D.

4588. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 20:57:30 UTC
From: "T. Rivet" <tsr_rivet@YEHAW.com>
Message-ID: <09z4f.12819$nE2.4464@fe03.lga>
Source record: 10665
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

The Space Boss wrote:

> My philosophy on Ebay is that I love getting good deals, and if someone
> gets a good deal from me, I love giving good deals, too.
>
> I have gotten some REAL great deals off Ebay, no doubt about it, and I
> was really happy about it. And I know that when someone gets a good
> deal from me that it is really making thier day, and that makes me
> kinda happy as well to be able to provide that experience to someone.
>

I have to agree with Dr. Smith here, (believe it or not), but he's dead
on (IMHO).

If you want $X.XX for it, than set a reserve. If you simply end it
early because you aren't happy with the price, then you are dishonest
and should be avoided.

4589. Wanted: ST internal floppy

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 21:15:00 UTC
From: STcomp@cwo.com
Message-ID: <1129497300.714003.16550@o13g2000cwo.googlegroups.com>
Source record: 10666

If anybody has an internal ST floppy drive for a reasonable price ($25-$35 or so) please let me know. I have had bad luck finding them on Ebay (last one arrived in the mail this week- non functioning) and I have not been able to use either of my STs for 2 months.

Thanks.

4590. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 21:17:52 UTC
From: "Aaron J. Bossig" <linkvb06@SpammersWillBeExecuted.ptd.net>
Message-ID: <Xns96F1AFF1D17B8linkvb06SpammersWill@204.186.200.105>
Source record: 10667
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Tom Lake" <tlake@twcny.rr.com> wrote in
news:LMn4f.59719$7b6.18039@twister.nyroc.rr.com:

> "computerseum" <dickfitzgood@gmail.com> wrote in message
> news:1129436503.844536.281950@z14g2000cwz.googlegroups.com...
>>I am not legally obligated to give away for next to nothing something
>>I
>> have thousands of dollars and years of effort sunk into.
>
> Actually, if you don't set a Reserve Price and you don't end the
> auction early, you ARE legally obligated
> to sell to the highest bidder. Just as making a bid constitutes a
> contract, so does offering an item for sale.
> If I were you, I'd end the auction early and re-list with a Reserve
> Price. As it stands, if the winner of the current auction wanted to
> take the case to court, you'd be on very shaky legal ground.

Especially if, y'know, a few newsgroup posts ended up being submitted
as evidence. This whole thread has pretty much guaranteed that the
seller can't even put up a legal defense.

--

Aaron J. Bossig

http://www.GodsLabRat.com
http://www.dvdverdict.com

4591. Re: Wanted: ST internal floppy

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 21:24:11 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <%xz4f.4898$ns3.132292@news20.bellglobal.com>
Source record: 10668

```
.com...
> If anybody has an internal ST floppy drive for a reasonable price
> ($25-$35 or so) please let me know. I have had bad luck finding them on
=========
any of them work! like a mega for ste or st for mega ... i can't say for
sure but the tt's are out of my league....
=================
> Ebay (last one arrived in the mail this week- non functioning) and I
> have not been able to use either of my STs for 2 months.
===========
WOW!!! too bad these things happen.,.is this 25 or 30 dollars american?
============
i have good resources,may have to pay additional for postage..frm
canada...eh.
==========
charles
>
> Thanks.
>
```

4592. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 21:46:46 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.10.16.21.46.45.402957@nosspamatari-source.com>
Source record: 10669
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sun, 16 Oct 2005 12:38:43 -0700, MrBiggles wrote:

>
>> Bill Garber
>
> Bill, I think you're wasting your time here, or people are just fucking
> with you at this point. You're right, and they're wrong.

It's against the rules... Period... It's fraud. The principle of the auction system is the gamble. The seller makes a gamble on the final price. That's the fun of it. That's WHY ebay is popular!!! And it's CLEARLY against their rules. You can end an auction early because your dog pissed on the item or because you shot at it with a 9mm in a drunken fit of rage... not because you don't like the way the $$$ are going.

Give it up...

Mark
http://www.atari-source.org

4593. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 22:25:10 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <dIWdnYXrn7nXTs_enZ2dnUVZ_sudnZ2d@comcast.com>
Source record: 10670
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

MrBiggles wrote:
>
>> Ebay has a lot of screwed up rules that they continue to use that make
>> no sense, and really this is still actually too easy to do- you should
>> not be able to end your auction *at all* in my opinion.
>
> What about if your dog pisses on the item after it's listed? How about
> if you legitimately lose the item (some people are really that
> disorganized).

Then you suffer the bad feedback.

4594. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-16 22:56:43 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Id2dnStKq6Q6R8_eRVn-iw@comcast.com>
Source record: 10671
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Alan" <areed65@earthlink.net> wrote in message
news:pby4f.17195$q1.6123@newsread3.news.atl.earthlink.net...
>
> "MrBiggles" <mrbiggles909@yahoo.com> wrote in message
> news:P_x4f.10646$MN6.10162@fed1read04...
>>
>>> Bill Garber
>>
>> Bill, I think you're wasting your time here, or people are just fucking
>> with you at this point. You're right, and they're wrong.
>
> You don't know what you're talking about. At Pete posted earlier, ebay's
> policies specifically forbid ending an auction early because it isn't
> reaching the price expected. That's why they have reserve pricing.
>
> Whether you can lie and end the auction for some other, bogus reason is
> beside the point. Please tell us your ebay id so we can all never buy
> anything from you.

You pompous ass, tell me yours so I can add you to my
forbidden buyer list.

Bill Garber

4595. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 00:21:41 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <Zumdnbweoqaqc8_enZ2dnUVZ_sudnZ2d@csinet.net>
Source record: 10672
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

I notice a lot of people don't like Reserve auctions.... I seen pinball machines end at $150 with Reserve that you know are worth $600+ people just kinda blow them off. I certainly would be scared starting at $9.99 though (laughs).

I always start my auctions with bottom line of what I would like to get at least what I paid for it.

And always try to be reasonable on shipping too... and I 'clean' everything!

The 'biggest' thing though is I take the time to take photos and be honest with condition... that dude could make a killing if he took a couple weeks off work and sorted through everything, clean it up and test it all.

Hmm let's see... make $200 on it (he will end it early for sure) or make $2000 on it by putting some effort into it.

I dunno I kinda like making money (shrugs)

"Pete Rittwage" <rcade@rittwage.com> wrote in message
news:43526AAE.7030404@rittwage.com...
> Payton Byrd wrote:
>> Bill Garber wrote:
>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>>
>>>> Bill Garber wrote:
>>>>
>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>>
>>>>>
>>>>>> computerseum wrote:
>>>>>>
>>>>>>
>>>>>>> I am not legally obligated to give away for next to nothing
>>>>>>> something I
>>>>>>> have thousands of dollars and years of effort sunk into. If I was to
>>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>>> purposes,
>>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>>> it, it would be the first time ever. S:-)
>>>>>>>

>>>>>>>
>>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
>>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>>
>>>>>>
>>>>> You are wrong. Please read my previous post on ending early.
>>>>>
>>>>> Bill Garber
>>>>>
>>>>>
>>>>>
>>>>>
>>>> Not according to what you posted:
>>>>
>>>> /Note: Sellers are not permitted to cancel bids and end listings early
>>>> in order to avoid selling an item that did not meet the desired sale
>>>> price. This is considered to be reserve fee circumvention. Although
>>>> there are legitimate reasons for ending a listing early, abuse of this
>>>> option will be investigated./
>>>>
>>>
>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>> This applies to auctions with a reserve fee set. He has none set.
>>>
>>>
>>>> That means that since the seller indicated in this thread that they
>>>> intend to end the auction early if they do not receive a "worthy" bid,
>>>> which implicitly is a circumvention of the reserve fee, thus an abuse
>>>> of the end-early option.
>>>>
>>>
>>>
>>> Here you eat your own words, where you repeat the same terms,
>>> "CIRCUMVENTION", and "RESERVE FEE".
>>>
>>> He may end his auction at any time before the 12 hour to end limit.
>>> You pulled your data out of context, and I've been a seller on eBay
>>> for quite a while, so read up.
>>>
>>> Bill Garber
>>>
>>>
>>>
>> I too have been a seller on eBay for quite a while, and I feel my
>> interpretation is correct. The term "reserve fee circumvention" means he
>> did not use a reserve, thus circumventing the reserve fee that eBay
>> charges. The policy stated is their to protect eBay's fee structure, not
>> the seller nor the buyer.
>>
>

> This is the correct interpretation- if you end your auction early by
> cancelling all the bids and ending it, you essentially created a reserve
> auction without paying for it. That is what eBay doesn't want because it
> damages the marketplace. Nobody will bid on things if they knew the
> carpet will just be pulled out if it looks like they are going to get a
> good deal.
>
> If you want more money for your good, then set the reserve, or else just
> set the minimum bid amount for the least amount you would take for it. If
> you put it up for a dollar and later pull the auction, you are a jerk and
> I would report you if you did it.
>
> Ebay has a lot of screwed up rules that they continue to use that make no
> sense, and really this is still actually too easy to do- you should not be
> able to end your auction *at all* in my opinion.
>
> Pete

4596. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 00:24:01 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <KpadnaVFFtJec8_eRVn-hg@csinet.net>
Source record: 10673
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

As soon as I get the shelves painted and clear coat on them. I will put some photos up. It has been a lot of work hiding the wires for everything and getting the shelves right (I suck at building things). It's like a chromosome mix up before I was born. I can't build things and work on cars.

VastFear

"The Space Boss" <drsmith666@aol.com> wrote in message news:1129440485.649003.279660@g47g2000cwa.googlegroups.com...
>
> VastFear wrote:
>> As a collector (of a quite a large amount of vintage computers and game
>> systems) I think its 'BLASPHEMY' to treat your collection like this and
>> just
>> stack and pile it to the ceiling with no rhyme or reason!
>>
>> One has no respect at all if they treat their prized collection like
>> this.
>>
>> Still would be cool to go through... feel sorry for whats on the bottom
>> though (sigh)
>>
>> I wish I had that much money where I could just not care and sell
>> everything
>> in one huge pile on eBay. People don't realise if took the type and
>> tested
>> and took photos of everything that one could make a killing on eBay
>> instead
>> of a bulk deal for stuff.
>>
>> I will cherish that photo though thats funny but sad give the collection
>> to
>> me... I will air it out and add it my 'shrine' of gaming.
>
> please post pictures of you shrine i would like to see it.
>

4597. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 01:10:13 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <BRC4f.10689$MN6.8038@fed1read04>
Source record: 10674
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> Whether you can lie and end the auction for some other, bogus reason is
> beside the point. Please tell us your ebay id so we can all never buy
> anything from you.

Oh ok sure... oh, wait... maybe not.

One of the legitimate reasons for ending an auction is "The item is no longer for sale". The reason it is no longer for sale can be anything, INCLUDING the possibility that it may not reach the seller's desired target sale price. If I wanted to I could end an auction early because I stubbed my toe, or wasted time explaining something to a dufus on usenet. That is the key here... a seller can decide that an item is no longer for sale FOR ANY REASON (as long as it's not in the last 12 hr window).

4598. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 01:42:55 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <d806l195a5e203ehjtnfu4qjt1i6mek70t@4ax.com>
Source record: 10675
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sun, 16 Oct 2005 19:21:41 -0500, "VastFear" <vastfear@csinet.net>
wrote:

>The 'biggest' thing though is I take the time to take photos and be honest
>with condition... that dude could make a killing if he took a couple weeks
>off work and sorted through everything, clean it up and test it all.

not necessarily, you dont know the condition of the computers (Im
guessing they arent in the best shape judging by how they are stored)
by his own admission he's never tried most (if not all) of them, so
many of t hem are prob just garbage and virtually worthless. Also it
sound's like if you get a good deal he will prob take the best ones
and keep them for himself (or sell/donate them elsewhere) and leave
you with the junk.

It's definetly a gamble bidding on this auction.

4599. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 04:24:35 UTC
From: Jim Brain <brain@jbrain.com>
Message-ID: <7IF4f.440181$x96.339868@attbi_s72>
Source record: 10676
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bill Garber wrote:

> HE DOES NOT HAVE A
> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
> FIRST PLACE!!!!!

As others have noted, It's called a "Reserve Fee Avoidance" violation because the seller did not set a reserve (and thus did not pay the extra fee), but ended up treating the auction like a reserve auction. I see where it can be misunderstood to only apply if he was running a reserve auction, but it applies to non-reserve auctions. There is no need to end an auction early for reserve auctions, because either the price is met, or it is not. (Well, there is, if you state you are listing the item locally, and it sells before the uaction ends, but you wouldn't end the auction because you did not get the price you wanted, because that's the definition of a reserve price)

> YOU don't get it. You have to end outside of a 12 hour limit.
> There is no ending any auction within this 12 hour time-frame.
> Read the whole thing, not just the part you want to argue with
> me about.

I read the whole thing....

Actually, you CAN end the auction within the 12 hour mark. You can technically end the auction 1 second before the deadline. You just can't do it chronically.

Nonetheless, there is a huge difference between what eBay rules allow and being a good seller.

The seller has already note that if he does not get a "fair" price for the non-reserve auction, he will end it early. Technically, eBay will let him do it, unless someone complains to them about the auction.

I see a problem with the rules in this area, as the first mention of the rule states it can never be done, but right below, it gives the seller 11 times to do without incurring any investigation. It's hard to know which is correct. In any case, given how popular eBay is and the fact I see infractions committed on listings all the time, I'd say the seller will have no issues from eBay.

That said, I think the seller is acting in bad faith. Regardless of the rules of eBay, no one wants to bid on a non-reserve auction, only to see it cancelled at the last minute.

Do you believe the seller is acting in good faith by noting he will yank
the auction if he doesn't get a certain amount? It seems strange to so
actively defend the original sellers abuse of the eBay rules, as they
are written.

Jim

--
Jim Brain, Brain Innovations
brain@jbrain.com http://www.jbrain.com
Dabbling in WWW, Embedded Systems, Old CBM computers, and Good Times!

4600. Re: LARGEST HOME COMPUTER COLLECTION IN THE WORLD (?) FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 08:21:20 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <divmudktn1@atlantis.news.tpi.pl>
Source record: 10677

Dimitri Kokken (info@fki.be) napisał(a):
<cut>
I've seen bigger collections.

--
Adam Klobukowski
atari@gabo.pl

4601. WTD Top part of Falcon case

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 10:00:11 UTC
From: hou-2alh@iximail.com
Message-ID: <1129543211.515185.96520@g14g2000cwa.googlegroups.com>
Source record: 10678

Hi,

Looking for the top part of a Falcon case. Anyone
got a spare for sale? I have the rest of the Falcon
but for some reason the top was discarded.

Thanks

Rob.
hou-2alh@iximail.com

4602. Format a Mint Partition in TOS/Magic/Mint/etc?

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 12:58:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4353ca4c224a60@comcast.net>
Source record: 10680

Hello,

Is there a program that will format a MintNet parition so it will correctly accept MintNet files that I can run from a Magic,Mint,Tos, etc desktop? I backed up my MintNet partition and do not want to go through the whole installation of Mint using EasyMint.

4603. Atari 1040 Available

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 14:50:06 UTC
From: Ken <ken.n@sympatico.ca>
Message-ID: <vSO4f.18435$GH1.135255@news20.bellglobal.com>
Source record: 10679

Hi,

I have an Atari 1040, colour monitor, external hard, books, games for best offer!

Must be picked up I will not send.

Ajax, Ontario, Canada.

Email me: knewman@sympatico.ca

4604. Re: Atari 1040 Available

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 22:20:26 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <JsV4f.9620$ns3.413077@news20.bellglobal.com>
Source record: 10681

hello ken ,i live in london ontario, how far am i from you?

any takers yet?
interested in books, hard drive,maybe even st.... if this guy ever gets back
to me regarding a disk drive to replace..

well keep in touch and maybe price estimate ....what were your main
applications for this?

charles.copp@sympatico.ca

4605. Re: Ebay Listing (U.S.)

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 22:45:38 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <maydnQGdFtBatMneRVn-iQ@adelphia.com>
Source record: 10682

samf wrote:
> Hellow to all,
>
> I've just listed some Falcon pieces and parts on ebay.
>
> Thanks
Okay, forgot to give you all a list of the parts: here you go:

Falcon PSU (clean, excellent working condition)
Falcon Keyboard (clean, excellent working condition)
Atari Mouse (new condition, never used)
All the shielding from the Falcon's case(plus the speaker :-))

Thanks everybody

4606. Re: LARGEST HOME COMPUTER COLLECTION IN THE WORLD (?) FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2005-10-17 23:28:31 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <zsW4f.493357$xm3.163009@attbi_s21>
Source record: 10683

Adam Klobukowski wrote:

> Dimitri Kokken (info@fki.be) napisa?(a):
> <cut>
> I've seen bigger collections.
>
So have i, but its still pretty impressive you have to admit.

4607. Re: LARGEST HOME COMPUTER COLLECTION IN THE WORLD (?) FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2005-10-18 08:29:29 UTC
From: "Dimitri Kokken (info@fki.be)" <dimitri.kokken@pandora.be>
Message-ID: <qp25f.192278$HN5.54594@biebel.telenet-ops.be>
Source record: 10684

Please note that I said : HOME computer...no consoles, no "professional" machines...only home computers from the 70's and 80's (and early 90's) and then I think it's one of the largest ones (also note that I placed a questionmark after the word "world")

Cheers,
Dimitri

"Ziggy" <Ziggy@faked-address.com> wrote in message news:zsW4f.493357$xm3.163009@attbi_s21...
> Adam Klobukowski wrote:
>
> > Dimitri Kokken (info@fki.be) napisa?(a):
> > <cut>
> > I've seen bigger collections.
> >
> So have i, but its still pretty impressive you have to admit.

4608. Re: Format a Mint Partition in TOS/Magic/Mint/etc?

Newsgroup: comp.sys.atari.st
Date: 2005-10-18 08:51:55 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1129625514.975896.271660@g47g2000cwa.googlegroups.com>
Source record: 10685

Theres no such thing as a Mintnet partition.
But there is a way to format a MiNT partition, if that is what you're
asking.

Coda.

Edward S. Baiz Jr. wrote:
> Hello,
>
> Is there a program that will format a MintNet parition so it will correctly
> accept MintNet files that I can run from a Magic,Mint,Tos, etc desktop? I
> backed up my MintNet partition and do not want to go through the whole
> installation of Mint using EasyMint.

4609. Re: Format a Mint Partition in TOS/Magic/Mint/etc?

Newsgroup: comp.sys.atari.st
Date: 2005-10-18 15:33:06 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <dj34jimqr1@reader2.panix.com>
Source record: 10686

Well, maybe. The EasyMiNT distribution includes a MKFS.TTP program, which
will write a ext2 file system. If that is what you want, there is a way,
it will not be recognized by TOS, and I know nothing about Magic.

One can run MiNT without starting MiNTnet, and have a TOS desktop and
access to a ext2 partition. Is that what you had in mind.

Jim

Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:

: Hello,

: Is there a program that will format a MintNet parition so it will correctly
: accept MintNet files that I can run from a Magic,Mint,Tos, etc desktop? I
: backed up my MintNet partition and do not want to go through the whole
: installation of Mint using EasyMint.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4610. JagFest 22nd/23rd October

Newsgroup: comp.sys.atari.st
Date: 2005-10-18 17:08:03 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20051018181045168O7%derryck@cixcoukinvalid>
Source record: 10687

Members of the Cheshunt Computer Club will be manning a table at the above occasion (Rochester, Kent), so do please say hello if you're there!

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

4611. Re: JagFest 22nd/23rd October

Newsgroup: comp.sys.atari.st
Date: 2005-10-18 21:30:46 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1129671046.539751.71900@f14g2000cwb.googlegroups.com>
Source record: 10688

I will be there too, with an EtherNat equipped CT60.
Anyone know if we're going to get some internet access this year? (I know - Fat Chance ;-))

Coda.

4612. Re: JagFest 22nd/23rd October

Newsgroup: comp.sys.atari.st
Date: 2005-10-18 23:42:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.18.23.42.44.122252@charter.net>
Source record: 10689

On Tue, 18 Oct 2005 14:30:46 -0700, Coda wrote:

> I will be there too, with an EtherNat equipped CT60.
> Anyone know if we're going to get some internet access this year? (I
> know - Fat Chance ;-))
>
> Coda.

How did you get an EtherNAT already? I'm jealous! :-)

--
_/_/_/

4613. The Atari ST Quick FAQ

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 00:26:34 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dj43rqmna1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10690

Hello,

I read on here a while back that people were searching for this site. I'm doing a bit of mass information gathering at the moment and guess what I found...

<http://www.chebucto.ns.ca/Technology/NSACUG/info/faq/atariquickfaq.txt>

Not sure if it's up to date but it's in pure text which is good. If the link doesn't come out properly in Outlook go here and click on number 30.

<http://www.retro.dial.pipex.com/acsi_ref/index.htm>

techie_a
http://www.retro.dial.pipex.com

4614. Re: The Atari ST Quick FAQ

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 01:58:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.19.01.58.07.198014@charter.net>
Source record: 10691

On Wed, 19 Oct 2005 00:26:34 +0000, techie_alison wrote:

> Hello,
>
> I read on here a while back that people were searching for this site. I'm
> doing a bit of mass information gathering at the moment and guess what I
> found...
>
> <http://www.chebucto.ns.ca/Technology/NSACUG/info/faq/atariquickfaq.txt>
>
> Not sure if it's up to date but it's in pure text which is good. If the
> link doesn't come out properly in Outlook go here and click on number 30.
>
> <http://www.retro.dial.pipex.com/acsi_ref/index.htm>
>
> techie_a
> http://www.retro.dial.pipex.com

I had found a couple of those, although not that particular site. I also
think I was the one that you're probably talking about, looking for them.

Thats a very good link though, lots of useful stuff in one place. Thanks
Techie-Alison! :-)

--
_/_/_/

4615. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 03:00:37 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <pFi5f.4614$t12.18@trnddc03>
Source record: 10692
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

heheheh... yeah I'd say his intentions are documented pretty well at this
point!

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:41b5l155lkdjip94k4f95niaoro850vm94@4ax.com...
--->8--- snip
> Perhaps it's better, if you are contemplating ending an auction early for
> dishonest reasons such as not getting enough money for the items, that you
> don't post about it on public newsgroups first.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

4616. Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 03:27:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.19.03.27.45.489337@charter.net>
Source record: 10693

Guys, is there a way to set the background color of the text under icons
in Thing to the same color as the window background that its in? That
white box is sorta on the ugly side...

Thanks.

--
_/_/_/

4617. Re: JagFest 22nd/23rd October

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 07:38:44 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1129707524.475943.103660@g43g2000cwa.googlegroups.com>
Source record: 10694

It's a prototype, and I'm a developer.

Coda.

4618. Re: JagFest 22nd/23rd October

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 07:58:52 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20051019085857168O7%derryck@cixcoukinvalid>
Source record: 10695

On 2005-10-18 22:30:46 +0100, "Coda" <smeg_007@hotmail.com> said:

> I will be there too, with an EtherNat equipped CT60.

I expect our man Mark will be asking you a few questions :-)

> Anyone know if we're going to get some internet access this year? (I
> know - Fat Chance ;-))

Even a LAN would help demo, but I can see that being hard ;-)

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

4619. Re: JagFest 22nd/23rd October

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 08:32:23 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1129710743.760416.223520@g47g2000cwa.googlegroups.com>
Source record: 10696

Well I can bring some other stuff, so yes we can have a LAN.

Coda.

4620. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 13:09:32 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1129727377.5862.226.camel@linuxbox>
Source record: 10697

Hi Ronald,

tir, 18,.10.2005 kl. 23.27 -0400, skrev Ronald J. Hall:
> Guys, is there a way to set the background color of the text under icons
> in Thing to the same color as the window background that its in? That
> white box is sorta on the ugly side...

No, I'm afraid that is not possible. This is the one thing I dislike
about Thing too...

Best Regards,
Odd Skancke

4621. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 14:08:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.19.14.08.06.386283@charter.net>
Source record: 10698

On Wed, 19 Oct 2005 13:09:32 +0000, Odd Skancke wrote:

> Hi Ronald,
>
> tir, 18,.10.2005 kl. 23.27 -0400, skrev Ronald J. Hall:
>> Guys, is there a way to set the background color of the text under icons
>> in Thing to the same color as the window background that its in? That
>> white box is sorta on the ugly side...
>
> No, I'm afraid that is not possible. This is the one thing I dislike
> about Thing too...
>
>
> Best Regards,
> Odd Skancke

Hi Odd! Thanks for replying. Well, is that one rumor about the author
re-starting development work on Thing true? Perhaps Thomas can be offered
a suggestion about being able to change that background around the icon
text?

:-)

--
_/_/_/

4622. Re: JagFest 22nd/23rd October

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 14:10:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.19.14.10.28.808240@charter.net>
Source record: 10549

On Wed, 19 Oct 2005 00:38:44 -0700, Coda wrote:

> It's a prototype, and I'm a developer.
>
> Coda.

Well, I guess that certainly has some advantages, eh? <big grin>

I've got mine ordered and paid for...just waiting... :-)

PS So do you think the Supervidel will be next? Thats something else that
me and a lot of other people are excited about!

--
_/_/_/

4623. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 14:26:06 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dj5l1u$6nn$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10550

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.19.14.08.06.386283@charter.net...
> On Wed, 19 Oct 2005 13:09:32 +0000, Odd Skancke wrote:
>
> > Hi Ronald,
> >
> > tir, 18,.10.2005 kl. 23.27 -0400, skrev Ronald J. Hall:
> >> Guys, is there a way to set the background color of the text under
icons
> >> in Thing to the same color as the window background that its in? That
> >> white box is sorta on the ugly side...
> >
> > No, I'm afraid that is not possible. This is the one thing I dislike
> > about Thing too...
> >
> >
> > Best Regards,
> > Odd Skancke
>
> Hi Odd! Thanks for replying. Well, is that one rumor about the author
> re-starting development work on Thing true? Perhaps Thomas can be offered
> a suggestion about being able to change that background around the icon
> text?
>
> :-)
>
> --
>
_/_/_/

Thus achieving what you would like by coming in from a different angle.

4624. Re: JagFest 22nd/23rd October

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 15:57:34 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1129737454.085139.219620@g44g2000cwa.googlegroups.com>
Source record: 10551

I'm waiting for the ctpci and drivers to an mpeg card to play dvds ;)
But supervidel also for sure.

4625. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 16:55:46 UTC
From: "Frank P. Szymanski" <usenetposting@arcor.de>
Message-ID: <43567ffc$1$21259$9b4e6d93@newsread2.arcor-online.net>
Source record: 10556

>> Guys, is there a way to set the background color of the text under
>> icons in Thing to the same color as the window background that its
>> in? That white box is sorta on the ugly side...
> No, I'm afraid that is not possible. This is the one thing I dislike
>about Thing too...

Well, how about TeraDesk? Although it has the same behaviour it is as
far as I know the only desktop that is still in active development.

And by the way, due to the fact that it is the only desktop that can
handle very long filenames correctly I recently switched to it. In the
beginning I missed some features but in the meantime I start getting
used to it.

Regards,

Frank

4626. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 17:00:41 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <1Xu5f.1974$aQ6.1691@bignews1.bellsouth.net>
Source record: 10554

What about the current version of NeoDesk. Can the white banner be
changed
to the background color?

Also, has anyone had any luck using another Font other than the system
Font with Current version of NeoDesk?
I use Current version of Geneva with it BTW.

If so, any details on what font and from what system SpeedOGDOS or NVDI?

phantomm@bellsouth.net

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.19.03.27.45.489337@charter.net...
>
> Guys, is there a way to set the background color of the text under
> icons
> in Thing to the same color as the window background that its in? That
> white box is sorta on the ugly side...
>
> Thanks.
>
> --
> _/_/_/_

4627. WTB: Latest version of Jinnie

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 17:03:41 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <PZu5f.1991$aQ6.987@bignews1.bellsouth.net>
Source record: 10555

Would like to buy the latest version of Jinnie.

Anyone here know what the last version was?

If anyone in the US has a version for sale do
contact me.

I may also purchase a new copy if it still can
be purchased.

phantomm@bellsouth.net

4628. Fellow Atarian Tony Greenwood

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 18:24:05 UTC
From: Gordon Campbell <bakerboy26@NOSPAM.ntlworld.com>
Message-ID: <9bw5f.8276$6i4.1588@newsfe7-gui.ntli.net>
Source record: 10557

Hi all,

Anyone got any contact details for Tony Greenwood?

Thanks in advance,

Gordy

4629. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 18:44:36 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1129747482.5862.255.camel@linuxbox>
Source record: 10552

ons, 19,.10.2005 kl. 10.08 -0400, skrev Ronald J. Hall:
> On Wed, 19 Oct 2005 13:09:32 +0000, Odd Skancke wrote:
>
> > Hi Ronald,
> >
> > tir, 18,.10.2005 kl. 23.27 -0400, skrev Ronald J. Hall:
> >> Guys, is there a way to set the background color of the text under icons
> >> in Thing to the same color as the window background that its in? That
> >> white box is sorta on the ugly side...
> >
> > No, I'm afraid that is not possible. This is the one thing I dislike
> > about Thing too...
> >
> >
> > Best Regards,
> > Odd Skancke
>
> Hi Odd! Thanks for replying. Well, is that one rumor about the author
> re-starting development work on Thing true? Perhaps Thomas can be offered
> a suggestion about being able to change that background around the icon
> text?

Hi again, Ronald!

I think that Thomas is still active and have plans to continue work on
Thing, but I also know that he is very busy elsewhere. So I have no idea
when we will see a new Thing version. Thomas, if you read, can you say
something about Thing development status?

Best Regards,
Odd Skancke

4630. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 18:46:16 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1129747582.5862.259.camel@linuxbox>
Source record: 10553

ons, 19,.10.2005 kl. 14.26 +0000, skrev techie_alison:

> Not sure if this helps (admittedly I know not alot about Thing).
>
> Have just Googled and some text says here;
>
> Dedicated icon manager.
> This is now available as a separate English release from:
> Download icon utility now!
> http://atari.transaction.free.fr/interactive/software/thng120.htm
>
> If you can't change the colour under the icons then can you not copy, edit,
> and replace the icons?
> Thus achieving what you would like by coming in from a different angle.

The problem isnt the icons themselves, it is how the icon banners are
rendered. So it doesnt matter what you do to the icons, really :)

Best Regards,
Odd Skancke

4631. Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 18:59:21 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <43569788$0$1737$8fcfb975@news.wanadoo.fr>
Source record: 10558

Hello,

I read in a post a few days ago that there seems to exist a version of
thing > 1.27. Where can one get this version ?
BTW, I sent many mails to the authors of 1.27 in order to register a
long time ago, but never got any answer :-(

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4632. PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 19:41:58 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dj67i6$259$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10559

Hello,

Have seen a few names from here pop up in my inbox over the last few weeks.
Thanks for supporting
the project :-) From what I'm hearing back it's all good. There's now
about 50+ of them out there.

For anyone that's interested in one of these PS2 mouse interfaces, they're
up on eBay here;
<http://cgi.ebay.co.uk/Atari-ST-PeST-PS2-Mouse-Interface_W0QQitemZ8710374530
>

I have the PCB's to make about 12 more before Chris/Exxos and I make the
decision to buy
another 100 boards depending on how the figures look.

Further details here;
http://www.retro.dial.pipex.com/pest/index.htm

Thanks again,

techie_a

4633. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 21:57:22 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <svWdnZrbnbcmXcvenZ2dnUVZ8qKdnZ2d@pipex.net>
Source record: 10560

> I have the PCB's to make about 12 more before Chris/Exxos and I make the
> decision to buy
> another 100 boards depending on how the figures look.

I have 3 modules left here then thats all my stock out, problem is to buy stuff in packs of 25 to get good prices... problem is also there ain't 25 PCB's left. I can get some more made up again, though I have to sell 20 modules just to get back the cash invested on the PCB's alone... This is why the prices are going up at the moment and only buying in bulk packs is the cheapest solution.

http://www.cps-electronics.co.uk/web/PeST.htm

There are still a lot of PeST for sale, so I suggest if people want them to grab them while we have stocks of them. After they are gone we could go back to taking pre-orders though there will have to be at least 25 orders before the production goes ahead. either that or someone buys a bulk pack of 25, in which case it covers the costs of parts and don't leave me out of pocket then!

We know there are people in the states who can't get payment to use, We asked BEST if they would be interested in being a distributor and it was a no-go. Only thing we can suggest is if someone in the states buys a bulk pack and we can list them as a USA distributor for those who cant get payment overseas... It would be wise for "whoever" to get a list of people who wish to order one in effect taking pre-orders as I did last month before making the purchase. Its a lot of $$$ to invest in stock, though I am sure they will sell eventually. Its if anyone has a deep enough pocket to be a USA distributor!

We don't plan on pulling the plug on them anytime soon, we hope to keep them in production for a long time yet, but we have to be carefull that we don't end up out of pocket which is what happens when 100 people say they want one and only a handfull actually buy one, so I hope people can understand we are trying to be as fair as we can!

/end rant :-)

Chris

4634. dougquake

Newsgroup: comp.sys.atari.st
Date: 2005-10-19 23:19:33 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <T6idna2Kt4whScveRVn-tA@adelphia.com>
Source record: 10561

I downloaded dougquake, now where do I find the pak0 and pak1 files, and the unpacker for .pak files?

Thanks

4635. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 01:03:00 UTC
From: not@onyournelly.com
Message-ID: <4356ecc5@212.67.96.135>
Source record: 10562

On 19-Oct-2005, "exxos" <exxos@home.co.uk> wrote:

> There are still a lot of PeST for sale, so I suggest if people want them
> to
> grab them while we have stocks of them.

And well worth every penny too! I am now able to use even a usb optical
mouse on my STe, all thanks to PeST.

Promotion over! :)

PAUL

4636. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 02:56:53 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <gLGdnd33g8-OmsreRVn-ig@csinet.net>
Source record: 10563
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Seriously 1600X1200 photos?

That would take a day or 2 to load on dial up! :D

I still got a problem with someone that has an opportunity to find items
like that but have no respect other than stacking it on end and never
bothering with it again. (sniff)

VastFear

"Cartrivision1" <doidy1@juno.com> wrote in message
news:1129359126.365878.263790@o13g2000cwo.googlegroups.com...
> My brother is auctioning off his collection of vintage computers and
> related stuff. He asked me to post a link to the auction to a few
> related newsgroups. Please feel free to take a look at the auction
> below:
>
>
>
> http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ870842071
7QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
>
>
>
> thanks,
> CTV
>

4637. Re: Format a Mint Partition in TOS/Magic/Mint/etc?

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 05:12:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <435759902412700@comcast.net>
Source record: 10574

>Well, maybe. The EasyMiNT distribution includes a MKFS.TTP program, which
>will write a ext2 file system. If that is what you want, there is a way,
>it will not be recognized by TOS, and I know nothing about Magic.
Jim

Yes, the MKFS.TTP program looks like is what I want.

>
>One can run MiNT without starting MiNTnet, and have a TOS desktop and
>access to a ext2 partition. Is that what you had in mind.
>

Yes, I do that now and it does come in handy.

4638. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 05:42:12 UTC
From: mail@freeman-studio.com
Message-ID: <1129786932.284553.13360@g47g2000cwa.googlegroups.com>
Source record: 10564

Ronald J. Hall wrote:
> Guys, is there a way to set the background color of the text under icons
> in Thing to the same color as the window background that its in? That
> white box is sorta on the ugly side...

Have you tried Jinnee? I know it's a bit expensive compared to other alternatives, but it is able to change the color of the text background under the icons, like you want to do. It's probably the most feature-packed desktop I've seen on our platform, too.

Someone else suggested making this a request for the Teradesk authors, if you don't mind the much trimmed-down features. That might be a way to go as well, since it's the most actively developed desktop around. Personally, I've tried Teradesk, and after getting used to Thing and Jinnee, it drives me crazy not having all those features. I don't think I could ever switch to it unless they decide to make a non-slimmed-down version of that desktop, which would go against the author's intent. Of course, memory limitations and functioning extremely close to the built-in GEM desktop isn't an issue for me (not too fond of the basic GEM desktop anyway), and I like having as many options available to me as possible. So for you, this might not be a problem.

Mike Freeman
mike [at] freeman-studio [dot] com

4639. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 05:45:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <435759902412701@comcast.net>
Source record: 10575

>Hello,
>
>Have seen a few names from here pop up in my inbox over the last few weeks.
>Thanks for supporting
>the project :-) From what I'm hearing back it's all good. There's now
>about 50+ of them out there.
>
>For anyone that's interested in one of these PS2 mouse interfaces, they're
>up on eBay here;
><http://cgi.ebay.co.uk/Atari-ST-PeST-PS2-Mouse-Interface_W0QQitemZ8710374530

Yes I have already bought one. I am using Mario Becroft's device on my Hades so I can use a serial mouse, but want the PeST just in case something goes wrong. I love my ST's, but the Atari mouse has not always been my favorite. Even on my STe I have Dexa Mouse that was converted by a friend of mine.

4640. Arati ST stuff free to a good home.

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 07:52:10 UTC
From: Kel Bracken <kpbracken@shaw.ca>
Message-ID: <hviel1d1jdr6i5mt5a93dbpqclot2t4tsu@4ax.com>
Source record: 10565

Everyone,

I have a carload of free ST stuff to give away.

STE1040, HD, two monitors, power supplys, books and software. Lots of software.

Can't see it thrown out - but my wife wants the garage back.

Deal is - you pay for shipping and you take it all.

I live in Calgary Alberta

Kel

4641. Re: WTB: Latest version of Jinnie

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 07:54:54 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1129794894.847706.139260@o13g2000cwo.googlegroups.com>
Source record: 10566

I think it was 2.5

4642. Re: Arati ST stuff free to a good home.

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 07:58:16 UTC
From: _pho <photex@gmail.com>
Message-ID: <1129795096.233977.157760@o13g2000cwo.googlegroups.com>
Source record: 10567

What is the condition of the equipment?

4643. Re: Arati ST stuff free to a good home.

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 08:06:38 UTC
From: Kel Bracken <kpbracken@shaw.ca>
Message-ID: <oqjel19pcsib1o036r2l1mqh6nfcdiladk@4ax.com>
Source record: 10568

It was in working condition about two months ago.

Been sitting in my garage since.

Bit dusty but it was working. Not sure of the external HD - never tried it. First five games started and worked. Both monitors were working. Never tried the external floppy drives.

On 20 Oct 2005 00:58:16 -0700, "_pho" <photex@gmail.com> wrote:

>What is the condition of the equipment?

4644. Re: dougquake

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 09:26:49 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF7D2F79.C5CD%vlg@o2.pl>
Source record: 10569

w poscie T6idna2Kt4whScveRVn-tA@adelphia.com, samf od sf0218@adelphia.net
napisal 20-10-05 1:19:

> I downloaded dougquake, now where do I find the pak0 and pak1 files, and
> the unpacker for .pak files?
>

Well I think you doni¿½t need UNPACKER, what for?

Just need to get properly QUAKE VERSION, and put PAK files into ID1 FOLDER
if I good remember.

Greetz
vlg

4645. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 10:07:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <SLadnTjSepsz9srenZ2dnUVZ8qGdnZ2d@pipex.net>
Source record: 10570

<not@onyournelly.com> wrote in message news:4356ecc5@212.67.96.135...
>
> On 19-Oct-2005, "exxos" <exxos@home.co.uk> wrote:
>
>> There are still a lot of PeST for sale, so I suggest if people want them
>> to
>> grab them while we have stocks of them.
>
> And well worth every penny too! I am now able to use even a usb optical
> mouse on my STe, all thanks to PeST.
>
> Promotion over! :)
>
> PAUL
>

Pleased you like it Paul, as you can probably tell a lot of work went into making it how you see it today :-)

Chris

4646. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 10:21:34 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <43576fc6$1@news.eftel.com>
Source record: 10571

"J.-Luc" <Myname.Mysurname@myisp> wrote in message
news:43569788$0$1737$8fcfb975@news.wanadoo.fr...
> Hello,
>
> I read in a post a few days ago that there seems to exist a version of
> thing > 1.27. Where can one get this version ?
> BTW, I sent many mails to the authors of 1.27 in order to register a
> long time ago, but never got any answer :-(
>
> Regards,
>
> Jean-Luc
> --
> "From" is invalid. In order to answer directly, replace :
> Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
>
>
I'm in the same situation. I have tried contacting the author etc to no
avail. I would like to get a registered version of Thing be it 1.27e or
preferably later!

4647. WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 11:57:37 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dj80ng$q3m$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10572

Hello,

I'd like to buy an external working Atari hard drive in the UK, supplied with a 19DB cable. Size in megabytes not hugely important. Atari stock preferred although Supra, Triangle, Power Computing all good.

Offer is upto £50inc P+P. payable via PayPal.

Thanks,

techie_a

4648. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 12:25:34 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF7D595E.C604%vlg@o2.pl>
Source record: 10573

w poscie dj80ng$q3m$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com, techie_alison od techie_alison@yahoo.com napisal 20-10-05 13:57:

> Hello,
>
> I'd like to buy an external working Atari hard drive in the UK, supplied
> with a 19DB cable. Size in megabytes not hugely important. Atari stock
> preferred although Supra, Triangle, Power Computing all good.
>
> Offer is upto ďż˝50inc P+P. payable via PayPal.
>

Well, maybe Ive got something interesting for you, please send me your email address.

(can be sended from UK)

vlg@o2.pl

4649. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 16:16:32 UTC
From: SWE <jvalant@atari.org>
Message-ID: <ApP5f.854$h6.284020@news.siol.net>
Source record: 10576

ausl8 wrote:

> "J.-Luc" <Myname.Mysurname@myisp> wrote in message

>> I read in a post a few days ago that there seems to exist a version of
>> thing > 1.27. Where can one get this version ?
>> BTW, I sent many mails to the authors of 1.27 in order to register a
>> long time ago, but never got any answer :-(

> I'm in the same situation. I have tried contacting the author etc to no
> avail. I would like to get a registered version of Thing be it 1.27e or
> preferably later!

U should ask Thomas for 1.29 beta then. It was not released, but he was
happy to send a copy to registered users on request. Better (not perfect
still) long names support, image background in windows ... I use it, and im
quite happy with it.

4650. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 16:34:21 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4357c70d$1_3@x-privat.org>
Source record: 10577

SWE wrote:
>
>
>
> ausl8 wrote:
>
>> "J.-Luc" <Myname.Mysurname@myisp> wrote in message
>
>>> I read in a post a few days ago that there seems to exist a version of
>>> thing > 1.27. Where can one get this version ?
>>> BTW, I sent many mails to the authors of 1.27 in order to register a
>>> long time ago, but never got any answer :-(
>
>> I'm in the same situation. I have tried contacting the author etc to no
>> avail. I would like to get a registered version of Thing be it 1.27e or
>> preferably later!
>
>
> U should ask Thomas for 1.29 beta then. It was not released, but he was
> happy to send a copy to registered users on request. Better (not perfect
> still) long names support, image background in windows ... I use it, and im
> quite happy with it.

Which I did numerous times. The last time I send a mail to Thomas was
maybe two months ago but alas for some reason he doesn't reply at all.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

4651. AD: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 18:23:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510201015550.24979-100000@onyx.spiritone.com>
Source record: 10579
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail or call (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/adoption.htm
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Book List!
http://www.aracnet.com/~atari/stbooks.htm ST Book List!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/windoze.htm That other Operating System!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4652. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 18:26:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510201123450.24979-100000@onyx.spiritone.com>
Source record: 10580
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4653. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 18:40:00 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4357e480$0$5362$8fcfb975@news.wanadoo.fr>
Source record: 10578

SWE a ï¿½crit :
>
> [.../...]
> U should ask Thomas for 1.29 beta then. It was not released, but he was
> happy to send a copy to registered users on request. Better (not perfect
> still) long names support, image background in windows ... I use it, and im
> quite happy with it.

This means that I need to register first, which I *never* could achieve
at all :-(
So, what do I do now ?

Thanks,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4654. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 20:18:45 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <ad236$4357fd61$1884f879$28664@news.chello.nl>
Source record: 10581

not@onyournelly.com wrote:

>
> And well worth every penny too! I am now able to use even a usb optical
> mouse on my STe, all thanks to PeST.
>
> Promotion over! :)
>
> PAUL
>

Ha!

I am now using a usb *cordless* optical mouse on my TT. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

4655. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 21:25:45 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dj920o$5d0$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10582

"Henk Robbers" <h.robbers@chello.nl> wrote in message
news:ad236$4357fd61$1884f879$28664@news.chello.nl...
> not@onyournelly.com wrote:
>
> >
> > And well worth every penny too! I am now able to use even a usb optical
> > mouse on my STe, all thanks to PeST.
> >
> > Promotion over! :)
> >
> > PAUL
> >
>
> Ha!
>
> I am now using a usb *cordless* optical mouse on my TT. :-)
>
> --
> Groeten; Regards.
> Henk Robbers. mailto:h.robbers@chello.nl
> http://members.ams.chello.nl/h.robbers/Home.html
> Interactive disassembler: TT-Digger; http://digger.atari.org
> A Home Cooked teXt editor: AHCX

Hi Paul, Henk and Edward :-)

Good to hear that you're getting on well. Hope you've all tried holding
both mouse buttons for 10 seconds to try out the different scaling speeds.
A customer a few days ago was over the moon at the suggestion, I'm not quite
sure what happened to him after that.

Yayyyyy, the PeST club. Erm, well maybe not.

Friendly hellos,

techie_a

4656. Re: The Atari ST Quick FAQ

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 21:46:41 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dj9380$op4$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10583

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.19.01.58.07.198014@charter.net...
> On Wed, 19 Oct 2005 00:26:34 +0000, techie_alison wrote:
>
> I had found a couple of those, although not that particular site. I also
> think I was the one that you're probably talking about, looking for them.
>
> Thats a very good link though, lots of useful stuff in one place. Thanks
> Techie-Alison! :-)
>

We try ;-)

Just trying to do all of the nitty searching for this project to begin with.

A TOS transparant ACSI <> IDE adapter, ooh yummy. for my tummy. well
something like that.. that just didn't sound right.

Maybe I am eccentric not to have a television, try it in the UK and see what
happens to you non-conformists out there.
http://www.marmalade.net/lime/

They REALLY (the BBC) do treat you like this in the UK. If you don't want
to watch adverts and the latest celebrities ad-nausea you're considered
strange.

waffle waffle

4657. Re: Word Perfect on CT60 update

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 21:59:53 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1129845593.442783.236930@g49g2000cwa.googlegroups.com>
Source record: 10585

Phantom wrote:
> Not for sure, but I seem to remember that there are two versions of
> WordPerfect.
>
> One didn't work well or at all on the Stock Falcon030, and the other
> version ran just fine.
>
> I picked up a Complete version 4.1 of WP lately. At least I think it was
> 4.1.
>
> I already had a complete version that would not run on the stock Falcon.
> Not sure what version it was.
>
> Anyone know about this and what version does work correctly on the
> Falcon?
>
There are two 4.1 versions. (Yes, I know that doesn't make sense.)
You can tell the difference by the date on the splash screen. You want
April 18th, 1991.

Galen

4658. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 22:02:44 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4radnbJint-tjsXeRVnygQ@pipex.net>
Source record: 10584

> A customer a few days ago was over the moon at the suggestion, I'm not
> quite
> sure what happened to him after that.
>

He rushed out to get a box of tissues.

chris

4659. Re: The Atari ST Quick FAQ

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 22:07:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <1JKdnVGvRrgFicXeRVnyvw@pipex.net>
Source record: 10586

> They REALLY (the BBC) do treat you like this in the UK. If you don't want
> to watch adverts and the latest celebrities ad-nausea you're considered
> strange.

I don't watch TV either, having the time would be a fine thing! I'm
actually happy listening to the local radio station, they get a lot of
E-mails from me during the day, entering the quizes with silly answers is
always a good laugh... I know im simple ;-)

Chris

4660. Re: WTD Top part of Falcon case

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 22:15:37 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1129846537.727557.324580@g49g2000cwa.googlegroups.com>
Source record: 10587

Where are you?

Galen

4661. Re: The Atari ST Quick FAQ

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 22:18:31 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dj953n$518$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10588

"exxos" <exxos@home.co.uk> wrote in message
news:1JKdnVGvRrgFicXeRVnyvw@pipex.net...
>
> > They REALLY (the BBC) do treat you like this in the UK. If you don't
want
> > to watch adverts and the latest celebrities ad-nausea you're considered
> > strange.
>
>
> I don't watch TV either, having the time would be a fine thing! I'm
> actually happy listening to the local radio station, they get a lot of
> E-mails from me during the day, entering the quizes with silly answers is
> always a good laugh... I know im simple ;-)
>
> Chris
>
>

Ah, but then you need a radio licence.

Oceania is your home now.

4662. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-20 22:21:35 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dj959f$dj9$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10589

"exxos" <exxos@home.co.uk> wrote in message
news:4radnbJint-tjsXeRVnygQ@pipex.net...
>
> > A customer a few days ago was over the moon at the suggestion, I'm not
> > quite
> > sure what happened to him after that.
> >
>
> He rushed out to get a box of tissues.
>
> chris
>
>

Now I can't believe anyone would cry in joy over PeST.

That's just going too far.

4663. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-21 00:06:03 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1129853163.949317.192080@f14g2000cwb.googlegroups.com>
Source record: 10590

I'm pretty sure that NeoDesk can use any font, but I don't think the background color can be changed.

Note however, that most fonts don't display well when in the tiny fontsize that an icon requires.

Galen

4664. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-21 08:06:56 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dja7j0$h6d$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10591

Hi,

To reiterate, I need a hard disk as specfied, as in an ACSI drive, not an internal fitted IDE drive or cartridge rom;

I'd like to buy an external working Atari hard drive in the UK, supplied with a 19DB cable. Size in megabytes not hugely important. Atari stock preferred although Supra, Triangle, Power Computing all good.

Offer is upto ?50inc P+P. payable via PayPal.

Thanks,

techie_a

4665. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-21 14:44:20 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <435928fe13a06a0@adelphia.net>
Source record: 10597

Ronald,
He should be able to play MP3's with Aniplayer with no problem. I know before I did the MOBO mod my CPU load was around 10 percent playing MP3's now with the MOBO mod and a 97.5 mhz CPU I am down to 5 percent CPU load. This is playing a 128 kbit/sec MP3. Really the issue is here that older software was never designed for this type of speeder card. So far with apps I have encountered everything runs perfectly and VERY FAST. To me getting the speed is far more worth it than a few older apps or demos that decide not to work.

Just my 2 cents worth.

Thanks,
Carey C.

4666. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-21 15:09:20 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <43592ed818312f0@adelphia.net>
Source record: 10598

Hey Chris,
Whats up?? Just thought I would add that Rodolphe and Didier both I am sure did some extreme testing out of the bus speeder part of the CT60. If look at Didier's web page I think he is pushing 26 or 26.5 mhz out of his bus speeding which mean that the DSP and Videl are running at 52 or 53 mhz. Sure this is probably on the high end of the spectrum for all chips involved. But I am sure your not running 100% load on any of these components all of the time that the computer is on.

Agian just my 2 cents.

Thanks,
--
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 25 mhz. with 14 megs STRam
CT60 68060RC60 @ 97.5 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
EtherNAT 10/100 mbit/sec 2 USB 1.1 ports
CTPCI adapter from Czuba Tech
SuperVIDEL Video Card with 256 Megs DDR SDRam

4667. CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-21 20:17:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.21.20.17.47.204206@charter.net>
Source record: 10592

Hey gang. I was just wondering...doesn't the CT60 work with RGB (as in SC1224 monitors)?

Reason I'm asking is, I was playing with some older demos, seeing which ones still work and which ones don't. I was running at first with the CT60 turned *off*. Some demos work, some don't - so I can only assume its because of the motherboard mod thats done. Termfin runs, Beams runs, Hmm runs, but none of the Douglas Litte (of Black Scorpion fame) demos like Speeder work.

Anyways, I ran beams from ST low, no auto/acc/cpx stuff at all. It runs, and says it found no CT60, no Centurbo, no...well, you get the idea. It seems it detects some of these upgrades so I thought I'd boot up with the CT60 *on*, hooked up to an SC1224 monitor, in st-low, no auto/accs/cpxs and see what it would do.

Except that I can't even boot up. The screen goes garbled up color crazy and thats it. Nothing. Nada.

Am I missing (as per my usual practice <grin>) something obvious here? :-)

Thanks guys.

--
_/_/_/

4668. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-10-21 20:38:45 UTC
From: vdjole@EUnet.yu
Message-ID: <djbjkgdtt1@news.eunet.yu>
Source record: 10593

On 19 Oct 2005 18:55:46 , Frank P. Szymanski wrote:
>>> Guys, is there a way to set the background color of the text under
>>> icons in Thing to the same color as the window background that its
>>> in? That white box is sorta on the ugly side...
>> No, I'm afraid that is not possible. This is the one thing I dislike
>>about Thing too...
>
>Well, how about TeraDesk?

TeraDesk simply the AES function rsrc_load() to read the icons file and then uses objc_draw()/_add()/_change()/_hide()... to draw and manipulate them. So the most elegant way to provide transparent icon labels would be that an AES somehow provide that capability. Alternative code might be created to provide enhanced rendering of the icons, e.g. like transparent labels, or proper drawing of 'disabled' icons (nice for for hidden files), but probably that would be more trouble than it would be useful. On the other hand, if someone wishes to contribute a piece of very small (up to a couple of hundred bytes) and fast piece of icon-rendering code (treating icons as progdef'd objects), it may get included in TeraDesk...

>as far as I know the only desktop that is still in active development.

A new release of TeraDesk (V3.63) can be expected in a couple of weeks or so- a number corrections has been made, some of which which may be considered more as improvements of the functionality of certain features. See new.txt on TeraDesk's home page.

>And by the way, due to the fact that it is the only desktop that can
>handle very long filenames correctly I recently switched to it.

I must admit that I do not understand this fascination with very long filenames ;) OK, the 8+3 of FAT filesystem is really very limiting, but extremely long names are boring to type, difficult to identify, and make directory listings almost unreadable. IMO about 10-20 characters should be enough- the useful content is supposed to be -in- the files, not in their names.

Btw. TeraDesk can handle filenames up to 128 characters long and complete paths can be up to 255 characters long, (but in some situations the complete path may be limited to about 130 characters).

Bbtw. it is possible to change maximum name/path length in TeraDesk by changing only three parameters in the source code- so a user should be able to easily recompile the program with this feature set to his liking (recently a user wished for filenames up to at least 1024 characers long...).

>In the beginning I missed some features but in the meantime I start getting
>used to it.

People have contacted me with very useful remarks about features which did not work as declared, or missing features which would be useful. Some of those suggestions have since been implemented in TeraDesk- so, if you have some specific objections, please let me know, and maybe something can be done about them.

Regards;

Djordje

4669. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-21 21:54:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <HKydnRHcz5V8_8TenZ2dnUVZ8qmdnZ2d@pipex.net>
Source record: 10594

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.21.20.17.47.204206@charter.net...
>
> Hey gang. I was just wondering...doesn't the CT60 work with RGB (as in
> SC1224 monitors)?
>
> Reason I'm asking is, I was playing with some older demos, seeing which
> ones still work and which ones don't. I was running at first with the CT60
> turned *off*. Some demos work, some don't - so I can only assume its
> because of the motherboard mod thats done. Termfin runs, Beams runs, Hmm
> runs, but none of the Douglas Litte (of Black Scorpion fame) demos like
> Speeder work.
>
> Anyways, I ran beams from ST low, no auto/acc/cpx stuff at all. It runs,
> and says it found no CT60, no Centurbo, no...well, you get the idea. It
> seems it detects some of these upgrades so I thought I'd boot up with the
> CT60 *on*, hooked up to an SC1224 monitor, in st-low, no auto/accs/cpxs
> and see what it would do.
>
> Except that I can't even boot up. The screen goes garbled up color crazy
> and thats it. Nothing. Nada.
>
> Am I missing (as per my usual practice <grin>) something obvious here? :-)
>
> Thanks guys.
>
> --
> _/_/_/_

chris

4670. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-21 22:12:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.21.22.12.04.601775@charter.net>
Source record: 10595

On Fri, 21 Oct 2005 22:54:31 +0100, exxos wrote:

> I had similar problems when I clocked the bus with nemesis years ago. Some
> games didn't work at all, the screen was just garbage and rolling like mad,
> worked fine on a unclocked falcon... actually got tired of it after a few
> games and ripped the thing out... I have CT60, and needless to say ive not
> boosted any buses up... only one that might be worth doing is the dsp
> clock..... I just overall get the feeling that people haven't tested these
> bus upgrades out properly as indeed it causes stuff to mess up... even know
> of some falcons which have been killed due to overclocking, seems the videl
> gives up or something like that.... im staying well clear of all that stuff
> now! not worth gaining a few mhz at the risk of killing a falcon!!!!!
>
>
> my 2c worth.....
>
> chris

Hi Chris. I had the Nemesis accelerator in my first Falcon. It was very compatible for me. All the demos, games, and apps that I used worked just fine.

Don't know whats different about the motherboard mod for the CT60 but it is. About 1/3 of the demos I've tried so far don't work (this is with the CT60 itself turned off). Some apps, such as Videomaster Falcon apparently as well. I can't even boot up with an SC1224 monitor with the CT60 on and the motherboard mods, although I can boot up with the CT60 turned off. Are the motherboard mods active all the time, even with the CT60 turned off?

Since you don't have the motherboard mod, can you tell me if you can play MP3s with the CT60 alone with Aniplayer? Just curious...

Thanks.

--
_/_/_/

4671. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-21 22:31:47 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <4c047$43596e13$1884f879$16334@news.chello.nl>
Source record: 10596

techie_alison wrote:

> Hi Paul, Henk and Edward :-)
>
> Good to hear that you're getting on well. Hope you've all tried holding
> both mouse buttons for 10 seconds to try out the different scaling speeds.

I did hold the buttons for 10 seconds.
I was touched, I've never seen a mouse waving at me.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

4672. FS: Atari Stacy external power supply US

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 00:48:44 UTC
From: TJ <tjlazer@crapmail.com>
Message-ID: <11lj33fgvoec689@corp.supernews.com>
Source record: 10599

I have a extra Universal Power Supply from Radio Shack that works perfectly with the Stacy! Tested and working 100%, asking $60 shipped. Comes with custom carry case too. I have a pic if interested.

4673. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 03:07:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.22.03.07.18.202630@charter.net>
Source record: 10600

On Fri, 21 Oct 2005 18:44:20 +0400, Carey Christenson wrote:

> Ronald,
> He should be able to play MP3's with Aniplayer with no problem. I know
> before I did the MOBO mod my CPU load was around 10 percent playing MP3's
> now with the MOBO mod and a 97.5 mhz CPU I am down to 5 percent CPU load.
> This is playing a 128 kbit/sec MP3. Really the issue is here that older
> software was never designed for this type of speeder card. So far with
> apps I have encountered everything runs perfectly and VERY FAST. To me
> getting the speed is far more worth it than a few older apps or demos that
> decide not to work.
>
> Just my 2 cents worth.

I never tried it before doing all the serious updating to my Falcon. I seem to be getting about what you are - just a little less. At 95mhz (100 craps out - haven't tried any of the odd speeds inbetween yet), Aniplayer reports about 10 percent usage. I'm perfectly happy with that. :-)

As far as the older apps go, I've no problem with except that I would like everything to work just like a stock Falcon - once I've got the CT60 turned off, etc, etc,.. So far, its really one single app that I used to use a lot back in the late 90's, and that was Videomaster Falcon. I can't get it to work at all on my current setup. I've tried the usual (setting program flags, booting up to ST lowres with no accs/auto/cpxs going) but its made no difference.

VMF worked fine for me with my first Falcon and a Nemesis accelerator so I had high hopes that it would work (at least) with the CT60 turned off on my current Falcon. Something is different though, as far as the modified chips/speeds go.

--
_/_/_/

4674. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 08:00:06 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <zLudndYeJYBGbcTenZ2dnUVZ8qGdnZ2d@pipex.net>
Source record: 10601

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.21.22.12.04.601775@charter.net...
> On Fri, 21 Oct 2005 22:54:31 +0100, exxos wrote:
>
>>
>> I had similar problems when I clocked the bus with nemesis years ago.
>> Some
>> games didn't work at all, the screen was just garbage and rolling like
>> mad,
>> worked fine on a unclocked falcon... actually got tired of it after a few
>> games and ripped the thing out... I have CT60, and needless to say ive
>> not
>> boosted any buses up... only one that might be worth doing is the dsp
>> clock..... I just overall get the feeling that people haven't tested
>> these
>> bus upgrades out properly as indeed it causes stuff to mess up... even
>> know
>> of some falcons which have been killed due to overclocking, seems the
>> videl
>> gives up or something like that.... im staying well clear of all that
>> stuff
>> now! not worth gaining a few mhz at the risk of killing a falcon!!!!!
>>
>>
>> my 2c worth.....
>>
>> chris
>
> Hi Chris. I had the Nemesis accelerator in my first Falcon. It was very
> compatible for me. All the demos, games, and apps that I used worked just
> fine.
>
> Don't know whats different about the motherboard mod for the CT60 but it
> is. About 1/3 of the demos I've tried so far don't work (this is with the
> CT60 itself turned off). Some apps, such as Videomaster Falcon apparently
> as well. I can't even boot up with an SC1224 monitor with the CT60 on and
> the motherboard mods, although I can boot up with the CT60 turned off. Are
> the motherboard mods active all the time, even with the CT60 turned off?
>
> Since you don't have the motherboard mod, can you tell me if you can play
> MP3s with the CT60 alone with Aniplayer? Just curious...
>
> Thanks.

I think its down to video modes used, IMHO when the bus is running 20/25mhz some screen modes refuse to work correctly. I know half the apps I used didn't work so just gave up in the end.

I am pretty sure aniplayer works in CT60 mode, but I have never been able to solve my CT60 problems yet, I am lucky to get even to the desktop let alone running any apps. I'm waiting for the CTCM module, going to try underclocking the CT60 to like 40mhz and see if it runs more stable then... my falcon has been in bits for like 2 years now, even sent my falcon to rodolphe for testing and he said it works fine, I dont see how as I can't even get to the desktop without it crashing... ah well, old story now... hoping I can get some boost out of the CT60 so I can at least put the lid back on my falcon!

FWIW, I can't play a mp3 in 030 mode, not very well, CPU flatlines and mp3 starts stuttering, I think in CT60 mode it uses about 50%... really can't remember now, half given up tbh.

Chris

4675. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 08:21:36 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <AY2dnf-kmZ9CaMTeRVnyjw@pipex.net>
Source record: 10602

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:43592ed818312f0@adelphia.net...
> Hey Chris,
> Whats up?? Just thought I would add that Rodolphe and Didier both I am
> sure did some extreme testing out of the bus speeder part of the CT60. If
> look at Didier's web page I think he is pushing 26 or 26.5 mhz out of his
> bus speeding which mean that the DSP and Videl are running at 52 or 53
> mhz.
> Sure this is probably on the high end of the spectrum for all chips
> involved.
> But I am sure your not running 100% load on any of these components all of
> the
> time that the computer is on.
>
> Agian just my 2 cents.
>
> Thanks,
> --
> Carey Christenson

HI Carey,

Trying to remember the things I was using at the time and really can't, was like 10 years ago when nemesis came out ?! I know I played a lot of falcon demos which didn't work, though it was even simple things like depackers which would crash... its wasn't due to it being unstable, I could run programs all day long and it would run fine... some apps would work fine and others would just totally screw up... It didnt matter if you ran 20 or 25mhz even... All I can say is, from what I remember, that some video modes wouldn't work with the bus mods, it would be like the screen lost a sync or something... programming in 25mhz was fantastic! though with all the other apps which didn't work it just wasn't worth it..

I regret I dont have a clue on what the apps were now, was all a very long time ago, but as nice as 25mhz would be, its not something I would do again.. I know a lot of people (in the past) who killed thier falcon running it at 25mhz, so for me, at least, im staying well clear of bus modes.... saying that I can't get my CT60 to work correctly either... like I said to ronald just, I am waiting for mt CTCM so I can try underclocking the CT60 to 40mhz (if It goes down that low, I think so...) I would be happy just to get my falcon put back together and get on with archiving my floppy collection... would like some boost in speed to speed the whole process up tho.. I think the only thing to do is send my falcon back to rodolphe for testing again... though really can't see the point in doing that a second time :-(

Aniplayer is strange one, if you do manage to get as far as to load it up, you could play a mp3 for like a hour or something silly (yup same one looped) then move the mouse and it would crash... gem desktop would be like that too, I used 80col 16 colours for my desktop, half the time I don't even get that far (its not the acc's or auto programs either) in fact I posted some images of the crashes a while ago on here. All I was doing was doing a total clean boot and changing video modes from like ST low to ST med, etc, just doing that would crash... so still have no idea why it won't work....

actually I have a veloce STE, I think its running a 60020 at 30mhz, might just use that :-)

Cheers,
Chris

4676. CCAG Show Rescheduled Dec. 4, 2005

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 14:34:22 UTC
From: fmh@copper.net
Message-ID: <435a4dee$1_2@newsfeed.slurp.net>
Source record: 10603

Show Rescheduled to

December 4, 2005!

As some of you may be aware, we are allowed the use of the National Guard Armory in Lorain, Ohio because one of our committee members is a member of the National Guard. This allows us to hold this event very inexpensively and free to vendors and attendees. In order for us to hold CCAG at the National Guard Armory in Lorain, he must attend the event. Unfortunately, Hurricane Rita activated the National Guard unit that he is in which meant he was unavailable for the now previously scheduled event date of October 22, 2005.

We have rescheduled the show to December 4, 2005, and have announced it via our email mailing lists and on this website.

http://ccagshow.com/

4677. Re: WTB: Latest version of Jinnie

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 16:31:09 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1129998669.919598.71010@g43g2000cwa.googlegroups.com>
Source record: 10604

Try Europe Shareware for a new copy

-$75
Direct Link to Jinnie page:
http://europeshareware.free.fr/scripts/visu2.php?logiciel=35&url=0&Langue=n_a&type_lo=&editeur=1&begin=0

Link to ESNA Page: http://www.europe-shareware.org/index.us.html

Rob
http://www.atari-users.net

4678. Re: WTB: Latest version of Jinnie

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 18:02:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.22.18.02.29.831401@charter.net>
Source record: 10605

On Sat, 22 Oct 2005 09:31:09 -0700, RobM wrote:

> Try Europe Shareware for a new copy
>
> -$75
> Direct Link to Jinnie page:
> http://europeshareware.free.fr/scripts/visu2.php?logiciel=35&url=0&Langue=n_a&type_lo=&e
diteur=1&begin=0
>
> Link to ESNA Page: http://www.europe-shareware.org/index.us.html
>
> Rob
> http://www.atari-users.net

Too bad you can't at least download the demo. :-(

--
_/_/_/

4679. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 18:16:30 UTC
From: malo.morgen@nowhere.com
Message-ID: <djdvlusio1@ss405.t-com.hr>
Source record: 10606

see czuba-tech for 32 MHz video modes problem sloving...

On 21 Oct 2005 16:17:48 , "Ronald J. Hall" wrote:
>
>Hey gang. I was just wondering...doesn't the CT60 work with RGB (as in
>SC1224 monitors)?
>
>Reason I'm asking is, I was playing with some older demos, seeing which
>ones still work and which ones don't. I was running at first with the CT60
>turned *off*. Some demos work, some don't - so I can only assume its
>because of the motherboard mod thats done. Termfin runs, Beams runs, Hmm
>runs, but none of the Douglas Litte (of Black Scorpion fame) demos like
>Speeder work.
>
>Anyways, I ran beams from ST low, no auto/acc/cpx stuff at all. It runs,
>and says it found no CT60, no Centurbo, no...well, you get the idea. It
>seems it detects some of these upgrades so I thought I'd boot up with the
>CT60 *on*, hooked up to an SC1224 monitor, in st-low, no auto/accs/cpxs
>and see what it would do.
>
>Except that I can't even boot up. The screen goes garbled up color crazy
>and thats it. Nothing. Nada.
>
>Am I missing (as per my usual practice <grin>) something obvious here? :-)
>
>Thanks guys.
>
>--
>_/_/_/

4680. Misc Atari ST Items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 20:36:14 UTC
From: fmh@copper.net
Message-ID: <435aa2be_3@newsfeed.slurp.net>
Source record: 10608

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmh@netzero.net for
more info.

Last updated 10-08-05

HARDWARE

Atari 520ST Computer System. Unit is upgraded to 1 Meg of RAM.
Unit comes with mouse, power supply, floppy drive, and manuals
all in the original boxes! $50.00

Atari SC1224 Color Monitor. $25.00

Atari SM124 Mono Monitor. $25.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $20.00

Syquest 44 Meg Cartridges. These will be Atari HDX formatted
with no bad sectors. $5.00

Syquest EZ-135 Cartridges. These will be IBM DOS formatted with
with no bad sectors. $5.00

Syquest EZ-230 Cartridges. These will be IBM DOS formatted with
with no bad sectors. $5.00

SC 1224 monitor cover by Classic Covers. This is a brown cover
with the Fuji logo and underneath "Atari SC 1224 Color Monitor".
Perfect to protect your monitor from dust and have it look cool
too. $5.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $10.00 each.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Annex by D. Pritchard. An DOOM Alien shootem up game.
Docs, disk $5.00

Bridge 4.0 by Artworx. A comphrehensive contract bridge-playing
program. Box, docs, disk $5.00

Captain Blood by InfoGrames. An involved space game of exploration.
Box, docs, disks. $5.00

NightBreed by Ocean. A game based on a Clive Barker book/movie.
Box, docs, disks. $5.00

Renegade by Mastertronic. A Star Raiders type space shooter
type game. Manual and disk. $4.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Sinbad and the Throne of the Falcon by Cinemaware. Docs and disks $5.00

Transartica by Silmarils. A Falcon030 game where you are
the captain of the a Train on the frozen planet. Docs, Disks. $15.00

MISC SOFTWARE

DC Shower by Double Click Software. Replaces the TOS "Show" button
when double clicking on a file from TOS. Many different types of files
can be manipulated like graphics, compressed files, and HEX.
Docs and disk $5.00

Degas by Batteries Included. The classic graphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $25.00

Flash by Antic Software. Complete Gem based telecomunications program.
Has VT-100, CIS, Vidtex Graphics capabilities and more.
Box, docs, and disk. $3.00

Fuji Linux 3 CD-ROM set. This a full Debian 2.2r0 installation of
GNU/Linux for the Atari Computer. For more info go to
http://www.linux-m68k.org $10.00

Grammar Expert by Phil Comeau Software. Grammar Expert provides easy
access to the rules of English grammar. It also provides advice on
effective writing. Docs and disk $5.00

Image CAT by Wiz Works. The complete graphics cataloging system
for all Atari computers. Print a catalog of image files that you
have on your Atari or view the images on your screen. Docs and disk $5.00

PrintMaster Plus by Unison World. The ultimate designing program
for the ST to create banners, cards, posters, calendars and more!
Box, disks, and docs $5.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Box and disk $3.00

Stalker 3 by Gribnif Software. A great GEM based telecomunications
package. The most complete telecomunications and terminal program
produced for the Atari. Can be run as a desktop accessory which then
allows background downloading and more. Box, docs, disk $5.00

Ultimate Virus Killer by Oregon Research. Protect your ST and repair
progarms that were infected. Manual and disk $5.00

WANTED

MagiCMac OSX
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere

OTHER Platforms

I also have lists of software for other platforms like IBM DOS or Windows,
OS/2, Mac, BeOS, NeXT, and Amiga. If interested please request a list.

4681. Atari PC1 (IBM Clone) For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 20:36:15 UTC
From: fmh@copper.net
Message-ID: <435aa2bf_3@newsfeed.slurp.net>
Source record: 10607

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork.
For both computer and monitor $250.00 Plus shipping.
JPGs available upon request of the whole setup in action.

4682. Atari PC1 (IBM Clone) For Sale

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 20:40:50 UTC
From: fmh@copper.net
Message-ID: <435aa3d2$1_3@newsfeed.slurp.net>
Source record: 10609

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork.
For both computer and monitor $250.00 Plus shipping.
JPGs available upon request of the whole setup in action.

For more information contact fmh@netzero.net

4683. Re: Fellow Atarian Tony Greenwood

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 20:50:14 UTC
From: Simon <flibble@gmail.com>
Message-ID: <1130014214.313508.312130@g47g2000cwa.googlegroups.com>
Source record: 10610

As far as I am aware, Tony works for Cyberstrider. It might be worth
getting in contact with them http://www.cyberstrider.net/

However, Tony gave up the Atari many years ago.

Simon

4684. Re: WTB: Latest version of Jinnie

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 21:54:14 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1130018054.429920.249780@z14g2000cwz.googlegroups.com>
Source record: 10611

Ron,

Here is a link to the authors page with demos..

http://www.mani.de/de/software/tos/jinnee.html

Rob
www.atari-users.net

4685. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 22:15:54 UTC
From: leaver@alpha.com.au
Message-ID: <435aba1a@news.alphalink.com.au>
Source record: 10612

On 21 Oct 2005 08:06:56 , "techie_alison" wrote:
>Hi,
>
>To reiterate, I need a hard disk as specfied, as in an ACSI drive, not an
>internal fitted IDE drive or cartridge rom;
>
>I'd like to buy an external working Atari hard drive in the UK, supplied
>with a 19DB cable. Size in megabytes not hugely important. Atari stock
>preferred although Supra, Triangle, Power Computing all good.
>
>Offer is upto ?50inc P+P. payable via PayPal.
>
>Thanks,
>
>techie_a

Alison,

Are you after a collector's item, or merely a drive that will work
with an ST?

If the latter, you'd be better off with a SCSI drive and ICD link,
Link97 or similar.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

4686. Re: WTB: Latest version of Jinnie

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 23:24:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.22.23.24.48.980488@charter.net>
Source record: 10613

On Sat, 22 Oct 2005 14:54:14 -0700, RobM wrote:

> Ron,
>
> Here is a link to the authors page with demos..
>
> http://www.mani.de/de/software/tos/jinnee.html
>
> Rob
> www.atari-users.net

Just went there and grabbed it, thanks Rob! :-)

--
_/_/_/

4687. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-22 23:25:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.22.21.14.05.614958@charter.net>
Source record: 10614

On Sat, 22 Oct 2005 18:16:30 +0000, djuro pucaric wrote:

Thanks for the reply.

> see czuba-tech for 32 MHz video modes problem sloving...

Is this the section you are referring to?

32MHz CLOCK for VIDEO modes ?
This clock is sent to the EXT pin of the VIDEL (pin #14). For RGB and
ST-Mono modes you need a new 32 MHz clock because the origin 32 MHz clock
will be now a 40 or 50 MHz. More, if you have a old NON-Multisync VGA
monitor, you will have some problems to set some extended video modes with
a 40 MHz and worst a 50 MHz clock. A 32 MHz clock is ideal for such old
VGA monitors. Locate the video chip 'VIDEL' (U34). Locate the pin #14,
counting to the left from the right back side. In front of this pin, there
is a metallic hole connected to this pin. With the tip of the utility
knife, scratch the varnish until you reach the metal, then tin it. Be
Careful with the videl. Solder a short cutted pin of a 33 ohms classic 1/4
W resistor (not furnished) into the right forward hole of the oscillator
U37 (see DSP picture above). Solder a single thin wire from the resistor
to the hole of the videl pin #14. This wire must be as short as possible
and above the motherboard. For this place the wire on forward border of
the floppy motherboard connector and fix it with adhesive. If you have the
gray ATARI VGA adaptor, the extended video VGA modes with the 32 MHz clock
on pin #14 won't be possible with this atari VGA adaptorout modifying this
adaptor (which is bugged !). You need to flip it and cut with the utility
knife into the plastic, a 1cm wide strip on the whole length and at 4mm of
the metallic border. After this you can access the inside, you separate
the pin 15 from the pins 11 and 19. Move aside the 2 wires connected to
pin 15, cut them as close as possible to the pin and connected them
together. If you don't want to do this hack, you can get 2 DB19 (male and
female) that you will solder (direct cabling) without connecting the pin
15 (cut them). This little adaptor will be inserted between the Falcon VGA
port and the gray ATARI VGA adaptor.

So are you and it saying that if you don't do this you can't do RGB with
the CT60 and the motherboard mod? That would maybe explain some things,
like why some software doesn't work.

Thank you.

--
_/_/_/

/ Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"/
/ The DarkForce! BBS. Sysop - DarkLord. Telnet 24.177.23.74/
_/_/_/

4688. Re: WTB: Latest version of Jinnie

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 11:50:13 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <VNK6f.3996$Pp1.3333@bignews3.bellsouth.net>
Source record: 10615

Ronald J. Hall wrote:

> On Sat, 22 Oct 2005 09:31:09 -0700, RobM wrote:
>
> > Try Europe Shareware for a new copy
> >
> > -$75
> > Direct Link to Jinnie page:
> > http://europeshareware.free.fr/scripts/visu2.php?logiciel=35&url=0&L
> > angue=n_a&type_lo=&editeur=1&begin=0
> >
> > Link to ESNA Page: http://www.europe-shareware.org/index.us.html
> >
> > Rob
> > http://www.atari-users.net
>
> Too bad you can't at least download the demo. :-(

you can download a demo by following the link to ASH web page

Thomas

4689. DarkForce BBS status

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 15:04:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.23.15.04.33.92697@charter.net>
Source record: 10616

We're going to be down for a week or so while I have an upgrade done to the Mega ST running the board gang. (I learned my lesson - soldering and I don't mix! <grin>

Thanks everyone, and sorry for any inconvenience. I'll post messages once we are back up. :-)

--
_/_/_/

4690. Message for Rory / Eiffel

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 16:09:45 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <djgck9$2kv$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10617

Hi Rory,

Have just posted the following on;
http://www.atari-forum.com/viewtopic.php?p=52391#52391

Aly

"
rat tisa wrote:
Has anyone got an eiffel interface or can build one that I can buy from
them?

I particularly want to be able to use a PS2 keyboard on my STe.

Ello,

You sure can buy them, here; http://fujiman.no-ip.com/

The post appeared on comp.sys.atari.sys a while back. The guys' name is Rory
McMahon who purchased the bulk of remaining stock. His email addy is...
rorymcmahonNOSPAM@yahoo.com

There's a few things regarding Eiffel you need to be aware of;
*You'll need to dismantle your ST
*Once installed you then cannot use your existing keyboard or ports, Eiffel
is a replacement.

I've been approached to build a few of these but would definitely point
people in Rory's direction first as he's there with the thing.

Hope that helps,

Aly
"

4691. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 16:17:14 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <djgd2a$lb8$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10618

"David Leaver" <leaver@alpha.com.au> wrote in message
news:435aba1a@news.alphalink.com.au...
> On 21 Oct 2005 08:06:56 , "techie_alison" wrote:
> >Hi,
> >
> >To reiterate, I need a hard disk as specfied, as in an ACSI drive, not an
> >internal fitted IDE drive or cartridge rom;
> >
> >I'd like to buy an external working Atari hard drive in the UK, supplied
> >with a 19DB cable. Size in megabytes not hugely important. Atari stock
> >preferred although Supra, Triangle, Power Computing all good.
> >
> >Offer is upto ?50inc P+P. payable via PayPal.
> >
> >Thanks,
> >
> >techie_a
>
> Alison,
>
> Are you after a collector's item, or merely a drive that will work
> with an ST?
>
> If the latter, you'd be better off with a SCSI drive and ICD link,
> Link97 or similar.
>
> David
>
> Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia

Hi David,

Nope, definitely need an ACSI drive.

Not going to get very far in developing what I am any other way. ;-)

Sowwry, you're the third person to say, ooh have this or that. No, I
definitely want an ACSI drive, preferably a stock Atari.

There's hidden stuff in the way they behave which I need to find out, hence
why the STE's wouldn't work with non Atari drives. It's hidden responses in
the firmware on the host boards and I need to get a storage scope on the
thing.

<smiles>

Aly

4692. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 16:24:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3s1rpvFltgn8U1@individual.net>
Source record: 10619

techie_alison wrote:

> There's hidden stuff in the way they behave which I need to find out, hence
> why the STE's wouldn't work with non Atari drives. It's hidden responses in
> the firmware on the host boards and I need to get a storage scope on the
> thing.

What kind of hidden responses would that be? I cannot imagine that there
is something hidden that has not been published in Atari's ACSI/DMA
specification and is still not known untit today.

--

Dr. Uwe Seimet http://www.seimet.de

4693. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 16:28:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.23.16.28.33.965285@charter.net>
Source record: 10620

On Sun, 23 Oct 2005 16:17:14 +0000, techie_alison wrote:

> There's hidden stuff in the way they behave which I need to find out, hence
> why the STE's wouldn't work with non Atari drives. It's hidden responses in
> the firmware on the host boards and I need to get a storage scope on the
> thing.
>
> <smiles>
>
> Aly

Er, I'm confused. I used an STe (TOS 1.62/2.06) with the 4 gig SCSI
Seagate drive that runs DarkForce now, for a long time. That was with the
ICD Link2 and no problems whatsoever.

--
_/_/_/

4694. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 16:36:14 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <Ed6dnUyU6Oy9JsbeRVnyrA@pipex.net>
Source record: 10621

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:3s1rpvFltgn8U1@individual.net...
> techie_alison wrote:
>
>> There's hidden stuff in the way they behave which I need to find out,
>> hence
>> why the STE's wouldn't work with non Atari drives. It's hidden responses
>> in
>> the firmware on the host boards and I need to get a storage scope on the
>> thing.
>
> What kind of hidden responses would that be? I cannot imagine that there
> is something hidden that has not been published in Atari's ACSI/DMA
> specification and is still not known untit today.

not sure ive seen that doc ?

Chris

4695. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 16:38:14 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <djge9m$h2i$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10622

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:3s1rpvFltgn8U1@individual.net...
> techie_alison wrote:
>
> > There's hidden stuff in the way they behave which I need to find out,
hence
> > why the STE's wouldn't work with non Atari drives. It's hidden
responses in
> > the firmware on the host boards and I need to get a storage scope on the
> > thing.
>
> What kind of hidden responses would that be? I cannot imagine that there
> is something hidden that has not been published in Atari's ACSI/DMA
> specification and is still not known untit today.
>
> --
> ---
> Dr. Uwe Seimet http://www.seimet.de

Ello,

I haven't got a clue to be honest. It's just written in one of the ST User
magazines about the long list of STE incompatabilites. So wanted to check
it out.

Please, I just want an ACSI drive. :-)

4696. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 16:43:33 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3s1stcFm06huU1@individual.net>
Source record: 10623

techie_alison wrote:

> I haven't got a clue to be honest. It's just written in one of the ST User
> magazines about the long list of STE incompatabilites. So wanted to check
> it out.

Well, it's just as Ronald already mentioned: There is nothing special
with Atari's ACSI drives, and you can connect any stock SCSI drive to
the STE (with an ICD Link or LINK96/97). There are no incompatibilities.
If there were I would definitely know about them ;-).

> Please, I just want an ACSI drive. :-)

There are almost always some available on EBay.

--

Dr. Uwe Seimet http://www.seimet.de

4697. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 16:44:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3s1sveFm06huU2@individual.net>
Source record: 10624

exxos wrote:

>>What kind of hidden responses would that be? I cannot imagine that there
>>is something hidden that has not been published in Atari's ACSI/DMA
>>specification and is still not known untit today.
>
>
> not sure ive seen that doc ?

It was included in Atari's developer documentations, but basically the
same information has also been published in third party literature years
ago.

--

Dr. Uwe Seimet http://www.seimet.de

4698. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-23 17:12:53 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <djggalrn1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10625

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:3s1stcFm06huU1@individual.net...
> techie_alison wrote:
>
> > I haven't got a clue to be honest. It's just written in one of the ST
User
> > magazines about the long list of STE incompatabilites. So wanted to
check
> > it out.
>
> Well, it's just as Ronald already mentioned: There is nothing special
> with Atari's ACSI drives, and you can connect any stock SCSI drive to
> the STE (with an ICD Link or LINK96/97). There are no incompatibilities.
> If there were I would definitely know about them ;-).
>
> > Please, I just want an ACSI drive. :-)
>
> There are almost always some available on EBay.
>
> --
> ---
> Dr. Uwe Seimet http://www.seimet.de

Ello :-)

You're making me tempted to send you a long list of questions ;-) But I
thought I better not push it.

May I?

Really with this ACSI HDD I just want to iron out all possibilities in this
other development. This is practically how we did PeST too, by abusing it
in every way before shouting about it. Hence why I'm a bit cyptic
sometimes, as saying something fantastic is about to be done then going
quiet on it I hate doing. You know what I'm doing though ;-)

Ah eBay, HDDs bit pricey on there atm, and of unknown quality. eBay's been
a weird these last few months, not as much good hardware on there and
cowboys moving in. Last Atari metafile a few weeks back was £120 without a
19DB cable.

Aly

4699. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-24 13:18:56 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <435d097a5bcfb0@adelphia.net>
Source record: 10627

Hello Chris,
Hi how is it going??? Obviously not very good if you have had your
falcon down for almost 2 years. Hey I can offer my services. I have gotten
3 CT60's that have not worked or people said they would not work for them to
work. So I am offering my services to you if you want them. FREE of charge
just pay the S/H both ways. I enjoy working on this stuff and one friend
of mine in Minnasota USA had his torn down for that long and I got him up and
running in less than 30 minutes. Just ask Mark D. I was typing to him on AOL
while getting my friends computer going. If you do not want to ship it. Maybe
we can meet up on a video chat online or some sort of IM like ICQ, yahoo or AOL
I have them all so just let me know. I almost ended up with a CT60 once for
150 dollars because the person was so fed up with it. Unfortunately for me
I was able to help him. LOL. Let me know, I just really hate to see a good
speeder card just collecting dust. What kind of 68060 CPU do you have?? What
are you running the CPU at?? All CPX's installed in proper place?? What OS
are you using?? What is your hardware setup?? STram, Fastram brand and size??

There are lots of other questions I could ask and need to ask. Every single one
of these are very important. Lets get to the bottom of this so you can
once agian use your falcon but maybe at 60 or 66 mhz. maybe even 72 or higher
with the CTCM. E-mail me at f a l c o n 0 6 0(at)a d e l p h i a(dot)n e t

Just cram all of that together and replace the letters in parathesis with the
appropriate symbols

Thanks,
--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. Bus Speed with 14 megs STRam
CT60 68060RC50 Rev. 6 @ 97.5 mhz FPU and PMMU built in.
Kingston 512 Megs PC133 SDRam
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
EtherNAT 10/100 mbit/sec 2 USB 1.1 ports
CTPCI adapter from Czuba Tech
SuperVIDEL Video Card with 256 Megs DDR SDRam

4700. Boot to PAL?

Newsgroup: comp.sys.atari.st
Date: 2005-10-24 18:31:37 UTC
From: TJ <tjlazer@crapmail.com>
Message-ID: <11lqa4bt16n2nf7@corp.supernews.com>
Source record: 10626

Is there such a tool that will force the macine to PAL? I have some games I want to run in PAL but my computer is NTSC. I am after a tool that will stay in memory if possible as the disks I have need to boot from the boot block.

4701. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-24 21:43:52 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1130190232.956861.299620@g44g2000cwa.googlegroups.com>
Source record: 10628

What is supposed to happen when you hold both mouse buttons for 10
seconds?

On my CT60, the mouse pointer just seemed to jiggle a bit.
Nonetheless, one could cycle through the resolutions well enough.

Galen

4702. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-24 21:53:18 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1130190798.675514.26210@g44g2000cwa.googlegroups.com>
Source record: 10629

I'm just guessing, but I suspect Alison is interested in making
something that attaches to the ACSI port directly.

If you're doing what I think you're doing Alison, I hope you succeed.

Galen

4703. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-24 21:58:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <X7GdnQvnSLCHxcDeRVnyhg@pipex.net>
Source record: 10630

Hi Carey,

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:435d097a5bcfb0@adelphia.net...
> Hello Chris,
> Hi how is it going??? Obviously not very good if you have had your
> falcon down for almost 2 years. Hey I can offer my services. I have
> gotten
> 3 CT60's that have not worked or people said they would not work for them
> to
> work. So I am offering my services to you if you want them. FREE of
> charge
> just pay the S/H both ways. I enjoy working on this stuff and one friend
> of mine in Minnasota USA had his torn down for that long and I got him up
> and
> running in less than 30 minutes. Just ask Mark D. I was typing to him on
> AOL
> while getting my friends computer going. If you do not want to ship it.
> Maybe
> we can meet up on a video chat online or some sort of IM like ICQ, yahoo
> or AOL
> I have them all so just let me know. I almost ended up with a CT60 once
> for
> 150 dollars because the person was so fed up with it. Unfortunately for
> me
> I was able to help him. LOL.

thanks your your offer, I am open to suggestions for sure, cant see anything
"wrong at all though" can't exactly mess up plugging the thing in ;-)

if u wanna chack u can get me on 65101852 (I think) im on ICQ all day,
also all the other too, but not aol :P

Let me know, I just really hate to see a good
> speeder card just collecting dust. What kind of 68060 CPU do you have??
> What
> are you running the CPU at?? All CPX's installed in proper place?? What
> OS
> are you using?? What is your hardware setup?? STram, Fastram brand and
> size??
>

CPU, erm, the full version I think... its running at 50mhz at the moment,
software does not matter, even a totally CLEAN boot fails most of the time,
fast ram is crucual 256mb CL2... maybe 128mb can't think offhand now..

> There are lots of other questions I could ask and need to ask. Every
> single one
> of these are very important. Lets get to the bottom of this so you can
> once agian use your falcon but maybe at 60 or 66 mhz. maybe even 72 or
> higher
> with the CTCM. E-mail me at f a l c o n 0 6 0(at)a d e l p h i a(dot)n e
> t
>

still waiting for CTCM, wnat to try underclocking it more than anything atm.
Disabling the fast ram does appear to help but still far from perfect.

> Just cram all of that together and replace the letters in parathesis with
> the
> appropriate symbols

will try and E-mail you too :)

Chris

4704. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-24 23:08:28 UTC
From: Dave Wade <g8mqw@yahoo.com>
Message-ID: <JsydnTSqaLTq9MDeRVnyvg@eclipse.net.uk>
Source record: 10631

> Hi David,
>
> Nope, definitely need an ACSI drive.
>
> Not going to get very far in developing what I am any other way. ;-)
>
> Sowwry, you're the third person to say, ooh have this or that. No, I
> definitely want an ACSI drive, preferably a stock Atari.
>

There is no such thing as an ACSI "DRIVE". There are ASCI to MFM/RLL interfaces (i.e. for non-SCSI drives) and ASCI to SCSI interfaces. Many of the original drives went had two interfaces an ASCI <=> SCSI and then a SCSI <=> MFM. I used to have one years ago. Can't remember who made it.. (Omnitech? I think.) I still have the ASCI <=> SCSI bit which is a BBDP interface but it now has a small capacity SCI drive on it.

> There's hidden stuff in the way they behave which I need to find out,
> hence
> why the STE's wouldn't work with non Atari drives. It's hidden responses
> in
> the firmware on the host boards and I need to get a storage scope on the
> thing.
>

As far as I know there is NO firmware in ASCI interfcaes. Keyboards are programable, but the ASCI interfcaes, no way. In fcat STE's don't always work with ATARI drives never mind third party drives. I think this issue is just a plain and simple noise/buffering/no parity problem. If mnemory serves me correctly the drives usually work fine until things start getting a little warm, when they start to corrupt the directory. In my case it would run for about 20 mins, when it would start too loose data from the drive. If this is undocumented commands/responses I'll eat my hat (genuine Panama of course). In fact there was a suggestion some where that if you improved the voltage regulation to the dodgy GAL it would (usually) work. I bet they didn't design it properley, ignored the noise margins, and then just didn't soak test the thing properly with enough machines. Atari seemed to work like that at the time, no sense of quality...

> <smiles>
>
> Aly
>

Love and kisses,

Dave
>

4705. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-24 23:35:04 UTC
From: Dave Wade <g8mqw@yahoo.com>
Message-ID: <4eOdna3hnLcz8sDenZ2dnUVZ8qKdnZ2d@eclipse.net.uk>
Source record: 10632

You might also want to check out

http://atari4ever.free.fr/hardware/drives.html

and look at the diagram there. I don't suppose it will work woth modern drives that need an initiator ID from the interface, but it might be a good starting point. I checked to see if its the same as my BBDP interface and its not. The BBDP interface has 15 LS Ic's on it,

2 x LS374
2 x LS240
1 x LS138
1 x LS280
1 x LS08
1 x LS132
1 x LS09
1 x LS04
2 x LS74
1 x LS54
2 x 7404 (yes not an LS version)

So not sure how you would hide any firmware in those :-) Its dated 1990 and works on all the machines I have tried it on , including an old MEGA ST (NOT STE), and standard STE and a TT032. As I said before I did have to have the GAL swapped in the STE but Atari did this without charge (except postage). Since I had the IDE interface popped into the STE I have used it mostly on Mega with an Seagate ST157N drive in it.

Dave.

"Dave Wade" <g8mqw@yahoo.com> wrote in message
news:JsydnTSqaLTq9MDeRVnyvg@eclipse.net.uk...
>> Hi David,
>>
>> Nope, definitely need an ACSI drive.
>>
>> Not going to get very far in developing what I am any other way. ;-)
>>
>> Sowwry, you're the third person to say, ooh have this or that. No, I
>> definitely want an ACSI drive, preferably a stock Atari.
>>
>
> There is no such thing as an ACSI "DRIVE". There are ASCI to MFM/RLL
> interfaces (i.e. for non-SCSI drives) and ASCI to SCSI interfaces. Many
> of the original drives went had two interfaces an ASCI <=> SCSI and then a
> SCSI <=> MFM. I used to have one years ago. Can't remember who made it..

> (Omnitech? I think.) I still have the ASCI <=> SCSI bit which is a BBDP
> interface but it now has a small capacity SCI drive on it.
>
>> There's hidden stuff in the way they behave which I need to find out,
>> hence
>> why the STE's wouldn't work with non Atari drives. It's hidden responses
>> in
>> the firmware on the host boards and I need to get a storage scope on the
>> thing.
>>
>
> As far as I know there is NO firmware in ASCI interfcaes. Keyboards are
> programable, but the ASCI interfcaes, no way. In fcat STE's don't always
> work with ATARI drives never mind third party drives. I think this issue
> is just a plain and simple noise/buffering/no parity problem. If mnemory
> serves me correctly the drives usually work fine until things start
> getting a little warm, when they start to corrupt the directory. In my
> case it would run for about 20 mins, when it would start too loose data
> from the drive. If this is undocumented commands/responses I'll eat my hat
> (genuine Panama of course). In fact there was a suggestion some where that
> if you improved the voltage regulation to the dodgy GAL it would (usually)
> work. I bet they didn't design it properley, ignored the noise margins,
> and then just didn't soak test the thing properly with enough machines.
> Atari seemed to work like that at the time, no sense of quality...
>
>
>> <smiles>
>>
>> Aly
>>
>
> Love and kisses,
>
> Dave
>>
>
>

4706. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 00:00:22 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <djjsil$200$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10633

"Dave Wade" <g8mqw@yahoo.com> wrote in message
news:4eOdna3hnLcz8sDenZ2dnUVZ8qKdnZ2d@eclipse.net.uk...
> You might also want to check out
>
> http://atari4ever.free.fr/hardware/drives.html
>
> and look at the diagram there. I don't suppose it will work woth modern
> drives that need an initiator ID from the interface, but it might be a
good
> starting point. I checked to see if its the same as my BBDP interface and
> its not. The BBDP interface has 15 LS Ic's on it,
>
> 2 x LS374
> 2 x LS240
> 1 x LS138
> 1 x LS280
> 1 x LS08
> 1 x LS132
> 1 x LS09
> 1 x LS04
> 2 x LS74
> 1 x LS54
> 2 x 7404 (yes not an LS version)
>
> So not sure how you would hide any firmware in those :-) Its dated 1990
and
> works on all the machines I have tried it on , including an old MEGA ST
(NOT
> STE), and standard STE and a TT032. As I said before I did have to have
the
> GAL swapped in the STE but Atari did this without charge (except postage).
> Since I had the IDE interface popped into the STE I have used it mostly on
> Mega with an Seagate ST157N drive in it.
>
> Dave.
>
>
> "Dave Wade" <g8mqw@yahoo.com> wrote in message
> news:JsydnTSqaLTq9MDeRVnyvg@eclipse.net.uk...
> >> Hi David,
> >>
> >> Nope, definitely need an ACSI drive.
> >>
> >> Not going to get very far in developing what I am any other way. ;-)

> >>
> >> Sowwry, you're the third person to say, ooh have this or that. No, I
> >> definitely want an ACSI drive, preferably a stock Atari.
> >>
> >
> > There is no such thing as an ACSI "DRIVE". There are ASCI to MFM/RLL
> > interfaces (i.e. for non-SCSI drives) and ASCI to SCSI interfaces. Many
> > of the original drives went had two interfaces an ASCI <=> SCSI and then
a
> > SCSI <=> MFM. I used to have one years ago. Can't remember who made it..
> > (Omnitech? I think.) I still have the ASCI <=> SCSI bit which is a BBDP
> > interface but it now has a small capacity SCI drive on it.
> >
> >> There's hidden stuff in the way they behave which I need to find out,
> >> hence
> >> why the STE's wouldn't work with non Atari drives. It's hidden
responses
> >> in
> >> the firmware on the host boards and I need to get a storage scope on
the
> >> thing.
> >>
> >
> > As far as I know there is NO firmware in ASCI interfcaes. Keyboards are
> > programable, but the ASCI interfcaes, no way. In fcat STE's don't always
> > work with ATARI drives never mind third party drives. I think this issue
> > is just a plain and simple noise/buffering/no parity problem. If mnemory
> > serves me correctly the drives usually work fine until things start
> > getting a little warm, when they start to corrupt the directory. In my
> > case it would run for about 20 mins, when it would start too loose data
> > from the drive. If this is undocumented commands/responses I'll eat my
hat
> > (genuine Panama of course). In fact there was a suggestion some where
that
> > if you improved the voltage regulation to the dodgy GAL it would
(usually)
> > work. I bet they didn't design it properley, ignored the noise margins,
> > and then just didn't soak test the thing properly with enough machines.
> > Atari seemed to work like that at the time, no sense of quality...
> >
> >
> >> <smiles>
> >>
> >> Aly
> >>
> >
> > Love and kisses,
> >
> > Dave
> >>

> >
> >
>
>

Hello Dave,

You're gonna love this, one brilliant come back in the right place at the right time.. Perhaps..

Top side of the Mega STE ACSI host board;
http://www.retro.dial.pipex.com/acsi_ref/images/image1.jpg

Okies;

The 245A is an octal bi-directional switch (would have expected to see 2 of those if doubling up on pins)
http://www.maplin.co.uk/Media/product_pdfs/ub67.pdf

Those two marked ACSI and SCSI are GALS, so MCUs

The 374A's are octal flip flops
http://www.maplin.co.uk/Media/product_pdfs/ae28.pdf

I'm working out how these are used as am going to need some sort of method in what I'm trying to design, so as to cut down on main MCU I/O pin usage.

As for those hidden commands, there aren't any, it's that noisy I/O as you mentioned, have been reading up more through the magazines as time went by. Some of the HDD manufacturers at the time endorsed modifications to their kit involving cleaning caps etc. Well, saying that, Uwe has shed light on some (well 1, 0x1fH), which were used by the ICD/Link host interfaces to issue real SCSI commands through the ACSI port. The default ACSI addressable sector count is 2^21 * 512 bytes / 1Gb, these commands allowed this to be exceeded. Another mention has been made by ijor on another group that you can switch to 1024 byte sectors etc.

<smiles> and thanks,

Aly

ps. It's a FUJI Finepix S7000 btw..
http://www.retro.dial.pipex.com/acsi_cf/images/image1.jpg

4707. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 00:09:58 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <djjt4mnqb1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10635

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:435759902412701@comcast.net...
> >Hello,
> >
> >Have seen a few names from here pop up in my inbox over the last few
weeks.
> >Thanks for supporting
> >the project :-) From what I'm hearing back it's all good. There's now
> >about 50+ of them out there.
> >
> >For anyone that's interested in one of these PS2 mouse interfaces,
they're
> >up on eBay here;
>
><http://cgi.ebay.co.uk/Atari-ST-PeST-PS2-Mouse-Interface_W0QQitemZ871037453
0
>
> Yes I have already bought one. I am using Mario Becroft's device on my
Hades
> so I can use a serial mouse, but want the PeST just in case something goes
> wrong. I love my ST's, but the Atari mouse has not always been my
favorite.
> Even on my STe I have Dexa Mouse that was converted by a friend of mine.

Hi Ed,

We didn't mean to leave you out <hugs>. All alone at the bottom of the
thread.

Aly

4708. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 00:11:53 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <djjt89$re4$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10634

"Galen" <atarigalen@yahoo.com> wrote in message
news:1130190232.956861.299620@g44g2000cwa.googlegroups.com...
> What is supposed to happen when you hold both mouse buttons for 10
> seconds?
>
> On my CT60, the mouse pointer just seemed to jiggle a bit.
> Nonetheless, one could cycle through the resolutions well enough.
>
> Galen
>

> What is supposed to happen when you hold both mouse buttons for 10
> seconds?

It draws a box after 10-seconds and enters it's setup mode, where the left
mouse button cycles through the resolutions. It draws... right 100 pulses
to indicate mode 1, right then left = mode 2. right, left, right = mode 3.
right, left, right, left = mode 4. Pressing both buttons again draws the
box again, the one you saw when entering setup.

>just seemed to jiggle a bit.

Really???

@CHRIS@ You have a CT60 board?? ;-)

Hey Galen, is this causing you problems? You're getting on fine yes?
Please do let us know on this?

I'm sitting here just wondering what the CT60 would do to the keyboard MCU,
not alot I think. I think it's clock is internally generated and it
communicates with the main motherboard at a set baud rate.

Aly

4709. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 07:40:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4J6dnbjSD_uUf8DenZ2dnUVZ8qidnZ2d@pipex.net>
Source record: 10636

"techie_alison" <techie_alison@yahoo.com> wrote in message
news:djjt89$re4$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
>
> "Galen" <atarigalen@yahoo.com> wrote in message
> news:1130190232.956861.299620@g44g2000cwa.googlegroups.com...
>> What is supposed to happen when you hold both mouse buttons for 10
>> seconds?
>>
>> On my CT60, the mouse pointer just seemed to jiggle a bit.
>> Nonetheless, one could cycle through the resolutions well enough.
>>
>> Galen
>>
>
>
>
>> What is supposed to happen when you hold both mouse buttons for 10
>> seconds?
>
> It draws a box after 10-seconds and enters it's setup mode, where the left
> mouse button cycles through the resolutions. It draws... right 100 pulses
> to indicate mode 1, right then left = mode 2. right, left, right = mode 3.
> right, left, right, left = mode 4. Pressing both buttons again draws the
> box again, the one you saw when entering setup.
>
>>just seemed to jiggle a bit.
>
> Really???
>
> @CHRIS@ You have a CT60 board?? ;-)
>
> Hey Galen, is this causing you problems? You're getting on fine yes?
> Please do let us know on this?
>
> I'm sitting here just wondering what the CT60 would do to the keyboard
> MCU,
> not alot I think. I think it's clock is internally generated and it
> communicates with the main motherboard at a set baud rate.
>
> Aly
>
>

I will try with with CT60, though as you can see from other threads its rare for me to even get to the desktop with CT60 ON... some of the hacks overclock the KB MCU, though ive not tried any of these hacks for a long time (one of my pet hates actually). The keyboard timeings will be faster if the MCU is overclocked, though I wouldn't expect it to effect pest in anyway. Would help if Galen said if he did MB mods or not.

Chris

4710. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 07:47:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <cM-dnejYF93Nf8DenZ2dnUVZ8qOdnZ2d@pipex.net>
Source record: 10637

"Dave Wade" <g8mqw@yahoo.com> wrote in message
news:4eOdna3hnLcz8sDenZ2dnUVZ8qKdnZ2d@eclipse.net.uk...
> You might also want to check out
>
> http://atari4ever.free.fr/hardware/drives.html
>
> and look at the diagram there. I don't suppose it will work woth modern
> drives that need an initiator ID from the interface, but it might be a
> good starting point. I checked to see if its the same as my BBDP interface
> and its not. The BBDP interface has 15 LS Ic's on it,
>

Which file are you refering to ?

Chris

4711. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 08:42:56 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <435e5366$0$9932$626a14ce@news.free.fr>
Source record: 10642

VIDEL is receiving 3 clocks !
25 MHz fixed OSC for VGA modes
32 MHz bus mb clock for RGB/ST MONO modes.
EXT clock.

When you do not boost the MB, you don"y need to change something !
When you boost up to 16 MHz the mb, your 32 MHz clock will change. SURE, you replace the 32 MHz mb clock by a 40 or 50, so you get a 40 or 50 MHz on the VIDEL, so 32 becomes 40 or 50 ! So, the RGB & ST MONO modes cannot works because V & H sync have shifted !
It is WHY is an obligation to RE-inject a 32 MHz clock on the EXT clock input AND select the EXT clock input as the clock reference for RGB & ST MONO modes ! This selection is done by software (just a bit) and the CT60 BIOS test this at boot !

Ronald J. Hall wrote:
> On Sat, 22 Oct 2005 18:16:30 +0000, djuro pucaric wrote:
>
> Thanks for the reply.
>
>> see czuba-tech for 32 MHz video modes problem sloving...
>
> Is this the section you are referring to?
>
> ---
> 32MHz CLOCK for VIDEO modes ?
> This clock is sent to the EXT pin of the VIDEL (pin #14). For RGB and
> ST-Mono modes you need a new 32 MHz clock because the origin 32 MHz
> clock will be now a 40 or 50 MHz. More, if you have a old
> NON-Multisync VGA monitor, you will have some problems to set some
> extended video modes with a 40 MHz and worst a 50 MHz clock. A 32 MHz
> clock is ideal for such old VGA monitors. Locate the video chip
> 'VIDEL' (U34). Locate the pin #14, counting to the left from the
> right back side. In front of this pin, there is a metallic hole
> connected to this pin. With the tip of the utility knife, scratch the
> varnish until you reach the metal, then tin it. Be Careful with the
> videl. Solder a short cutted pin of a 33 ohms classic 1/4 W resistor
> (not furnished) into the right forward hole of the oscillator U37
> (see DSP picture above). Solder a single thin wire from the resistor
> to the hole of the videl pin #14. This wire must be as short as
> possible and above the motherboard. For this place the wire on
> forward border of the floppy motherboard connector and fix it with
> adhesive. If you have the gray ATARI VGA adaptor, the extended video
> VGA modes with the 32 MHz clock on pin #14 won't be possible with
> this atari VGA adaptorout modifying this adaptor (which is bugged !).

> You need to flip it and cut with the utility knife into the plastic,
> a 1cm wide strip on the whole length and at 4mm of the metallic
> border. After this you can access the inside, you separate the pin 15
> from the pins 11 and 19. Move aside the 2 wires connected to pin 15,
> cut them as close as possible to the pin and connected them together.
> If you don't want to do this hack, you can get 2 DB19 (male and
> female) that you will solder (direct cabling) without connecting the
> pin 15 (cut them). This little adaptor will be inserted between the
> Falcon VGA port and the gray ATARI VGA adaptor.
> --
>
> So are you and it saying that if you don't do this you can't do RGB
> with the CT60 and the motherboard mod? That would maybe explain some
> things, like why some software doesn't work.
>
> Thank you.

4712. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 08:47:51 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <435e5357$0$2108$626a14ce@news.free.fr>
Source record: 10641

I'm laways issapointed to read such bad things !
If you sent me your mb + CT and I told you that it was running fine at me,
you can be sure it was running fine...
NOW, you should think what are the peripherals you do not sent me ?
Because there is a big chance that one of these (the HDD and the software on
it !) is the problem !

When I receive mb + CT to test, I connect them on MY PSU and my HDD that
contains a good version of HD Driver (7.60).
My HDD is a Quantum Fireball 3.2 GB.

Even if you do not boost the mb, you can get some HDD problem because of a
HDD timing problem himself or a software driver problem !!
Think to that : HD Driver may run fine on 100% of HDD models on a 030 CPU
and run on 95% of the HDD models with a so faster CPU like 060.
It is a timing problem (software timing, not hardware because MFP is the
same !).

exxos wrote:
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.10.21.22.12.04.601775@charter.net...
>> On Fri, 21 Oct 2005 22:54:31 +0100, exxos wrote:
>>
>>>
>>> I had similar problems when I clocked the bus with nemesis years
>>> ago. Some
>>> games didn't work at all, the screen was just garbage and rolling
>>> like mad,
>>> worked fine on a unclocked falcon... actually got tired of it after
>>> a few games and ripped the thing out... I have CT60, and needless
>>> to say ive not
>>> boosted any buses up... only one that might be worth doing is the
>>> dsp clock..... I just overall get the feeling that people haven't
>>> tested these
>>> bus upgrades out properly as indeed it causes stuff to mess up...
>>> even know
>>> of some falcons which have been killed due to overclocking, seems
>>> the videl
>>> gives up or something like that.... im staying well clear of all
>>> that stuff
>>> now! not worth gaining a few mhz at the risk of killing a
>>> falcon!!!!! my 2c worth.....
>>>
>>> chris
>>

>> Hi Chris. I had the Nemesis accelerator in my first Falcon. It was
>> very compatible for me. All the demos, games, and apps that I used
>> worked just fine.
>>
>> Don't know whats different about the motherboard mod for the CT60
>> but it is. About 1/3 of the demos I've tried so far don't work (this
>> is with the CT60 itself turned off). Some apps, such as Videomaster
>> Falcon apparently as well. I can't even boot up with an SC1224
>> monitor with the CT60 on and the motherboard mods, although I can
>> boot up with the CT60 turned off. Are the motherboard mods active
>> all the time, even with the CT60 turned off? Since you don't have the
>> motherboard mod, can you tell me if you can
>> play MP3s with the CT60 alone with Aniplayer? Just curious...
>>
>> Thanks.
>
>
> I think its down to video modes used, IMHO when the bus is running
> 20/25mhz some screen modes refuse to work correctly. I know half the
> apps I used didn't work so just gave up in the end.
>
> I am pretty sure aniplayer works in CT60 mode, but I have never been
> able to solve my CT60 problems yet, I am lucky to get even to the
> desktop let alone running any apps. I'm waiting for the CTCM module,
> going to try underclocking the CT60 to like 40mhz and see if it runs
> more stable then... my falcon has been in bits for like 2 years now,
> even sent my falcon to rodolphe for testing and he said it works
> fine, I dont see how as I can't even get to the desktop without it
> crashing... ah well, old story now... hoping I can get some boost out
> of the CT60 so I can at least put the lid back on my falcon!
>
> FWIW, I can't play a mp3 in 030 mode, not very well, CPU flatlines
> and mp3 starts stuttering, I think in CT60 mode it uses about 50%...
> really can't remember now, half given up tbh.
>
> Chris

4713. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 09:32:31 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <PYm7f.231$Hj2.59@news-server.bigpond.net.au>
Source record: 10638

"Galen" <atarigalen@yahoo.com> wrote in message
news:1130190798.675514.26210@g44g2000cwa.googlegroups.com...
> I'm just guessing, but I suspect Alison is interested in making
> something that attaches to the ACSI port directly.
>
> If you're doing what I think you're doing Alison, I hope you succeed.

And I hope you succeed no matter what you're doing ;)

hehe

Steve.

4714. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 12:28:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.25.12.28.47.724310@charter.net>
Source record: 10639

On Tue, 25 Oct 2005 00:11:53 +0000, techie_alison wrote:

> Really???
>
> @CHRIS@ You have a CT60 board?? ;-)
>
> Hey Galen, is this causing you problems? You're getting on fine yes?
> Please do let us know on this?
>
> I'm sitting here just wondering what the CT60 would do to the keyboard MCU,
> not alot I think. I think it's clock is internally generated and it
> communicates with the main motherboard at a set baud rate.
>
> Aly

Alison, mines on the way - as soon as it gets here I'll try it with my
CT60 equipped Falcon. I do have the motherboard mod as well (somebody
asked in another message in this thread).

--
_/_/_/

4715. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 15:39:39 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <435e51bb$0$27438$8fcfb975@news.wanadoo.fr>
Source record: 10640

J.-Luc a ï¿½crit :
>
> SWE a ï¿½crit :
>>
>> [.../...]
>> U should ask Thomas for 1.29 beta then. It was not released, but he was
>> happy to send a copy to registered users on request. Better (not perfect
>> still) long names support, image background in windows ... I use it, and im
>> quite happy with it.
>
> This means that I need to register first, which I *never* could achieve
> at all :-(
> So, what do I do now ?

BTW : it's actually Thomas Binder you're speaking about, isn't it ?
So, I'm going to give it another try and see what happens.
>
> Thanks,
>
Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4716. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 16:21:11 UTC
From: SWE <jvalant@atari.org>
Message-ID: <XXs7f.929$h6.316243@news.siol.net>
Source record: 10643

> BTW : it's actually Thomas Binder you're speaking about, isn't it ?
> So, I'm going to give it another try and see what happens.

Yes Thomas Binder aka gryf is the author.

Janez

4717. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 16:31:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3s74uvFmjbr6U1@individual.net>
Source record: 10645

techie_alison wrote:

> kit involving cleaning caps etc. Well, saying that, Uwe has shed light on
> some (well 1, 0x1fH), which were used by the ICD/Link host interfaces to
> issue real SCSI commands through the ACSI port. The default ACSI
> addressable sector count is 2^21 * 512 bytes / 1Gb, these commands allowed
> this to be exceeded. Another mention has been made by ijor on another group
> that you can switch to 1024 byte sectors etc.

Note that the mechanism introduced by ICD (also also used with the
LINK96/97) is not only relevant for addressing drives with a capacity of
more than 1 GB. Since *any* SCSI command can be sent this way it is also
useful (and even required in some cases) for other things.
HDDRIVER and other software using the SCSIDRV interface make heavy use
of being able to send any SCSI command on the ACSI bus.

I doubt that there is any switch for 1024 bytes per sector. What would
this switch be supposed to do? Any change in the sector size is useless
without software that can handle this. As far as hard disk drives are
concerned there are only a few that support other physical sector sizes
than 512 bytes.

--

Dr. Uwe Seimet http://www.seimet.de

4718. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 16:35:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3rGdncWHladOwMPenZ2dnUVZ8qOdnZ2d@pipex.net>
Source record: 10644

"Rodolphe Czuba" <rodolphe.BeurkSPAM.czuba@free.fr> wrote in message
news:435e5357$0$2108$626a14ce@news.free.fr...
> I'm laways issapointed to read such bad things !
> If you sent me your mb + CT and I told you that it was running fine at me,
> you can be sure it was running fine...
> NOW, you should think what are the peripherals you do not sent me ?
> Because there is a big chance that one of these (the HDD and the software
> on it !) is the problem !
>
> When I receive mb + CT to test, I connect them on MY PSU and my HDD that
> contains a good version of HD Driver (7.60).
> My HDD is a Quantum Fireball 3.2 GB.
>
> Even if you do not boost the mb, you can get some HDD problem because of a
> HDD timing problem himself or a software driver problem !!
> Think to that : HD Driver may run fine on 100% of HDD models on a 030 CPU
> and run on 95% of the HDD models with a so faster CPU like 060.
> It is a timing problem (software timing, not hardware because MFP is the
> same !).

The only other item is the HD, I use HD8, though like I said before, even if I unplug EVERYTHING and just change video modes in GEM a lot of the time it crashes also. This is just why I think very odd that I send you exactly what I am using and you say its fine but when I try it I get nothing but problems, the only thing which seems to help is to disable SDRAM, works much better but still lots of problems... there must be something stupid somewhere which is causing the problems.... but what.... I do not know....

i'm not saying CT60 or your work is bad, I think CT60 is a fantastic bit of kit. I wouldn't be trying to get it working if I thought it did not work!

Chris

4719. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 16:53:27 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <VqGdnb0iKPG__8PeRVnyjg@pipex.net>
Source record: 10646

PeST works fine on my CT60 Falcon, note I have not done the bus mods so can't comment, though I really doubt the bus mods will have any effect whatsoever on PeST's operation. If that were true a normal ST mouse would have problems aswell.

Chris

4720. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 17:37:05 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <435e6d41_3@x-privat.org>
Source record: 10647

J.-Luc wrote:
>
> J.-Luc a ï¿½crit :
>>
>> SWE a ï¿½crit :
>>>
>>> [.../...]
>>> U should ask Thomas for 1.29 beta then. It was not released, but he was
>>> happy to send a copy to registered users on request. Better (not perfect
>>> still) long names support, image background in windows ... I use it, and im
>>> quite happy with it.

>
> BTW : it's actually Thomas Binder you're speaking about, isn't it ?
> So, I'm going to give it another try and see what happens.

Let us know if you've succeeded to get in contact with Thomas. In the
past I've tried numerous times to get in touchs with Thomas but sofar
without any luck.

I really would like to get a copy of Thing 1.29. I even wouldn't mind
to pay for it.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greeting from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4721. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 17:53:05 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <435e7101$0$17202$8fcfb975@news.wanadoo.fr>
Source record: 10648

SWE a ï¿½crit :
>
>
>> BTW : it's actually Thomas Binder you're speaking about, isn't it ?
>> So, I'm going to give it another try and see what happens.
>
> Yes Thomas Binder aka gryf is the author.
>
> Janez

Well, both the adresses I tried bounced back, once more. :-(
I feel perplexed, as I first tried with the one in the help file, and
now with the ones I found browsing the net, the same happens :-(
Could someone tell me what the actual current one is ?
Thanks,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4722. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 20:10:10 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.25.20.10.09.948406@charter.net>
Source record: 10449

On Tue, 25 Oct 2005 17:53:05 +0000, J.-Luc wrote:

> Could someone tell me what the actual current one is ?
> Thanks,
>
> Jean-Luc

Jean-Luc, I don't know what you used so this might be pointless, but here
is the last one that I used that worked (I retrieved my registration key
from years ago - he was nice enough to give it to me, without having to
re-register, although I gladly would have done that. This was Sep 22, 2004)

gryf AT hrzpub DOT tu-darmstadt DOT de

--
_/_/_/

4723. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 20:12:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.25.20.12.16.533256@charter.net>
Source record: 10450

On Tue, 25 Oct 2005 10:42:56 +0200, Rodolphe Czuba wrote:

> VIDEL is receiving 3 clocks !
> 25 MHz fixed OSC for VGA modes
> 32 MHz bus mb clock for RGB/ST MONO modes.
> EXT clock.
>
> When you do not boost the MB, you don"y need to change something !
> When you boost up to 16 MHz the mb, your 32 MHz clock will change. SURE, you
> replace the 32 MHz mb clock by a 40 or 50, so you get a 40 or 50 MHz on the
> VIDEL, so 32 becomes 40 or 50 ! So, the RGB & ST MONO modes cannot works
> because V & H sync have shifted !
> It is WHY is an obligation to RE-inject a 32 MHz clock on the EXT clock
> input AND select the EXT clock input as the clock reference for RGB & ST
> MONO modes ! This selection is done by software (just a bit) and the CT60
> BIOS test this at boot !

Thanks for the info Rodolphe.

--
_/_/_/

4724. AtarICQ 0.165 is released

Newsgroup: comp.sys.atari.st
Date: 2005-10-25 21:52:56 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1130277176.602872.121450@g43g2000cwa.googlegroups.com>
Source record: 10451

Hi all,

This time the changes aren't that many, but I thought I better get a
new version released before I start changing things that will require
lots of time to finish :)

Go here to download the new version: http://www.ataricq.org

Recent changes:

* Added icons for 256 colour mode (Not all icons have 256 colour data)

* Changing online status can timeout now, if server is not responding.
AtarICQ interprets this as if we lost the connection.

* The keep_alive call is reimplemented, and sent to the icq server once
every 2 minutes. This may perhaps prevent aICQ from dropping the
connection.

* In preferences for contact list, you can now decide whether you wish
a selected contact to be indicated with
a dotted box or by inverting the nick.

Have fun.

Regards,

/Joakim

http://www.ataricq.org

4725. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 00:12:55 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <stOdnavsktwzVsPeRVnyjQ@eclipse.net.uk>
Source record: 10452

"exxos" <exxos@home.co.uk> wrote in message
news:cM-dnejYF93Nf8DenZ2dnUVZ8qOdnZ2d@pipex.net...
>
> "Dave Wade" <g8mqw@yahoo.com> wrote in message
> news:4eOdna3hnLcz8sDenZ2dnUVZ8qKdnZ2d@eclipse.net.uk...
> > You might also want to check out
> >
> > http://atari4ever.free.fr/hardware/drives.html
> >
> > and look at the diagram there. I don't suppose it will work woth modern
> > drives that need an initiator ID from the interface, but it might be a
> > good starting point. I checked to see if its the same as my BBDP
interface
> > and its not. The BBDP interface has 15 LS Ic's on it,
> >
>
> Which file are you refering to ?
>
> Chris
>
>
Chris,

Sorry I thought it was obvious, SCSICNT.ZIP which contains one relevant GIF
file...

Dave.

4726. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 00:19:46 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <stOdnarsktwoVsPeRVnyjQ@eclipse.net.uk>
Source record: 10453

>
> Hello Dave,
>
> You're gonna love this, one brilliant come back in the right place at the
> right time.. Perhaps..
>
> Top side of the Mega STE ACSI host board;
> http://www.retro.dial.pipex.com/acsi_ref/images/image1.jpg
>
> Okies;
>
> The 245A is an octal bi-directional switch (would have expected to see 2
of
> those if doubling up on pins)
> http://www.maplin.co.uk/Media/product_pdfs/ub67.pdf
>
> Those two marked ACSI and SCSI are GALS, so MCUs
>

GALS are a pain. I some ways it woudl be better if there was firmware, as
there might be upgrades you could reverse engineer. With GALS if they blow
the verify link you have x-ray the little blighters to get any info.

> The 374A's are octal flip flops
> http://www.maplin.co.uk/Media/product_pdfs/ae28.pdf
>
> I'm working out how these are used as am going to need some sort of method
> in what I'm trying to design, so as to cut down on main MCU I/O pin usage.
>
> As for those hidden commands, there aren't any, it's that noisy I/O as you
> mentioned, have been reading up more through the magazines as time went
by.
> Some of the HDD manufacturers at the time endorsed modifications to their
> kit involving cleaning caps etc. Well, saying that, Uwe has shed light on
> some (well 1, 0x1fH), which were used by the ICD/Link host interfaces to
> issue real SCSI commands through the ACSI port. The default ACSI
> addressable sector count is 2^21 * 512 bytes / 1Gb, these commands allowed
> this to be exceeded. Another mention has been made by ijor on another
group
> that you can switch to 1024 byte sectors etc.
>

Not sure if modern drives support this. I have done it on MFM before. (can't
remember why).

> <smiles> and thanks,
>

Do you want to "borrow" the BBDP interfave and drive. To be honest I don't
use it very often...

> Aly
>
> ps. It's a FUJI Finepix S7000 btw..
> http://www.retro.dial.pipex.com/acsi_cf/images/image1.jpg
>
>

Dave.

4727. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 00:44:40 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1130287480.195311.186280@g47g2000cwa.googlegroups.com>
Source record: 10454

Ah, I didn't know that you hadn't tested with a CT60. Mine runs at 66
- 95 Mhz with a 25 Mhz bus -- Czuba installed.

Anyhow, here's what happened (66/25 Mhz) -- note that I have a DEKA 2
interface, so this is a PEST to DEKA to CT60!

Upon plugging in -- mouse very sluggish, but works.

Upon holding down both buttons -- mouse pointer appears to jiggle
slightly, but nothing more.

Upon cycling through resolutions -- only the very fastest appears to
work well with my Kensington Mouse-in-a-Box, but at the fastest
resolution the mouse works quite nicely.

Note: Having very large hands, I actually don't mind the original
Atari mouse, so I plugged it back in and returned the Kensington to the
kid's iMac. I will pick up a mouse for myself once I find a nice one
-- I'm thinking of a trackball.

Galen

4728. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 05:48:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200510260748.a48607@ll.maus.de>
Source record: 10465

Hallo Ronald J.,

>gryf AT hrzpub DOT tu-darmstadt DOT de

And the last message from this address I got somewhere in the usenet was
dated the Oct 17 2005.

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

4729. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 07:25:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <DbmdnUminNpNs8LeRVnyrA@pipex.net>
Source record: 10455

"Galen" <atarigalen@yahoo.com> wrote in message
news:1130287480.195311.186280@g47g2000cwa.googlegroups.com...
> Ah, I didn't know that you hadn't tested with a CT60. Mine runs at 66
> - 95 Mhz with a 25 Mhz bus -- Czuba installed.
>
> Anyhow, here's what happened (66/25 Mhz) -- note that I have a DEKA 2
> interface, so this is a PEST to DEKA to CT60!
>
> Upon plugging in -- mouse very sluggish, but works.
>
> Upon holding down both buttons -- mouse pointer appears to jiggle
> slightly, but nothing more.
>
> Upon cycling through resolutions -- only the very fastest appears to
> work well with my Kensington Mouse-in-a-Box, but at the fastest
> resolution the mouse works quite nicely.
>
> Note: Having very large hands, I actually don't mind the original
> Atari mouse, so I plugged it back in and returned the Kensington to the
> kid's iMac. I will pick up a mouse for myself once I find a nice one
> -- I'm thinking of a trackball.
>
> Galen
>

Sounds to me like your interface is to slow for the job. Seems like the deka interface isn't as fast as it should be for processing. I'm sure if enough people nagged alison enough she would develop a much better interface, but thats up to the Atari community not me :-)

Chris

4730. Re: WTB: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 07:29:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <Z7udnVYOP_k4ssLenZ2dnUVZ8qOdnZ2d@pipex.net>
Source record: 10456

"David Wade" <g8mqw@yahoo.com> wrote in message
news:stOdnavsktwzVsPeRVnyjQ@eclipse.net.uk...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:cM-dnejYF93Nf8DenZ2dnUVZ8qOdnZ2d@pipex.net...
>>
>> "Dave Wade" <g8mqw@yahoo.com> wrote in message
>> news:4eOdna3hnLcz8sDenZ2dnUVZ8qKdnZ2d@eclipse.net.uk...
>> > You might also want to check out
>> >
>> > http://atari4ever.free.fr/hardware/drives.html
>> >
>> > and look at the diagram there. I don't suppose it will work woth modern
>> > drives that need an initiator ID from the interface, but it might be a
>> > good starting point. I checked to see if its the same as my BBDP
> interface
>> > and its not. The BBDP interface has 15 LS Ic's on it,
>> >
>>
>> Which file are you refering to ?
>>
>> Chris
>>
>>
> Chris,
>
> Sorry I thought it was obvious, SCSICNT.ZIP which contains one relevant
> GIF
> file...
>
> Dave.
>
>

ahhhh, some someone *DID* built that then ? I asked around for ages for
anyone who built that, I wasn't about to spend the time building one just on
the off chance, actually when I looked at it, I remember some of the logic
gates numbers were duplicated so thought thats not a good start either....
if it does work then I may make a pcb for it and pass it on to alison for
testing, im sure she could get all that logic compressed down a lot.

Cheers,
Chris

4731. Re: Icd link2

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 11:45:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <435f967031de30@comcast.net>
Source record: 10467

>Hello all, can anyone help me. I have a 1 gig ex microsoft hard drive which
>I want to connect to my Atari 1040st. I cant find any software which will
>recognise the hard drive. Can any one tell me where I can get icd software
>from. thanks in advance. Derrick
>

If you have the ICD Link 2, then I would get HDDriver. I have a Link2 in my
STe and HDDriver works great with it.

4732. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 12:35:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.26.12.35.11.73489@charter.net>
Source record: 10457

On Wed, 26 Oct 2005 08:25:47 +0100, exxos wrote:

> Sounds to me like your interface is to slow for the job. Seems like the deka
> interface isn't as fast as it should be for processing. I'm sure if enough
> people nagged alison enough she would develop a much better interface, but
> thats up to the Atari community not me :-)
>
> Chris

Well, we can see if its consistent in a few days. I've got the PeST
ordered, it should be here soon. I also have a Falcon CT60, running at
95mhz with the motherboard mod and a DEKA interface. I'll post results
just as soon as I can.

--
_/_/_/

4733. Icd link2

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 12:45:05 UTC
From: Derrick Chapman <dekka@tpg.com.au>
Message-ID: <435f7a2e$1@dnews.tpgi.com.au>
Source record: 10458

Hello all, can anyone help me. I have a 1 gig ex microsoft hard drive which I want to connect to my Atari 1040st. I cant find any software which will recognise the hard drive. Can any one tell me where I can get icd software from. thanks in advance. Derrick

4734. Re: Icd link2

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 13:28:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.26.13.28.11.813480@charter.net>
Source record: 10459

On Wed, 26 Oct 2005 22:45:05 +1000, Derrick Chapman wrote:

> Hello all, can anyone help me. I have a 1 gig ex microsoft hard drive which
> I want to connect to my Atari 1040st. I cant find any software which will
> recognise the hard drive. Can any one tell me where I can get icd software
> from. thanks in advance. Derrick

ICDs stuff is okay, but I'd heartily recommend Uwe Seimets' HDDriver
software. Its commercial, but worth every single penny. :-)

--
_/_/_/

4735. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 13:34:05 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <g_2dnU1mXbo9GMLenZ2dnUVZ8t2dnZ2d@pipex.net>
Source record: 10460

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.26.12.35.11.73489@charter.net...
> On Wed, 26 Oct 2005 08:25:47 +0100, exxos wrote:
>
>> Sounds to me like your interface is to slow for the job. Seems like the
>> deka
>> interface isn't as fast as it should be for processing. I'm sure if
>> enough
>> people nagged alison enough she would develop a much better interface,
>> but
>> thats up to the Atari community not me :-)
>>
>> Chris
>
> Well, we can see if its consistent in a few days. I've got the PeST
> ordered, it should be here soon. I also have a Falcon CT60, running at
> 95mhz with the motherboard mod and a DEKA interface. I'll post results
> just as soon as I can.

Nice :-)

Thanks to carey I have my CT60 pretty much running now :-) being using PeST
on my CT60 falcon for about 3 hours and was fantastic to use!

Myself and alison were talking about making a keyboard version aswell,
though we don't feel there is enough demand for them so its on the back
burner now.

Chris

4736. Re: Icd link2

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 15:35:20 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <435FA238.5000106@seimet.de>
Source record: 10461

Ronald J. Hall wrote:

>>Hello all, can anyone help me. I have a 1 gig ex microsoft hard drive which
>>I want to connect to my Atari 1040st. I cant find any software which will
>>recognise the hard drive. Can any one tell me where I can get icd software
>>from. thanks in advance. Derrick
>
>
> ICDs stuff is okay, but I'd heartily recommend Uwe Seimets' HDDriver
> software. Its commercial, but worth every single penny. :-)

Derrick, in order to test if your drive is recognized the demo version
(http://www.seimet.de/hddriver_english.html) of HDDRIVER is sufficient.
In case your drive is not recognized by the ID check of the HDDRUTIL
tool the drive may not be jumpered correctly, or is not correctly
terminaited, or it requires a SCSI feature called Initiator
Identification, which the ICD Link does not support.

--

Dr. Uwe Seimet http://www.seimet.de

4737. Re: lcd link2

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 15:56:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200510261756.a17316@b.maus.de>
Source record: 10462

Salve commonly, Derrick Chapman <dekka@tpg.com.au> wrote:

> I have a 1 gig ex microsoft hard drive

SCSI?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

4738. Re: Thing > 1.27 ?

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 16:36:26 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <435fb08a$0$5368$8fcfb975@news.wanadoo.fr>
Source record: 10463

Ronald J. Hall a ï¿½crit :
>
> Jean-Luc, I don't know what you used so this might be pointless, but here

Yesterday, I tried with both the ones I found on the Interactive
website, which I found via google. One of these adresses is

binder AT rbg DOT informatik DOT th DASH darmstadt DOT de

> is the last one that I used that worked (I retrieved my registration key
> from years ago - he was nice enough to give it to me, without having to
> re-register, although I gladly would have done that. This was Sep 22, 2004)
>
> gryf AT hrzpub DOT tu-darmstadt DOT de

This is exactly one of those I tried before, when I tried to register
first. I gave it one more try today, and hope it will be the good one.

Thanks,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4739. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 17:52:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.26.17.52.15.402429@charter.net>
Source record: 10464

On Wed, 26 Oct 2005 14:34:05 +0100, exxos wrote:

> Nice :-)
>
> Thanks to carey I have my CT60 pretty much running now :-) being using PeST
> on my CT60 falcon for about 3 hours and was fantastic to use!

Well don't keep it a secret! What was it that was causing you so much
grief? If for no other reason post it so other potential CTxx owners can
benefit from you experience. :-)

> Myself and alison were talking about making a keyboard version aswell,
> though we don't feel there is enough demand for them so its on the back
> burner now.
>
> Chris

Yeah, with the DEKA and Eiffel there are already keyboard solutions. It
might be like you said.

--
_/_/_/

4740. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-26 20:40:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4q-dnVNcRo2gdMLenZ2dnUVZ8tydnZ2d@pipex.net>
Source record: 10466

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.26.17.52.15.402429@charter.net...
> On Wed, 26 Oct 2005 14:34:05 +0100, exxos wrote:
>
>
>> Nice :-)
>>
>> Thanks to carey I have my CT60 pretty much running now :-) being using
>> PeST
>> on my CT60 falcon for about 3 hours and was fantastic to use!
>
> Well don't keep it a secret! What was it that was causing you so much
> grief? If for no other reason post it so other potential CTxx owners can
> benefit from you experience. :-)
>

ahhh, well, so it seems, there was a pile of stuff in a "MajiC" folder with
auto programs in which it seems were needed, I dont run majic anyways..
actaully didnt even know any auto loaders were needed at all! I know the
cpx's needed updating and of course I did all that... just never worked,
after booting up I couldn't even change res without it crashing, I had this
auto stuff in and changed res about 20 times with no problems, ran STzip for
about half a hour with no problems, so not managed to crash it yet... though
it was like 1AM when I was talking to Carey about it so not tried much
testing....

Seems there is a flash tool for updating TOS, can't get it to work tho,
saying the file is not a TOS image file, but it is! so not sure whats going
on there yet... not had chance to try again yet... been out most of today...

>> Myself and alison were talking about making a keyboard version aswell,
>> though we don't feel there is enough demand for them so its on the back
>> burner now.
>>
>> Chris
>
> Yeah, with the DEKA and Eiffel there are already keyboard solutions. It
> might be like you said.
>

Maybe one day in the near future one will be developed... at least we are
hear to support new "stuff", and hopefully will be for a long time yet
too...

Chris

4741. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-27 00:33:18 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <djp78e$4a8$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10468

> "Galen" <atarigalen@yahoo.com> wrote in message
> news:1130287480.195311.186280@g47g2000cwa.googlegroups.com...
I will pick up a mouse for myself once I find a nice one
> > -- I'm thinking of a trackball.

The Logitech Marble Mouse trackballs are brilliant. :-)

http://cgi.ebay.co.uk/Logitech-Marble-Mouse_W0QQitemZ5821487863

You're unfortunately stuck with this DEKA arrangement though. I think I know what's going on...

PeST communicates with the ST's stock keyboard at just about the threshold limit to achieve the fast tracking. Then we pulled back a bit by about 20uS to build in an element of safety, but still, we're communicating ALOT faster than the original ST mouse does. I'm thinking that the DEKA was tested with a stock ST mouse and that PeST is too fast for it, this would also be a problem for the other high tracking replacement ST mice. Mmmm, if you're able to sell-on your PeST I could do one for you which is even slower (custom firmware) for the same price, but I can't guarantee that it'll solve the tracking speed without having a DEKA to perfect it on.

The beauty of this older hardware from a developers point of view is that everyones using the same keyboard MCU and Atari firmware, right from the basic ST through to the Falcon / TT. This DEKA arrangement is shifting towards the PC arena situation where manufacturers can't entirely predict their target market. I know it's common sense to say that PeST wasn't designed for anything other than the Atari keyboard, but that's just greedy company get-out speak and I don't like that approach to customers. I may be able to do a custom PeST for you if you're an obsessed Atarian but we'll need to find out the tolerances of DEKA. I'll put this on the faq in the next few days.

> >
>
> I'm sure if enough
> people nagged alison enough she would develop a much better interface, but
> thats up to the Atari community not me :-)
>
> Chris
>
>

We can't develop a better PS2 mouse interface without cutting corners and reducing robustness, we're at the limit of what can be achieved with the Atari's keyboard sub system. The bottleneck is the speed at which we can

communicate between PeST and Atari. There are so many PS2 packets being converted it almost goes beyond imagination, it's literally 1000's. If they're not all captured, and that means dud PS2 packets too, then we lose the 'feel' of the mouse. To give IBM and Microsoft their credits due, they've done a pretty good job as far as input devices go. Try loading up DOS 3.1 and your favourite retro game and you'll literally feel how far things have progressed.

I don't see any reason to build on Eiffel as that's someone else's project and they went through the struggles and repeatedly trying to break-the-thing too. There's pride in these things now, which is brilliant, it's why most of us are here?

In some ways we've hit lucky here as we're serving a market which isn't over saturated with money-grabbing-ba$t~d companies. Well I can think of two, one in the USA and one in the UK. They've only got to service a floppy disk drive and they've broken even that week.

Tired, need sleep.

4742. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-27 03:55:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.27.03.55.55.694727@charter.net>
Source record: 10469

On Thu, 27 Oct 2005 00:33:18 +0000, techie_alison wrote:

> You're unfortunately stuck with this DEKA arrangement though. I think I
> know what's going on...

Don't know how close it is to the original Atari mouse, but just for the
record I'm using a replacement mouse from Best Electronics.

So far, I've not encountered any problems with it and the DEKA interface.

As soon as my PeST gets here Alison, I'll test it and report back.

Thanks! :-)

--
_/_/_/

4743. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-27 10:26:34 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <djqa0p$ns3$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10470

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.27.03.55.55.694727@charter.net...
> On Thu, 27 Oct 2005 00:33:18 +0000, techie_alison wrote:
>
> > You're unfortunately stuck with this DEKA arrangement though. I think I
> > know what's going on...
>
> Don't know how close it is to the original Atari mouse, but just for the
> record I'm using a replacement mouse from Best Electronics.
>
> So far, I've not encountered any problems with it and the DEKA interface.
>
> As soon as my PeST gets here Alison, I'll test it and report back.
>
> Thanks! :-)
>
> --
>
> _/_/_/_

4744. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-27 15:27:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.27.15.27.41.328732@charter.net>
Source record: 10471

On Thu, 27 Oct 2005 10:26:34 +0000, techie_alison wrote:

> Hi Ron :-)

Hi!

> Let's ave a look..
>
> Went out on the 24th (Monday), and is currently roaming around the USA.
> They seem to take about 4-5 working days with Airsure, calling it
> priority-mail but adds about a day to a plain uninsured small packet. USA
> does seem quite slow from what I'm finding, now Hong Kong that's fast for
> all the criticism they get, 2 working days on the last one!!
>
> :-)
>
> Aly

They are slow - and they do things "bass ackwards" for sure. Example, 3
small towns close to where I live, Martin, Prestonsburg, and Pikeville.

In a row, it would be like Prestonsburg-> Martin-> Pikeville. Send a
letter from Prestonsburg to Martin, it goes to Pikeville first. I actually
had a Postmaster tell me that was how it worked. :-)

--
_/_/_/

4745. SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-27 21:41:55 UTC
From: Melvin Stoten <wforbes@adelphia.net>
Message-ID: <0qednUkM69s11PzeRVn-jQ@adelphia.com>
Source record: 10472

```
Which SyQuest SCSI parallel drives work
with an Atari ST?
Thanks
```

4746. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-27 22:34:27 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1130452467.896536.26610@g43g2000cwa.googlegroups.com>
Source record: 10473

I don't know if there's any reason to make another version. The mouse
does work -- it's just not quite what you are describing.

Still, I wonder what occurs when you communicate at ST mouse speed.

Galen

4747. Re: SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-27 22:36:28 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1130452588.149272.36540@g44g2000cwa.googlegroups.com>
Source record: 10474

I don't know. However, the SyQuest EZ135 I own came with a parallel
cable adapter that I don't use. What do you mean by "SCSI parallel"?

Galen

4748. Re: SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-27 22:50:42 UTC
From: Melvin Stoten <wforbes@adelphia.net>
Message-ID: <v_KdnaJcG4pXxPzeRVn-3Q@adelphia.com>
Source record: 10475

Although SyQuest SCSI drives are old tech, I am new to them.
So, my understanding comes only from what I have been told.
I may be wrong about using "parallel." What I need to find out
is which SyQuest SCSI drives will work with a 1040ST with
4MB memory or a Mega 2. I now know from you that a SyQuest
EZ135 will work. Thanks much.

"Galen" <atarigalen@yahoo.com> wrote in message
news:1130452588.149272.36540@g44g2000cwa.googlegroups.com...
>I don't know. However, the SyQuest EZ135 I own came with a parallel
> cable adapter that I don't use. What do you mean by "SCSI parallel"?
>
> Galen
>

4749. Re: SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-27 23:28:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.27.23.28.16.789991@charter.net>
Source record: 10476

On Thu, 27 Oct 2005 18:50:42 -0400, Melvin Stoten wrote:

> Although SyQuest SCSI drives are old tech, I am new to them.
> So, my understanding comes only from what I have been told.
> I may be wrong about using "parallel." What I need to find out
> is which SyQuest SCSI drives will work with a 1040ST with
> 4MB memory or a Mega 2. I now know from you that a SyQuest
> EZ135 will work. Thanks much.

Oh, you threw me off when you asked about parallel. :-)

I've got both the EZ135 and EZ200. They both work just fine.

--
_/_/_/

4750. Music Studio "Beackwalk" Song

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 06:00:46 UTC
From: Mark Lehmann <mark.lehmann@gmail.com>
Message-ID: <1130479246.467608.164290@g43g2000cwa.googlegroups.com>
Source record: 10477

A friend and I resurected one of our favorite songs "Beachwalk" from a Music Studio floppy disk for the Atari ST. We used a program to read Atari ST 3.5" 360K floppy disks on an IBM style 3.5" floppy drive. Next we used Steem and a music program that is compatible with Music Studio to convert the .SNG file to a MIDI standard 0 file. Last we moved it over to Garage Band on a heavy duty Mac and arranged it.

You can hear the results at: http://www.marklehmann.com

By the way, I could not track down Davidow. If you are Davidow or know Davidow please get him in touch with me. I want to give him full credit for his work.

4751. Re: PeST on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 09:27:17 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <djsqtl$4d$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10478

"Galen" <atarigalen@yahoo.com> wrote in message
news:1130452467.896536.26610@g43g2000cwa.googlegroups.com...
> I don't know if there's any reason to make another version. The mouse
> does work -- it's just not quite what you are describing.

Oh goodo :-)

>
> Still, I wonder what occurs when you communicate at ST mouse speed.
>

You lose the ability to track fast. Admittedly PeST was developed with a
monochrome system.

> Galen
>

4752. Re: Icd link2

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 12:18:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510280511390.23804-100000@onyx.spiritone.com>
Source record: 10479

Hello Derrick, last I looked ICD's website is still up. Even though they dont support Atari anymore, you can still download ICD's Host software. I believe it's before the pro version. Goto: www.icd.com Thanx! ===Ben===

On Wed, 26 Oct 2005, Derrick Chapman wrote:

> Hello all, can anyone help me. I have a 1 gig ex microsoft hard drive which
> I want to connect to my Atari 1040st. I cant find any software which will
> recognise the hard drive. Can any one tell me where I can get icd software
> from. thanks in advance. Derrick

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4753. AD: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 12:28:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510280523530.23804-100000@onyx.spiritone.com>
Source record: 10480
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail or call (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/adoption.htm
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Book List!
http://www.aracnet.com/~atari/stbooks.htm ST Book List!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/windoze.htm That other Operating System!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4754. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 12:31:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510280528580.23804-100000@onyx.spiritone.com>
Source record: 10481
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4755. Re: SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 14:56:55 UTC
From: Ed <lener@vt.edu>
Message-ID: <djte7l$d2c$1@solaris.cc.vt.edu>
Source record: 10482

Even though rather limited by today's standards the 135MB capacity works
well with early Atari software. One word of caution though for the ST
or Mega ST computers you will also need to use an ICD Link adaptor for
SCSI drives. See http://www.icd.com/atari/ for a picture and
description of their host adaptor though it is no longer available
directly from the company.

Melvin Stoten wrote:
> Although SyQuest SCSI drives are old tech, I am new to them.
> So, my understanding comes only from what I have been told.
> I may be wrong about using "parallel." What I need to find out
> is which SyQuest SCSI drives will work with a 1040ST with
> 4MB memory or a Mega 2. I now know from you that a SyQuest
> EZ135 will work. Thanks much.
>
> "Galen" <atarigalen@yahoo.com> wrote in message
> news:1130452588.149272.36540@g44g2000cwa.googlegroups.com...
>
>>I don't know. However, the SyQuest EZ135 I own came with a parallel
>>cable adapter that I don't use. What do you mean by "SCSI parallel"?
>>
>>Galen
>>

4756. Re: SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 15:10:17 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <pbidnWL5KPkeo__eRVnyhg@pipex.net>
Source record: 10483

"Ed" <lener@vt.edu> wrote in message news:djte7l$d2c$1@solaris.cc.vt.edu...
> Even though rather limited by today's standards the 135MB capacity works
> well with early Atari software. One word of caution though for the ST or
> Mega ST computers you will also need to use an ICD Link adaptor for SCSI
> drives. See http://www.icd.com/atari/ for a picture and description of
> their host adaptor though it is no longer available directly from the
> company.
>

I tried to E-mail them, but it bounces back :-(

Chris

4757. Re: SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 15:59:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.28.15.59.07.167554@charter.net>
Source record: 10484

On Fri, 28 Oct 2005 16:10:17 +0100, exxos wrote:

> I tried to E-mail them, but it bounces back :-(
>
> Chris

Try Ebay Chris. The odd Link 1 or 2 shows up there every now and then.

--
_/_/_/

4758. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 16:06:20 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <43624c80$0$21235$626a54ce@news.free.fr>
Source record: 10485

exxos wrote:
> "Rodolphe Czuba" <rodolphe.BeurkSPAM.czuba@free.fr> wrote in message
> news:435e5357$0$2108$626a14ce@news.free.fr...
>> I'm laways issapointed to read such bad things !
>> If you sent me your mb + CT and I told you that it was running fine
>> at me, you can be sure it was running fine...
>> NOW, you should think what are the peripherals you do not sent me ?
>> Because there is a big chance that one of these (the HDD and the
>> software on it !) is the problem !
>>
>> When I receive mb + CT to test, I connect them on MY PSU and my HDD
>> that contains a good version of HD Driver (7.60).
>> My HDD is a Quantum Fireball 3.2 GB.
>>
>> Even if you do not boost the mb, you can get some HDD problem
>> because of a HDD timing problem himself or a software driver problem
>> !! Think to that : HD Driver may run fine on 100% of HDD models on a
>> 030 CPU and run on 95% of the HDD models with a so faster CPU like
>> 060. It is a timing problem (software timing, not hardware because MFP is
>> the same !).
>
> The only other item is the HD, I use HD8, though like I said before,
> even if I unplug EVERYTHING and just change video modes in GEM a lot
> of the time it crashes also. This is just why I think very odd that I
> send you exactly what I am using and you say its fine but when I try
> it I get nothing but problems, the only thing which seems to help is
> to disable SDRAM, works much better but still lots of problems...
> there must be something stupid somewhere which is causing the
> problems.... but what.... I do not know....

Hum, CT60 is not running stable WITHOUT NVDI !
Remove all, but keep NVDI in the AUTO folder !

>
> i'm not saying CT60 or your work is bad, I think CT60 is a fantastic
> bit of kit.

yes I understand what you are saying.

I wouldn't be trying to get it working if I thought it
> did not work!

sure..

>
> Chris

4759. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 16:50:05 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <_bednRVLXOGPy__enZ2dnUVZ8qudnZ2d@pipex.net>
Source record: 10486

"Rodolphe Czuba" <rodolphe.BeurkSPAM.czuba@free.fr> wrote in message news:43624c80$0$21235$626a54ce@news.free.fr...

> Hum, CT60 is not running stable WITHOUT NVDI !
> Remove all, but keep NVDI in the AUTO folder !
>
>

NVDI is causing the problems it seems, I cannot boot with NVDI installed..... A guy is helping me try and solve this problem....

BTW, is CTCM being shipped ? I ordered one a while ago..... (chris Swinson England)

Regards,
Chris

4760. Re: SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 16:57:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200510281857.a17580@b.maus.de>
Source record: 10507

MS>Which SyQuest SCSI parallel drives work with an Atari ST?
What do you mean by SCSI parallel?

Any SCSI drive will work an ACSI adapter provided, but no parallel
drive will work...

My very bad experience with SyQuest 3.5" drives (105/270 Mo) made me
switch over to a magneto optical drive a couple of years ago.

Und TTschï¿½
ps

4761. http://projectstatus.atari.org

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 17:56:23 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11m4pi7dsog8p8c@corp.supernews.com>
Source record: 10487

I've created a web page that will list the status of active ATARI computer hardware projects. The
intent is to have one place we can go to find the status of 8-bit and ST(e)-Falcon-TT active hardware
projects. Of course, this can only be successful if you provide me with information. If you would like
your project listed, please contact me (remove obvious spam filter) with the correct information and
current status. I will not list e-mail addresses unless requested; only web pages. In addition, if I've
listed incorrect information or if you would like your project removed, please contact me. The URL:
http://projectstatus.atari.org

You may also contact me through my home page at http://www.josephplace.com

Thanks, and stay ATARI!
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

4762. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 18:42:36 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.28.18.42.36.309685@charter.net>
Source record: 10488

On Fri, 28 Oct 2005 17:50:05 +0100, exxos wrote:

>
> NVDI is causing the problems it seems, I cannot boot with NVDI
> installed..... A guy is helping me try and solve this problem....

Now that is odd. If I boot without NVDI, I get "garbage" on my
icons/windows 'n stuff.

--
_/_/_/

4763. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 18:49:26 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1130525366.848673.80730@g49g2000cwa.googlegroups.com>
Source record: 10489

IIRC, this is because NVDI disables the blitter. If you don't run NVDI,
you may perhaps find another way to do it.

Regards,

Joakim

4764. Wtd: Atari TT / Mega STe parts (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 18:59:58 UTC
From: Moonferret <miay14@dsl.pipex.com>
Message-ID: <Y9adndxP-fxX6P_eRVnyhQ@pipex.net>
Source record: 10490

Hi Folks!

After the following parts....

Atari TT Keyboard
Set of UK ROM chips for a TT

Mega STE Keyboard
Mega STE Case (Will consider complete unit)

All items need to be in good condition with no yellowing of the
plastics. Will also consider an other TT / mste parts or machines,
working or not.

Cheers,
Dave

4765. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 20:09:54 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3JadndKkuJsgGf_enZ2dnUVZ8qOdnZ2d@pipex.net>
Source record: 10491

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.28.18.42.36.309685@charter.net...
> On Fri, 28 Oct 2005 17:50:05 +0100, exxos wrote:
>
>>
>> NVDI is causing the problems it seems, I cannot boot with NVDI
>> installed..... A guy is helping me try and solve this problem....
>
> Now that is odd. If I boot without NVDI, I get "garbage" on my
> icons/windows 'n stuff.
>

I never had garbage on the screen at all, just NVDI locks up during boot and thats that, actually could try it in 030 mode and see if boots then.... not sure why you would have corrupt graphics, are you overclocking the MB too ? I just have CT60 without bus mods here..... might boost the DSP since I think you can clock that on its own, maybe a boost for the IDE system too, not sure without looking....

Chris

4766. Import .arr and .sng files

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 20:21:57 UTC
From: News <puasho@tin.it>
Message-ID: <43628699$0$13347$4fafbaef@reader2.news.tin.it>
Source record: 10492

Hi all

I'm desperately looking for a software running under windows 2k/xp environment and capable of playing my old *.arr and *.sng files compiled several years ago with my "late" Atari 1040 ST. I tried downloading Cubase SX but I can't get it to start on my XP equipped portable. Furthermore, the floppy where the files are stored are formatted with the original Atari PC and I can't even get them in my Windows PC,
Any hel welcome

Thanks in advance

Dino

4767. Zip Drives and Compact Flash

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 21:48:36 UTC
From: Melvin Stoten <wforbes@adelphia.net>
Message-ID: <uN2dnQOeT7AlAf_eRVn-3Q@adelphia.com>
Source record: 10493

Are there any instructions on the net for hooking up
Zip drives and Compact Flash cards to STs? Any
suggestions about using these items with STs?
Thanks, Melvin

4768. Re: ADSPEED 16

Newsgroup: comp.sys.atari.st
Date: 2005-10-28 23:05:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <xPednfQMqJOfM__enZ2dnUVZ8qWdnZ2d@pipex.net>
Source record: 10494
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Phantom" <phantomm@bellsouth.net> wrote in message
news:VOF0f.4124$K8.1102@bignews7.bellsouth.net...
>
> Looking to buy working ADSpeed 16 for the 1040STe.
>
> Also looking for working Switchable TOS 2.06/1.62 for 1040STe.
>
> And a 1.44 High Density Disk Drive kit for 1040STe.
> (Or good directions on how to do this myself)

http://www.cps-electronics.co.uk/144/HD4.htm

4769. Re: SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-29 05:16:08 UTC
From: Melvin Stoten <wforbes@adelphia.net>
Message-ID: <-5GdnRzw1dwAmP7eRVn-hQ@adelphia.com>
Source record: 10495

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.28.15.59.07.167554@charter.net...
> On Fri, 28 Oct 2005 16:10:17 +0100, exxos wrote:
>
>> I tried to E-mail them, but it bounces back :-(
>>
>> Chris
>
> Try Ebay Chris. The odd Link 1 or 2 shows up there every now and then.

One of them is up for bid on eBay right now.Last I saw it was at $127.00 or
so.
>
> --
> _/_/_/_

4770. Re: Zip Drives and Compact Flash

Newsgroup: comp.sys.atari.st
Date: 2005-10-29 06:19:28 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3sgij6FnvkfoU1@individual.net>
Source record: 10496

Melvin Stoten wrote:

> Are there any instructions on the net for hooking up
> Zip drives and Compact Flash cards to STs? Any
> suggestions about using these items with STs?

There is not much to be considered here. ZIP drives work out of the box when using an adapter like the Link96/97. Most SCSI CF card adapters should also work with this adapter. In the past some users have already posted their experiences with CF card adapters here, so it is probably a good idea to check older postings from this group.

--

Dr. Uwe Seimet http://www.seimet.de

4771. Re: SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-29 06:30:20 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3sgj7iFo0f9gU1@individual.net>
Source record: 10497

Melvin Stoten wrote:

> One of them is up for bid on eBay right now.Last I saw it was at $127.00 or
> so.

That's amazing. $127 is more than you paid for a new one when they were
still available, isn't it?
I think the Link96/97, which is more powerful than the ICD Link, was
sold for about 100 DM (appr. 50 Euros or $60) some years ago.

--

Dr. Uwe Seimet http://www.seimet.de

4772. Re: SyQuest SCSI drives

Newsgroup: comp.sys.atari.st
Date: 2005-10-29 08:25:15 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1130574315.041218.297290@g14g2000cwa.googlegroups.com>
Source record: 10498

Wow. I threw one of these away with 5 cartridges recently.

4773. Re: Atari TT / Mega STe parts (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-10-29 12:53:55 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <djvrd3$le1$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10499

Hi "Moonferret"

> Mega STE Case (Will consider complete unit)

If you have some serious money available it could buy you a....

PAK�d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

4774. Re: Atari TT / Mega STe parts (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-10-29 15:02:10 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1130597696.777476.71410@g49g2000cwa.googlegroups.com>
Source record: 10500

How serious ?

Tha Welshgit wrote:
> Hi "Moonferret"
>
> > Mega STE Case (Will consider complete unit)
>
> If you have some serious money available it could buy you a....
>
> PAK´d MegaSTE.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
> --
>
> (º·.¸(¨*·.¸ ¸.·*¨)¸.·º)
> «.·º·. Steve .·º·.»
> (¸.·º(¸.·¨* *¨·.¸)º·.¸)

4775. Atari Online News, Etc. #07-44

Newsgroup: comp.sys.atari.st
Date: 2005-10-30 01:09:09 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1130634549.492114.227100@f14g2000cwb.googlegroups.com>
Source record: 10501

A-ONE #0744 10/28/05

~ Web Users Less Trusting ~ People Are Talking! ~ New AtarICQ
Release!
~ CCAG 2005 Rescheduled! ~ AntiSpyware Guidelines ~ New Hatari
Version!
~ ICANN, VeriSign Settle! ~ Open Source Is Alive! ~ eBay Fraud in
UK!
~ Microsoft Chided Again! ~ EmuTOS Is Upgraded! ~ MS Takes On
Spam!

-* CallerID Coming For E-Mail? *-
-* OpenOffice 2.0 Has Eye On Microsoft *-
-* New Web Software A Challenge To Microsoft! *-

--- ---
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org

4776. FS/T: Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 2005-10-30 03:16:16 UTC
From: malo.morgen@nowhere.com
Message-ID: <dk1du0$hd9$1@ss405.t-com.hr>
Source record: 10502

Atari Portfolio, 2 256 kb memory cards, paralel & serial port, cd stuffed with software and games,
manual in German, cables, 220V power supply ac/dc adapter

make an offer:

cfs10@net.hr

4777. Re: Atari TT / Mega STe parts (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-10-30 14:15:59 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dk2kiu$r6r$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10503

Hi Joe

Threaten me with a £1000 and its yours as is.

>How serious ?

> > Mega STE Case (Will consider complete unit)
>
> If you have some serious money available it could buy you a....
>
> PAK'd MegaSTE.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

--

Regards Steve

Rope me a sheep and I'll make it smile.

4778. Re: Atari TT / Mega STe parts (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-10-30 14:24:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.30.14.24.04.250811@charter.net>
Source record: 10504

On Sun, 30 Oct 2005 14:15:59 +0000, Tha Welshgit wrote:

> Hi Joe
>
> Threaten me with a ï¿½1000 and its yours as is.
>
>>How serious ?
>
>> > Mega STE Case (Will consider complete unit)
>>
>> If you have some serious money available it could buy you a....
>>
>> PAKï¿½d MegaSTE.
>>
>> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

You're kidding, right? That is pounds?

--
_/_/_/

4779. Re: Atari TT / Mega STe parts (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-10-30 14:26:19 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dk2l6b$sn8$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10505

Hi Ronald

>> Threaten me with a £1000 and its yours as is.
>>
>>>How serious ?
>>
>>> > Mega STE Case (Will consider complete unit)
>>>
>>> If you have some serious money available it could buy you a....
>>>
>>> PAK£d MegaSTE.
>>>
>>> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
> You're kidding, right? That is pounds?

Yep, cost me about twice that.

--

(££.£(£*£.£ £.£*£)£.££)
£.£££. Steve .£££.£
(£.££(£.££* *££.£)££.£)

4780. Re: Atari TT / Mega STe parts (UK)

Newsgroup: comp.sys.atari.st
Date: 2005-10-30 15:39:38 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1130686778.442781.289870@g44g2000cwa.googlegroups.com>
Source record: 10506

I think I stick to my CT60ed Falcon ...

Tha Welshgit wrote:
> Hi Joe
>
> Threaten me with a £1000 and its yours as is.
>
> >How serious ?
>
> > > Mega STE Case (Will consider complete unit)
> >
> > If you have some serious money available it could buy you a....
> >
> > PAK´d MegaSTE.
> >
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
> --
>
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.

4781. Re: Import .arr and .sng files

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 05:20:38 UTC
From: Mark Lehmann <mark.lehmann@gmail.com>
Message-ID: <1130736038.511895.62380@f14g2000cwb.googlegroups.com>
Source record: 10508

You'll need to emulate an Atari ST and run a program compatible with SNG files. I was able to do this with STEEM, and a program (which I cannot remember the name of) which can read Ativision .SNG files and export MIDI. After that you can import the MIDI into Cubase on WinXP.

There is a program for reading 360k and 720k floppys with an IBM style drive. If you didn't get crazy with the Atari ST's ability for do 10 and higher sectors per track and stayed to 40 or 80 tracks the program works best. Do a search on Steem and you'll find the stuff you need.

Go to my sight, http://marklehmann.com and click on Beachwalk to see what I did with an old .SNG file published in 1986 for Activisions Music Studio program.

BTW, sorry that I no longer have all the details on the program names, I did this conversion in February at a buddies house and he has wipe his system since then. However, you will find everything you need by searching on the STEEM websites.

4782. Re: Import .arr and .sng files

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 05:20:40 UTC
From: Mark Lehmann <mark.lehmann@gmail.com>
Message-ID: <1130736040.736830.188860@z14g2000cwz.googlegroups.com>
Source record: 10509

You'll need to emulate an Atari ST and run a program compatible with SNG files. I was able to do this with STEEM, and a program (which I cannot remember the name of) which can read Ativision .SNG files and export MIDI. After that you can import the MIDI into Cubase on WinXP.

There is a program for reading 360k and 720k floppys with an IBM style drive. If you didn't get crazy with the Atari ST's ability for do 10 and higher sectors per track and stayed to 40 or 80 tracks the program works best. Do a search on Steem and you'll find the stuff you need.

Go to my sight, http://marklehmann.com and click on Beachwalk to see what I did with an old .SNG file published in 1986 for Activisions Music Studio program.

BTW, sorry that I no longer have all the details on the program names, I did this conversion in February at a buddies house and he has wipe his system since then. However, you will find everything you need by searching on the STEEM websites.

4783. Extendos 4/IDE Sony CD/DVD drive working great

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 06:24:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4365b8a2a07730@comcast.net>
Source record: 10511

Hello All,

I have installed Extendos 4 and a Sony CD/DVD drive into my Hades and it all works great. I did have to replace my 2gig Maxtor drive with a Western-Digial 80gig drive though. With the Maxtor drive installed, the Sony drive would not be recognized unless I made the Sony the master and the Maxtor the slave.

The WD drive is great. It is much faster and much quieter. The only drawback is that I only use a little over 4gig of the 80gig the drive has. That is ok for now since I never filled up the Maxtor to begin with.

I also had to replace my floppy drive, but that was my fault. I accidently unplugged it, so I had to plug in the power cord. I did not get it in all the way and it came out while the power was on. I got another one from ATY Computers. Thanks Alex.

Once Roger updates his code I will be able to write to DVD-R and DVD-RW discs. Right now I can only read, but it is a step.

4784. Vintage Computer Festival 8.0 Event Guide

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 07:05:54 UTC
From: sellam <sellam@vintagetech.com>
Message-ID: <1130742354.585114.188330@g14g2000cwa.googlegroups.com>
Source record: 10510

Vintage Computer Festival 8.0
Saturday & Sunday, November 5-6
Computer History Museum
Mountain View, California
http://www.vintage.org/2005/main/

This is your complete VCF 8.0 event guide! Vintage Computer Festival 8.0 happens this coming Saturday and Sunday, November 5th and 6th, at the Computer History Museum in Mountain View, California.

The doors open at 9:30am each day. Speaker sessions begin at 10:00am and run until 2:00pm. The exhibit and marketplace open at 2:00pm and run until 6:00pm.

Admission is $12 per person per day for full event access, including the speakers, exhibits and marketplace, or $7 per person per day for exhibit and marketplace only (exhibit and marketplace open at 2:00pm each day). Parking is free, and kids 17 and under are admitted free of charge.

Homebrew Computer Club Retrospective

The VCF in conjunction with the DigiBarn Computer Museum is proud to present a 30th anniversary celebration of the founding of the Homebrew Computer Club, the legendary Silicon Valley institution that helped to launch the era of the personal computer. Bruce Damer of the DigiBarn Computer Museum will moderate this panel of former Homebrew members, including Steve Wozniak, Lee Felsenstein, Allen Baum, Len Shustek, Bob Lash and Michael Holley.

Join the panel as they recount their experiences and gab with the group as we feast on some yummy cake, courtesy of the DigiBarn:

http://www.digibarn.org/

VCF 8.0 Speaker Schedule

The speaker schedule for VCF 8.0 is as follows:

Saturday, November 5

Time Session Title Speaker(s)
------- ------------------------------------ --------------------
10:00am Film Screening: The Future of Pinball Greg Maletic

11:00am IOCCC Award Presentation Ceremony Landon Curt Noll

12:00pm VCF Shenanigans Sellam Ismail

1:00pm Homebrew Computer Club Retrospective Steve Wozinak
Lee Felsenstein
Join us in a celebration of the 30th Len Shustek
anniversary of the founding of the Michael Holley
Homebrew Computer Club. Moderated by Bob Lash
Bruce Damer of the DigiBarn. Allen Baum

Sunday, November 6

Time Session Title Speaker(s)
------- ------------------------------------ --------------------
10:00am A History of the Smart Card Jerry Svigals

11:00am Yack 'N Hack: Computers Talk Back Deborah Norling

12:00pm A Personal Re-telling of Personal Dave Freeman
Computer Retailing

12:30pm Nerd Trivia Challenge! Evan Koblentz and
three Uber Nerds
Are you up to the Challenge? Hosted vying for the prize!
by Evan Koblentz, editor of the
Computer Collector Newsletter

1:00pm In The Beginning: A BBS History Christian Wirth
Discussion Joe Russack
Ernie Longmire
A panel discussion to follow-up the
screening of BBS Documentary on day
one of the VCF. Moderated by director
Jason Scott.

For complete details on this year's speaker series including session
abstracts and speaker biographies, visit:

http://www.vintage.org/2005/main/speaker.php

Nerd Trivia Challenge

The Nerd Trivia Challenge is a trivia contest to test the knowledge of
the most serious computer history buffs. Contestants are chosen from
VCF attendees who qualify for play by taking a preliminary quiz upon
arrival at the VCF on Saturday, November 5. Those applicants scoring
highest on the preliminary quiz will be selected to compete in the
Nerd Trivia Challenge on Sunday, November 6, at 12:30pm.

The Nerd Trivia Challenge is being hosted by Evan Koblentz, editor of
the Computer Collector Newsletter:

http://news.computercollector.com

To participate in the Nerd Trivia Challenge, ask to take the NTC
preliminary quiz when you arrive at the VCF registration desk.

Film Screenings

The VCF is proud to present the first ever public screening of a new documentary film titled "The Future of Pinball":

http://www.thefutureofpinball.com

The Future of Pinball is a new documentary on the recent history of the pinball industry. The showing is a beta version of the film and VCF attendees will have a chance to help direct the final cut based on the feedback they provide.

Be sure to catch director Greg Maletic's talk on Saturday, November 5, at 10:00am.

The VCF will also be reprising a screening of BBS Documentary:

http://www.bbsdocumentary.com

The screening will take place on Saturday, November 5, and the film will be shown in its entirety to all VCF attendees. On Sunday, November 6, join director Jason Scott and three of the subjects from the film at the BBS history panel at 1:00pm.

Tours and Excursions

Guided tours of the Computer History Museum Visible Storage collection will be conducted on Saturday, November 5, with Visible Storage open for self-guided tours on Sunday, November 6.

For those interested in touring the DigiBarn Computer Museum, curator Bruce Damer will lead an excursion into the Santa Cruz mountains that will disembark from the VCF at 3:00pm.

Complete details and tour times are available on the VCF 8.0 website:

http://www.vintage.org/2005/main/tours.php

Bring On The Exhibits!

Once again the VCF has attracted some rather fascinating exhibits. Check out what we've got in store for VCF 8.0:

http://www.vintage.org/2005/main/exhibit.php

We look forward to having you at the Vintage Computer Festival. I'll see you there!

Best regards,

Sellam Ismail
Producer
Vintage Computer Festival

4785. HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 12:37:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <0_idnZvw0MqqkvvenZ2dnUVZ8qqdnZ2d@pipex.net>
Source record: 10512

Hi all,

I have a TUS HD, external SCSI, I think its 230MB, comes with DMA cable, so pretty much plug it in and your away. Actually have 2 DMA cables. I never use the thing that much thse days, tend to use my Falcon and IDE drive so no use in it all collecting dust. going by the prices they are selling for it would help boost some cash into more ST projects, so it all seems good all round.

Can post worldwide, though posting a HD will cost a small fortune form UK to overseas. Will take me a few days to find it all out, will have to format the drive, make sure everythings working fine before it goes up on Ebay. Will post the URLs up on the day.

latterz

chris

4786. Eiffel & original Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 12:40:09 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF8BCF39.CC59%vlg@o2.pl>
Source record: 10513

The Question is simple, what happen if instead of Eiffel I add connector for original Atari Keyboard, should I use SWITCH for TxD RxD signals or just can conect both to eiffel and to connector?

So, ehat happen if I connect EIFFEL and ATARI KEYBOARD?

Greetz
Pawel Kaznowski

4787. Re: Eiffel & original Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 12:49:07 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <AaOdndR-7-xzjPveRVnyuA@pipex.net>
Source record: 10514

"Pawel Kaznowski" <vlg@o2.pl> wrote in message
news:BF8BCF39.CC59%vlg@o2.pl...
> The Question is simple, what happen if instead of Eiffel I add connector
> for
> original Atari Keyboard, should I use SWITCH for TxD RxD signals or just
> can
> conect both to eiffel and to connector?
>
> So, ehat happen if I connect EIFFEL and ATARI KEYBOARD?
>
> Greetz
> Pawel Kaznowski
>

eh ? why bother using Effile is ur not going to use the keyboard ??

chris

4788. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 13:16:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1130764591.925505.202150@g14g2000cwa.googlegroups.com>
Source record: 10515

Isnt Al looking for one of these?

Coda.

4789. MagiC 6

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 14:43:23 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <jbbcm1l1cl5m5v0dd6ah0rnbbk1rlokqc0@4ax.com>
Source record: 10516

Hi,

Can anyone share this on eDonkey?

Much appreciated.

An old (since 1985) AtariST enthusiast.

4790. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 22:29:52 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <xKednd9rHPWPB_veRVnyrA@pipex.net>
Source record: 10518

http://www.aqtq39.dsl.pipex.com/temp/DSCF0013.JPG

its a big pic btw, if anyone wants to make a offer before it goes on Ebay
then mail me via www.cps-electronics.co.uk (mail ends up goign to me
anyways)

230MB drive, with GSsoft DMA link cable (I have 2 cables but only 1 HD)

Cheers,
Chris

4791. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 22:31:27 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <SPidnX5DFsPsB_veRVnyvw@pipex.net>
Source record: 10519

"Coda" <smeg_007@hotmail.com> wrote in message
news:1130764591.925505.202150@g14g2000cwa.googlegroups.com...
> Isnt Al looking for one of these?
>
> Coda.
>

I did mention it, a lot of ppl keep asking me about ST drives so seen as my ST does not get used all that much these days in favour for my falcon, then might as say bid them fairwell....

Chris

4792. Re: MagiC 6

Newsgroup: comp.sys.atari.st
Date: 2005-10-31 23:04:22 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3snm7aFp1dv5U1@individual.net>
Source record: 10520

Funprice wrote:

> An old (since 1985) AtariST enthusiast.

Enthusiasts by legal copies and do not use illegal ones.

--

Dr. Uwe Seimet http://www.seimet.de

4793. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 00:11:19 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.11.01.00.11.18.637237@nosspamatari-source.com>
Source record: 10522

On Tue, 01 Nov 2005 11:09:06 +0000, Ray Zorblade wrote:

> In the age of 300 gig HD's for ï¿½90 I'll start the bids at ï¿½10
>
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:xKednd9rHPWPB_veRVnyrA@pipex.net...
>> http://www.aqtq39.dsl.pipex.com/temp/DSCF0013.JPG
>>
>> its a big pic btw, if anyone wants to make a offer before it goes on Ebay
>> then mail me via www.cps-electronics.co.uk (mail ends up goign to me
>> anyways)
>>
>> 230MB drive, with GSsoft DMA link cable (I have 2 cables but only 1 HD)
>>
>>
>> Cheers,
>> Chris
>>
>>

In the age of scsi host adapters going for $50+ I'd bid 60 pounds, so HA

Mark
http://www.atari-source.org

4794. Re: Eiffel & original Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 05:24:25 UTC
From: mail@freeman-studio.com
Message-ID: <1130822665.169817.249690@o13g2000cwo.googlegroups.com>
Source record: 10523

exxos wrote:
> "Pawel Kaznowski" <vlg@o2.pl> wrote in message
> news:BF8BCF39.CC59%vlg@o2.pl...
> > The Question is simple, what happen if instead of Eiffel I add connector
> > for
> > original Atari Keyboard, should I use SWITCH for TxD RxD signals or just
> > can
> > conect both to eiffel and to connector?
> >
> > So, ehat happen if I connect EIFFEL and ATARI KEYBOARD?
> >
> > Greetz
> > Pawel Kaznowski
> >
>
>
> eh ? why bother using Effile is ur not going to use the keyboard ??
>
> chris

Possibly in order to use a PC mouse while still using the Atari keyboard without having an awkward mouse adapter dangling off the computer or keyboard. This was my question at one time, as well. I would love to be able to have the option of using the PC mouse connector of Eiffel while still using my MSTe keyboard. I personally prefer that keyboard (my favorite keyboard Atari ever made) to a PC keyboard, because there's no key remapping to be done, so I wouldn't have to try to keep track of where the Undo key went. I saw one of the PC mouse adapters that go between the Atari connector and the connector end of the mouse in action. Looked quite awkward, and wouldn't work well in my situation. So to have my MSTe keyboard and a PC mouse connected, I'd have to have something like this. Picky, I know, but it would *really* be a nice feature for Eiffel, if it were possible!

Mike Freeman
mike [at] freeman-studio [dot] com

4795. MagiC 6

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 05:24:58 UTC
From: Melvin Stoten <wforbes@adelphia.net>
Message-ID: <qdWdnfN527StYfveRVn-pg@adelphia.com>
Source record: 10524

Is there a US distributor of MagiC 6?

4796. Re: Import .arr and .sng files

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 06:43:42 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1130827422.817574.7220@o13g2000cwo.googlegroups.com>
Source record: 10525

> I'm desperately looking for a software running under windows 2k/xp
> environment and capable of playing my old *.arr and *.sng files compiled
> several years ago with my "late" Atari 1040 ST. I tried downloading Cubase
> SX but I can't get it to start on my XP equipped portable. Furthermore, the
> floppy where the files are stored are formatted with the original Atari PC
> and I can't even get them in my Windows PC,
> Any hel welcome

If the files were created using Cubase 3.0 or higher, you should be
able to import them in Cubase VST. You can them re-save them in a
format that is compatible with Cubase SX.

If you created the files using and older version of Cubase, you'll need
to convert it to Cubase 3.0-format (using Cubase 3.0 or higher on a
real Atari...)

regards

-- Peter

4797. Re: Eiffel & original Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 08:18:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <w4SdnSCbMuzBufrenZ2dnUVZ8qadnZ2d@pipex.net>
Source record: 10526

<mail@freeman-studio.com> wrote in message
news:1130822665.169817.249690@o13g2000cwo.googlegroups.com...
> exxos wrote:
>> "Pawel Kaznowski" <vlg@o2.pl> wrote in message
>> news:BF8BCF39.CC59%vlg@o2.pl...
>> > The Question is simple, what happen if instead of Eiffel I add
>> > connector
>> > for
>> > original Atari Keyboard, should I use SWITCH for TxD RxD signals or
>> > just
>> > can
>> > conect both to eiffel and to connector?
>> >
>> > So, ehat happen if I connect EIFFEL and ATARI KEYBOARD?
>> >
>> > Greetz
>> > Pawel Kaznowski
>> >
>>
>>
>> eh ? why bother using Effile is ur not going to use the keyboard ??
>>
>> chris
>
> Possibly in order to use a PC mouse while still using the Atari
> keyboard without having an awkward mouse adapter dangling off the
> computer or keyboard. This was my question at one time, as well. I
> would love to be able to have the option of using the PC mouse
> connector of Eiffel while still using my MSTe keyboard. I personally
> prefer that keyboard (my favorite keyboard Atari ever made) to a PC
> keyboard, because there's no key remapping to be done, so I wouldn't
> have to try to keep track of where the Undo key went. I saw one of the
> PC mouse adapters that go between the Atari connector and the connector
> end of the mouse in action. Looked quite awkward, and wouldn't work
> well in my situation. So to have my MSTe keyboard and a PC mouse
> connected, I'd have to have something like this. Picky, I know, but it
> would *really* be a nice feature for Eiffel, if it were possible!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com
>

hmmm, Sounds like a Job for PeST to me.

Chris

4798. CGG compiler

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 08:40:31 UTC
From: not defined <gugus@invalid.org>
Message-ID: <dk79ti$3bj$1@apollon.grec.isp.9tel.net>
Source record: 10527
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,
I am looking for a GCC C++ compiler port on Atari ST (under TOS, not
Linux).
Anyboby have an internet link ?, does it exist ?
Thank you.
David.

4799. Re: CGG compiler

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 09:35:40 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <dk7co8$ia3$1@nemesis.news.tpi.pl>
Source record: 10528

not defined napisaďż˝(a):
> Hello,
> I am looking for a GCC C++ compiler port on Atari ST (under TOS, not
> Linux).
> Anyboby have an internet link ?, does it exist ?
> Thank you.
> David.

sparemint.atari.org

Atari version is usable only if you have 14+MB of RAM.

(btw. please do not cross-post, it is a bad thing)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4800. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 09:53:59 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <ELKdneus--7kp_renZ2dnUVZ8qmdnZ2d@pipex.net>
Source record: 10529

"Ray Zorblade" <zzzzzzzz@zzzzzzzz.com> wrote in message
news:4366d9aa@news.greennet.net...
> In the age of 300 gig HD's for £90 I'll start the bids at £10
>
>

I'd like to see you fit a 300 gig HDD in the back of a ST.

Chris

4801. Re: MagiC 6

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 09:54:11 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <4366c81a@news.greennet.net>
Source record: 10517

yes it is up there now (enjoy)

"Funprice" <jhbusscherNOSPAMWHATSOEVER@freemail.nl> wrote in message
news:jbbcm1l1cl5m5v0dd6ah0rnbbk1rlokqc0@4ax.com...
> Hi,
>
> Can anyone share this on eDonkey?
>
> Much appreciated.
>
> An old (since 1985) AtariST enthusiast.

4802. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 11:09:06 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <4366d9aa@news.greennet.net>
Source record: 10521

In the age of 300 gig HD's for ?90 I'll start the bids at ?10

```
"exxos" <exxos@home.co.uk> wrote in message
news:xKednd9rHPWPB_veRVnyrA@pipex.net...
> http://www.aqtq39.dsl.pipex.com/temp/DSCF0013.JPG
>
> its a big pic btw, if anyone wants to make a offer before it goes on Ebay
> then mail me via www.cps-electronics.co.uk (mail ends up goign to me
> anyways)
>
> 230MB drive, with GSsoft DMA link cable ( I have 2 cables but only 1 HD)
>
>
> Cheers,
> Chris
>
>
```

4803. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 16:01:05 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h5cxmw.prv1yqf8ms4wN%NOSPAMS@wanadoo.fr>
Source record: 10530

Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr> wrote:

> exxos wrote:
> > The only other item is the HD, I use HD8, though like I said before,
> > even if I unplug EVERYTHING and just change video modes in GEM a lot
> > of the time it crashes also. This is just why I think very odd that I
> > send you exactly what I am using and you say its fine but when I try
> > it I get nothing but problems, the only thing which seems to help is
> > to disable SDRAM, works much better but still lots of problems...
> > there must be something stupid somewhere which is causing the
> > problems.... but what.... I do not know....
>
> Hum, CT60 is not running stable WITHOUT NVDI !
> Remove all, but keep NVDI in the AUTO folder !

I have fixed today a cache SDRAM problem with the TOS VDI function
v_pline (thanks to Roger Burrows !).
You can found an unofficial archive here where the v_pline cache problem
is fixed:
http://perso.wanadoo.fr/didierm/files/ct60_pci.lzh
The PCI part is unfinished, but the TOS works.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4804. Re: CT60 and RGB?

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 16:34:09 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF8D5791.CD20%vlg@o2.pl>
Source record: 10531

w poscie 1h5cxmw.prv1yqf8ms4wN%NOSPAMS@wanadoo.fr, Didier Mï¿½quignon od NOSPAMS@wanadoo.fr napisal 1-11-05 17:01:

> Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr> wrote:
>
>> exxos wrote:
>>> The only other item is the HD, I use HD8, though like I said before,
>>> even if I unplug EVERYTHING and just change video modes in GEM a lot
>>> of the time it crashes also. This is just why I think very odd that I
>>> send you exactly what I am using and you say its fine but when I try
>>> it I get nothing but problems, the only thing which seems to help is
>>> to disable SDRAM, works much better but still lots of problems...
>>> there must be something stupid somewhere which is causing the
>>> problems.... but what.... I do not know....
>>
>> Hum, CT60 is not running stable WITHOUT NVDI !
>> Remove all, but keep NVDI in the AUTO folder !
>
> I have fixed today a cache SDRAM problem with the TOS VDI function
> v_pline (thanks to Roger Burrows !).
> You can found an unofficial archive here where the v_pline cache problem
> is fixed:
> http://perso.wanadoo.fr/didierm/files/ct60_pci.lzh
> The PCI part is unfinished, but the TOS works.

Great Work Didier!

But due to Rodolphe changes, can we be sure about CTPCI interface?

Greetz

Pawel Kaznowski

4805. Re: Eiffel & original Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 20:47:48 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <4367d858_2@x-privat.org>
Source record: 10532

Well, I tried it and ended messing up the Eiffel IC. I had to build an IC
burner and restore the whole thing.
I can't remember the details, now, since I 'erased' them from my memory!

4806. Back online...

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 21:32:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.01.21.32.38.242873@charter.net>
Source record: 10533
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

After upgrading, we are back online now folks. :-)

--
_/_/_/

4807. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 21:43:42 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <MJydnTVS-8UMfPreRVnygA@eclipse.net.uk>
Source record: 10534

"exxos" <exxos@home.co.uk> wrote in message
news:ELKdneus--7kp_renZ2dnUVZ8qmdnZ2d@pipex.net...
>
> "Ray Zorblade" <zzzzzzzz@zzzzzzzz.com> wrote in message
> news:4366d9aa@news.greennet.net...
> > In the age of 300 gig HD's for £90 I'll start the bids at £10
> >
> >
>
> I'd like to see you fit a 300 gig HDD in the back of a ST.
>
> Chris
>
>
>
I am pretty sure if you could find a single ended SCSI drive it would work
with HD Driver. You would need few partions though under TOS.

4808. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 22:26:16 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <meWdnZtlDptJd_reRVnyug@pipex.net>
Source record: 10535

"David Wade" <g8mqw@yahoo.com> wrote in message
news:MJydnTVS-8UMfPreRVnygA@eclipse.net.uk...
> "exxos" <exxos@home.co.uk> wrote in message
> news:ELKdneus--7kp_renZ2dnUVZ8qmdnZ2d@pipex.net...
>>
>> "Ray Zorblade" <zzzzzzzz@zzzzzzzz.com> wrote in message
>> news:4366d9aa@news.greennet.net...
>> > In the age of 300 gig HD's for £90 I'll start the bids at £10
>> >
>> >
>>
>> I'd like to see you fit a 300 gig HDD in the back of a ST.
>>
>> Chris
>>
>>
>>
> I am pretty sure if you could find a single ended SCSI drive it would work
> with HD Driver. You would need few partions though under TOS.
>
>

I'm not disputing the drive, its how you connect 50pin scsi drive to the
19pin socket on the back of the ST which is the problem. but I would imagine
that you would run out of drive letters long before you got anywhere near
300gig on a ST.

Chris

4809. Re: Eiffel & original Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 22:45:56 UTC
From: mail@freeman-studio.com
Message-ID: <1130885156.350380.115180@z14g2000cwz.googlegroups.com>
Source record: 10536

> hmmm, Sounds like a Job for PeST to me.

No. PeST would not do the job as I described it in my last post. PeST plugs into the existing mouse port (which is on my MSTe keyboard), then goes to a PS/2 plug on the end of a go-between cable, which then plugs into the mouse. That's exactly what I'm trying to avoid!

What I would love to see is an adapter board, like Eiffel, that plugs directly into the motherboard, which I can mount to my case (I have a PC tower re-case). This board would give me a plug for my MSTe keyboard and a plug for a PS/2 mouse, so the mouse can plug directly into the machine rather than having a chain of adapters that get smashed, unplugged, etc.

PeST is exactly the same as other adapters I've seen in action that I didn't like the looks of. I want something I can plug a PS/2 mouse into without a go-between cable, while still being able to use my MSTe keyboard.

The only other option would be something along the lines of using the Atari end of PeST, cutting off the PS/2 end of the mouse, and wiring it directly into PeST. Kind of a pain, but I suppose it would work that way. I'd still prefer what I described above, though.

Mike Freeman
mike [at] freeman-studio [dot] com

4810. Re: Back online...

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 22:47:05 UTC
From: techie_a <techie_alison2000@yahoo.com>
Message-ID: <dk8r99$7u4$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10537
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.01.21.32.38.242873@charter.net...
>
> After upgrading, we are back online now folks. :-)
>
> --
>
_/_/_/

4811. Re: Back online...

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 22:59:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.01.22.59.33.819812@charter.net>
Source record: 10538

On Tue, 01 Nov 2005 22:47:05 +0000, techie_a wrote:

> And is that mouse interface still roaming around America?

Just got it in today Alison. :-)

--
_/_/_/

4812. Re: Back online...

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 23:11:40 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dk8snb$nt4$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10539

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.01.22.59.33.819812@charter.net...
> On Tue, 01 Nov 2005 22:47:05 +0000, techie_a wrote:
>
> > And is that mouse interface still roaming around America?
>
> Just got it in today Alison. :-)
>
> --
>
_/_/_/

4813. Re: Eiffel & original Keyboard

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 23:35:12 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dk8u3grlf1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10541

<mail@freeman-studio.com> wrote in message
news:1130885156.350380.115180@z14g2000cwz.googlegroups.com...
> > hmmm, Sounds like a Job for PeST to me.
>
> No. PeST would not do the job as I described it in my last post. PeST
> plugs into the existing mouse port (which is on my MSTe keyboard), then
> goes to a PS/2 plug on the end of a go-between cable, which then plugs
> into the mouse. That's exactly what I'm trying to avoid!
>
> What I would love to see is an adapter board, like Eiffel, that plugs
> directly into the motherboard, which I can mount to my case (I have a
> PC tower re-case). This board would give me a plug for my MSTe keyboard
> and a plug for a PS/2 mouse, so the mouse can plug directly into the
> machine rather than having a chain of adapters that get smashed,
> unplugged, etc.
>
> PeST is exactly the same as other adapters I've seen in action that I
> didn't like the looks of. I want something I can plug a PS/2 mouse into
> without a go-between cable, while still being able to use my MSTe
> keyboard.
>
> The only other option would be something along the lines of using the
> Atari end of PeST, cutting off the PS/2 end of the mouse, and wiring it
> directly into PeST. Kind of a pain, but I suppose it would work that
> way. I'd still prefer what I described above, though.
>
> Mike Freeman
> mike [at] freeman-studio [dot] com
>

Hello Mike,

This is quite a tall order, somewhat akin to plugging two RS232 modems into a single RS232 port.

It works like this; you have the MSTE keyboard which is the modem, and the Atari which is the RS232 port. And then the extra mouse you speak of has to be connected to the same RS232 port. It simply won't work because of handshaking. In that the signals for each device will conflict as the design is a direct communication protocol.

The only solution here would be an adapter board which manages and allows such handshaking.

I do have a hack idea to overcome this however but it would de-standardise the machine. That idea would be to dismantle your MSTE keyboard, wire up a

PeST inside to the mouse port, replace the MSTE's cable with one containing a greater number of cores, run the PS2 DATA and CLOCK signals back to the where the cable plugs into the ST, and end up with a socket coming out of the lead where the keyboard plugs into the system unit.

Best of luck,

Aly

4814. Re: MagiC 6

Newsgroup: comp.sys.atari.st
Date: 2005-11-01 23:37:41 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <527e3$4367fc45$1884f879$2923@news.chello.nl>
Source record: 10540

Uwe Seimet wrote:
> Funprice wrote:
>
>> An old (since 1985) AtariST enthusiast.
>
>
> Enthusiasts by legal copies and do not use illegal ones.
>

He knows that and he doesnt care.
He also doesnt read this newsgroep, thats why he
asks to upload somewhere.

He apparently also knows that in the end some fool will
satisfy him.

Answering his usenet posts is useless.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

4815. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 00:16:52 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dk90hk$r91$1@reader2.panix.com>
Source record: 10542

I have had a 1.2 Gig drive connected to an ST, which I carried around on contract assignments. At the moment I have a small number of 9.1 Gig drives, one of them connected to an adapter that fits it to a 50 pin bus, connected to a TT by its SCSI port. That 1.2 Gig drive has been connected to both an ST and an STe with both a Link and a Link97.

Maybe Uwe can answer, but it seems to me that if you terminate the lines on an 80 pin single-ended drive you are not using, it becomes a single ended 50 pin drive.

The way to test this would be a Link or Link2, which does not do negotiation, with a large drive. My adapter for using SCA drives comes from CS Electronics, ordered from their web site, and costs about a half a hundred dollars. $52, the last time I looked.

Someday I will find out for sure. Have a Link and a Link 97, and uses for both of them, and an old unix home2 box with a worn-out drive in it, which is what has been connected to a ST with a Link97.

19 pins does not appear to cause any problems with connecting a large drive to an ST or STe.

Jim

exxos <exxos@home.co.uk> writes:

: "David Wade" <g8mqw@yahoo.com> wrote in message
: news:MJydnTVS-8UMfPreRVnygA@eclipse.net.uk...
: > "exxos" <exxos@home.co.uk> wrote in message
: > news:ELKdneus--7kp_renZ2dnUVZ8qmdnZ2d@pipex.net...
: >>
: >> "Ray Zorblade" <zzzzzzzz@zzzzzzzz.com> wrote in message
: >> news:4366d9aa@news.greennet.net...
: >> > In the age of 300 gig HD's for £90 I'll start the bids at £10
: >> >
: >> >
: >>
: >> I'd like to see you fit a 300 gig HDD in the back of a ST.
: >>
: >> Chris
: >>
: >>
: >>
: > I am pretty sure if you could find a single ended SCSI drive it would work
: > with HD Driver. You would need few partions though under TOS.
: >

: >

: I'm not disputing the drive, its how you connect 50pin scsi drive to the
: 19pin socket on the back of the ST which is the problem. but I would imagine
: that you would run out of drive letters long before you got anywhere near
: 300gig on a ST.

: Chris

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4816. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 00:37:52 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <sMmdnW46d4Ucl_XeRVnyiA@pipex.net>
Source record: 10543

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:dk90hk$r91$1@reader2.panix.com...
>I have had a 1.2 Gig drive connected to an ST, which I carried around on
> contract assignments. At the moment I have a small number of 9.1 Gig
> drives, one of them connected to an adapter that fits it to a 50 pin bus,
> connected to a TT by its SCSI port. That 1.2 Gig drive has been connected
> to both an ST and an STe with both a Link and a Link97.
>
> Maybe Uwe can answer, but it seems to me that if you terminate the lines
> on an 80 pin single-ended drive you are not using, it becomes a single
> ended 50 pin drive.
>
> The way to test this would be a Link or Link2, which does not do
> negotiation, with a large drive. My adapter for using SCA drives comes
> from CS Electronics, ordered from their web site, and costs about a half a
> hundred dollars. $52, the last time I looked.
>
> Someday I will find out for sure. Have a Link and a Link 97, and uses for
> both of them, and an old unix home2 box with a worn-out drive in it, which
> is what has been connected to a ST with a Link97.
>
> 19 pins does not appear to cause any problems with connecting a large
> drive to an ST or STe.
>
> Jim
>

I have a 2GB SCSI drive here, no termination, also cdrom and a second 1GB
SCSI drive, no problems here.

Chris

4817. Re: Back online...

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 00:41:09 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <sMmdnWk6d4Ufl_XeRVnyiA@pipex.net>
Source record: 10544

```
"techie_alison" <techie_alison@yahoo.com> wrote in message
news:dk8snb$nt4$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.11.01.22.59.33.819812@charter.net...
>> On Tue, 01 Nov 2005 22:47:05 +0000, techie_a wrote:
>>
>> > And is that mouse interface still roaming around America?
>>
>> Just got it in today Alison. :-)
>>
>> --
>>
> _/_/_/_
```

4818. TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 03:39:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.02.03.39.31.129711@charter.net>
Source record: 10545

This one could be a toughie. Can anyone tell me where pin #1 is located on the high and low TOS 2.06 ROM chips?

Thanks.

--
_/_/_/

4819. Re: Back online...

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 06:51:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <436dc2ac7ce760@comcast.net>
Source record: 10443
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>
>After upgrading, we are back online now folks. :-)
>

Great... I will try and get on sometime.

4820. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 10:50:45 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dka5m5$eb6$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10546

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.02.03.39.31.129711@charter.net...
>
> This one could be a toughie. Can anyone tell me where pin #1 is located on
> the high and low TOS 2.06 ROM chips?
>
> Thanks.
>
> --
>
_/_/_/

4821. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 15:46:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.02.15.46.17.461336@charter.net>
Source record: 10547

On Wed, 02 Nov 2005 10:50:45 +0000, techie_alison wrote:

> There ye go;
> http://www.maplin.co.uk/Media/product_pdfs/aw34.pdf
>
> Can't say fairer than that :-)
>
> Just in case you're on an ST only and pdf's are a problem, the layout of
> this rather digested dram follows similar conventions, pin 1 is always upper
> left with the notch on the top;
>
> ------_/------
> A8 |1 16| GND
> D |2 15| CAS
> WE |3 14| Q
> RAS |4 13| A6
> A0 |5 12| A3
> A2 |6 11| A4
> A1 |7 10| A5
> Vcc |8 9| A7
> ---------------

Hmph. You made that look too easy! <big grin>

Thanks though Alison! I've got a Compatibility Plus 2 board that I'm
trying to figure out. I don't have any docs with it, and when it came time
to insert the ROMs...well... I was just guessing and couldn't get it to
work. I just hope I didn't kill my ROMs. According to Brad at Best
Electronics, if I had them in the wrong way, I might have already
destroyed them. :-(

--
_/_/_/

4822. Free Chapters from the New Commodore Book

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 16:18:55 UTC
From: variant@commodorebook.com
Message-ID: <PF5af.4910$lb7.57326@news1.mts.net>
Source record: 10548
Body handling: HTML body converted to readable text

Sample chapters from the book, "On the Edge: The
Spectacular Rise and Fall of Commodore" are now online. Read how Commodore
fought with Apple, IBM, Atari and Sinclair.

HTML
or Adobe Acrobat PDF files are available from the table of
contents:

http://www.commodorebook.com/view.php?content=toc

Title: On the Edge: The Spectacular Rise and Fall of Commodore

Pages: 458
ISBN 0-9738649-0-7
Hardcover

Variant Press

4823. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 18:08:48 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <SqKdnTKh69HWnfTeRVnyuw@pipex.net>
Source record: 10399

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.02.15.46.17.461336@charter.net...
> On Wed, 02 Nov 2005 10:50:45 +0000, techie_alison wrote:
>
>> There ye go;
>> http://www.maplin.co.uk/Media/product_pdfs/aw34.pdf
>>
>> Can't say fairer than that :-)
>>
>> Just in case you're on an ST only and pdf's are a problem, the layout of
>> this rather digested dram follows similar conventions, pin 1 is always
>> upper
>> left with the notch on the top;
>>
>> ------_/------
>> A8 |1 16| GND
>> D |2 15| CAS
>> WE |3 14| Q
>> RAS |4 13| A6
>> A0 |5 12| A3
>> A2 |6 11| A4
>> A1 |7 10| A5
>> Vcc |8 9| A7
>> ---------------
>
> Hmph. You made that look too easy! <big grin>
>
> Thanks though Alison! I've got a Compatibility Plus 2 board that I'm
> trying to figure out. I don't have any docs with it, and when it came time
> to insert the ROMs...well... I was just guessing and couldn't get it to
> work. I just hope I didn't kill my ROMs. According to Brad at Best
> Electronics, if I had them in the wrong way, I might have already
> destroyed them. :-(
>

if your board has been made "to the norm" then pin 1 will be a square solder
pad on the pcb, all the others will be round.

Chris

4824. Eiffel jumpers

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 18:54:28 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <43690b64$0$1736$8fcfb975@news.wanadoo.fr>
Source record: 10400

Hello,

Sent both Lyndon and Rohry a mail about this, but no answer so far :-(
Could someone tell me what the jumpers on Eiffel board are for ? There
are 2 set and 3 not set. Maybe some planned enhancement ?

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4825. Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 19:05:45 UTC
From: rmeenaks@olf.com
Message-ID: <1130958345.120227.301060@f14g2000cwb.googlegroups.com>
Source record: 10401

Hi,

I have an Atari ST hardware that connects via the ROM cartridge port on the Atari. I would dearly like to connect the hardware to a PC and use it via an emulator (even if the current emulators dont support this, I dont mind changing the code). Is there anything out there that will allow me to use this peripheral on the PC? Any type of Atari Cartridge-to-PC bridge? Ideally connecting to an USB-port would be great. Sorry if this is a newbie (or FAQ) question. I dont have an Atari ST and dont plan on getting one. But, I would still like to use the hardware...

Thanks,

Ram

4826. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 19:45:39 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dkb513rmo1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10402

```
"exxos" <exxos@home.co.uk> wrote in message
news:SqKdnTKh69HWnfTeRVnyuw@pipex.net...
>
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.11.02.15.46.17.461336@charter.net...
> > On Wed, 02 Nov 2005 10:50:45 +0000, techie_alison wrote:
> >
> >> There ye go;
> >> http://www.maplin.co.uk/Media/product_pdfs/aw34.pdf
> >>
> >> Can't say fairer than that :-)
> >>
> >> Just in case you're on an ST only and pdf's are a problem, the layout
of
> >> this rather digested dram follows similar conventions, pin 1 is always
> >> upper
> >> left with the notch on the top;
> >>
> >> ------\_/------
> >> A8 |1 16| GND
> >> D |2 15| CAS
> >> WE |3 14| Q
> >> RAS |4 13| A6
> >> A0 |5 12| A3
> >> A2 |6 11| A4
> >> A1 |7 10| A5
> >> Vcc |8 9| A7
> >> ---------------
> >
> > Hmph. You made that look too easy! <big grin>
> >
> > Thanks though Alison! I've got a Compatibility Plus 2 board that I'm
> > trying to figure out. I don't have any docs with it, and when it came
time
> > to insert the ROMs...well... I was just guessing and couldn't get it to
> > work. I just hope I didn't kill my ROMs. According to Brad at Best
> > Electronics, if I had them in the wrong way, I might have already
> > destroyed them. :-(
> >
>
>
> if your board has been made "to the norm" then pin 1 will be a square
solder
> pad on the pcb, all the others will be round.
```

>
> Chris
>
>
>

The notch at the top of the chip will also match up against an
indentation/notch at the top of the socket.

4827. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 22:01:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.02.22.01.49.53296@charter.net>
Source record: 10403

On Wed, 02 Nov 2005 19:45:39 +0000, techie_alison wrote:

> The notch at the top of the chip will also match up against an
> indentation/notch at the top of the socket.

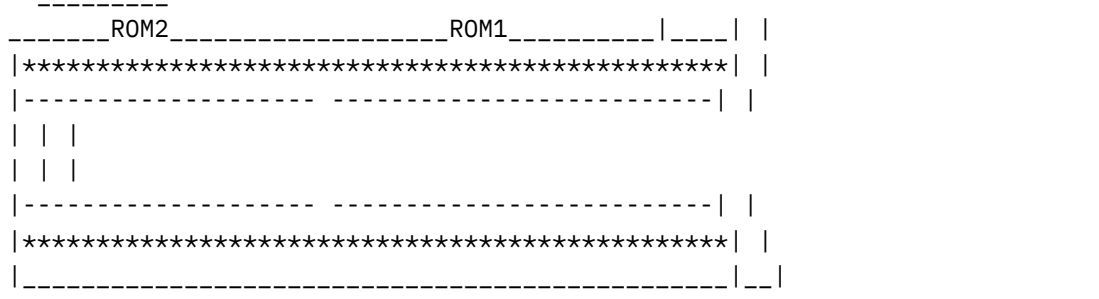
Hmm, I take it that you and Chris haven't actually seen the Compatibility Plus 2 board? (not meaning to step on toes here - just wondering!). Because its a marvel in size. There is only one regular socket (or at least what I'm used to seeing as a socket). The 68000 CPU sits in it, on top. Now if you can imagine, flip it over, and *in between* the pins that will go into the normal CPU socket on my Mega, is where the 2 TOS 2.06 ROMs sit. There is not a regular socket, just holes in the pcb board for the pins of the ROM chips. Very small, very tight. No markings in the pcb at all, and as far as I can see, no difference in the holes for the pins. There are no EO/E1 or HI/LO or HIGH/LOW markings at all. I've been able to get some of the docs (but not nearly all). Here is a paragraph:

"According to the instructions, facing the bottom of the Board, you insert the 2 TOS 2.06 Roms Pin # 1's in the opposite 180 degree direction of the #1 pin on the 68000 CPU. Look for the Words Rom 1 and Rom 2 (top edge of the bottom of the board) on the bottom of the Compatibility Plus 2 board, Pin # 1 for the ROM 1 is in the upper right corner of the Board and so on for the ROM 2 behind it"

The board looks like this:

Bottom view:

(the caret shows where pin number 1 on the 68000 chip is. (top of the board, flip side)



* = pins from board, that go into the motherboard
- = holes for TOS 2.06 ROMs

Excuse my poor attempts at drawing. :-(

So...Is ROM1 the Hi or Lo TOS 2.06 ROM? Is ROM2 the Hi or Lo 2.06 ROM?
Its easy to take either ROM and put pin #1 (thanks to your guys info)of
either chip in the upper right hand corner, but which TOS ROM goes
there? Its confusing to me with no docs/pictures in hand. :-(

Sadly, according to what I've been told if I get it wrong (which I already
tried once) the TOS ROM chips may be destroyed.

I wish I knew someone who had one setup so I could compare.

Thanks everyone.

--
_/_/_/

4828. Re: Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 22:38:29 UTC
From: malo.morgen@nowhere.com
Message-ID: <dkbf54$g77$1@ss405.t-com.hr>
Source record: 10404

usb to cartridge bridge :)
sounds rather interesting and very impossibile ;)
get a st or stop dreaming ;)

On 2 Nov 2005 11:05:45 -, rmeenaks@olf.com wrote:
>Hi,
>
>I have an Atari ST hardware that connects via the ROM cartridge port on
>the Atari. I would dearly like to connect the hardware to a PC and use
>it via an emulator (even if the current emulators dont support this, I
>dont mind changing the code). Is there anything out there that will
>allow me to use this peripheral on the PC? Any type of Atari
>Cartridge-to-PC bridge? Ideally connecting to an USB-port would be
>great. Sorry if this is a newbie (or FAQ) question. I dont have an
>Atari ST and dont plan on getting one. But, I would still like to use
>the hardware...
>
>Thanks,
>
>Ram
>
>.

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

4829. Re: Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 23:03:56 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dkbgks$2rh$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10405

"djuro pucaric" <malo.morgen@nowhere.com> wrote in message
news:dkbf54$g77$1@ss405.t-com.hr...
> usb to cartridge bridge :)
> sounds rather interesting and very impossibile ;)
> get a st or stop dreaming ;)
>
>

Mmmm, technically possible, highly unlikely. If 50 million of us had
migrated from an ST to a PC then just maybe.

No one would develop this as the customer base would be so small.

The Atari cartridge port is actually relatively simple. All that's involved
is getting the I/O in the right place and at the right time and it'd work.
It's only a case of mapping 1's and 0's back n forth. The ROMs in those are
about 250ns which is 4MIPS / 4Mhz. Today's PC's could swallow that in an
instant.

Nice to dream about these things but not gonna happen, kind of dissapointing
that is, that we're capable of so much yet do so little.

Best get an ST then Ram. Sorry.

4830. Re: Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-02 23:04:02 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1130970895.739487.274510@o13g2000cwo.googlegroups.com>
Source record: 10406

If its a ROM cartridge then you could use an ST to read the contents and then run it in an emulator, but if its dongle or something that actually needs plugging into the ST while the program is running then no.

You could build your own Cartridge > ISA bridge, assuming you still have an ISA based machine, but then if you knew how to do that, you wouldnt be asking the question.

4831. Re: Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 00:40:21 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <L6CdnTTqXq3iwfTenZ2dnUVZ8qKdnZ2d@eclipse.net.uk>
Source record: 10407

"techie_alison" <techie_alison@yahoo.com> wrote in message
news:dkbgks$2rh$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
>
> "djuro pucaric" <malo.morgen@nowhere.com> wrote in message
> news:dkbf54$g77$1@ss405.t-com.hr...
> > usb to cartridge bridge :)
> > sounds rather interesting and very impossibile ;)
> > get a st or stop dreaming ;)
> >
> >
>
> Mmmm, technically possible, highly unlikely. If 50 million of us had
> migrated from an ST to a PC then just maybe.
>
> No one would develop this as the customer base would be so small.
>
> The Atari cartridge port is actually relatively simple. All that's
involved
> is getting the I/O in the right place and at the right time and it'd work.
> It's only a case of mapping 1's and 0's back n forth. The ROMs in those
are
> about 250ns which is 4MIPS / 4Mhz. Today's PC's could swallow that in an
> instant.

But not all cartridge ports have only ROMS in them. There is a sound sampler cartridge that lets you sample sounds. I have an adaptor that lets you put an Ethernet card on the port. Both these must have some kind of pseudo write to get data out of the ST, (on the sampler just to set the sample rate) as the cartridge port itself is strictly "read only". Would these work on an emulation?

>
> Nice to dream about these things but not gonna happen, kind of
dissapointing
> that is, that we're capable of so much yet do so little.
>

If its just the ROMS then couldn't these go in a ROM Board such as was used by Gemulator when emulating a MAC to hold the MAC roms...

> Best get an ST then Ram. Sorry.
>
>
Dave

4832. Re: HD soon for sale (when I find the thing)

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 00:42:39 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <heKdneHA_fmUwPTeRVnytw@eclipse.net.uk>
Source record: 10408

"exxos" <exxos@home.co.uk> wrote in message
news:meWdnZtlDptJd_reRVnyug@pipex.net...
>
> "David Wade" <g8mqw@yahoo.com> wrote in message
> news:MJydnTVS-8UMfPreRVnygA@eclipse.net.uk...
> > "exxos" <exxos@home.co.uk> wrote in message
> > news:ELKdneus--7kp_renZ2dnUVZ8qmdnZ2d@pipex.net...
> >>
> >> "Ray Zorblade" <zzzzzzzz@zzzzzzzz.com> wrote in message
> >> news:4366d9aa@news.greennet.net...
> >> > In the age of 300 gig HD's for £90 I'll start the bids at £10
> >> >
> >> >
> >>
> >> I'd like to see you fit a 300 gig HDD in the back of a ST.
> >>
> >> Chris
> >>
> >>
> >>
> > I am pretty sure if you could find a single ended SCSI drive it would
> work
> > with HD Driver. You would need few partions though under TOS.
> >
> >
>
> I'm not disputing the drive, its how you connect 50pin scsi drive to the
> 19pin socket on the back of the ST which is the problem.

Already got one of those.... Mines a BBDP adaptor...

> but I would imagine
> that you would run out of drive letters long before you got anywhere near
> 300gig on a ST.
>
> Chris
>
>
>

4833. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 00:43:24 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dkbmfc$5a4$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10409

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.02.22.01.49.53296@charter.net...
> On Wed, 02 Nov 2005 19:45:39 +0000, techie_alison wrote:
>
> > The notch at the top of the chip will also match up against an
> > indentation/notch at the top of the socket.
>

Oooh, time for a disection reply :-)

> Hmm, I take it that you and Chris haven't actually seen the Compatibility
> Plus 2 board? (not meaning to step on toes here - just wondering!).

Nope, admittedly no. But unless they're using sockets from billy bob then
it's almost rule of thumb to suggest that things are standard.

> Because its a marvel in size.

Ot-oh.

>There is only one regular socket (or at
> least what I'm used to seeing as a socket). The 68000 CPU sits in it, on
> top. Now if you can imagine, flip it over, and *in between* the pins that
> will go into the normal CPU socket on my Mega, is where the 2 TOS 2.06
> ROMs sit. There is not a regular socket, just holes in the pcb board for
> the pins of the ROM chips.

Ah yep gotcha. :-)

>Very small, very tight. No markings in the pcb
> at all, and as far as I can see, no difference in the holes for the pins.
> There are no EO/E1 or HI/LO or HIGH/LOW markings at all. I've been able to
> get some of the docs (but not nearly all). Here is a paragraph:
>
> "According to the instructions, facing the bottom of the Board, you
> insert the 2 TOS 2.06 Roms Pin # 1's in the opposite 180 degree
> direction of the #1 pin on the 68000 CPU. Look for the Words Rom 1 and
> Rom 2 (top edge of the bottom of the board) on the bottom of the
> Compatibility Plus 2 board, Pin # 1 for the ROM 1 is in the upper right
> corner of the Board and so on for the ROM 2 behind it"
>
> The board looks like this:
>
> Bottom view:
>
> (the caret shows where pin number 1 on the 68000 chip is. (top of
> the board, flip side)

>
> ^ _________
> _______ROM2_____________________ROM1___________|____| |
> |***| |
> |-------------------- -------------------------| |
> | | |
> | | |
> |-------------------- -------------------------| |
> |***| |
> |____|__|
>
> * = pins from board, that go into the motherboard
> - = holes for TOS 2.06 ROMs
>
> Excuse my poor attempts at drawing. :-(
>
> So...Is ROM1 the Hi or Lo TOS 2.06 ROM? Is ROM2 the Hi or Lo 2.06 ROM?
> Its easy to take either ROM and put pin #1 (thanks to your guys info)of
> either chip in the upper right hand corner, but which TOS ROM goes
> there? Its confusing to me with no docs/pictures in hand. :-(
>
> Sadly, according to what I've been told if I get it wrong (which I already
> tried once) the TOS ROM chips may be destroyed.
>
> I wish I knew someone who had one setup so I could compare.
>
> Thanks everyone.
>
> --
>
_/_/_/

@CHRIS@ What's your feeling on this about getting the chips in the wrong sockets??

Actually, going back to that pin1 thing again, the way to truly confirm it is to trace the GND and +5v back. You'll need to find out the pinouts of the 68000 so you can confirm it, unless there's a +/- flylead coming off or similar.

4834. Re: Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 01:01:29 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dkbnh9$j8v$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10410

```
"David Wade" <g8mqw@yahoo.com> wrote in message
news:L6CdnTTqXq3iwfTenZ2dnUVZ8qKdnZ2d@eclipse.net.uk...
>
> "techie_alison" <techie_alison@yahoo.com> wrote in message
> news:dkbgks$2rh$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> >
> > "djuro pucaric" <malo.morgen@nowhere.com> wrote in message
> > news:dkbf54$g77$1@ss405.t-com.hr...
> > > usb to cartridge bridge :)
> > > sounds rather interesting and very impossibile ;)
> > > get a st or stop dreaming ;)
> > >
> > >
> >
> > Mmmm, technically possible, highly unlikely. If 50 million of us had
> > migrated from an ST to a PC then just maybe.
> >
> > No one would develop this as the customer base would be so small.
> >
> > The Atari cartridge port is actually relatively simple. All that's
> involved
> > is getting the I/O in the right place and at the right time and it'd
work.
> > It's only a case of mapping 1's and 0's back n forth. The ROMs in those
> are
> > about 250ns which is 4MIPS / 4Mhz. Today's PC's could swallow that in
an
> > instant.
>
> But not all cartridge ports have only ROMS in them. There is a sound
sampler
> cartridge that lets you sample sounds. I have an adaptor that lets you put
> an Ethernet card on the port. Both these must have some kind of pseudo
write
> to get data out of the ST, (on the sampler just to set the sample rate) as
> the cartridge port itself is strictly "read only". Would these work on an
> emulation?
>
> >
> > Nice to dream about these things but not gonna happen, kind of
> dissapointing
> > that is, that we're capable of so much yet do so little.
> >
>
```

> If its just the ROMS then couldn't these go in a ROM Board such as was
used
> by Gemulator when emulating a MAC to hold the MAC roms...
>
> > Best get an ST then Ram. Sorry.
> >
> >
> Dave
>
>

They're only 1's and 0's in the right place at the right time. The ST doesn't know what's going on, it's only running code which interprets those 1's and 0's into something humans understand. Sampler, video grabber or not, the ST doesn't know that.

As Coda says over in the other sub thread, a bridge is technically possible.

It would take alot of work, and would definitely need total support from the developers of the various emulators.

All of these things are possible and start from ideas such as these. It was perhaps only far fetched for Ram to suggest it given the understandings of business economics, the technical suggestion is entirely plausable. I'm not sure about USB though.. But if USB 2.0 can manage a television / bitstream from a USB tv card then perhaps the speed is there. Design rate of USB 2.0 is 480Mbits / second. Sooo 480 / 8 = 60Mbytes / second. Sooo. 60,000,000 bytes per second best scenario. Erm, that's quite fast.

Mmmm, hope I responded to that properly ;-)

Maybe something for our USB/Ethernet developers out there?? If there's a demand though.

4835. Re: Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 07:15:06 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1131002106.182628.315270@g47g2000cwa.googlegroups.com>
Source record: 10411

No.

4836. Re: Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 08:30:31 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dkchr6$g8p$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10412

"Coda" <smeg_007@hotmail.com> wrote in message
news:1131002106.182628.315270@g47g2000cwa.googlegroups.com...
> No.
>

No what!

4837. Re: Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 08:52:01 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <6fCdnRmouJWeUvTenZ2dnUVZ8qCdnZ2d@pipex.net>
Source record: 10413

<rmeenaks@olf.com> wrote in message
news:1130958345.120227.301060@f14g2000cwb.googlegroups.com...
> Hi,
>
> I have an Atari ST hardware that connects via the ROM cartridge port on
> the Atari. I would dearly like to connect the hardware to a PC and use
> it via an emulator (even if the current emulators dont support this, I
> dont mind changing the code). Is there anything out there that will
> allow me to use this peripheral on the PC? Any type of Atari
> Cartridge-to-PC bridge? Ideally connecting to an USB-port would be
> great. Sorry if this is a newbie (or FAQ) question. I dont have an
> Atari ST and dont plan on getting one. But, I would still like to use
> the hardware...
>
> Thanks,
>
> Ram
>

The PC is totally different technology. It would be like you trying to
connect a USB device to a ST back in the early 80's.

If you get the support of somewho who writes a emulator, someone who can
build the hardware adapter then its possible. Its probably that the cart
would have to be converted into something the PC can understand like USB, so
first you have to convert your cart to a USB device. You then have to write
I/O drives for the PC so it can read and understand the new USB device. You
then have to get the emulator to access the new hardware via new api calls
or whatever.

You dont say what the cart is, whatever it is I doubt its of much
importance, if its just roms, then you could read them in a eproom programer
and make a cart image file for use in emualtors. Can't see those few K of
data being of much help tho. My advice to you use buy a ST and use your
cart how it was intended to be used. Either that or save up a lot of ��� and
pay a commertial software/hardware developer at least ₤100 per hour to make
it do what you want.

Chris

4838. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 08:59:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <7_mdncFKfeAsTfTeRVnytQ@pipex.net>
Source record: 10414

<big snip>

What ron needs to do is get a multimeter, find your +5V rail (assuming it comes from the ST PSU) and measure each of the rom pins until you get a reading (beep setting would be good) it is possible that you will have more than 1 pin connected to 5V, though most are address lines so they be connected. If you can work out what pins are connected to 5V then you are half way there.

Getting HI/LO the wrong way does not kill them, I can't remember exactly what it does, but I think you get vertical lines down the screen or some odd thing like that.... I would get your roms checked out too if possible. If you have blown them up then they are probably unreadable. I have TOS206 images on my old P200 in my workshop. There are 2 checksums though (I think I only have the one) this is becasue some roms have FF in blank space and some have 00 for blank space, hence depending where you get your roms from could be either checksum. No chance if these are patched roms of any kind.

HTH.
Chris

4839. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 13:59:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511030556180.28243-100000@onyx.spiritone.com>
Source record: 10415
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4840. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 14:01:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511030559270.28243-100000@onyx.spiritone.com>
Source record: 10416
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to
Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone
info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for
the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if
Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4841. Atari Customer Appreciation Month! November!

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 14:05:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511030602170.28243-100000@onyx.spiritone.com>
Source record: 10417
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers! Get a FREE Gift with purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2005!

http://BensCatalogs.Atari.org Bravo Sierra's Web Site!
http://www.aracnet.com/~atari/specials.htm Monthly Specials!

Buy 2 Jaguar Games and get one FREE! Bubsy, Dragon: The Bruce Lee Story, Iron Soldier or Wolfenstein 3D! Buy 2 Jaguar Games, get 1 FREE! U Pick!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games: Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or For any other Atari, take 25% off any Atari Games/Software!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4842. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 14:38:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.03.14.38.01.301726@charter.net>
Source record: 10418

On Thu, 03 Nov 2005 00:43:24 +0000, techie_alison wrote:

<snip>

> Actually, going back to that pin1 thing again, the way to truly confirm it
> is to trace the GND and +5v back. You'll need to find out the pinouts of
> the 68000 so you can confirm it, unless there's a +/- flylead coming off or
> similar.

Thanks for the reply.

Well, I'm not too concerned about the 68000 chip itself. It seems to be marked on the PCB in a standard fashion. There is a notch drawn in the rectangle that goes around the 68000 socket, just like you see on the STs motherboard, for example. So I feel confident that the 68000 is in correctly there. The 68000 chip does have the orientation (is that the correct term?) notch in it, with the countersunk dot, which I think denotes pin #1.

So it should just be a matter of getting the ROM directions sorted out.

I hope. :-)

--
_/_/_/

4843. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 14:41:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.03.14.41.44.229086@charter.net>
Source record: 10419

On Thu, 03 Nov 2005 08:59:10 +0000, exxos wrote:

> <big snip>
>
> What ron needs to do is get a multimeter, find your +5V rail (assuming it
> comes from the ST PSU) and measure each of the rom pins until you get a
> reading (beep setting would be good) it is possible that you will have more
> than 1 pin connected to 5V, though most are address lines so they be
> connected. If you can work out what pins are connected to 5V then you are
> half way there.

I've got a multimeter - I need to get another fuse for it though. I blew
the fuse checking an ATX power supply the other day (am I a clumsy oaf or
what?).

> Getting HI/LO the wrong way does not kill them, I can't remember exactly
> what it does, but I think you get vertical lines down the screen or some odd
> thing like that.... I would get your roms checked out too if possible. If
> you have blown them up then they are probably unreadable. I have TOS206
> images on my old P200 in my workshop. There are 2 checksums though (I think
> I only have the one) this is becasue some roms have FF in blank space and
> some have 00 for blank space, hence depending where you get your roms from
> could be either checksum. No chance if these are patched roms of any kind.
>
> HTH.
> Chris

You know, I didn't think it did either. A few years back, I had an STe
that I put TOS v2.06 in, and I got them backwards the first time. It just
wouldn't boot up. Once I reversed them, it worked fine. Of course, its
much easier in the STe, you just have to move that one resistor.

I'm wondering if destruction of the ROMs might just be something
associated with this board though, due to its design? Best Electronics was
the ones that told me that, and they are usually pretty reliable with
their info.

Thanks for the reply.

--
_/_/_/

4844. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-03 15:58:28 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <ytadnW6qEc1Fr_feRVnyig@pipex.net>
Source record: 10420

> You know, I didn't think it did either. A few years back, I had an STe
> that I put TOS v2.06 in, and I got them backwards the first time. It just
> wouldn't boot up. Once I reversed them, it worked fine. Of course, its
> much easier in the STe, you just have to move that one resistor.
>
> I'm wondering if destruction of the ROMs might just be something
> associated with this board though, due to its design? Best Electronics was
> the ones that told me that, and they are usually pretty reliable with
> their info.
>
> Thanks for the reply.
>
> --
> _/_/_/_

4845. MyMAIL 1.84 released

Newsgroup: comp.sys.atari.st
Date: 2005-11-04 05:05:42 UTC
From: Erik Hall <erikhall@_NOSPAM_tripnet.se>
Message-ID: <feulm1tf3o4c4g773si6m35t6vocjavnqo@4ax.com>
Source record: 10421

```
Hello all !

New version of MyMail 1.84 released.

Major improvements & bugfixes:
------------------------------
- A index file corruption problem fixed.
- Re-write of code to get faster downloads in the case when the
user is saving mail on server.
- Printing errors fixed.
- Some minor bugfixes.

Read more in the history.txt file.

Download from:
--------------
http://erikhall.mine.nu/~erikhall/programs/mymail.html

Best Regards
Erik Hï¿½ll
```

4846. Re: Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-04 08:26:45 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1131092805.253622.153990@g44g2000cwa.googlegroups.com>
Source record: 10422

No Sir? :-)

4847. Re: Eiffel jumpers

Newsgroup: comp.sys.atari.st
Date: 2005-11-04 14:12:30 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1131113550.693619.29440@g47g2000cwa.googlegroups.com>
Source record: 10423

Jean-Luc,

The two jumpers that are already on the Eiffel are for the LED's. The other pins may be for attaching a cable to program the PIC. I dont have a cable to do this, I just pull the chip and re-program it.

4848. Re: Reading Atari ST ROM cartridges in a PC

Newsgroup: comp.sys.atari.st
Date: 2005-11-04 14:57:19 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <436b7799_1@x-privat.org>
Source record: 10424

ROTFLMAO

Sorry, guys, I know Usenet shouldn't be filled with "me too" and "LOL"
posts, but this was too funny to resist.

4849. Re: Eiffel jumpers

Newsgroup: comp.sys.atari.st
Date: 2005-11-04 19:24:30 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <436bb56e$0$1741$8fcfb975@news.wanadoo.fr>
Source record: 10425

Rory A McMahon a ï¿½crit :
>
> Jean-Luc,
>
> The two jumpers that are already on the Eiffel are for the LED's. The
> other pins may be for attaching a cable to program the PIC. I dont have
> a cable to do this, I just pull the chip and re-program it.
>
Hello Rohry

(seems the adress I used to write to you wasn't valid :-( )
You mean it would be possible to reprogram it using the same j-tag
cable as the CT-60's (with a little change in the connector) ?
If so, could you please give us the connection ?

Thanks,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4850. EtherNAT

Newsgroup: comp.sys.atari.st
Date: 2005-11-04 20:09:20 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.11.04.20.09.20.614922@nosspamatari-source.com>
Source record: 10426

Hey guys,

I'm considering buying an Eiffel or 5. But I wanted to know a couple of things first. A: how close are the EtherNAT's to shipping. One month? One year? If it's going to take a while I'll buy an extra Eiffel and sell it to some poor guy on eBay at discount later on. If it will be done quite soon, what's our time to basic USB keyboard/mouse drivers?

Thanks,
Mark

4851. GBE + ErgoPro!

Newsgroup: comp.sys.atari.st
Date: 2005-11-04 20:59:19 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndmnit7.2er.nospam@localhost.localdomain>
Source record: 10427

Hi,

Is it possible to use GBE (Gfa Basic Editor) + RunOnly! together with ErgoPro! from Run! software ? I own all of this, but haven't tried the combination of it. But if it works it would be the best MiNT compatible GfaBasic development environment ever.

--

Martin Tarenskeen

4852. Re: GBE + ErgoPro!

Newsgroup: comp.sys.atari.st
Date: 2005-11-04 22:12:10 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <436bdcb5$0$21947$9b4e6d93@newsread2.arcor-online.net>
Source record: 10428

Hi Martin!

First of all:

Whoever has downloaded RUN!Only, please update from our webpage! An
important bug has been fixed (hopefully...)

> Is it possible to use GBE (Gfa Basic Editor) + RunOnly! together with
> ErgoPro! from Run! software?

Of course it does :-)
Lonny and I have been developping this stuff very closely together. So
GBE and RUN!Only support each other!
And GBE supports ergo!pro, too. It sends a message, when a file has been
saved and hopefully ergo!pro does update its main window.

If you use GBE with ergo, don't forget to disable Bastard!

I have even made an English RSC file for ergo!pro. It is not perfect yet
(missing shortcuts or sensible shortcuts in the dialogs).

The Bubble Help file is also not translated yet! ergo!help will never be
translated (unless someone wants to spend his life with doing that, it
is some 400kB of source text... :-))

> But if it works it would be the best MiNT compatible GfaBasic development
> environment ever.

It does work! It should even run with memory protection. If any of the
programs do not run under MP, please report this, it will be fixed as
soon as possible.
But the RUN!Only should actually run with memory protection enabled and
under securelevel 2 (until you use some of the evil GFA commands, that
is ;-))

And plea

4853. Re: GBE + ErgoPro!

Newsgroup: comp.sys.atari.st
Date: 2005-11-04 22:15:34 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <436bdd81$0$21945$9b4e6d93@newsread2.arcor-online.net>
Source record: 10429

Hi Martin!

First of all:

Whoever has downloaded RUN!Only, please update from our webpage! An
important bug has been fixed (hopefully...)

> Is it possible to use GBE (Gfa Basic Editor) + RunOnly! together with
> ErgoPro! from Run! software?

Of course it does :-)
Lonny and I have been developping this stuff very closely together. So
GBE and RUN!Only support each other anyway.
And GBE supports ergo!pro, too. It sends a message, when a file has been
saved and hopefully ergo!pro does update its main window.

ergo!pro itself has always been ready to work with anything, as far as I
know.

I do use the combination ergo!pro+GBE+RUN!Only every day without
problems here.

If you use GBE with ergo, don't forget to disable Bastard!

I have even made an English RSC file for ergo!pro. It is not perfect yet
(missing shortcuts or sensible shortcuts in the dialogs).

The Bubble Help file is also not translated yet! ergo!help will never be
translated (unless someone wants to spend his life with doing that, it
is some 400kB of source text... :-))

> But if it works it would be the best MiNT compatible GfaBasic development
> environment ever.

It does work! It should even run with memory protection. If any of the
programs do not run under MP, please report this, it will be fixed as
soon as possible.
But the RUN!Only should actually run with memory protection enabled and
under securelevel 2 (until you use some of the evil GFA commands, that
is ;-))

Cheers, Ingo =;->

4854. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 00:03:55 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <436bf6eb_2@x-privat.org>
Source record: 10430

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. As a result I don't
have fully access to the server anymore. This means for instance I
can't make symbolic links anymore.
Also for the moment it seems impossible for anonymous users to upload
to the incoming dir. Karl Samyn AKA saka negotiates with the new net
adminstrator to change this. I hope it will soon be possible again to
make uploads to the incoming dir. In the mean while you can always
send the uploads directly to me.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-184.zip
(1.333.824 bytes) Nixce powerful GEM based e-mail client for STik/STing/Gluestik/MagicNet

ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq165.zip
(132.345 bytes) Very nice GEM based ICQ client for STik/STing/Gluestik/MagicNet

**programing**
ftp://chapelie.rma.ac.be/atari/programming/gfa-basic/gbe-130.zip
(226.829 bytes) GFA-Basic editor is a GEM based editor modeled after the
orginal GFA-Basic editor. Runs under a multitasking system like MiNT.

ftp://chapelie.rma.ac.be/atari/programming/gfa-basic/runonly.tos
(157.120 bytes) RUN!Only is a so called runonly interpreter, very much
like the one that used to be shipped for a while by GFA themselves.
The big difference though is, that it is a clean application and
even runs with MiNT's memory protection!

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/chrmap10.zip
(303.459 bytes) SpeedoGDOS Charmap Generator Version 1.00, 1996-01-03
```

ftp://chapelie.rma.ac.be/atari/utilities/cd-rom/cdplay.zip
(200.152 bytes) CD player with CDDB support under MiNTnet

ftp://chapelie.rma.ac.be/atari/utilities/music/id3memit-v2.zip
(1.283.289 bytes) MP3 ID3tag editor. This version supports V1, V1.1 and V2 tags.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4855. Re: TOS 2.06 ROMS question

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 00:13:08 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1131149587.983615.146210@o13g2000cwo.googlegroups.com>
Source record: 10431

techie_alison wrote:

...

Alison,

One of our staff is trying to contact you regarding disability issues
for your mouse project, but your yahoo account is not functional.
Could you kindly send a valid email address to me at my work email?
It's "eka .. lju ... magi" a t "mt ... sac" period "ed u", but without
all the spaces.

Galen

4856. Re: EtherNAT

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 01:20:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1131153638.055063.299140@f14g2000cwb.googlegroups.com>
Source record: 10432

To know about the ethernat shipping ask the designers: nature.atari.org
As to the USB drivers, I really can't say. I am not too far off a mouse
driver, but i'm not able to give an ETA.

4857. TOSDUMP

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 01:23:42 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1131153822.673730.66810@o13g2000cwo.googlegroups.com>
Source record: 10433

Hey. Trying to dump my TT's roms with TOSDUMP, but Im getting a bus error. I don't think TOSDUMP is good for TOS > 2.06. Anyone know of another APP that will do it, or do I just do a memory copy to disk from MonST? ;-)

4858. Re: Boot to PAL?

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 03:54:37 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <X%Vaf.1504$Dk.301@bignews5.bellsouth.net>
Source record: 10434

"TJ" <tjlazer@crapmail.com> wrote in message
news:11lqa4bt16n2nf7@corp.supernews.com...
> Is there such a tool that will force the macine to PAL? I have some
> games I want to run in PAL but my computer is NTSC. I am after a tool
> that will stay in memory if possible as the disks I have need to boot
> from the boot block.
>

There are a few programs for the ST that will switch the video mode into
PAL mode.

Some games do this automatically.

In the past I have bought some games made in the UK that came with a PAL
Boot disk,
that you boot first, then put the game disk in and press the spacebar,
return or what ever
and the RGB monitor switches into PAL mode.

There should be a program for this on one of the better FTP sites.
It maybe called 50HZBoot or something similar. And should be a very
small file.

Also, I seem to remember a program that did this along with some other
things, but
the name of it escapes me at the moment.

You may try searching some of the online Atari ST mags for more info on
the subject.

phantomm@bellsouth.net

4859. Re: GBE + ErgoPro!

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 08:59:58 UTC
From: SWE <jvalant@atari.org>
Message-ID: <iw_af.1061$h6.392981@news.siol.net>
Source record: 10435

```
>> Is it possible to use GBE (Gfa Basic Editor) + RunOnly! together with
>> ErgoPro! from Run! software ? I own all of this, but haven't tried the
>> combination of it. But if it works it would be the best MiNT compatible
>> GfaBasic development environment ever.
>
> In short, yes it will. Won't repeat everything Ingo said.
> But if you have any problems at all, please let one of us know.
> Happy coding...

Nice work, guys! Tack!

Janez
```

4860. Re: Eiffel jumpers

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 17:09:02 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.11.05.17.09.02.140002@nosspamatari-source.com>
Source record: 10436

On Fri, 04 Nov 2005 19:24:30 +0000, J.-Luc wrote:

> Rory A McMahon a ï¿½crit :
>>
>> Jean-Luc,
>>
>> The two jumpers that are already on the Eiffel are for the LED's. The
>> other pins may be for attaching a cable to program the PIC. I dont have
>> a cable to do this, I just pull the chip and re-program it.
>>
> Hello Rohry
>
> (seems the adress I used to write to you wasn't valid :-( )
> You mean it would be possible to reprogram it using the same j-tag
> cable as the CT-60's (with a little change in the connector) ?
> If so, could you please give us the connection ?
>
> Thanks,
>
> J.-Luc

I have my doubts on this one. JTAG is for FPGA's whereas the Eiffel uses
a PIC. The PIC programmer is usually a very small and very simple circuit
that takes a serial transfer from a PC.

Thanks,
Mark

4861. Re: GBE + ErgoPro!

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 18:41:51 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <436cfce7$0$7428$9b4e6d93@newsread4.arcor-online.net>
Source record: 10437

Hi Martin!

I tried replying to your private mail, but it fails to deliver (no such mailbox).

So I have to abuse the group here to inform you about that. How can I contact you directly?

Cheers, Ingo =;->

4862. Re: MyMAIL 1.84 released

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 19:34:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200511052034.a52436@wun.maus.de>
Source record: 10440

Hallo Erik!

EH>http://erikhall.mine.nu/~erikhall/programs/mymail.html

Once again a new URL? Anyway, I've found it earlier and already added it to my online hotlist :-)

But that's not the reason I'm writing this.

I'm still using version 1.74, because with all otherwise working 1.8x versions I've tried, the SPAM filtering won't work as expected.

- I select "check mail"
- MyMail does so and says "you've got xx mails"
- I choose "details", as sometimes the SPAM filter will miss some or worse, classify non-SPAM mails as SPAM.
- The list displayed contains only SPAM messages. But once I hit the "retrieve" button, they are downloaded anyway! With 1.74, they were deleted, and that's what I mostly need MyMail for...

I don't want to manually un-check every single SPAM in the list, as in that case I wouldn't need any SPAM filter :-(

With best regards
Ekkehard

4863. Re: GBE + ErgoPro!

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 19:38:54 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <436d0a4e$0$27432$8fcfb975@news.wanadoo.fr>
Source record: 10438

Hi Ingo,

Ingo Schmidt wrote:
> I tried replying to your private mail, but it fails to deliver (no such
> mailbox).
>
> So I have to abuse the group here to inform you about that. How can I
> contact you directly?

I would really appreciate to be abused by this kind of ATARI spaming ;)

Thanks for your great work !

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

4864. PeST - DEKA interface update

Newsgroup: comp.sys.atari.st
Date: 2005-11-05 19:51:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.05.19.51.36.499735@charter.net>
Source record: 10439

Hey gang. I guess specifically Alison and Chris. :-)

Anyways, now that I got the PeST in, I actually hooked it up to my CT60'ed Falcon, with a DEKA interface, using a Logitch optical mouse. The kind that has the adaptor that lets you use it like a serial or USB mouse. Using the adaptor with the PeST, I tried it with straight TOS, straight TOS with the CT60 disabled, and everything going, booted into MINT. The results were always the same.

The PeST works just fine, as far as movement, clicking, etc, etc, but holding both buttons down for 10 seconds does *nothing*.

Well, thats it for now. Let me know if there are any other tests or things I can try.

Thanks guys! :-)

--
_/_/_/

4865. Re: MyMAIL 1.84 released

Newsgroup: comp.sys.atari.st
Date: 2005-11-06 08:45:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <436dc2ac7ce762@comcast.net>
Source record: 10442

>Hallo Erik!
>
>
>EH>http://erikhall.mine.nu/~erikhall/programs/mymail.html
>
>Once again a new URL? Anyway, I've found it earlier and already added it to my
>online hotlist :-)
>
>
>But that's not the reason I'm writing this.
>
>I'm still using version 1.74, because with all otherwise working 1.8x versions
>I've tried, the SPAM filtering won't work as expected.

It works fine for me, but when I get or send mail, the screen that shows the messages gets messed up. No real problem. I just have to close the window and then re-open it.

4866. CCAG Show Rescheduled to December 4, 2005

Newsgroup: comp.sys.atari.st
Date: 2005-11-06 12:05:21 UTC
From: Fred Horvat <fmh@copper.net>
Message-ID: <436df0c6$1_5@newsfeed.slurp.net>
Source record: 10441

CCAG Show Rescheduled to December 4, 2005

As some of you may be aware, we are allowed the use of the National Guard Armory in Lorain, Ohio because one of our committee members is a member of the National Guard. This allows us to hold this event very inexpensively and free to vendors and attendees. In order for us to hold CCAG at the National Guard Armory in Lorain, he must attend the event. Unfortunately, Hurricane Rita activated the National Guard unit that he is in which meant he was unavailable for the now previously scheduled event date of October 22, 2005.

We have rescheduled the show to December 4, 2005, and have announced it via our email mailing lists and on this website.

Link: http://www.ccagshow.com/

4867. Re: MyMAIL 1.84 released

Newsgroup: comp.sys.atari.st
Date: 2005-11-06 16:39:40 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <436e31cb$0$7870$8fcfb975@news.wanadoo.fr>
Source record: 10444

Ekkehard Flessa a ï¿½crit :
>
> Hallo Erik!

Hello Ekkehard,
>
> I'm still using version 1.74, because with all otherwise working 1.8x versions
> I've tried, the SPAM filtering won't work as expected.

The spam filter is enabled within the "Select user" menu.
This 1.84 seems very stable again (unlike previous 1.8x) and all the
post-1.74 bugs and strange behaviours seem corrected as well.
I think you ought to give it another try, after backing up your data,
then in a few days you might find it's worth it :-)

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

4868. SoundPool Atat Interface

Newsgroup: comp.sys.atari.st
Date: 2005-11-06 16:53:26 UTC
From: "D. O'Brien" <dsobrien@earthlink.net>
Message-ID: <ayqbf.415$c_1.14@newsread3.news.pas.earthlink.net>
Source record: 10445

I know it's a long shot, but I am looking for the Soundpool audio ADAT interface for a Falcon. Does anyone know anyplace or anyone who might sell one? I've done allot of Internet searching and found nothing.

Thanks

D. O'Brien
dylansob at gmail dot com

4869. Re: MyMAIL 1.84 released

Newsgroup: comp.sys.atari.st
Date: 2005-11-06 19:17:12 UTC
From: Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de>
Message-ID: <dkldsk$od9$05$1@news.t-online.com>
Source record: 10446

Hi Jean-Luc!

JL>The spam filter is enabled within the "Select user" menu.

That's in "Mail/User and server settings", and that's got to be new in =
1.8x but this has _not_ been mentioned in HISTORY.TXT which I normally =
_do_ read. And there is still a "Spam check mail" check box in =
"Options/Program settings/Spam filter", which used to control that =
feature and which I _did_ check. I normally do not check account =
settings that haven't changed for a very long time...

JL>I think you ought to give it another try, after backing up your data=
,
JL>then in a few days you might find it's worth it :-)

Okay, I'll do. But still, changing the behavior of a program in such =
ways isn't good programming style :-(

With best regards
Ekkehard

4870. Re: PeST - DEKA interface update

Newsgroup: comp.sys.atari.st
Date: 2005-11-06 21:30:57 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <ybednUiz7t8a6PPeRVnyjg@pipex.net>
Source record: 10447

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.05.19.51.36.499735@charter.net...
>
> Hey gang. I guess specifically Alison and Chris. :-)
>
> Anyways, now that I got the PeST in, I actually hooked it up to my CT60'ed
> Falcon, with a DEKA interface, using a Logitch optical mouse. The kind
> that has the adaptor that lets you use it like a serial or USB mouse.
> Using the adaptor with the PeST, I tried it with straight TOS, straight
> TOS with the CT60 disabled, and everything going, booted into MINT. The
> results were always the same.
>
> The PeST works just fine, as far as movement, clicking, etc, etc, but
> holding both buttons down for 10 seconds does *nothing*.
>
> Well, thats it for now. Let me know if there are any other tests or things
> I can try.
>
> Thanks guys! :-)
>
> --
> _/_/_/_

Let us know how you get on ?
Chris

4871. Re: PeST - DEKA interface update

Newsgroup: comp.sys.atari.st
Date: 2005-11-06 22:38:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.06.22.38.45.435881@charter.net>
Source record: 10448

On Sun, 06 Nov 2005 21:30:57 +0000, exxos wrote:

> Not wanting to sound dumb, though have you "counted" 10 seconds or timed it
> to a clock ? If nothing happens after say 15 seconds then something is a
> bit odd somewhere. No matter what you plug pest into the 10 second time
> will always be the same. Infact if you put LED's on PeSTs outputs and put 5V
> power on it, the LED's would flash after about 10 seconds...

Yes, I held it for probably 15-20 seconds, by the second hand on my
wristwatch.

Under MINT, after 10 seconds, the menu came up, the one that normally
comes up when you press the right mouse button.

In normal TOS, it just does nothing.

> BTW, Have you checked the 5V line ? Check it as far down the line as
> possible.... it *could* be that you have a small voltage drop on your 5V
> line, in which case this *could* effect the timeings, I am not 100% sure as
> I have not done much work with the microcontrollers which PeST uses yet, but
> my best guess is that your 10 second timeing could be delayed due to volt
> drops. Try holding down upto 30 seconds... bascially as long as PeST has
> power it should be fine in that respect...

Nope, I've not checked that - never had a reason to before. :-)

> I've been using PeST on my CT60 Falcon all week and its fantastic, makes me
> wonder how I lived without one :P

But you're not using the DEKA, right? I believe thats the culprit for some
odd reason.

> Let us know how you get on ?
> Chris

Sure thing.

--
_/_/_/

4872. Re: PeST - DEKA interface update

Newsgroup: comp.sys.atari.st
Date: 2005-11-06 23:05:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <9sCdnYYz7J3jFvPeRVnytw@pipex.net>
Source record: 10349

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.06.22.38.45.435881@charter.net...
> On Sun, 06 Nov 2005 21:30:57 +0000, exxos wrote:
>
>> Not wanting to sound dumb, though have you "counted" 10 seconds or timed
>> it
>> to a clock ? If nothing happens after say 15 seconds then something is a
>> bit odd somewhere. No matter what you plug pest into the 10 second time
>> will always be the same. Infact if you put LED's on PeSTs outputs and put
>> 5V
>> power on it, the LED's would flash after about 10 seconds...
>
> Yes, I held it for probably 15-20 seconds, by the second hand on my
> wristwatch.
>
> Under MINT, after 10 seconds, the menu came up, the one that normally
> comes up when you press the right mouse button.
>
> In normal TOS, it just does nothing.
>
>> BTW, Have you checked the 5V line ? Check it as far down the line as
>> possible.... it *could* be that you have a small voltage drop on your 5V
>> line, in which case this *could* effect the timeings, I am not 100% sure
>> as
>> I have not done much work with the microcontrollers which PeST uses yet,
>> but
>> my best guess is that your 10 second timeing could be delayed due to volt
>> drops. Try holding down upto 30 seconds... bascially as long as PeST has
>> power it should be fine in that respect...
>
> Nope, I've not checked that - never had a reason to before. :-)
>
>> I've been using PeST on my CT60 Falcon all week and its fantastic, makes
>> me
>> wonder how I lived without one :P
>
> But you're not using the DEKA, right? I believe thats the culprit for some
> odd reason.
>
>> Let us know how you get on ?
>> Chris
>
> Sure thing.
>

> --
> _/_/_/_

4873. Canadian atari system in Brisbane QLD Australia

Newsgroup: comp.sys.atari.st
Date: 2005-11-06 23:47:44 UTC
From: WRL <wrlouis@yahoo.com>
Message-ID: <1131320864.139373.22660@g44g2000cwa.googlegroups.com>
Source record: 10350

Hi all,

I have an Atari 1040ST, w/ SC1224 monitor, external hard drive, dot matrix printer (!), extra ribbons for same (!!), and misc software including old word-processing (1stWord) and some games to give away to a good *QLD / Australian* home by November 25, 2005. (External CD drive also -this was never installed so I don't know if it works.)

Some caveats:
(1) You must be able to pick it up from Highgate Hill, Brisbane, QLD, Aus. -- at 3 boxes of stuff, it is too big to post. Don't ask me how I accidentally ended up shipping this 20 year old Canadian system to Australia.... ;)
(2) This is a North American system - you need to own or buy transformers to run the machines at 110 not Aus 240v;
(3) It's all quite grotty & needs cleaning.

That said, I just booted it the other day and all seemed well. Free to a good home (i.e. someone who will use it!) or best offer within the next 3 weeks, by November 25, 2005.

cheers,
W R Louis

4874. Re: PeST - DEKA interface update

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 04:12:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.07.04.12.56.331587@charter.net>
Source record: 10351

On Sun, 06 Nov 2005 23:05:37 +0000, exxos wrote:

> From what I heave heard and understood so far, DEKA just isn't fast
> enough to cope with the datarates. The other chap said it would run
> jerky or soemthing like that, if thats the case then I would imagine
> that it is entering setup just DEKA isn't fast enough to keep up with
> the movements.... from power up hold down the buttons for 20 seconds,
> PeST Can't *not* enter setup mode regardless of what you see on the
> screen, in that case assuming it is in setup mode, the LB will appear to
> stop working since PeST will try to alter speed modes each time you
> press LB, hence you will not be able to highlight icons etc ont he
> screen.... its a way to check if it is in setup mode or not....

I believe I've already seen this - I didn't mention not being able to
click on icons because it did go away, so I think you're spot on here.

> If you have a "RB menu" and its comming up holding down both buttons, sounds
> a bit like faulty mouse buttons, not saying it is that, but its that kinda
> missing pules problem... no way PeST or DEKA can effect PeST entering setup
> mode, only the mouse can do that.

I honestly don't think its a faulty mouse - I took it from my stepsons'
comp in his room (Linux box). It works perfectly fine there. I'm thinking
that may have just been me not exactly pressing both buttons perfectly at
the same time, so when the 10 seconds was up, the RB menu came up. Just a
thought.

> Have you spotted ANYTHING else which is odd ? It could be a supply rail
> problem inside DEKA, only way to check is with a scope to see what the noise
> figures are like on the 5V line.. if DEKA is causing noise on the rail then
> its possible PeST isn't getting a clean 5V rail... you may also want to try
> adding on something like a 470UF capacitor across the 5V mouse port on
> DEKA... should help clean up the 5V rail a bit. If you have 4.5V or less on
> the rail then you have problems for sure. You should have something like
> 5.25V for a perfect rail. Noise of around 100mV probably wont cause
> problems, though when your down to like 4.8V or lower then 100mV of rail
> noise will start to be a problem.

I've got a blown fuse in my multimeter right now - got to replace that
before I can check anything. As far as the DEKA goes, it plugs directly
into the usual keyboard header on the Falcon and thats the only connection
it has, IIRC.

> You may want to try running a 5V line direct from the PSU to DEKA's mouse
> port, I dont know what voltage it runs on or where it gets its power, though
> I it gets it from the 5V rail.. if thats the case, run a new 5V & GND direct

> from the PSU to the DEKA's mouse port... All this is at your own risk, and
> its up to you to tripple check you have all connections correct.. I assume
> DEKA has no regualtors, if its running on 5V and has 5V regualtors then that
> would be a bit dumb... also assume DEKA runs on 5V, its down to you to
> double check that also..

Well, TBH I bought the PeST for a "down the road" scenario. In other words, not being able to get any standard Atari compatible mice. The mouse I'm currently using with the DEKA interface and my Falcon is very comfortable for me. Its one of those Best Electronics replacement models and its worlds above the standard Atari one. So I'm actually holding on to the PeST until I need it. I hope that makes sense! Although I might just end up using it on my Mega ST... :-)

Next time I have my Falcon rack case apart, I'll plug a standard Falcon keyboard into it, hook up the PeST and see if the problem goes away. Heck, I'll try to do that tomorrow when I have a free moment and report back here.

Thanks! :-)

--
_/_/_/

4875. Filming

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 07:28:26 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <H-Gdndvz9YSwnvLeRVn-pw@inreach.com>
Source record: 10352

Today some guys where doing some filming of a car on the road out in front of the trailer park I live in.

The guy who was running the whole thing was wearing a blue t-shrit with white arm bands and across the front in big letters was :

ATARI

--

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

4876. Re: PeST - DEKA interface update

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 09:11:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <QIidnYRqaNMHhPLeRVnyhA@pipex.net>
Source record: 10353

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.07.04.12.56.331587@charter.net...
> On Sun, 06 Nov 2005 23:05:37 +0000, exxos wrote:
>
>> From what I heave heard and understood so far, DEKA just isn't fast
>> enough to cope with the datarates. The other chap said it would run
>> jerky or soemthing like that, if thats the case then I would imagine
>> that it is entering setup just DEKA isn't fast enough to keep up with
>> the movements.... from power up hold down the buttons for 20 seconds,
>> PeST Can't *not* enter setup mode regardless of what you see on the
>> screen, in that case assuming it is in setup mode, the LB will appear to
>> stop working since PeST will try to alter speed modes each time you
>> press LB, hence you will not be able to highlight icons etc ont he
>> screen.... its a way to check if it is in setup mode or not....
>
> I believe I've already seen this - I didn't mention not being able to
> click on icons because it did go away, so I think you're spot on here.
>
>> If you have a "RB menu" and its comming up holding down both buttons,
>> sounds
>> a bit like faulty mouse buttons, not saying it is that, but its that
>> kinda
>> missing pules problem... no way PeST or DEKA can effect PeST entering
>> setup
>> mode, only the mouse can do that.
>
> I honestly don't think its a faulty mouse - I took it from my stepsons'
> comp in his room (Linux box). It works perfectly fine there. I'm thinking
> that may have just been me not exactly pressing both buttons perfectly at
> the same time, so when the 10 seconds was up, the RB menu came up. Just a
> thought.
>
>> Have you spotted ANYTHING else which is odd ? It could be a supply rail
>> problem inside DEKA, only way to check is with a scope to see what the
>> noise
>> figures are like on the 5V line.. if DEKA is causing noise on the rail
>> then
>> its possible PeST isn't getting a clean 5V rail... you may also want to
>> try
>> adding on something like a 470UF capacitor across the 5V mouse port on
>> DEKA... should help clean up the 5V rail a bit. If you have 4.5V or less
>> on
>> the rail then you have problems for sure. You should have something like
>> 5.25V for a perfect rail. Noise of around 100mV probably wont cause

>> problems, though when your down to like 4.8V or lower then 100mV of rail
>> noise will start to be a problem.
>
> I've got a blown fuse in my multimeter right now - got to replace that
> before I can check anything. As far as the DEKA goes, it plugs directly
> into the usual keyboard header on the Falcon and thats the only connection
> it has, IIRC.
>
>> You may want to try running a 5V line direct from the PSU to DEKA's mouse
>> port, I dont know what voltage it runs on or where it gets its power,
>> though
>> I it gets it from the 5V rail.. if thats the case, run a new 5V & GND
>> direct
>> from the PSU to the DEKA's mouse port... All this is at your own risk,
>> and
>> its up to you to tripple check you have all connections correct.. I
>> assume
>> DEKA has no regualtors, if its running on 5V and has 5V regualtors then
>> that
>> would be a bit dumb... also assume DEKA runs on 5V, its down to you to
>> double check that also..
>
> Well, TBH I bought the PeST for a "down the road" scenario. In other
> words, not being able to get any standard Atari compatible mice. The mouse
> I'm currently using with the DEKA interface and my Falcon is very
> comfortable for me. Its one of those Best Electronics replacement models
> and its worlds above the standard Atari one. So I'm actually holding on
> to the PeST until I need it. I hope that makes sense! Although I might
> just end up using it on my Mega ST... :-)
>
> Next time I have my Falcon rack case apart, I'll plug a standard Falcon
> keyboard into it, hook up the PeST and see if the problem goes away. Heck,
> I'll try to do that tomorrow when I have a free moment and report back
> here.
>
> Thanks! :-)
>
> --
> _/_/_/_

4877. Re: PeST - DEKA interface update

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 10:01:32 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20051107100012168O7%derryck@cixcoukinvalid>
Source record: 10354

On 2005-11-07 09:11:42 +0000, "exxos" <exxos@home.co.uk> said:

> Yeah, the only thing you can do is check the supply rail out, a higher
> voltage on it could get things to speed up logic wise.

Hmm, too high a voltage would let the magic smoke out - too low and it
wouldn't work.

Surely these things are clocked by an oscillator!

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

4878. Re: PeST - DEKA interface update

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 10:47:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <APWdnd6E7YV5svLenZ2dnUVZ8qKdnZ2d@pipex.net>
Source record: 10355

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:200511071000121680 7%derryck@cixcoukinvalid...
> On 2005-11-07 09:11:42 +0000, "exxos" <exxos@home.co.uk> said:
>
>> Yeah, the only thing you can do is check the supply rail out, a higher
>> voltage on it could get things to speed up logic wise.
>
> Hmm, too high a voltage would let the magic smoke out - too low and it
> wouldn't work.
>

Voltage should be 5.25volts, though when I used to service power supplies we used to set them on 5.8V, this was becase of the couple of meters cable from one end of the machine to the logic board, by the time it got to the logic board it would be 5.5V, by the time it got to the other end of the logic board it had dropped to 4.6V. All comes down to poor design IMHO, though volt drop across cables and logic boards is a problem on complex designs.

> Surely these things are clocked by an oscillator!
>

PeST has no external clock. If DEKA has a external clock then first thing I would do is take it out and try some faster values in there, or even get a programmable clock IC like CTCM uses.

Chris

> --
> Derryck
>
> / The Cheshunt Computer Club /
> / http://ccc.atari.org /
> / The essential accessory for your Atari /
>

4879. Re: Canadian atari system in Brisbane QLD Australia

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 11:17:38 UTC
From: Derrick Chapman <dekka@tpg.com.au>
Message-ID: <436f4327$1@dnews.tpgi.com.au>
Source record: 10356

Hello, I live on the Gold Coast and can easily pick your Atari up, the one I`ve got has just about packed up. I also just happen to own a large 240 to 110v transformer. good eh? Let me Know how much it will cost. regards Dekka.

"WRL" <wrlouis@yahoo.com> wrote in message news:1131320864.139373.22660@g44g2000cwa.googlegroups.com...
> Hi all,
>
> I have an Atari 1040ST, w/ SC1224 monitor, external hard drive, dot
> matrix printer (!), extra ribbons for same (!!), and misc software
> including old word-processing (1stWord) and some games to give away to
> a good *QLD / Australian* home by November 25, 2005. (External CD drive
> also -this was never installed so I don't know if it works.)
>
> Some caveats:
> (1) You must be able to pick it up from Highgate Hill, Brisbane, QLD,
> Aus. -- at 3 boxes of stuff, it is too big to post. Don't ask me how I
> accidentally ended up shipping this 20 year old Canadian system to
> Australia.... ;)
> (2) This is a North American system - you need to own or buy
> transformers to run the machines at 110 not Aus 240v;
> (3) It's all quite grotty & needs cleaning.
>
> That said, I just booted it the other day and all seemed well. Free to
> a good home (i.e. someone who will use it!) or best offer within the
> next 3 weeks, by November 25, 2005.
>
> cheers,
> W R Louis
>

4880. OT - website bulk stuff packs n stuff

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 15:40:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <d8KdnWvdEeYq6fLeRVnyvg@pipex.net>
Source record: 10357

Hi all,

have added in a bargain page to cps electronincs (or tried too) to clear surplus items off. A lot of it is stuff which is new which never used or just got too darn many of them taking up space.

http://www.cps-electronics.co.uk/web/bargin.asp

http://www.cps-electronics.co.uk/web/clearance.asp

Will shipworld wide, though probably not worth overseas ppl ordering due to postal costs.

Latterz
Chris

4881. 2 hard drive DMA SCSI link cables n some other stuff 4 sale.

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 15:58:27 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <haCdnedXmt9A5fLeRVnyrA@pipex.net>
Source record: 10358

Hi all,

2 DMA cables and 1 HD for sale, open to offers before they get chucked on
Ebay, really dont want to list on Ebay due to their ripoff listing fees.

Images of the drive and a DMA cable here.

http://www.aqtq39.dsl.pipex.com/temp/DSCF0013.JPG

DMA cable is the normal DMA-SCSI converter type.

have also added in a bargain page to cps electronincs (or tried too) to
clear
surplus items off. A lot of it is stuff which is new which never used or
just got too darn many of them taking up space.

http://www.cps-electronics.co.uk/web/bargin.asp

http://www.cps-electronics.co.uk/web/clearance.asp

Will shipworld wide, though probably not worth overseas ppl ordering due to
postal costs.

Latterz
Chris

4882. M_Player page

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 18:24:14 UTC
From: Guillaume Tello <van.houten@wanadoo.fr>
Message-ID: <436f9bca$0$21280$8fcfb975@news.wanadoo.fr>
Source record: 10359

Hello,

My web pages are translated from french to english (not everything, but most of them). You can get there my programs, source codes, (french) articles written for ST Magazine.
I also updated M_PLAYER (version 3.0x has been released) with some new features:
- MPEG 1 and 2 are now correct.
- MSVC/CRAM encoder (16 bits or 256 greys) for AVI files
- a (little) better interface.

You can start your visit at http://perso.wanadoo.fr/gtello/index.html

Enjoy,

Guillaume Tello.

4883. Re: Which SCSI?

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 21:28:12 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dkogtb$9t9$1@reader2.panix.com>
Source record: 10360

This topic has been beaten half to death at least 3 times, recently, so it is at least 150 percent dead. Your problem does not fit any flavor of SCSI, except SCSI I, which describes something different.

The original cables in Sun machines had Centronics 50 on one end, and a very small 50 pin connector on the other end, probably called HD50. That was their version of SCSI I, while everyone else using SCSI I was using cables with Centronics 50M on both ends.

What you need is a DB25M to HD50M cable, and if you ask for that, you will get what you need. It is not possible to predict what will be printed on the package label.

Jim

blah@blah.com writes:

: Hi all,

: Just bought an external 100mb ZIP drive for my Falcon and now need a
: cable. Can anyone tell me which flavour of SCSI cable I need to buy,
: SCSI I, II or III? The Zip drive has a 25pin female socket and the
: Falcon a 50pin socket (Very small pins - ultra SCSI?)

: Thanks in advance.

: Dave.

: Email: dgr167 at aol dot com

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4884. Re: PeST - DEKA interface update

Newsgroup: comp.sys.atari.st
Date: 2005-11-07 23:58:35 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1131407915.682836.323490@g43g2000cwa.googlegroups.com>
Source record: 10361

Ronald J. Hall wrote:

> The PeST works just fine, as far as movement, clicking, etc, etc, but
> holding both buttons down for 10 seconds does *nothing*.

Yep, although to be a bit more precise, mine does jiggle slightly.

The PeST IS in setup mode, however, and one can select the various
modes well enough. For me, only one of the four is pleasant to use.
Which do you prefer?

Galen

4885. Re: ADSPEED 16

Newsgroup: comp.sys.atari.st
Date: 2005-11-08 02:15:41 UTC
From: Andrew Summers <asummers@columbus.rr.com>
Message-ID: <071120052115414231%asummers@columbus.rr.com>
Source record: 10362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a working ADSpeed 16 currently in a 520ste, with the driver disks. I would let it go for a fair price + your 8MHz processor, if people might comment what fair is since I don't know...

In article <xPednfQMqJOfM__enZ2dnUVZ8qWdnZ2d@pipex.net>, exxos <exxos@home.co.uk> wrote:

> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:VOF0f.4124$K8.1102@bignews7.bellsouth.net...
> >
> > Looking to buy working ADSpeed 16 for the 1040STe.
> >
> > Also looking for working Switchable TOS 2.06/1.62 for 1040STe.
> >
> > And a 1.44 High Density Disk Drive kit for 1040STe.
> > (Or good directions on how to do this myself)
>
> http://www.cps-electronics.co.uk/144/HD4.htm

4886. WTB 520/1040STE case

Newsgroup: comp.sys.atari.st
Date: 2005-11-08 02:17:49 UTC
From: Andrew Summers <asummers@columbus.rr.com>
Message-ID: <071120052117491933%asummers@columbus.rr.com>
Source record: 10363

I have a good 520ste with a busted case, anyone have a case from a dead machine 520 or 1040 they would sell me? I'm thinking USD $20ish? It has to be the STE case and not the ST case.

Thanks

Andy Summers

4887. Re: WTB 520/1040STE case

Newsgroup: comp.sys.atari.st
Date: 2005-11-08 05:14:03 UTC
From: TJ <tjlazer@crapmail.com>
Message-ID: <11n0d0qkshral53@corp.supernews.com>
Source record: 10364

I got one complete. It is yours for $30 shipped.

TJ

"Andrew Summers" <asummers@columbus.rr.com> wrote in message
news:071120052117491933%asummers@columbus.rr.com...
>I have a good 520ste with a busted case, anyone have a case from a dead
> machine 520 or 1040 they would sell me? I'm thinking USD $20ish? It
> has to be the STE case and not the ST case.
>
> Thanks
>
> Andy Summers

4888. Re: M_Player page

Newsgroup: comp.sys.atari.st
Date: 2005-11-08 10:01:18 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF9635FE.D0D7%vlg@o2.pl>
Source record: 10365

w poscie 436f9bca$0$21280$8fcfb975@news.wanadoo.fr, Guillaume Tello od van.houten@wanadoo.fr napisal 7-11-05 19:24:

> Hello,
>
> My web pages are translated from french to english (not everything, but most
> of them). You can get there my programs, source codes, (french) articles
> written for ST Magazine.
> I also updated M_PLAYER (version 3.0x has been released) with some new
> features:
> - MPEG 1 and 2 are now correct.
> - MSVC/CRAM encoder (16 bits or 256 greys) for AVI files
> - a (little) better interface.
>
> You can start your visit at http://perso.wanadoo.fr/gtello/index.html
>

Whaaaaaaat!!!!!! ?

MPLAYER still alive?

Great!
Vulgar

4889. Re: PeST - DEKA interface update

Newsgroup: comp.sys.atari.st
Date: 2005-11-08 13:30:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.08.13.30.42.202188@charter.net>
Source record: 10366

On Mon, 07 Nov 2005 15:58:35 -0800, Galen wrote:

> The PeST IS in setup mode, however, and one can select the various
> modes well enough. For me, only one of the four is pleasant to use.
> Which do you prefer?
>
> Galen

I never even tried any of the modes, once I saw it wasn't working like it
was supposed to. Guess I'll have to hook it back up - or better yet, to my
Mega ST where I can see what its doing. ;-)

--
_/_/_/

4890. Re: 2 hard drive DMA SCSI link cables n some other stuff 4 sale.

Newsgroup: comp.sys.atari.st
Date: 2005-11-08 14:26:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <ldidnVqaGtx2Ke3eRVnyig@pipex.net>
Source record: 10367

"exxos" <exxos@home.co.uk> wrote in message
news:haCdnedXmt9A5fLeRVnyrA@pipex.net...
> Hi all,
>
> 2 DMA cables and 1 HD for sale, open to offers before they get chucked on
> Ebay, really dont want to list on Ebay due to their ripoff listing fees.
>
> Images of the drive and a DMA cable here.
>
> http://www.aqtq39.dsl.pipex.com/temp/DSCF0013.JPG
>
> DMA cable is the normal DMA-SCSI converter type.
>
> have also added in a bargain page to cps electronincs (or tried too) to
> clear
> surplus items off. A lot of it is stuff which is new which never used or
> just got too darn many of them taking up space.
>
> http://www.cps-electronics.co.uk/web/bargin.asp
>
> http://www.cps-electronics.co.uk/web/clearance.asp
>
> Will shipworld wide, though probably not worth overseas ppl ordering due
> to
> postal costs.
>
> Latterz
> Chris
>
>

oops, E-mail me exxos_uk ---AATT---- yahoo == dot == co == dot ===uk , have
had a few offers so far, want a quick sale so get in touch now if you want
to make a offer!

Chris

4891. Re: Filming

Newsgroup: comp.sys.atari.st
Date: 2005-11-09 01:07:08 UTC
From: Simon <flibble@gmail.com>
Message-ID: <1131498428.190939.273770@g14g2000cwa.googlegroups.com>
Source record: 10368

Starlord wrote:
> Today some guys where doing some filming of a car on the road out in front
> of the trailer park I live in.
>
> The guy who was running the whole thing was wearing a blue t-shrit with
> white arm bands and across the front in big letters was :
>
> ATARI

Those tshirts are very common..

Simon

4892. Re: M_Player page

Newsgroup: comp.sys.atari.st
Date: 2005-11-09 06:49:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43719c301c9a41@comcast.net>
Source record: 10370

>Hello,
>
>My web pages are translated from french to english (not everything, but most
>of them). You can get there my programs, source codes, (french) articles
>written for ST Magazine.
>I also updated M_PLAYER (version 3.0x has been released) with some new
>features:
>- MPEG 1 and 2 are now correct.
>- MSVC/CRAM encoder (16 bits or 256 greys) for AVI files
>- a (little) better interface.
>
>You can start your visit at http://perso.wanadoo.fr/gtello/index.html
>
>Enjoy,
>

That's great. Thanks Guillaume....

4893. FA - Atari HD & DMA CABLE 3 day listing!

Newsgroup: comp.sys.atari.st
Date: 2005-11-09 09:42:48 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <qoCdnWkgOcFMXuzeRVnyrg@pipex.net>
Source record: 10369

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8232705820

4894. EtherNEC plugged in upside down

Newsgroup: comp.sys.atari.st
Date: 2005-11-09 17:22:58 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <4372307c3df630@adelphia.net>
Source record: 10371

Hello Everyone,
I have a friend that tore down his CT60'ed Falcon for remodeling his basement
when he reinstalled everything he plugged in the EtherNEC cable to the cart
port upside down. Now he cannot access the internet. He uses MagicNET like
I do and it says something needs to be specified in services or something like
that. Can this be fixed and if so how?? I seem to remember a thread from
a while ago that talked about this. Cannot place my finger on it right now.

Thanks

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. Bus Speed with 14 megs STRam
CT60 68060RC50 Rev. 6 @ 97.5 mhz FPU and PMMU built in.
Kingston 512 Megs PC133 SDRam
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
EtherNAT 10/100 mbit/sec 2 USB 1.1 ports
CTPCI adapter from Czuba Tech
SuperVIDEL Video Card with 256 Megs DDR SDRam

4895. Re: EtherNEC plugged in upside down

Newsgroup: comp.sys.atari.st
Date: 2005-11-09 19:12:00 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <43724a0813831e0@adelphia.net>
Source record: 10373

Hello Ronald,
I just did some google searching and found the exact thread after some searching and it appears to be a blown fuse named F2. His Falcon though is apparently booting properly. Unlike others that I have read that have said that their falcon resets with the EtherNEC plugged in. But I passed the information on to my friend so that he can get his Falcon fixed soon.

Thanks,
--
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 25 mhz. Bus Speed with 14 megs STRam
CT60 68060RC50 Rev. 6 @ 97.5 mhz FPU and PMMU built in.
Kingston 512 Megs PC133 SDRam
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
EtherNAT 10/100 mbit/sec 2 USB 1.1 ports
CTPCI adapter from Czuba Tech
SuperVIDEL Video Card with 256 Megs DDR SDRam

4896. Re: EtherNEC plugged in upside down

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 00:56:10 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.10.00.56.08.606465@charter.net>
Source record: 10372

On Wed, 09 Nov 2005 18:22:58 +0100, Carey Christenson wrote:

> Hello Everyone,
> I have a friend that tore down his CT60'ed Falcon for remodeling his basement
> when he reinstalled everything he plugged in the EtherNEC cable to the cart
> port upside down. Now he cannot access the internet. He uses MagicNET like
> I do and it says something needs to be specified in services or something like
> that. Can this be fixed and if so how?? I seem to remember a thread from
> a while ago that talked about this. Cannot place my finger on it right now.
>
> Thanks

Umm, if I recall that thread correctly, it potentially can blow something
like a resistor or capacitor on the Falcons motherboard and you have to
replace it.

Its a very bad thing to do, from my understanding. I hope not in your
friends case, maybe he dodged a bullet. :-(

--
_/_/_/

4897. FA: Atari 2600 7800 BMX Airmaster Air Master (CIB) SEALED

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 02:11:10 UTC
From: mabb96 <mabb96_member@newsguy.com>
Message-ID: <dkua7u03a6@drn.newsguy.com>
Source record: 10374

Only 20hrs LEFT !!!!

http://search.ebay.com/_W0QQcatrefZC6QQcoactionZcompareQQcoentrypageZsearchQQcopagenumZ1QQfromZR10QQfrppZ200QQfsooZ1QQfsopZ1QQftrtZ1QQftrvZ1QQsacatZQ2d1QQsassZmabb96QQsbrftogZ1QQsellerZ1QQsoZShowQ20ItemsQQsofocusZso

Thanks for looking

4898. Re: EtherNEC plugged in upside down

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 03:29:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.10.03.29.56.75801@charter.net>
Source record: 10375

On Wed, 09 Nov 2005 20:12:00 +0100, Carey Christenson wrote:

> Hello Ronald,
> I just did some google searching and found the exact thread after some
> searching
> and it appears to be a blown fuse named F2. His Falcon though is
> apparently booting properly. Unlike others that I have read that have
> said that their falcon resets with the EtherNEC plugged in. But I
> passed the information on to my friend so that he can get his Falcon
> fixed soon.
>
> Thanks,

No problem. Sorry to hear anyone is having trouble with their Atari
computers. It does sound like he may have gotten off a bit lucky though!

:-)

--
_/_/_/

4899. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 05:38:14 UTC
From: kingsmedley@yahoo.com
Message-ID: <1131601094.167150.163550@z14g2000cwz.googlegroups.com>
Source record: 10376
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Now that this auction is over and done with (with a bid of $1,635),
does anybody here now what became of the deal? Did the seller decide
this was an adequate price? Was the buyer active in this group? What
sort of wonderous treasures were extracted from this storage unit from
hell?

4900. Re: EtherNEC plugged in upside down

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 07:14:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4372f35213a320@comcast.net>
Source record: 10381

>Hello Everyone,
> I have a friend that tore down his CT60'ed Falcon for remodeling his basement
>when he reinstalled everything he plugged in the EtherNEC cable to the cart
>port upside down. Now he cannot access the internet. He uses MagicNET like
>I do and it says something needs to be specified in services or something like
>that. Can this be fixed and if so how?? I seem to remember a thread from
>a while ago that talked about this. Cannot place my finger on it right now.
>
>Thanks

Hello Carey,

It could be something as simple as a bent connection since it was put in upside down. Happened to me once. Or it could be that something is blown on the motherboard, but I do not believe that is the case.

When and where does he get this message about the services? It also could be something is messed up in his settings, most likely in his ETC folder. When I installed my new Western Digital hard drive, I could not connect either with MagicNet. Turns out files in my ETC folder had to be replaced.

4901. Re: Filming

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 08:01:04 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <9pOdnYVPI5-HYu_enZ2dnUVZ_sSdnZ2d@inreach.com>
Source record: 10377

It was the first one I've ever seen out here in the High Desert.

--

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

"Simon" <flibble@gmail.com> wrote in message
news:1131498428.190939.273770@g14g2000cwa.googlegroups.com...
>
> Starlord wrote:
>> Today some guys where doing some filming of a car on the road out in
>> front
>> of the trailer park I live in.
>>
>> The guy who was running the whole thing was wearing a blue t-shrit with
>> white arm bands and across the front in big letters was :
>>
>> ATARI
>
> Those tshirts are very common..
>
> Simon
>

4902. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 12:14:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511100412190.8571-100000@onyx.spiritone.com>
Source record: 10379
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4903. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 12:17:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511100415060.8571-100000@onyx.spiritone.com>
Source record: 10378
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4904. Atari Customer Appreciation Month! November!

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 12:21:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511100417500.8571-100000@onyx.spiritone.com>
Source record: 10380
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers! Get a FREE Gift with purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2005!

http://BensCatalogs.Atari.org Bravo Sierra's Web Site!
http://www.aracnet.com/~atari/newstuff.htm New stuff coming in!
http://www.aracnet.com/~atari/specials.htm Monthly Specials!

Buy 2 Jaguar Games and get one FREE! Bubsy, Dragon: The Bruce Lee Story, Iron Soldier or Wolfenstein 3D! Buy 2 Jaguar Games, get 1 FREE! U Pick!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games: Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or For any other Atari, take 25% off any Atari Games/Software!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4905. FA 10 Atari mice

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 13:52:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <EuWdnfJ9IpB20u7eRVnyrg@pipex.net>
Source record: 10382

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8232983006

4906. FA 9 Atari PSU's

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 14:02:53 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <sZadnbWS3aAWz-7eRVnyjQ@pipex.net>
Source record: 10383

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8232984712

4907. FA MC68000 CPU 16mhz 6 of NEW in tube

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 16:05:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <2b6dnTGCIYtl8-7eRVnysQ@pipex.net>
Source record: 10384

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8233006289

4908. HighWire 0.2.6 Released

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 19:12:19 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1131649939.572215.23400@g14g2000cwa.googlegroups.com>
Source record: 10385

Subject says it all..

For more info check out http://highwire.atari-users.net

Rob
http://www.atari-users.net

4909. Re: SoundPool Atat Interface

Newsgroup: comp.sys.atari.st
Date: 2005-11-10 23:18:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1131664718.288002.34950@o13g2000cwo.googlegroups.com>
Source record: 10386

They very occasionally come up on ebay (ebay.de is your best chance).

Coda.

4910. WTB: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 00:34:17 UTC
From: Betelgeuse <betelg@gmail.com>
Message-ID: <%FRcf.44533$Z8.25495@read2.cgocable.net>
Source record: 10387

If you have one in good and working condition and are willing to sell drop me a line at betelg@gmail.com with your offer. Thanks.

Regards,
Betelgeuse

4911. Re: EtherNEC plugged in upside down

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 01:56:24 UTC
From: malo.morgen@nowhere.com
Message-ID: <dl0to8dlj1@ss405.t-com.hr>
Source record: 10388

well, that's serious trouble, cartridge port may be damaged very possibly...:(

On 9 Nov 2005 18:22:58 +, "Carey Christenson" wrote:
>Hello Everyone,
> I have a friend that tore down his CT60'ed Falcon for remodeling his basement
>when he reinstalled everything he plugged in the EtherNEC cable to the cart
>port upside down. Now he cannot access the internet. He uses MagicNET like
>I do and it says something needs to be specified in services or something like
>that. Can this be fixed and if so how?? I seem to remember a thread from
>a while ago that talked about this. Cannot place my finger on it right now.
>
>Thanks
>
>--
>Carey Christenson
>
> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!
>
>Falcon 030 @ 25 mhz. Bus Speed with 14 megs STRam
>CT60 68060RC50 Rev. 6 @ 97.5 mhz FPU and PMMU built in.
>Kingston 512 Megs PC133 SDRam
>40 GB IDE Maxtor 2 meg cache
>4.5 GB SCSI Seagate Barracuda
>10x4x32x Sony CD-Burner
>24x Cyberdrive CD-Rom drive
>EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
>Epson Stylus COLOR 880 Printer
>19 inch Samsung VGA Monitor
>Subwoofer Satelite speaker system
>
>Coming:
>EtherNAT 10/100 mbit/sec 2 USB 1.1 ports
>CTPCI adapter from Czuba Tech
>SuperVIDEL Video Card with 256 Megs DDR SDRam
>.

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

4912. Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 02:20:54 UTC
From: nephelim@zetnet.co.uk
Message-ID: <43740003$0$32464$4c56ba96@master.news.zetnet.net>
Source record: 10389

Hi Folks.

Have any of you had any success with using a Hitachi DK23CA-10
(10 Giga Byte) IDE drive in a Falcon ?

I am using HD 7.1 . The program lists the drive but cannot see it
when I try to partition. The Falcon Just bombs out.

I seem to remember reading somewhere that a Falcon could access max
128Gbyte. Is that really so ?

The drive checks out ok on my friends PC notebook as being fully
functioning.

Any ideas please as new drives of low capacity are now almost impossible
to find.I am using a 6Gig IBM DCMA 21440 drive with no problems on my
Falcon but my wifes drive on her Falcon is going down fast and I need
to replace it as soon as possible.

Cheers,

Paul.

4913. Re: Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 03:25:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.11.03.25.46.934022@charter.net>
Source record: 10390

On Fri, 11 Nov 2005 02:20:54 +0000, Paul Hopkins wrote:

> Hi Folks.
>
>
> Have any of you had any success with using a Hitachi DK23CA-10
> (10 Giga Byte) IDE drive in a Falcon ?
>
> I am using HD 7.1 . The program lists the drive but cannot see it
> when I try to partition. The Falcon Just bombs out.
>
> I seem to remember reading somewhere that a Falcon could access max
> 128Gbyte. Is that really so ?
>
> The drive checks out ok on my friends PC notebook as being fully
> functioning.
>
> Any ideas please as new drives of low capacity are now almost impossible
> to find.I am using a 6Gig IBM DCMA 21440 drive with no problems on my
> Falcon but my wifes drive on her Falcon is going down fast and I need
> to replace it as soon as possible.
>
> Cheers,
>
> Paul.

You might need a later version of HDDriver? I think you can download a 8.x
demo that should tell you whether or not thats the problem.

I'm not sure what the total top size is for hard drivers on the Falcon. I
believe its about 1 gig per partition, up to the letter P? Not sure. Using
something like MagiC or MINT though, you can certainly go much higher.
I've got an 80 gig Maxtor HD that works fine with MINT.

HTHs.

--
_/_/_/

4914. Freekeys availability?

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 03:55:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.11.03.55.33.952226@charter.net>
Source record: 10391

Guys, is the Atari Workshop in the UK the only place that still sells the
Freekeys kit?

Thanks.

--
_/_/_/

4915. IMAP Client

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 04:26:54 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2005.11.11.04.26.54.141193@nospammmmatari-source.com>
Source record: 10392

Hello guys,

I'd like to announce my intent to create a nice IMAP email client for GEM. It won't be great at first but time to first product should be very very fast since I'll be developing it on the libetpan library. As with most of my productions it will be MiNT only due to library dependencies ;) How soon will you see results? I believe GIM had a release about 6 month after I announced.. Hopefully it will be sooner. I'm going to be working also on a C# project for work so my time will probably be stretched. I've been slacking so bad on my Atari stuff lately :-/ Time to get back and finish what I started with Sparemint 2.

Thanks,
Mark

4916. Re: Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 06:24:50 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3tirpiFt48taU1@individual.net>
Source record: 10393

Paul Hopkins wrote:

> Have any of you had any success with using a Hitachi DK23CA-10
> (10 Giga Byte) IDE drive in a Falcon ?
>
> I am using HD 7.1 . The program lists the drive but cannot see it
> when I try to partition. The Falcon Just bombs out.

Can you please send me your serial number, so that I can add you to my
database of registered users? Thank you.
You should use the demo version of HDDRIVER 8.1
(http://www.seimet.de/hddriver_english.html) for testing it with your
drive. 7.1 is rather old.

> I seem to remember reading somewhere that a Falcon could access max
> 128Gbyte. Is that really so ?

Yes, this is correct for IDE drives. For SCSI drives there is no such limit.

--

Dr. Uwe Seimet http://www.seimet.de

4917. closing down stock clearance

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 10:36:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <cMydnSAU5cOU6eneRVnyrw@pipex.net>
Source record: 10394

I am going to place all my stock of my 1.44 upgrade on
Ebay in the near future. There are around 30 PCB's and probably around parts
to build up about 10 modules. Instructions and such are on my website. The
kits (excluding drives) I have been selling for £25, though I will make a
you a offer for the lot at a fraction of the cost. URL
http://www.cps-electronics.co.uk/144/HD4.htm there are links to instructions
etc from that page, you might want to leech the pages before they are taken
down.

While on the subject, I also have 3 STFM's I upgraded. Was selling these for
£65-100, though not asking anywhere near that, if you are interested or know
anyone who might want one then let me know. open to *sensible* offers at the
moment,
the list below is what I think is baged up in the loft at the moment..

```
---------------------------------

Atari 520 ST FM

Totally stripped down, cleaned & serviced. Keyboard has been totally striped
down, cleaned, and had ports re-soldered. Good case, not new.

Upgrades -

- Hardwired 4MB 72pin SIMM

- New 1.44 Sony drive fitted with our own fully automatic contoller module.

- Updated to Rainbow TOS 1.4

-Good case, not new

-----------------------------------------------

Atari 520 ST FM

Totally stripped down, cleaned & serviced. Keyboard has been totally striped
down, cleaned, and had ports re-soldered.

Upgrades -

- Populated to 1MB.

- New 1.44 Sony drive fitted with our own fully automatic contoller module.

- Updated to Rainbow TOS 1.4

- New case

-----------------------------------------------
```

Atari 1040 ST FM

Totally stripped down, cleaned & serviced. Keyboard has been totally striped down, cleaned, and had ports re-soldered.

Upgrades -

- Populated to 1MB.

- New 1.44 Sony drive fitted with our own fully automatic contoller module.

- Updated to Rainbow TOS 1.4

- New case.

Also have piles of ST spares if you ever need anything, sold out of floppy drives a while ago though!

A lot is also electronics items such as cables etc, they are on www.cps-electronics.co.uk check out kits & modules and 1 pages. Trying to clear out as much stock as possible as quick as possible. Open to sensible offers on "lots" of items. Have boxes full of some items. Cables etc are selling at half the price I brought them for to clear.

Also a lot of stuff on Ebay , Atari & electronics items. Electronics items probably not much interest to people here though...

http://search.ebay.co.uk/_W0QQfgtpZ1QQfrppZ25QQsassZexxosQ5fuk

If I can think of any more ST items I will post them on here as and when..

Cheers,
Chris

4918. Atari Featured

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 19:34:23 UTC
From: nephelim@zetnet.co.uk
Message-ID: <4374f23d$0$28626$4c56ba96@master.news.zetnet.net>
Source record: 10395

Hi Folks.

" The Life And Times Of The Atari XL/XE Series " features on pages
78 - 81 in the latest Micro Mart magazine (10-16 Nov 2005).

Collectors of Ataris should check it out as the mag will not be on the
shelves long as it is a weeky publication.

Cheers,

Paul.

4919. LARGEST COMPUTER COLLECTION UP FOR AUCTION...RIGHT NOW...570+ computers

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 22:08:32 UTC
From: "Dimitri Kokken (info@fki.be)" <dimitri.kokken@pandora.be>
Message-ID: <mC8df.27933$rA.12128@blueberry.telenet-ops.be>
Source record: 10396

Hi there,

if you're an old computer collector I'm sure you'll be interested in the (probably) largest old computer sale EVER. Over 570 old home computers are up for auction at
www.mo5.com/dimitrisales/
All you need to do is register (it's free and done in 20 secs) and then you can start bidding. If you want to have a look at what's up for auction without registering, that's possible too of course, just click here then :
http://www.mo5.com/dimitrisales/auctions.php?tri=4&limite=533
Some very very very rare items are up for auction, the most famous one probably being the Commodore 64 GOLD WITH commemorative plaque!!!
But there are many other fine items, if you're a collector, I'm sure you'll find them quickly enough :)

Right now, 145+ collectors are already bidding...so don't hesitate or you'll be too late!
ALL AUCTIONS END DECEMBER 4TH 2005

Oh...if you want to see pictures of the collection, go here :
http://users.pandora.be/F-242/Computers/NewPics-25-10-05/
And if you want to see the complete list with direct links to these pics (not all comps have a pic yet) go here :
http://users.pandora.be/F-242/Computers/Computer-List-Dimitri-with-picture-links.htm

That's about it...good luck if you intend to bid.

Dimitri Kokken,
Belgium

4920. DarkForce update...

Newsgroup: comp.sys.atari.st
Date: 2005-11-11 22:26:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.11.22.26.15.519759@charter.net>
Source record: 10397

```
The DarkForce! BBS is now available by telnetting to:

bbs.darkforce.org

as well as the actual IP address, 24.177.23.74.

Thank you.

--
_/_/_/
```

4921. Need Info on Panther Graphics Card/Adapter

Newsgroup: comp.sys.atari.st
Date: 2005-11-12 00:03:52 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <zhadf.9095$%k.1499@bignews6.bellsouth.net>
Source record: 10398

I have acquired 2 Panther Graphics Card Adapters and 1 Graphics Card.

Does anyone have any experience with these, if so I could use some basic info on them. I do not have any software for these and am not sure if any
is needed except for maybe NVDI which I have.

If I am not mistaken, this will work in a 1040STE, but not sure.

Which Atari Computers are these suppose to work with?

I believe the graphics card is a ET 4000.

I don't have it in front of me to be sure, its still in the box.

Any info about this is much appreciated.

phantomm@bellsouth.net

4922. Re: FA: Atari items

Newsgroup: comp.sys.atari.st
Date: 2005-11-12 04:37:44 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <ebsan11ug6avdsdsrfgag66j67k9ejhs5q@4ax.com>
Source record: 10299

On 8 Nov 2005 09:23:17 -0800, "atarionly" <atarionly@adelphia.net>
wrote:

>I have listed a e few Atari items on Ebay you can check them out at:
>
>http://search.ebay.com/_W0QQsassZatari_onlyQQhtZ-1
>
>Thanks, AO

your shipping prices are a bit high!!!?

4923. For ATARI collectors

Newsgroup: comp.sys.atari.st
Date: 2005-11-12 09:54:25 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <4375bbd1$0$21704$626a54ce@news.free.fr>
Source record: 10300

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=8722435141

4924. Re: Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2005-11-12 21:36:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200511122236.a18489@b.maus.de>
Source record: 10302

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> I'm not sure what the total top size is for hard drivers on the Falcon.

128 GB - Falcon-IDE-Port didn't support 48 Bit LBAs!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

4925. Re: Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2005-11-12 21:51:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200511122251.a18490@b.maus.de>
Source record: 10303

Salve commonly, Uwe Seimet <Uwe.Seimet@seimet.de> wrote:

> For SCSI drives there is no such limit.

Nope! The 2 Terrabyte-Limit exist...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

4926. N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-12 23:33:23 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1131838403.378779.54880@g44g2000cwa.googlegroups.com>
Source record: 10301

Hi all

I am looking for a english rsc for N.AES install. Any info or links are greatly appreciated.

I bought a CD version from 16/32 Systems some time back, but when I start the setup.app, the text is in German. I would like a SETUP.RSC that is in English. Is there such a file?

Or will this file need to be edited in a RSC editor?

Rory

4927. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-13 01:24:13 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <437695bd$1_3@x-privat.org>
Source record: 10304

Rory.A.McMahon@gmail.com wrote:
>
> Hi all
>
> I am looking for a english rsc for N.AES install. Any info or links are
> greatly appreciated.
>
> I bought a CD version from 16/32 Systems some time back, but when I
> start the setup.app, the text is in German. I would like a SETUP.RSC
> that is in English. Is there such a file?

As far as I know the setup program is gemsetup.
You can find gemsetup201.lzh, which includes English rsc, on the
Belgian ftp-server.

ftp://chapelie.rma.ac.be/atari/utilities/gemsetup201.lzh

Hope this helps

4928. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-13 06:39:06 UTC
From: swe@atari.org
Message-ID: <dcBdf.1162$h6.452258@news.siol.net>
Source record: 10305

Rory.A.McMahon@gmail.com wrote:

> Hi all
>
> I am looking for a english rsc for N.AES install. Any info or links are
> greatly appreciated.
>
> I bought a CD version from 16/32 Systems some time back, but when I
> start the setup.app, the text is in German. I would like a SETUP.RSC
> that is in English. Is there such a file?

It is wise to install N.AES by hand... I remember many pppl had probs or
had tad weird setups after they used installer.. Wouldbe glad to help u
with installing, just drop me a mail if u will have problems...

Janez

4929. Re: Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2005-11-13 07:02:48 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3to6o9Ftjf6gU1@individual.net>
Source record: 10306

Fidel-Sebastian Hunrichse-Lara wrote:

> Nope! The 2 Terrabyte-Limit exist...

With larger physical sector sizes SCSI drives can support more than 2
Terabytes.

--

Dr. Uwe Seimet http://www.seimet.de

4930. Re: M_Player page

Newsgroup: comp.sys.atari.st
Date: 2005-11-13 09:37:00 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <4377093c$0$6671$8fcfb975@news.wanadoo.fr>
Source record: 10307

Hello,

I ended the english translation of my pages and added how do I capture a
video with my Atari computers (images+sound)

in english http://perso.wanadoo.fr/gtello/makvide.htm
en fran&#65533;ais http://perso.wanadoo.fr/gtello/makvidf.htm

Guillaume Tello.

4931. Re: Thing icon background?

Newsgroup: comp.sys.atari.st
Date: 2005-11-13 13:04:54 UTC
From: "Frank P. Szymanski" <usenetposting@arcor.de>
Message-ID: <43773aa6$0$21958$9b4e6d93@newsread2.arcor-online.net>
Source record: 10308

Sorry for the long delay but I just came back from holidays,

>>as far as I know the only desktop that is still in active development=
.
>A new release of TeraDesk (V3.63) can be expected in a couple of weeks
>or so-a number corrections has been made, some of which which may be
>considered more as improvements of the functionality of certain
>features. See new.txt on TeraDesk's home page.

I hope that you could fix the handling of large hard disk partitions?

For example: I have a 4GB partition and not only that it takes very
long to get information about this partition (with CTRL-I) it also
gives the following wrong values:

Total space: -9445376
Bytes used: -207933739
Bytes free: 59719680

>I must admit that I do not understand this fascination with very long
>filenames ;)

Sometimes you just get disks with long filenames and then a desktop
should show these files. :-)

Apart from that there have been times when there was no opportunity
to enter MP3 tags so you had to use the filenames instead. band,
album, title etc. In this case you could sometimes get very long
filenames.

>People have contacted me with very useful remarks about features which
>did not work as declared, or missing features which would be useful. S=
ome
>of those suggestions have since been implemented in TeraDesk- so, if y=
ou
>have some specific objections, please let me know, and maybe something
>can be done about them.

Well, one feature I am missing is the opportunity to use a different
program for shutdown.

Two other features I am missing but are not that important is to load
a true colour image as a background picture or using a
different window background picture.

Regards,

Frank

4932. TT Rom image?

Newsgroup: comp.sys.atari.st
Date: 2005-11-13 14:34:33 UTC
From: Moonferret <miay14@dsl.pipex.com>
Message-ID: <a8idnQDY4b9T0urenZ2dnUVZ8qCdnZ2d@pipex.net>
Source record: 10309

Hi Folks!

Trying to get an old TT up and running. Fixed the PSU, upgraded the RAM, swapped the HD but still a couple of things to do...

The machine has German ROM's. Anybody got a 512k image of UK TOS 3.06 ? Tried the image on http://home.ptd.net/~cjhafner/ but this is only 256k and generates checksum errors when burnt to EPROMs

Also, the HD has been formatted & partition with AHDI 6 and the driver installed using HDINSTALl but the drive still refuses to autoboot (Tried various HD's) Any suggestions?

Still after a UK TT Keyboard. Anyone??

Cheers,
Dave

4933. Re: TT Rom image?

Newsgroup: comp.sys.atari.st
Date: 2005-11-13 16:59:08 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3tp9mdFtitarU1@individual.net>
Source record: 10310

Moonferret wrote:

> Also, the HD has been formatted & partition with AHDI 6 and the driver
> installed using HDINSTALl but the drive still refuses to autoboot (Tried
> various HD's) Any suggestions?

You should check whether this is a problem of AHDI or a general problem,
with might be related to your hardware, e.g. the NVRAM, by trying
another driver. The demo version of HDDRIVER can be used for that:
http://www.seimet.de/hddriver_english.html

--

Dr. Uwe Seimet http://www.seimet.de

4934. Re: FA: Atari items

Newsgroup: comp.sys.atari.st
Date: 2005-11-13 20:27:43 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <fd8fn15ecbcf1pdrmgk0h577bpiu66nn7i@4ax.com>
Source record: 10311

On Sun, 13 Nov 2005 05:54:24 GMT, Rustynutt
<rustynutt@spamblock.hotmail.com> wrote:

>
>>your shipping prices are a bit high!!!?
>
>He is using the UPS and USPS calculators, those are actual rates.
>Welcome to the fuel surcharge era.

I hardly think so...

4935. Re: FA: Atari items

Newsgroup: comp.sys.atari.st
Date: 2005-11-13 21:25:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <886dndIWh56kMureRVnyvA@pipex.net>
Source record: 10312

"kevin" <kevnospam242@gmail.com> wrote in message
news:fd8fn15ecbcf1pdrmgk0h577bpiu66nn7i@4ax.com...
> On Sun, 13 Nov 2005 05:54:24 GMT, Rustynutt
> <rustynutt@spamblock.hotmail.com> wrote:
>
>>
>>>your shipping prices are a bit high!!!?
>>
>>He is using the UPS and USPS calculators, those are actual rates.
>>Welcome to the fuel surcharge era.
>
>
> I hardly think so...
>
>
>

A bit off topic, though I got 10 transistors shipped form USA to UK, cost me
£45 for a package which should have only cost £5 tops, make u you don't get
caught out with "dimentional weight" , the company I delt with even had a
postal calculator saying $7, needless to say when they charged £40 extra I
wasn't happy, wasn't a small company either!

/rant

chris

4936. MagicMacX

Newsgroup: comp.sys.atari.st
Date: 2005-11-13 21:49:42 UTC
From: Einar Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <392dnfHJ-ZVqKere4p2dnA@telenor.com>
Source record: 10313

Hello!

Is there any place to look for how to get MagicMacX to work together
with NVDI 4?
If not, I am not able to use Publish.app or Easydraw on my Mac.

Norvald from Norway with a Falcon hided away.

4937. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 01:01:59 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1131928496.212691.107540@g43g2000cwa.googlegroups.com>
Source record: 10314

Janez and all,

Ok, I will probably need some help.

Installed N.AES with MiNT. Boots fine, but when I shut down improperly,
the MiNT partition doesn't get fsck'd. It just boots into Thing and
when I open the MiNT drive, I get an error:

pid 15 (Thing): Ext2-FS (E):
WARNING: mounting unchecked fs
running ef2fsck is recommended
[OK]

I click OK, then the drive directory shows.

I'm assuming the drive is dirty, but a reboot should result in a fsck
done on a dirty drive. It does not happen. One of the .CNF files shows
the line where the shell is run with fsck, but I cannot tell if this
.CNF is actually used. There are several MINT.CNF files in different
folders, so debugging this is a problem.

I'm not against in starting over. So if there is a defacto-install FAQ
for MiNT, I'm willing to put it to the test.

I've tried EASYMiNT, but I kept getting errors in the TMP folder about
decompressing of files.

Rory

On Sun, 13 Nov 2005 07:39:06 +0100, swe@atari.org wrote:

>Rory.A.McMahon@gmail.com wrote:
>
>> Hi all
>>
>> I am looking for a english rsc for N.AES install. Any info or links are
>> greatly appreciated.
>>
>> I bought a CD version from 16/32 Systems some time back, but when I
>> start the setup.app, the text is in German. I would like a SETUP.RSC
>> that is in English. Is there such a file?
>
> It is wise to install N.AES by hand... I remember many pppl had probs or
>had tad weird setups after they used installer.. Wouldbe glad to help u
>with installing, just drop me a mail if u will have problems...
>
> Janez

4938. Re: FA: Atari items

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 04:27:06 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1131942426.858644.10900@z14g2000cwz.googlegroups.com>
Source record: 10315

WOW what alot of crap from someone not bidding on any auction.

1) I buy new boxes. Boxes that fit the item.(No dumpster diving here)
2) I use a lot of packing peanuts. Boxes are stuffed
3) I dont want any hassle with items arriving broken. I have shipped
Atari componets arround the World and never has anything arrived
broken. I want people to be happy with their purchase. Not pissed off
about a broken unit.
4) NEW boxes are NOT cheap but are worth it to prevent crushing. Used
boxes have usually been crushed and lost their strength.

Ive added $5 for a ST and $8 for a monitor. The monitors alot more
packing than a ST to arrive safetly. The boxes are costing me few cents
less than I charge. I roundedd it up to make it easy. Im not hiding
anything and if someone wants a different shipping method they usually
ask and I gladly get then the quote.

Get a life.....

4939. Re: FA: Atari items

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 04:28:56 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1131942536.628456.291990@g47g2000cwa.googlegroups.com>
Source record: 10316

Thanks Rustynutt!!!!

Glad to see you are still around.

AO

4940. SCREEN EYE+CT60

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 08:22:14 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BF9E07C6.D3AF%vlg@o2.pl>
Source record: 10317

Well Im desperately need to know about any experience with these two
"Implants" - CT60 and ScreenEye Digitzer.

Anybody?

Greetz
Pawel Kaznowski

4941. Re: MagicMacX

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 09:47:07 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20051114094955168O7%derryck@cixcoukinvalid>
Source record: 10318

On 2005-11-13 21:49:42 +0000, Einar Norvald Bordal <e-n-bor@frisurf.no> said:

> Is there any place to look for how to get MagicMacX to work together
> with NVDI 4?

Works with 5.0x, but I don't know how you would be able to print
anything unless you somehow have a printer that NVDI knows about and
can access?

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

4942. Re: M_Player page

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 12:24:04 UTC
From: Piotr Kruzycki <kni@kni.com.pl>
Message-ID: <dl9vmtqpe1@nemesis.news.tpi.pl>
Source record: 10319

U&#65533;ytkownik "Guillaume Tello" <houten.van@wanadoo.fr> napisa&#65533; w wiadomo&#65533;ci news:4377093c$0$6671$8fcfb975@news.wanadoo.fr...
> Hello,
>
> I ended the english translation of my pages and added how do I capture a
> video with my Atari computers (images+sound)
>
> in english http://perso.wanadoo.fr/gtello/makvide.htm
> en fran&#65533;ais http://perso.wanadoo.fr/gtello/makvidf.htm

:-)

Cool piece of work, keep goin!

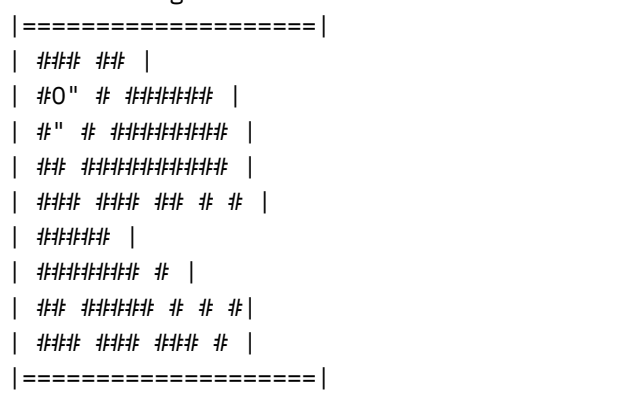
Stay Cool!
Pawel Kaznowski

4943. BITS INTRO 23 "fLuCtUaTiNg dRaGoN"

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 15:26:58 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1131982018.125291.132140@g47g2000cwa.googlegroups.com>
Source record: 10320

BITS
INTRO 23

"fLuCtUaTiNg dRaGoN"



Download:
http://www.geocities.com/thebitsclub/BITS23-STbin-20051109.zip

Visit BITS
~~~~~~~~~~
http://bits.atari.org
~~~~~~~~~~

4944. Re: Atari Hard Drive in UK

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 17:27:20 UTC
From: Mark Palmer <drmark.palmer@btinternet.com>
Message-ID: <dlahdo$af8$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10321

Hi there

If you're still looking for an standard atari drive plus cable I have an Atari SH204 I was planning to put onto ebay in the next few weeks or so. If you want to buy this off of me for £50 plus postage at cost (or if = you're local to Bristol you can collect it) that would be ok by me since the = last couple of (SCSI) drives have gone for approx. £47 and £58.

all the best,

Mark

"techie_alison" <techie_alison@yahoo.com> wrote in message news:dj80ng$q3m$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
> Hello,
>
> I'd like to buy an external working Atari hard drive in the UK, supplied
> with a 19DB cable. Size in megabytes not hugely important. Atari stock
> preferred although Supra, Triangle, Power Computing all good.
>
> Offer is upto £50inc P+P. payable via PayPal.
>
> Thanks,
>
> techie_a
>
>

4945. Re: MagicMacX

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 18:27:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200511141927.a18617@b.maus.de>
Source record: 10323

Salve commonly, Derryck Croker <derryck@cix.co.uk.invalid> wrote:

> but I don't know how you would be able to print anything unless you
> somehow have a printer that NVDI knows about and can access?

Using the Mac OS X printing routines?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

4946. Schematics?

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 19:48:13 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1131997693.618390.95180@g14g2000cwa.googlegroups.com>
Source record: 10322

Are the schematics of the following hardware available somewhere:
- PAK68/3
- ADSpeed ST
- CaTTamaran for the TT
- ICD Link II

Is there anybody out there, who could build one of these at home?

Thanks

4947. Atari Online News, Etc. #07-46

Newsgroup: comp.sys.atari.st
Date: 2005-11-14 23:50:40 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1132012240.431252.311050@g14g2000cwa.googlegroups.com>
Source record: 10324

```
A-ONE #0746 11/11/05

~ Grokster To Shut Down! ~ People Are Talking! ~ Worm Targets
Linux!
~ Homebrew Computer Club ~ Video Game Law On Hold ~ New Phishing
Scam!
~ Universal Print Driver ~ EU Ruling By Spring? ~ Spyware
Crackdown!
~ California Botnet Plot ~ MS To Buy AOL Stake? ~ Kill Bill's
Browser!

-* Spam Finds New Home In Blogs *-
-* Yahoo Pulls Out of AOL Stakes Talks *-
-* Microsoft Antispyware To Become Defender! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

4948. Re: Schematics?

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 04:35:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1132029331.896057.216320@o13g2000cwo.googlegroups.com>
Source record: 10325

1. Probably not, but I'd love to be proved wrong.

2. a) I'd say no
b) Yes
c) Yes
d) Maybe, but its much easier to build an IDE interface.

4949. Re: Schematics?

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 06:46:24 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1132037184.090028.203390@z14g2000cwz.googlegroups.com>
Source record: 10326

To Coda:
As far as I know there is no ACSI to IDE interface.

To All:
Which IDE interface is the most popular? I found more than three
constructions on the web and I'd like to know which one is the best to
build.
If you have the schematics of one of the above mentioned hardware (in
the first post), please let me know.

Coda wrote:
> 1. Probably not, but I'd love to be proved wrong.
>
> 2. a) I'd say no
> b) Yes
> c) Yes
> d) Maybe, but its much easier to build an IDE interface.

4950. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 07:46:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43797d3414f522@comcast.net>
Source record: 10328

>Rory.A.McMahon@gmail.com wrote:
>
>> Hi all
>>
>> I am looking for a english rsc for N.AES install. Any info or links are
>> greatly appreciated.
>>
>> I bought a CD version from 16/32 Systems some time back, but when I
>> start the setup.app, the text is in German. I would like a SETUP.RSC
>> that is in English. Is there such a file?
>
> It is wise to install N.AES by hand... I remember many pppl had probs or
>had tad weird setups after they used installer.. Wouldbe glad to help u
>with installing, just drop me a mail if u will have problems...
>
> Janez

That is what I did and it worked out quite well.

4951. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 07:53:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43797d3414f523@comcast.net>
Source record: 10327

>Janez and all,
>
>Ok, I will probably need some help.
>
>Installed N.AES with MiNT. Boots fine, but when I shut down improperly,
>the MiNT partition doesn't get fsck'd. It just boots into Thing and
>when I open the MiNT drive, I get an error:
>
>pid 15 (Thing): Ext2-FS (E):
>WARNING: mounting unchecked fs
>running ef2fsck is recommended
>[OK]
>
>I click OK, then the drive directory shows.
>
>I'm assuming the drive is dirty, but a reboot should result in a fsck
>done on a dirty drive. It does not happen. One of the .CNF files shows
>the line where the shell is run with fsck, but I cannot tell if this
>.CNF is actually used. There are several MINT.CNF files in different
>folders, so debugging this is a problem.

Yeah, the same thing happended to me. Running ef2fsck did however, solve my problem. Kind of bad if you have a power outage when using Mint. Linux is the same way.

>I'm not against in starting over. So if there is a defacto-install FAQ
>for MiNT, I'm willing to put it to the test.

Not sure about a FAQ for the installation, but I have some information on it somewhere.

>I've tried EASYMiNT, but I kept getting errors in the TMP folder about
>decompressing of files.

For me, Easymint was the best way to install Mint. It worked out great. When I got everything the way I wanted it, I backed up everything on to a CD. I am glad I did as my Mint partition got so screwed up I had to re-initalize my partition. I plan now to put it on a 2gig Jaz cart. I just have to format a Mink exts partition and then put everything back using my CD's.

4952. Re: MagicMacX

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 15:24:05 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20051115152418168O7%derryck@cixcoukinvalid>
Source record: 10329

On 2005-11-14 18:27:00 +0000, Fidel-Sebastian_Hunrichse-Lara@b.maus.de
(Fidel-Sebastian Hunrichse-Lara) said:

> Salve commonly, Derryck Croker <derryck@cix.co.uk.invalid> wrote:
>
>> but I don't know how you would be able to print anything unless you
>> somehow have a printer that NVDI knows about and can access?
>
> Using the Mac OS X printing routines?

What I'd forgotten about was the command line in MMX
Preferences/Devices, which allows you to use Mac printers :-(

Mine reads "lpr -P LaserJet_5 -o raw %s" FWIW.

A Master Class in setting MagiCMac X up would be very welcome,
especially any info about accessing the Mac's Ethernet Internet
conection - someone must have done this by now?

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

4953. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 16:19:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.15.16.19.17.89217@charter.net>
Source record: 10330

On Tue, 15 Nov 2005 08:53:44 +0100, Edward S. Baiz Jr. wrote:

> Yeah, the same thing happended to me. Running ef2fsck did however, solve my
> problem. Kind of bad if you have a power outage when using Mint. Linux is the
> same way.

I'm not sure what you mean about Linux here Edward. I've got Linux running
on 3 comps and a laptop, all using the Reiser FS, and power outages have
never done anything to them.

I've found it to be much better than the results I've seen personally when
you just switch a Windows machine off... :-)

--
_/_/_/

4954. Re: MagicMacX

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 18:02:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200511151902.a18694@b.maus.de>
Source record: 10335

Salve commonly, Derryck Croker <derryck@cix.co.uk.invalid> wrote:

> What I'd forgotten about was the command line in MMX
> Preferences/Devices, which allows you to use Mac printers :-(

Well, that's real X-feeling, isn't it? ;->

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

4955. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 18:15:08 UTC
From: swe@atari.org
Message-ID: <VApef.1197$h6.473038@news.siol.net>
Source record: 10331

Ronald J. Hall wrote:

> On Tue, 15 Nov 2005 08:53:44 +0100, Edward S. Baiz Jr. wrote:
>
>> Yeah, the same thing happended to me. Running ef2fsck did however, solve
>> my problem. Kind of bad if you have a power outage when using Mint. Linux
>> is the same way.
>
> I'm not sure what you mean about Linux here Edward. I've got Linux running
> on 3 comps and a laptop, all using the Reiser FS, and power outages have
> never done anything to them.

Well power off etc on unix just triggers filesystem check, but rarely do
any damage, in worst case u may lost some cached data.. If one would made
check on TOS file system after power offs etc, it would be a lot safer as
well, problem is, on FAT based systems, check take forewer to complete...

Running MiNT many years now, did a lot of power off's (minix and ext2
file system) and crashes (coding in MiNT) and never lost any data in 10+
years. I did lost whole partition when i played with mke2fs app though ;))

Janez

4956. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 18:39:55 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3tuobrFuc0t8U1@individual.net>
Source record: 10332

swe@atari.org wrote:

> Well power off etc on unix just triggers filesystem check, but rarely do
> any damage, in worst case u may lost some cached data.. If one would made

Most Unix file systems use a journal today, which makes them even more
reliable in case of an irregular shutdown.

--

Dr. Uwe Seimet http://www.seimet.de

4957. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 18:49:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.15.18.49.54.137305@charter.net>
Source record: 10333

On Tue, 15 Nov 2005 19:39:55 +0100, Uwe Seimet wrote:

> swe@atari.org wrote:
>
>> Well power off etc on unix just triggers filesystem check, but rarely do
>> any damage, in worst case u may lost some cached data.. If one would made
>
> Most Unix file systems use a journal today, which makes them even more
> reliable in case of an irregular shutdown.

Absolutely. As I mentioned in my post, I use "ReiserFS" here. Works great.

--
_/_/_/

4958. Re: Schematics?

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 20:15:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1132085734.676422.41430@g43g2000cwa.googlegroups.com>
Source record: 10334

I didn't say ACSI=>IDE. I just said IDE.

4959. For Sale (Australia, Melb) 3 Atari TT's Etc

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 22:39:36 UTC
From: "Ray W ." <audronic@alphalink.com.au>
Message-ID: <BFA0AED8.20FE%audronic@alphalink.com.au>
Source record: 10336

Hi

I have for sale (Pickup ONLY) 3 Atari TT's

One in good working order, Two in unknown condition, plus a TTm194 Monitor
that has not been switched on for about 2 Years, 2 Keyboards.

Price $450.oo Take the lot NO OFFERS, Pickup ONLY

Yours Ray

For more information Please call Ray on

9 397 7695 or 0409 805 520

in Williamstown Victoria Australia.

4960. Jumping mice

Newsgroup: comp.sys.atari.st
Date: 2005-11-15 23:49:19 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <d8d9$437a73ff$1884f879$32452@news.chello.nl>
Source record: 10337

LS

Dont use a optical mouse on a nice pinewood table surface
in damp wheather.

:-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

4961. Re: Schematics?

Newsgroup: comp.sys.atari.st
Date: 2005-11-16 03:01:12 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1132110072.713389.301760@g14g2000cwa.googlegroups.com>
Source record: 10338

Actually there is a ACSI to IDE interface. Its still in development.
Ive tried to contact the developer but nothing back and that was a few
weeks ago. Its called IDE Devil.
Heres a link:

http://neuron.tuke.sk/~nohaj/acsi-avr-ide/ide_devil.html

check the links at the bottom of the page for photos (have to click on
the jpg to see it.) Also has the schematics for the device.

OpenSource and OpenSchematics design so anyone can contribute to this
project and make other advantages or bug-fixes

AO

4962. Re: Schematics?

Newsgroup: comp.sys.atari.st
Date: 2005-11-16 07:30:01 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1132126201.381803.213510@o13g2000cwo.googlegroups.com>
Source record: 10339

Coda wrote:
> I didn't say ACSI=>IDE. I just said IDE.

Yes, but U suggested and IDE interface instead of ICD Link, which
connects to the ACSI.

4963. Panther Graphics Adapter/Card

Newsgroup: comp.sys.atari.st
Date: 2005-11-16 13:54:54 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <AQGef.2192$Y82.1347@bignews4.bellsouth.net>
Source record: 10340

Hey Folks,

Doesn't anyone have or ever used a Panther Graphics Adapter/Card,
in a Atari ST/STe/Mega ST?

I have only been able to find one page in German about it and it seems
to
mostly mention the Panther2 Graphics Adapter/Card, which looks like the
ones I have. I suppose that there may have been a updated version.

Anyway, I have no real instructions on installing or using these
adapters.

These came from Toad Computers, not sure if any were sold in the US
or not.

Anyone know of a Review in a Mag, or better have a manual or
instructions
on installation and use of these Adapters.

It appears that the adapter is plugged into the 68000 socket and the
68000
chip plugs into a socket on the adapter, but not sure. There are also
a few spare chips that go somewhere, again I'm not sure where.

Any info would be a big help.

phantomm@bellsouth.net

4964. MegaSTe for sale

Newsgroup: comp.sys.atari.st
Date: 2005-11-16 15:33:59 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1132155239.255558.202380@z14g2000cwz.googlegroups.com>
Source record: 10341

250MB hard disk
1.44MB Floppy drive
4MB Ram
TOS 3.06 UK
Keyboard and Mouse

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8724150636

Coda.

4965. Re: MegaSTe for sale

Newsgroup: comp.sys.atari.st
Date: 2005-11-16 16:45:06 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1132159506.909649.12860@f14g2000cwb.googlegroups.com>
Source record: 10343

Description on Ebay mentions TOS 2.06

Ronald J. Hall wrote:
> On Wed, 16 Nov 2005 07:33:59 -0800, Coda wrote:
>
> > 250MB hard disk
> > 1.44MB Floppy drive
> > 4MB Ram
> > TOS 3.06 UK
> > Keyboard and Mouse
> >
> > http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8724150636
> >
> > Coda.
>
> I'd be interested if I hadn't just bought one here in the US, but just out
> of curiosity, how did you get TOS 3.06 (TT TOS) into it?
>
> Or was that just a typo?
>
> Thanks.
>
> --
> _/_/_/_

4966. Re: MegaSTe for sale

Newsgroup: comp.sys.atari.st
Date: 2005-11-16 16:45:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.16.16.45.46.689997@charter.net>
Source record: 10342

On Wed, 16 Nov 2005 07:33:59 -0800, Coda wrote:

> 250MB hard disk
> 1.44MB Floppy drive
> 4MB Ram
> TOS 3.06 UK
> Keyboard and Mouse
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8724150636
>
> Coda.

I'd be interested if I hadn't just bought one here in the US, but just out
of curiosity, how did you get TOS 3.06 (TT TOS) into it?

Or was that just a typo?

Thanks.

--
_/_/_/

4967. Re: MegaSTe for sale

Newsgroup: comp.sys.atari.st
Date: 2005-11-16 18:46:07 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1132166767.765045.14090@g43g2000cwa.googlegroups.com>
Source record: 10344

Sorry its a typo.

Was typing quickly at work to remain below their "radar" so to speak ;-)

4968. Re: MegaSTe for sale

Newsgroup: comp.sys.atari.st
Date: 2005-11-16 20:33:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.16.20.33.48.187410@charter.net>
Source record: 10345

On Wed, 16 Nov 2005 10:46:07 -0800, Coda wrote:

> Sorry its a typo.
>
> Was typing quickly at work to remain below their "radar" so to speak ;-)

<grin> I understand completely....

--
_/_/_/

4969. FA: VideoMaster Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-11-16 20:52:37 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1132174357.151027.31730@g14g2000cwa.googlegroups.com>
Source record: 10346

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8724577303

Complete package, with Colour filters, Trupaint, and all manuals.

Coda.

4970. Re: Schematics?

Newsgroup: comp.sys.atari.st
Date: 2005-11-16 23:02:53 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <3u1s4tFuvo89U1@individual.net>
Source record: 10347

In article <1131997693.618390.95180@g14g2000cwa.googlegroups.com>,
Joe Iron <vas.jozsef@karatnet.hu> wrote:
>Are the schematics of the following hardware available somewhere:
>- PAK68/3

Those were published in the german c't magazine, around 11-1993 - the
article was split over multiple issues.

cu
Michael
--
Some people have no repect of age unless it is bottled.

4971. I'm here - What's new

Newsgroup: comp.sys.atari.st
Date: 2005-11-17 00:00:32 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <437bc81c$0$18847$636a55ce@news.free.fr>
Source record: 10348

Hello,

I just want to tell you that I come back in the atari design after a long
period (45 days) of inactivity because of moving in my new house...
I just get a new aDSL line and it is really better to work ...

What is rolling :
- CTCM are ready and should be come back from assembling.
- CT63 : wait for more orders to get enough money to order 060 and
components entries into the factory.
- CTLink : hum, I do not know if I will finish this...No time and I get
really more motivation around CT60/63 and the CTPCI...
- CTPCI : I will in the few day begin the first important brainstorming so
see the big line to follow and how to solve the bus frequency adaption (the
PCI bridge is half the clock of the CT bus).
- New machine project : later

Thanks for attention.

4972. Re: I'm here - What's new

Newsgroup: comp.sys.atari.st
Date: 2005-11-17 02:15:08 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.11.17.02.15.08.890530@nosspamatari-source.com>
Source record: 10249

On Thu, 17 Nov 2005 01:00:32 +0100, Rodolphe Czuba wrote:

> Hello,
>
> I just want to tell you that I come back in the atari design after a long
> period (45 days) of inactivity because of moving in my new house...
> I just get a new aDSL line and it is really better to work ...
>
> What is rolling :
> - CTCM are ready and should be come back from assembling.
> - CT63 : wait for more orders to get enough money to order 060 and
> components entries into the factory.
> - CTLink : hum, I do not know if I will finish this...No time and I get
> really more motivation around CT60/63 and the CTPCI...
> - CTPCI : I will in the few day begin the first important brainstorming so
> see the big line to follow and how to solve the bus frequency adaption (the
> PCI bridge is half the clock of the CT bus).
> - New machine project : later
>
> Thanks for attention.

Couldn't bus arbitration be implemented for CTCPI so the bus speed is
irrelevant and it can be hard clocked at 33 or 66MHz PCI?

Thanks,
Mark

4973. Falcon 030 on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-11-17 03:44:53 UTC
From: SJ
Message-ID: <f5vnn1henunne2knpg1g364m12kvia49c8@4ax.com>
Source record: 10250

Hi,

Sorry for the sales pitch, but after I posted here I while back about
my problematic Falcon, I received several emails requesting to buy it.

It's finally on eBay, with pics. There's some kind of short or
similar issue. The system will occasionally boot from floppy, not HD
anymore. Its got a 14MB upgrade and it looks like at least one or two
other mods have been added, but I can't verify.

Thanks
SJ

4974. Re: Schematics?

Newsgroup: comp.sys.atari.st
Date: 2005-11-17 06:28:47 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1132208927.176830.323270@g44g2000cwa.googlegroups.com>
Source record: 10251

Is it available on the Internet to download? (scans for ex.) Would
somebody be so kind to scan them for me?

Michael Schwingen wrote:
> In article <1131997693.618390.95180@g14g2000cwa.googlegroups.com>,
> Joe Iron <vas.jozsef@karatnet.hu> wrote:
> >Are the schematics of the following hardware available somewhere:
> >- PAK68/3
>
> Those were published in the german c't magazine, around 11-1993 - the
> article was split over multiple issues.
>
> cu
> Michael
> --
> Some people have no repect of age unless it is bottled.

4975. Re: I'm here - What's new

Newsgroup: comp.sys.atari.st
Date: 2005-11-17 08:01:05 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <s3eon157h7g6g595ii46k59su1024i3uhb@4ax.com>
Source record: 10252

On Thu, 17 Nov 2005 01:00:32 +0100, "Rodolphe Czuba"
<rodolphe.BeurkSPAM.czuba@free.fr> wrote:

>Hello,
>
>I just want to tell you that I come back in the atari design after a long
>period (45 days) of inactivity because of moving in my new house...
>I just get a new aDSL line and it is really better to work ...
>
>What is rolling :
>- CTCM are ready and should be come back from assembling.
>- CT63 : wait for more orders to get enough money to order 060 and
>components entries into the factory.

That's good to know :)

--
George Nakos AKA GGN/KoΏ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΏ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΏ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

4976. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-11-17 10:08:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511170205250.18616-100000@onyx.spiritone.com>
Source record: 10254
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4977. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-11-17 10:12:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511170208580.18616-100000@onyx.spiritone.com>
Source record: 10253
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4978. WTD: Looking for a Falcon case...

Newsgroup: comp.sys.atari.st
Date: 2005-11-17 13:17:12 UTC
From: hou-2alh@iximail.com
Message-ID: <1132233432.573057.158740@g49g2000cwa.googlegroups.com>
Source record: 10255

Looking for a case for a working Falcon. The top part of the regular
case
is missing, everything else is perfect, I even have all the metal
shielding,
etc.

I'm looking for either a Falcon case (just the top or the full thing),
or any
kind of rack case second hand new, etc.

Thanks

Ian.

Reply to:

cii-2d21 @ iximail.com

4979. Re: I'm here - What's new

Newsgroup: comp.sys.atari.st
Date: 2005-11-17 21:46:23 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <437cfa33$0$2168$626a14ce@news.free.fr>
Source record: 10256

Mark D wrote:
> On Thu, 17 Nov 2005 01:00:32 +0100, Rodolphe Czuba wrote:
>
>> Hello,
>>
>> I just want to tell you that I come back in the atari design after a
>> long period (45 days) of inactivity because of moving in my new
>> house...
>> I just get a new aDSL line and it is really better to work ...
>>
>> What is rolling :
>> - CTCM are ready and should be come back from assembling.
>> - CT63 : wait for more orders to get enough money to order 060 and
>> components entries into the factory.
>> - CTLink : hum, I do not know if I will finish this...No time and I
>> get really more motivation around CT60/63 and the CTPCI...
>> - CTPCI : I will in the few day begin the first important
>> brainstorming so see the big line to follow and how to solve the bus
>> frequency adaption (the PCI bridge is half the clock of the CT bus).
>> - New machine project : later
>>
>> Thanks for attention.
>
> Couldn't bus arbitration be implemented for CTCPI so the bus speed is
> irrelevant and it can be hard clocked at 33 or 66MHz PCI?

Bus arbitration is not the problem.
The problem is that CT60 bus signals are synchroniezd on a clokc that is
between 66 to 100 MHz.

And the PCI bridge can run up to 60 MHz...

So, it is a pure obligation to get PCI = CT / 2

So, all the bus signals must be re-synchronized ...

Regards

4980. Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-18 05:27:02 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <uAdff.22291$xK1.22262@bignews7.bellsouth.net>
Source record: 10257

Greetings.

Is there a Atari CD that contains all or most, System Disks
for each Atari ST Computer?

Or maybe a Online Site that has most all Atari Computer
System Disk software?

I am mostly looking for the System Disks for an Atari Stacey.
Could also use the manual.

phantomm@bellsouth.net

4981. Re: Falcon 030 on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-11-18 05:51:42 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <FXdff.22295$xK1.1896@bignews7.bellsouth.net>
Source record: 10258

"SJ" <essjae--at--hotmail--dot--com@> wrote in message
news:f5vnn1henunne2knpg1g364m12kvia49c8@4ax.com...
> Hi,
>
> Sorry for the sales pitch, but after I posted here I while back about
> my problematic Falcon, I received several emails requesting to buy it.
>
> It's finally on eBay, with pics. There's some kind of short or
> similar issue. The system will occasionally boot from floppy, not HD
> anymore. Its got a 14MB upgrade and it looks like at least one or two
> other mods have been added, but I can't verify.
>
> Thanks
> SJ

Hi,

I took a look at the motherboard picture and it looks like you have a
upgrade
called the Nemesis installed.

This is probably where the trouble is.
You could double check each wire to make sure you don't have a weak
soldering
connection.

Some Nemesis owners had the Videl Option done which requires a Toggle
switch. This allows the Falcon to work with a RGB Monitor.

If you don't have a Toggle switch then the Videl Option probably wasn't
done.
And I would think it would only work on a VGA monitor.

Or this is some other type of upgrade, but it sure looks like a Nemesis
to me.

I installed one of these on a Falcon of mine, but ended up removing it
and installing
a CT2B instead. (Still have the Nemesis hardware, software, and manual
here)

I was considering bidding on it, but I don't do Pay Pal so that counts
me out.

phantomm@bellsouth.net

4982. Re: Falcon 030 on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-11-18 11:11:41 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BFA3757D.DA81%vlg@o2.pl>
Source record: 10259

w poscie FXdff.22295$xK1.1896@bignews7.bellsouth.net, Phantom od
phantomm@bellsouth.net napisal 18-11-05 6:51:

>
> "SJ" <essjae--at--hotmail--dot--com@> wrote in message
> news:f5vnn1henunne2knpg1g364m12kvia49c8@4ax.com...
>> Hi,
>>
>> Sorry for the sales pitch, but after I posted here I while back about
>> my problematic Falcon, I received several emails requesting to buy it.
>>
>> It's finally on eBay, with pics. There's some kind of short or
>> similar issue. The system will occasionally boot from floppy, not HD
>> anymore. Its got a 14MB upgrade and it looks like at least one or two
>> other mods have been added, but I can't verify.
>>
>> Thanks
>> SJ
>
> Hi,
>
> I took a look at the motherboard picture and it looks like you have a
> upgrade
> called the Nemesis installed.
>

Well, as for me it donï¿½t look like NEMESIS but PHANTOM... But of course im
not sure 100%.

Greetz
Pawel kaznowski

4983. Re: Falcon 030 on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-11-18 12:35:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <2NOdncm3YdU3V-DeRVnytQ@pipex.net>
Source record: 10260

"Pawel Kaznowski" <vlg@o2.pl> wrote in message
news:BFA3757D.DA81%vlg@o2.pl...
>w poscie FXdff.22295$xK1.1896@bignews7.bellsouth.net, Phantom od
> phantomm@bellsouth.net napisal 18-11-05 6:51:
>
>>
>> "SJ" <essjae--at--hotmail--dot--com@> wrote in message
>> news:f5vnn1henunne2knpg1g364m12kvia49c8@4ax.com...
>>> Hi,
>>>
>>> Sorry for the sales pitch, but after I posted here I while back about
>>> my problematic Falcon, I received several emails requesting to buy it.
>>>
>>> It's finally on eBay, with pics. There's some kind of short or
>>> similar issue. The system will occasionally boot from floppy, not HD
>>> anymore. Its got a 14MB upgrade and it looks like at least one or two
>>> other mods have been added, but I can't verify.
>>>
>>> Thanks
>>> SJ
>>
>> Hi,
>>
>> I took a look at the motherboard picture and it looks like you have a
>> upgrade
>> called the Nemesis installed.
>>
>
>
> Well, as for me it don't look like NEMESIS but PHANTOM... But of course im
> not sure 100%.
>
> Greetz
> Pawel kaznowski
>

what is the auction number ?

Chris

4984. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-18 18:25:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200511181925.a18964@b.maus.de>
Source record: 10271

Hi Phantom,

P>I am mostly looking for the System Disks for an Atari Stacey.
I don't think anybody needs a system disk for an Atari Computer. The system is to be found in the ROM chips.

AFAIR the ancient system disks just provided BASIC or LOGO, but no interesting soft.

P>Is there a Atari CD that contains all or most, System Disks for each
P>Atari ST Computer?
And because Atari (yes, the brand still exists) or its buyer still holds the TOS' copyright, I'm afraid that there will be no such disk.

Please correct me if I'm wrong.

Und TTschï¿½
ps

4985. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-18 20:27:09 UTC
From: TJ <retro@atari.com>
Message-ID: <11nse929fcu5ic8@corp.supernews.com>
Source record: 10261

"Phantom" <phantomm@bellsouth.net> wrote in message
news:uAdff.22291$xK1.22262@bignews7.bellsouth.net...
>
> Greetings.
>
> Is there a Atari CD that contains all or most, System Disks
> for each Atari ST Computer?
>
> Or maybe a Online Site that has most all Atari Computer
> System Disk software?
>
> I am mostly looking for the System Disks for an Atari Stacey.
> Could also use the manual.
>
> phantomm@bellsouth.net
>

Yes my site has most. If you have one I don't email it to me and I can add
it!

http://www.vintagecomputercafe.com/atarisystemdisks.htm

4986. Re: WTD: Looking for a Falcon case...

Newsgroup: comp.sys.atari.st
Date: 2005-11-18 20:57:31 UTC
From: fried.man@sympatico.ca
Message-ID: <1132347451.238554.9600@g43g2000cwa.googlegroups.com>
Source record: 10262

hou-2alh@iximail.com wrote:
> Looking for a case for a working Falcon. The top part of the regular
> case
> is missing, everything else is perfect, I even have all the metal
> shielding,
> etc.
>
> I'm looking for either a Falcon case (just the top or the full thing),
> or any
> kind of rack case second hand new, etc.
>
> Thanks
>
> Ian.
>
> Reply to:
>
> cii-2d21 @ iximail.com

4987. Re: WTD: Looking for a Falcon case...

Newsgroup: comp.sys.atari.st
Date: 2005-11-18 23:27:53 UTC
From: fried.man@sympatico.ca
Message-ID: <1132356473.691990.197360@g43g2000cwa.googlegroups.com>
Source record: 10263

Hello, I messed up that first reply. I have a spare Falcon case, if
you still need it.
email me at fried. man @ sympatico. ca (without the spaces)

4988. Re: Falcon 030 on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-11-19 00:29:57 UTC
From: SJ
Message-ID: <kfssn1tta8n6pd529909kdoiussd3igltc@4ax.com>
Source record: 10264

On Fri, 18 Nov 2005 12:35:00 -0000, "exxos" <exxos@home.co.uk> wrote:

>
>"Pawel Kaznowski" <vlg@o2.pl> wrote in message
>news:BFA3757D.DA81%vlg@o2.pl...
>>w poscie FXdff.22295$xK1.1896@bignews7.bellsouth.net, Phantom od
>> phantomm@bellsouth.net napisal 18-11-05 6:51:
>>
>>>
>>> "SJ" <essjae--at--hotmail--dot--com@> wrote in message
>>> news:f5vnn1henunne2knpg1g364m12kvia49c8@4ax.com...
>>>> Hi,
>>>>
>>>> Sorry for the sales pitch, but after I posted here I while back about
>>>> my problematic Falcon, I received several emails requesting to buy it.
>>>>
>>>> It's finally on eBay, with pics. There's some kind of short or
>>>> similar issue. The system will occasionally boot from floppy, not HD
>>>> anymore. Its got a 14MB upgrade and it looks like at least one or two
>>>> other mods have been added, but I can't verify.
>>>>
>>>> Thanks
>>>> SJ
>>>
>>> Hi,
>>>
>>> I took a look at the motherboard picture and it looks like you have a
>>> upgrade
>>> called the Nemesis installed.
>>>
>>
>>
>> Well, as for me it donï¿½t look like NEMESIS but PHANTOM... But of course im
>> not sure 100%.
>>
>> Greetz
>> Pawel kaznowski
>>
>
>
>
>
>what is the auction number ?
>

>Chris
>

8724742383

4989. Re: Falcon 030 on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-11-19 00:32:42 UTC
From: SJ
Message-ID: <vgssn1l32e65sfch1n86bhfvabho6mrkg0@4ax.com>
Source record: 10265

On Fri, 18 Nov 2005 00:51:42 -0500, "Phantom" <phantomm@bellsouth.net>
wrote:

>
>"SJ" <essjae--at--hotmail--dot--com@> wrote in message
>news:f5vnn1henunne2knpg1g364m12kvia49c8@4ax.com...
>> Hi,
>>
>> Sorry for the sales pitch, but after I posted here I while back about
>> my problematic Falcon, I received several emails requesting to buy it.
>>
>> It's finally on eBay, with pics. There's some kind of short or
>> similar issue. The system will occasionally boot from floppy, not HD
>> anymore. Its got a 14MB upgrade and it looks like at least one or two
>> other mods have been added, but I can't verify.
>>
>> Thanks
>> SJ
>
>Hi,
>
>I took a look at the motherboard picture and it looks like you have a
>upgrade
>called the Nemesis installed.
>
>This is probably where the trouble is.
>You could double check each wire to make sure you don't have a weak
>soldering
>connection.
>
>Some Nemesis owners had the Videl Option done which requires a Toggle
>switch. This allows the Falcon to work with a RGB Monitor.
>
>If you don't have a Toggle switch then the Videl Option probably wasn't
>done.
>And I would think it would only work on a VGA monitor.
>
>Or this is some other type of upgrade, but it sure looks like a Nemesis
>to me.
>
>I installed one of these on a Falcon of mine, but ended up removing it
>and installing
>a CT2B instead. (Still have the Nemesis hardware, software, and manual
>here)

>
>I was considering bidding on it, but I don't do Pay Pal so that counts
>me out.
>
>phantomm@bellsouth.net
>
>

thanks for the info. There was a loose wire, but soldering it didn't
help...could be that that extra heat on those old components was a bad
combo.

There's no toggle switch, but I've only got a VGA monitor to hook it
up to.

I don't do anything but PP anymore, there's way too many issues
dealing with checks, MO's etc...

Thanks for looking though!

4990. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-19 02:25:21 UTC
From: Ultimate Geek <Sam.UltimateGeek@gmail.com>
Message-ID: <1132367121.522001.264010@o13g2000cwo.googlegroups.com>
Source record: 10266

Whoa, nice site. Thanks for sharing. :)

4991. Re: Falcon 030 on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-11-19 06:41:21 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <cMzff.3065$6y4.1667@bignews3.bellsouth.net>
Source record: 10267

```
"SJ" <essjae--at--hotmail--dot--com@> wrote in message
news:vgssn1l32e65sfch1n86bhfvabho6mrkg0@4ax.com...
> On Fri, 18 Nov 2005 00:51:42 -0500, "Phantom" <phantomm@bellsouth.net>
> wrote:
>
>>
>>"SJ" <essjae--at--hotmail--dot--com@> wrote in message
>>news:f5vnn1henunne2knpg1g364m12kvia49c8@4ax.com...
>>> Hi,
>>>
>>> Sorry for the sales pitch, but after I posted here I while back
>>> about
>>> my problematic Falcon, I received several emails requesting to buy
>>> it.
>>>
>>> It's finally on eBay, with pics. There's some kind of short or
>>> similar issue. The system will occasionally boot from floppy, not
>>> HD
>>> anymore. Its got a 14MB upgrade and it looks like at least one or
>>> two
>>> other mods have been added, but I can't verify.
>>>
>>> Thanks
>>> SJ
>>
>>Hi,
>>
>>I took a look at the motherboard picture and it looks like you have a
>>upgrade
>>called the Nemesis installed.
>>
>>This is probably where the trouble is.
>>You could double check each wire to make sure you don't have a weak
>>soldering
>>connection.
>>
>>Some Nemesis owners had the Videl Option done which requires a Toggle
>>switch. This allows the Falcon to work with a RGB Monitor.
>>
>>If you don't have a Toggle switch then the Videl Option probably
>>wasn't
>>done.
>>And I would think it would only work on a VGA monitor.
>>
```

>>Or this is some other type of upgrade, but it sure looks like a
>>Nemesis
>>to me.
>>
>>I installed one of these on a Falcon of mine, but ended up removing it
>>and installing
>>a CT2B instead. (Still have the Nemesis hardware, software, and
>>manual
>>here)
>>
>>I was considering bidding on it, but I don't do Pay Pal so that
>>counts
>>me out.
>>
>>phantomm@bellsouth.net
>>
>>
>
> thanks for the info. There was a loose wire, but soldering it didn't
> help...could be that that extra heat on those old components was a bad
> combo.
>
> There's no toggle switch, but I've only got a VGA monitor to hook it
> up to.
>
> I don't do anything but PP anymore, there's way too many issues
> dealing with checks, MO's etc...
>
> Thanks for looking though!

BTW, I notice in your description of the Falcon that you can't get it
to boot from the Hard Drive.

In the picture you have up, you do know that the Hard Drive ribbon cable
isn't attached to the
hard drive don't you?

If not, then there's no way it will boot off the HD with the ribbon
cable off the hard drives Pins.

Also the upgrade looks like one of the early nemesis. There were a few
different versions.

phantomm@bellsouth.net

4992. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-19 07:08:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <437ecf901e08b0@comcast.net>
Source record: 10269

>On Tue, 15 Nov 2005 08:53:44 +0100, Edward S. Baiz Jr. wrote:
>
>> Yeah, the same thing happended to me. Running ef2fsck did however, solve my
>> problem. Kind of bad if you have a power outage when using Mint. Linux is the
>> same way.
>
>I'm not sure what you mean about Linux here Edward. I've got Linux running
>on 3 comps and a laptop, all using the Reiser FS, and power outages have
>never done anything to them.
>
>I've found it to be much better than the results I've seen personally when
>you just switch a Windows machine off... :-)

What I mean is that if you do not shut Linux down like it is suppose to be
shutdown, you will have problems and will have to run a program like ef2fsck
before you can boot.

4993. Re: Falcon 030 on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-11-19 09:31:11 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <_eOdncq6W5MBbePeRVnyjg@pipex.net>
Source record: 10268

"SJ" <essjae--at--hotmail--dot--com@> wrote in message
news:kfssn1tta8n6pd529909kdoiussd3igltc@4ax.com...
> On Fri, 18 Nov 2005 12:35:00 -0000, "exxos" <exxos@home.co.uk> wrote:
>
>>
>>"Pawel Kaznowski" <vlg@o2.pl> wrote in message
>>news:BFA3757D.DA81%vlg@o2.pl...
>>>w poscie FXdff.22295$xK1.1896@bignews7.bellsouth.net, Phantom od
>>> phantomm@bellsouth.net napisal 18-11-05 6:51:
>>>
>>>>
>>>> "SJ" <essjae--at--hotmail--dot--com@> wrote in message
>>>> news:f5vnn1henunne2knpg1g364m12kvia49c8@4ax.com...
>>>>> Hi,
>>>>>
>>>>> Sorry for the sales pitch, but after I posted here I while back about
>>>>> my problematic Falcon, I received several emails requesting to buy it.
>>>>>
>>>>> It's finally on eBay, with pics. There's some kind of short or
>>>>> similar issue. The system will occasionally boot from floppy, not HD
>>>>> anymore. Its got a 14MB upgrade and it looks like at least one or two
>>>>> other mods have been added, but I can't verify.
>>>>>
>>>>> Thanks
>>>>> SJ
>>>>
>>>> Hi,
>>>>
>>>> I took a look at the motherboard picture and it looks like you have a
>>>> upgrade
>>>> called the Nemesis installed.
>>>>
>>>
>>>
>>> Well, as for me it don't look like NEMESIS but PHANTOM... But of course
>>> im
>>> not sure 100%.
>>>
>>> Greetz
>>> Pawel kaznowski
>>>
>>
>>

>>
>>
>>what is the auction number ?
>>
>>Chris
>>
>
> 8724742383

Its not nemesis, nemesis had a bunch of smaller SMT chips like CT60 has.
Looks like a molished copy to me.

Chris

4994. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-19 13:14:50 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3u8mqaF105qirU1@individual.net>
Source record: 10270

Edward S. Baiz Jr. wrote:

> What I mean is that if you do not shut Linux down like it is suppose to be
> shutdown, you will have problems and will have to run a program like ef2fsck
> before you can boot.

When using a journaled file system there will not be any problems. This
does not mean, though, that one should simply switch off the computer
instead of correctly shutting it down, but journaling ensures that the
file system is always consistent.

--

Dr. Uwe Seimet http://www.seimet.de

4995. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-19 18:04:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.19.18.04.36.563339@charter.net>
Source record: 10272

On Sat, 19 Nov 2005 08:08:44 +0100, Edward S. Baiz Jr. wrote:

> What I mean is that if you do not shut Linux down like it is suppose to be
> shutdown, you will have problems and will have to run a program like ef2fsck
> before you can boot.

Umm, not with a journaled file system like Reiser. I use it on all 3 comps
and my laptop here.

If one gets shut off accidentally without shutting down correctly, (say, a
power outage, rare lockup, the dog brushed the power switch, whatever)
when you turn it back on, it simply complains about not being shutdown
correctly, and goes ahead and does whatever is needed. There is no user
intervention required at all.

I believe only once, in about 3 years have I had a problem that did requre
me to do something extra. I had to rebuild the tree on a system, but I'm
pretty sure it was because of an older/failing hard drive that I wound up
replacing anyways.

Cool stuff...

--
_/_/_/

4996. Re: Falcon 030 on eBay

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 03:48:01 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <HjSff.41691$xK1.37336@bignews7.bellsouth.net>
Source record: 10273

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:n2jun19v2v74ieg8a6c33dtff6hhcmq84g@4ax.com...
> On Fri, 18 Nov 2005 16:32:42 -0800, SJ
> <essjae--at--hotmail--dot--com@> wrote:
>
> I'm the high bidder at this point, and do PayPal :)
>
>
>>I don't do anything but PP anymore, there's way too many issues
>>dealing with checks, MO's etc...
>>
>>Thanks for looking though!
>
> Mike
>

That's fine, I can do Pay Pal if I want.

I really don't need this one.

Truth is, I have more than enough Falcons to keep me
Busy. I just got my second CT2B Falcon with a complete
boxed all original Cubase Falcon Audio with Dongle and
DSP clock plus most of the original updates and extras.
It's in super nice condition with the Centek Ram board.

Also just got in 2 Staceys with lots of original ST-Falcon
software, CDs, books, mags and hardware.

That with the Panther Graphics Adapters/Card and the
nice Nova Graphics card for my MSTE is enough to
keep me busy for some time.

I have 6 or 7 Falcons now. Just about lost count.
With extra parts, cases and etc.
And have been buying hard to find items and extra
stuff to finish some projects and maybe put a few
new Atari items on the market that I've worked on for
some time.

I will have some extra original software and hardware
that will go up on E-Bay or somewhere later on after its
sorted.

Just trying to help the owner of that Falcon possible fix
the problems that he has had with it, not here to start
a Flame War.

phantomm@bellsouth.net

4997. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 03:55:43 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <VqSff.41738$xK1.16448@bignews7.bellsouth.net>
Source record: 10274

"TJ" <retro@atari.com> wrote in message
news:11nse929fcu5ic8@corp.supernews.com...
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:uAdff.22291$xK1.22262@bignews7.bellsouth.net...
>>
>> Greetings.
>
> Yes my site has most. If you have one I don't email it to me and I
> can add
> it!
>
> http://www.vintagecomputercafe.com/atarisystemdisks.htm
>
>

Thanks for the help. I think I have a Original TOS Disk version 1.00 or
something like that. It was for early STs that booted up with TOS on a
disk.

I know that it will actually bootup on my TOS 1.62 1040STE.
Have used it to run some really old games, than normally
don't work on the STE.

I thought I saw a similar version that you have, think it was version
99?

I'll have to check the disk for the version, if its different then I'll
send ya
a copy. Other wise I think you all the Systems disks that I do.

phantomm@bellsouth.net

4998. WTB: Matrix Screen Eye

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 04:09:17 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <CDSff.41818$xK1.29935@bignews7.bellsouth.net>
Source record: 10275

Looking for a working Matrix Screen Eye.

Will purchase from over seas.

Contact me in e-mail with price if you have one
for sale.

phantomm@bellsouth.net

4999. Best FlatScreen Monitor for Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 04:15:07 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <4JSff.41856$xK1.24907@bignews7.bellsouth.net>
Source record: 10276

Greetings,

I am looking to update a few of my Monitors to FlatScreens.

And was wondering if any are made that will support the
the lower RGB ST Resolutions and still work fine with
the Falcons VGA Resolutions and enhanced Resolutions.

Anyone know of a Brand and Model that will do this?

phantomm@bellsouth.net

5000. WTB: Falcon Analog 4 or 8 or similar

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 04:18:41 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <pMSff.41877$xK1.11088@bignews7.bellsouth.net>
Source record: 10277

Greetings,

Looking for a Analog 4 or 8 or similar DSP port device
for the Atari Falcon.

Will purchase from overseas.

Contact me in e-mail with price.

phantomm@bellsouth.net

5001. Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 04:32:01 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <WYSff.41955$xK1.16564@bignews7.bellsouth.net>
Source record: 10278

Greetings,

From my understanding of the Falcon, there was a problem with the modem port that would not allow it to achive higher Baud rates.

For this reason, the infamous software patchs were created to fix this problem. Most Falcon owners probably know what I'm talking about.

Any way, Is there a Hardware fix that one can do that would eliminate the need for the software patchs?

If such a fix is known, is it somewhere online?

I for one would like to fix the hardware and not have to use the patches if possible.

And if one can add another modem port to the Falcon, thats a upgrade I'd like more info on as well.

phantomm@bellsouth.net

5002. Re: Best FlatScreen Monitor for Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 04:58:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.20.04.58.01.48388@charter.net>
Source record: 10279

On Sat, 19 Nov 2005 23:15:07 -0500, Phantom wrote:
> Greetings,
>
> I am looking to update a few of my Monitors to FlatScreens.
>
> And was wondering if any are made that will support the
> the lower RGB ST Resolutions and still work fine with
> the Falcons VGA Resolutions and enhanced Resolutions.
>
> Anyone know of a Brand and Model that will do this?

This is something that I've been looking at long and hard as well. What I've found so far, is that some of the newer LCD TVs that can double as computer monitors (with resolutions 1024x768 and higher) *should* fit the bill. Unfortunately, they are rather expensive! From Google searches I've seen models that actually list a horizontal freq of 15khz (which is what is required for RGB stuff).

Try entering "15khz LCD TV" at Google, and you should get some of the same results I did. I checked through several brands and models. The cheapest I could find was 15" models for around $500-600 or so...

--
_/_/_/

5003. Re: Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 07:02:49 UTC
From: rs.mac-kein-spam-@t-online.de
Message-ID: <1h6bdx3.1vu2sq1n9bzyyN%rs.mac-kein-spam-@t-online.de>
Source record: 10280

Phantom <phantomm@bellsouth.net> wrote:

> Any way, Is there a Hardware fix that one can do that would
> eliminate the need for the software patchs?

No hardware necessary. <http://www.scheutzow.de/>
Ask for HSModem

> And if one can add another modem port to the Falcon, thats
> a upgrade I'd like more info on as well.

Use HSModem and take the Lan port as the second serial interface

Regards, Robert
--
-= DOIT-Hardware FAQs =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5004. Re: Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 07:10:04 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43802058$0$13102$afc38c87@news.optusnet.com.au>
Source record: 10281

Phantom wrote:
> Greetings,
>
>
> From my understanding of the Falcon, there was a problem with the
> modem port that would not allow it to achive higher Baud rates.
>
> For this reason, the infamous software patchs were created to
> fix this problem. Most Falcon owners probably know what I'm
> talking about.
>
> Any way, Is there a Hardware fix that one can do that would
> eliminate the need for the software patchs?
>
> If such a fix is known, is it somewhere online?
>
> I for one would like to fix the hardware and not have to use
> the patches if possible.
>
> And if one can add another modem port to the Falcon, thats
> a upgrade I'd like more info on as well.
>

The most common problem is that older software would not run at greater
than 19,200 baud. The cure is to use more recent comms software and it
pays to use HSmodem as well. Hsmodem replaces the routines used by tos,
in much the same was NVDI etc works. Just more efficient code.
Some early Falcon's had a bug where the serial port would not work until
the machine had been reset. FWIR it was only a handful of Falcon's
effected.

Mark

5005. Re: Best FlatScreen Monitor for Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 10:45:30 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <438053ca$0$6860$91cee783@newsreader01.highway.telekom.at>
Source record: 10282

Ronald J. Hall wrote:

> On Sat, 19 Nov 2005 23:15:07 -0500, Phantom wrote:
> > Greetings,
> >
> > I am looking to update a few of my Monitors to FlatScreens.
> >
> > And was wondering if any are made that will support the
> > the lower RGB ST Resolutions and still work fine with
> > the Falcons VGA Resolutions and enhanced Resolutions.
> >
> > Anyone know of a Brand and Model that will do this?
>
> This is something that I've been looking at long and hard as well.
> What I've found so far, is that some of the newer LCD TVs that can
> double as computer monitors (with resolutions 1024x768 and higher)
> should fit the bill. Unfortunately, they are rather expensive! From
> Google searches I've seen models that actually list a horizontal freq
> of 15khz (which is what is required for RGB stuff).
>
> Try entering "15khz LCD TV" at Google, and you should get some of the
> same results I did. I checked through several brands and models. The
> cheapest I could find was 15" models for around $500-600 or so...

Hi Ronald!

Hey man.... for this Money I could buy two of the 70CM (28") TV-Set, I use now (249 bucks "Welltech" at "LIDL" Foundation). With Black-Matrix CRT and Philips Tuner integrated. The Tuner is surprisingly working very well, obviously bez of Philips.
Well, the Technology seems to be from the late eighties (Circuitry, Schematics etc.), but the TV is new, of course. The Picture is nearly as good, as my old (still working) Philips TV (also a Valvo-Tube integrated - already). The Philips is so old, I connected every HC I know (had/have) of. I got it 1983 :-), at this time such tech costs about 1000 bucks. Today you can get it for the half-price. The best Tech till now, for watching TV, IMHO. Plasma does not endure the quarter of the time my Phillips does, and still do so :-). LCD is nothing to speak of. Beamers are nice but make also clunky LCD pictures and need every 1000h a new lamp, nothing for people letting the TV-Set running for many hours a day.
Well, LCD is at least economic (lower power consumption) for longtime-watcher, but you have to sit like an Elk in front of the screen to see something. Or a Remote controlled LCD Swivel-Arm ;-)

Paying 500 bucks for a Micky Mouse-Screen and such a low-tech (256 color information) is below my understanding. Why pushed the Industry the PC to make colors beyond 24bit, when they make afterwards such a low-quality monitoring of that :-) ????
Well, Iti¿½s sharper O.K. But did the PC industry not try to make smooth edges (pixel), going with computers? And now all this pixxy, clunky stuff comes back!? Investing GHz of CPU Power to anti-aliase it afterwards. I do that with my CRT and the Aperture Grill. Mechanical Anti-aliasing is the real Stuff.

This all is for me a fundraising campaign. ;-).... Not with me.

Best regards,

Daniel Mandic

P.S.: The TV mentioned id fully digitally outfitted (where digital should be, hehe), with all controls needed. PIP!, Teletext. Receives smooth, afterglowed and fast analog Television, from the best analog TV-Stations of the World. PAL+, NTSC, PAL, 3 Scart, 1 Video IN, 1 S-video In, etc etc etc.... dark, black picture...depth of field, of course due to Analog TV.

5006. Re: Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 16:45:08 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <jl1gf.10058$s92.161@bignews6.bellsouth.net>
Source record: 10283

"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
message news:43802058$0$13102$afc38c87@news.optusnet.com.au...
> Phantom wrote:
>> Greetings,
>>
>>
>> From my understanding of the Falcon, there was a problem with the
>> modem port that would not allow it to achive higher Baud rates.
>>
>> For this reason, the infamous software patchs were created to
>> fix this problem. Most Falcon owners probably know what I'm
>> talking about.
>>
>> Any way, Is there a Hardware fix that one can do that would
>> eliminate the need for the software patchs?
>>
>> If such a fix is known, is it somewhere online?
>>
>> I for one would like to fix the hardware and not have to use
>> the patches if possible.
>>
>> And if one can add another modem port to the Falcon, thats
>> a upgrade I'd like more info on as well.
>>
>
> The most common problem is that older software would not run at
> greater than 19,200 baud. The cure is to use more recent comms
> software and it pays to use HSmodem as well. Hsmodem replaces the
> routines used by tos, in much the same was NVDI etc works. Just more
> efficient code.
> Some early Falcon's had a bug where the serial port would not work
> until the machine had been reset. FWIR it was only a handful of
> Falcon's effected.
>
> Mark

Hi Mark,

Yes, I know that HSModem is the most common software fix for this
problem. But it is rather old, but still works fairly well.

I was just wondering if there was a hardware fix, so one did not have
to use HS Modem to get higher Baud rate speeds?

I believe that the part of the problem had to do with software that accessed a modem port that was not really there. And HSmodem fixes this problem thru software. Maybe I'm not totally correct on the above, but seems I recall it being something like that.

I was wondering if one could put a modem port in the correct place so software would be able to access it with out a software patch.

And or sometype of hardware path/upgrade to eliminate the use of HSmodem if one wants.

I have often wondered if HSmodem is compatible with some of the newer hardware upgrades and some software as well.

Not trying to put HSmodem down. As it is about the only known software fix for the problem that I know of.

I would like to see a newer software patch at the least.

phantomm@bellsouth.net

5007. Re: Best FlatScreen Monitor for Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 16:57:18 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ET1gf.10124$s92.7494@bignews6.bellsouth.net>
Source record: 10284

"Daniel Mandic" <daniel_mandic@ping.at> wrote in message
news:438053ca$0$6860$91cee783@newsreader01.highway.telekom.at...
> Ronald J. Hall wrote:
>
>> On Sat, 19 Nov 2005 23:15:07 -0500, Phantom wrote:
>> > Greetings,
>> >
>> > I am looking to update a few of my Monitors to FlatScreens.
>> >
>> > And was wondering if any are made that will support the
>> > the lower RGB ST Resolutions and still work fine with
>> > the Falcons VGA Resolutions and enhanced Resolutions.
>> >
>> > Anyone know of a Brand and Model that will do this?
>>
>> This is something that I've been looking at long and hard as well.
>> What I've found so far, is that some of the newer LCD TVs that can
>> double as computer monitors (with resolutions 1024x768 and higher)
>> should fit the bill. Unfortunately, they are rather expensive! From
>> Google searches I've seen models that actually list a horizontal freq
>> of 15khz (which is what is required for RGB stuff).
>>
>> Try entering "15khz LCD TV" at Google, and you should get some of the
>> same results I did. I checked through several brands and models. The
>> cheapest I could find was 15" models for around $500-600 or so...
>
>
> Hi Ronald!
>
>
>
> Hey man.... for this Money I could buy two of the 70CM (28") TV-Set, I
> use now (249 bucks "Welltech" at "LIDL" Foundation). With Black-Matrix
> CRT and Philips Tuner integrated. The Tuner is surprisingly working
> very well, obviously bez of Philips.
> Well, the Technology seems to be from the late eighties (Circuitry,
> Schematics etc.), but the TV is new, of course. The Picture is nearly
> as good, as my old (still working) Philips TV (also a Valvo-Tube
> integrated - already). The Philips is so old, I connected every HC I
> know (had/have) of. I got it 1983 :-), at this time such tech costs
> about 1000 bucks. Today you can get it for the half-price. The best
> Tech till now, for watching TV, IMHO. Plasma does not endure the
> quarter of the time my Phillips does, and still do so :-). LCD is

> nothing to speak of. Beamers are nice but make also clunky LCD
> pictures
> and need every 1000h a new lamp, nothing for people letting the TV-Set
> running for many hours a day.
> Well, LCD is at least economic (lower power consumption) for
> longtime-watcher, but you have to sit like an Elk in front of the
> screen to see something. Or a Remote controlled LCD Swivel-Arm ;-)
>
> Paying 500 bucks for a Micky Mouse-Screen and such a low-tech (256
> color information) is below my understanding. Why pushed the Industry
> the PC to make colors beyond 24bit, when they make afterwards such a
> low-quality monitoring of that :-) ????
> Well, It's sharper O.K. But did the PC industry not try to make smooth
> edges (pixel), going with computers? And now all this pixxy, clunky
> stuff comes back!? Investing GHz of CPU Power to anti-aliase it
> afterwards. I do that with my CRT and the Aperture Grill. Mechanical
> Anti-aliasing is the real Stuff.
>
> This all is for me a fundraising campaign. ;-).... Not with me.
>
>
>
>
> Best regards,
>
> Daniel Mandic
>
> P.S.: The TV mentioned id fully digitally outfitted (where digital
> should be, hehe), with all controls needed. PIP!, Teletext. Receives
> smooth, afterglowed and fast analog Television, from the best analog
> TV-Stations of the World. PAL+, NTSC, PAL, 3 Scart, 1 Video IN, 1
> S-video In, etc etc etc.... dark, black picture...depth of field, of
> course due to Analog TV.

Think I'll just purchase a few cheap 15 or 17 inch FlatScreens and use
the
good ole reliable Magnavox RGB monitors for RGB work on the Falcon.

Would be nice to find a FlatScreen that will do both at a reasonable
price.

Not really looking to purchase a TV. Some of the Monitors that will
kick down to the 15.75 kHz needed for RGB modes will display a TV
signal anyway. My old Mag Pro RGB monitor will do this.
It is the best RGB monitor made for ST-Falcon RGB work that I know of.
Plus it allows Atari 8-bits to be connected, even at the same time as
a ST or Falcon and ya just have to press a button to switch displays.

I finally found a new one, that I bought for around 20 bucks. Still in
the
original box with manual and cables. That does have the ST port.

Some have everything but this port. Only the PRO version has the
ST port on the back.

I have seen these at some Atari dealers being sold for around $300
Bucks.

phantomm@bellsouth.net

5008. Re: Best FlatScreen Monitor for Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 17:37:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.20.17.37.08.316480@charter.net>
Source record: 10285

On Sun, 20 Nov 2005 10:45:30 +0000, Daniel Mandic wrote:

> Hi Ronald!

Howdy. :-)

> Hey man.... for this Money I could buy two of the 70CM (28") TV-Set, I
> use now (249 bucks "Welltech" at "LIDL" Foundation). With Black-Matrix
> CRT and Philips Tuner integrated. The Tuner is surprisingly working
> very well, obviously bez of Philips.
> Well, the Technology seems to be from the late eighties (Circuitry,
> Schematics etc.), but the TV is new, of course. The Picture is nearly
> as good, as my old (still working) Philips TV (also a Valvo-Tube
> integrated - already). The Philips is so old, I connected every HC I
> know (had/have) of. I got it 1983 :-), at this time such tech costs
> about 1000 bucks. Today you can get it for the half-price. The best
> Tech till now, for watching TV, IMHO. Plasma does not endure the
> quarter of the time my Phillips does, and still do so :-). LCD is
> nothing to speak of. Beamers are nice but make also clunky LCD pictures
> and need every 1000h a new lamp, nothing for people letting the TV-Set
> running for many hours a day.
> Well, LCD is at least economic (lower power consumption) for
> longtime-watcher, but you have to sit like an Elk in front of the
> screen to see something. Or a Remote controlled LCD Swivel-Arm ;-)
>
> Paying 500 bucks for a Micky Mouse-Screen and such a low-tech (256
> color information) is below my understanding. Why pushed the Industry
> the PC to make colors beyond 24bit, when they make afterwards such a
> low-quality monitoring of that :-) ????
> Well, Iti¿½s sharper O.K. But did the PC industry not try to make smooth
> edges (pixel), going with computers? And now all this pixxy, clunky
> stuff comes back!? Investing GHz of CPU Power to anti-aliase it
> afterwards. I do that with my CRT and the Aperture Grill. Mechanical
> Anti-aliasing is the real Stuff.
>
> This all is for me a fundraising campaign. ;-).... Not with me.
>
> Best regards,
>
> Daniel Mandic
>
> P.S.: The TV mentioned id fully digitally outfitted (where digital
> should be, hehe), with all controls needed. PIP!, Teletext. Receives
> smooth, afterglowed and fast analog Television, from the best analog
> TV-Stations of the World. PAL+, NTSC, PAL, 3 Scart, 1 Video IN, 1

> S-video In, etc etc etc.... dark, black picture...depth of field, of
> course due to Analog TV.

Daniel, thank you for that information. Unfortunately, from all that, I wasn't able to ascertain one thing - does it work with both (s)VGA and RGB modes on the Falcon? Also, I would find it rather difficult to put a 28" model on top of my Falcon Rack case. :-(

I mean, without changing monitors, can you boot up to an SVGA screen, then run an RGB demo (say Hydroxyd or somesuch) without having to day anything else?

That was really what I was talking about.

Also, from the tech-specs on the models I was looking at, they achieve far greater colors than just 8bit/256...

Thanks much.

--
_/_/_/

5009. Re: Best FlatScreen Monitor for Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-11-20 18:48:26 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4380c4fa$0$4422$91cee783@newsreader02.highway.telekom.at>
Source record: 10286

Ronald J. Hall wrote:

> I mean, without changing monitors, can you boot up to an SVGA screen,
> then run an RGB demo (say Hydroxyd or somesuch) without having to day
> anything else?

Yes, I understood. Well, what about a Multisync 15-38KHz, 50-100HZ
(85-90 nominal) or so. I saw Industry Monitors, ranging from 7-28
inches. B/W, color... everything. The Case is ugly, but the CRT are
best. Black Matrix etc... Multisync!!
The 28" one makes 15-40KHz... I could connect many different computer.
Also PC-Games, as I play mostly 640x480 or 800x600. No VGA to RGB
Converter needed anymore :-) Just connect a VGA-Plug and doni¿½t go over
38 (40) KHz ;-9

I will look around and tell you what I find.

>
> That was really what I was talking about.
>
> Also, from the tech-specs on the models I was looking at, they
> achieve far greater colors than just 8bit/256...
>

Not when you connect an ATARI 8bit :-)

> Thanks much.

Thanks too.

Kind Regards,

Daniel Mandic

5010. How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-21 08:29:18 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <dls0fkcrt1@gemini.csx.cam.ac.uk>
Source record: 10287

Hi folks,
I seem recall that someone posted some instructions for getting XP to recognize 720K floppies without having to set up a second OS. I know I printed to instructions out but seem to have lost them so if anyone out there know the answer could you please either post it again or E-Mail the instructions to me.

Thanks,
Stephen Moss

5011. Re: Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-21 10:37:45 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4381a280$0$9866$afc38c87@news.optusnet.com.au>
Source record: 10288

Phantom wrote:
> "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
> message news:43802058$0$13102$afc38c87@news.optusnet.com.au...
>
>>Phantom wrote:
>>
>>>Greetings,
>>>
>>>
>>>From my understanding of the Falcon, there was a problem with the
>>>modem port that would not allow it to achive higher Baud rates.
>>>
>>>For this reason, the infamous software patchs were created to
>>>fix this problem. Most Falcon owners probably know what I'm
>>>talking about.
>>>
>>>Any way, Is there a Hardware fix that one can do that would
>>>eliminate the need for the software patchs?
>>>
>>>If such a fix is known, is it somewhere online?
>>>
>>>I for one would like to fix the hardware and not have to use
>>>the patches if possible.
>>>
>>>And if one can add another modem port to the Falcon, thats
>>>a upgrade I'd like more info on as well.
>>>
>>
>>The most common problem is that older software would not run at
>>greater than 19,200 baud. The cure is to use more recent comms
>>software and it pays to use HSmodem as well. Hsmodem replaces the
>>routines used by tos, in much the same was NVDI etc works. Just more
>>efficient code.
>>Some early Falcon's had a bug where the serial port would not work
>>until the machine had been reset. FWIR it was only a handful of
>>Falcon's effected.
>>
>>Mark
>
>
> Hi Mark,
>
> Yes, I know that HSModem is the most common software fix for this
> problem. But it is rather old, but still works fairly well.

>
> I was just wondering if there was a hardware fix, so one did not have
> to use HS Modem to get higher Baud rate speeds?

No, because it is a software problem, not hardware. The only thing you could do is patch TOS itself.

>
> I believe that the part of the problem had to do with software that
> accessed a modem port that was not really there. And HSmodem
> fixes this problem thru software. Maybe I'm not totally correct on the
> above, but seems I recall it being something like that.

There were a few redirectors in the early days that allowed programs like Freeze dried terminal to work on a Falcon. The Falcon's serial ports aren't the same as an ST's so you had to fool it into using another port. Serial 1 instead of Modem 1, IIRC. But you could not go past 19,200 baud, in that scenario. The Falcons serial ports are designed to go a lot faster than an ST's, upto around 115k baud, in theory IIRC.

>
> I was wondering if one could put a modem port in the correct place
> so software would be able to access it with out a software patch.

It is in the correct place. ST's support 4 serial ports, Serial 1 & 2 and Modem 1 & 2. The ST only had serial 1 whilst the Falcon had Modem 1. The Falcon used the SCC chip and the ST the MFP. The Mega STE has 3 serial ports (the lan could be used as a forth, as also you could in the Falcon). The TT has 4.

>
> And or sometype of hardware path/upgrade to eliminate the use
> of HSmodem if one wants.

You don't necessarily need to use HSmodem. Hsmodem replaces stuff like flow control routines in TOS, it is a just a OS bug fixer. Use Mint and you don't need it. Not sure about Magic.

>
> I have often wondered if HSmodem is compatible with some of
> the newer hardware upgrades and some software as well.

Most likely just not necessary as the custom TOS may have had the bugs fixed, if it hasn't then you will most likely need it also.

>
> Not trying to put HSmodem down. As it is about the only known
> software fix for the problem that I know of.
>
> I would like to see a newer software patch at the least.

IIRC, mint now has the modern equivalent of HSmodem built in.

Anyway it is like this,

ST/E/FM MFP
MegaST MFP

MegaSTE MFP SCC
TT030 MFPTT SCC
Falcon030 SCC

Atari just dropded the MFP port, because it was slow. The MFP could only go to 19,200 baud unless you overclocked it to 38,400. In the overclocked state you need HSmodem to drive it as TOS is not capable by itself. The SCC was a high speed uart, not designed to be compatible with the MFP at all.
Programs like Connect can talk to the SCC quite happily without HSmodem.

http://www.atarimagazines.com/startv5n6/tterrific.html

Has some interesting info on the serial ports, worth a read.

Mark

5012. Re: How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-21 12:33:33 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4381be9d$0$4437$91cee783@newsreader02.highway.telekom.at>
Source record: 10289

Stephen Moss wrote:

> Hi folks,
> I seem recall that someone posted some instructions for getting XP to
> recognize 720K floppies without having to set up a second OS. I know I
> printed to instructions out but seem to have lost them so if anyone
> out there know the answer could you please either post it again or
> E-Mail the instructions to me.
>
> Thanks,
> Stephen Moss

Hi Stephen!

Just close the High Density-Lid, with an Iso-Tape or something similar. The Floppy recognizes HD and DD disks via this hole. Without hole it is a 720K. And the magnetic disc going with HD-Disks are even better, one day. Today itďž˝s all the same poor quality.

Best is 5.25", the longest reliability. Also 1.2Meg. I have some "Oracle" disks, and the data is still readable. The most of my 3.5" Disks (Amiga, Atari, PC) are dead :-(. 5.25 are all working (Atari XL, C64, Amiga, PC).

Best Regards,

Daniel Mandic

5013. Re: How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-21 20:41:07 UTC
From: TJ <retro@atari.com>
Message-ID: <11o4c739k539cc@corp.supernews.com>
Source record: 10290

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:dls0fkcrt1@gemini.csx.cam.ac.uk...
> Hi folks,
> I seem recall that someone posted some instructions for getting XP to
> recognize 720K floppies without having to set up a second OS. I know I
> printed to instructions out but seem to have lost them so if anyone
> out there know the answer could you please either post it again or
> E-Mail the instructions to me.
>
> Thanks,
> Stephen Moss
>
>

Just pop in a 720k disk on a DSDD disk and it will read it fine, if the disk is formatted with higher sectors or tracks it will not work.

TJ

5014. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-21 20:53:41 UTC
From: TJ <retro@atari.com>
Message-ID: <11o4cumhkfbm02@corp.supernews.com>
Source record: 10291

"Peter Schneider" <Peter_Schneider@b.maus.de> wrote in message
news:200511181925.a18964@b.maus.de...
> Hi Phantom,
>
> P>I am mostly looking for the System Disks for an Atari Stacey.
> I don't think anybody needs a system disk for an Atari Computer. The
> system is to be found in the ROM chips.
>
> AFAIR the ancient system disks just provided BASIC or LOGO, but no
> interesting soft.
>

Well the Stacy disk has the HD tools program and park utility that is needed
if you need to format the drive.

TJ

5015. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-21 21:01:02 UTC
From: TJ <retro@atari.com>
Message-ID: <11o4dcdrnrfjsc7@corp.supernews.com>
Source record: 10292

"Peter Schneider" <Peter_Schneider@b.maus.de> wrote in message
news:200511181925.a18964@b.maus.de...
> Hi Phantom,
>
> P>I am mostly looking for the System Disks for an Atari Stacey.
> I don't think anybody needs a system disk for an Atari Computer. The
> system is to be found in the ROM chips.
>
> AFAIR the ancient system disks just provided BASIC or LOGO, but no
> interesting soft.
>
> P>Is there a Atari CD that contains all or most, System Disks for each
> P>Atari ST Computer?
> And because Atari (yes, the brand still exists) or its buyer still
> holds the TOS' copyright, I'm afraid that there will be no such disk.
>
> Please correct me if I'm wrong.
>

I don't think there is a problem with downloading Atari ST System disks as there is nothing more than BASIC, LOGO or HDx on it and they all came with every ST computer anyhow, so there should be no problem as long as the user has a ST computer. TOS ROM code on the other hand, is copyrighted as that is the actual OS which is burned in ROM. The only computer that loaded TOS from disk was the very early 520ST computer, and that TOS is very buggy and pre 1.0 anyhow.

TJ

5016. Re: Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 02:01:46 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <4Yugf.19892$6y4.13685@bignews3.bellsouth.net>
Source record: 10293

"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
message news:4381a280$0$9866$afc38c87@news.optusnet.com.au...
> Phantom wrote:
>> "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote
>> in message news:43802058$0$13102$afc38c87@news.optusnet.com.au...
>>
>>>Phantom wrote:
>>>
>>>>Greetings,
>>>>
>>>>
>>>>From my understanding of the Falcon, there was a problem with the
>>>>modem port that would not allow it to achive higher Baud rates.
>>>>
>>>>For this reason, the infamous software patchs were created to
>>>>fix this problem. Most Falcon owners probably know what I'm
>>>>talking about.
>>>>
>>>>Any way, Is there a Hardware fix that one can do that would
>>>>eliminate the need for the software patchs?
>>>>
>>>>If such a fix is known, is it somewhere online?
>>>>
>>>>I for one would like to fix the hardware and not have to use
>>>>the patches if possible.
>>>>
>>>>And if one can add another modem port to the Falcon, thats
>>>>a upgrade I'd like more info on as well.
>>>>
>>>
>>>The most common problem is that older software would not run at
>>>greater than 19,200 baud. The cure is to use more recent comms
>>>software and it pays to use HSmodem as well. Hsmodem replaces the
>>>routines used by tos, in much the same was NVDI etc works. Just more
>>>efficient code.
>>>Some early Falcon's had a bug where the serial port would not work
>>>until the machine had been reset. FWIR it was only a handful of
>>>Falcon's effected.
>>>
>>>Mark
>>
>>
>> Hi Mark,
>>

>> Yes, I know that HSModem is the most common software fix for this
>> problem. But it is rather old, but still works fairly well.
>>
>> I was just wondering if there was a hardware fix, so one did not have
>> to use HS Modem to get higher Baud rate speeds?
>
> No, because it is a software problem, not hardware. The only thing you
> could do is patch TOS itself.
>>
>> I believe that the part of the problem had to do with software that
>> accessed a modem port that was not really there. And HSmodem
>> fixes this problem thru software. Maybe I'm not totally correct on
>> the
>> above, but seems I recall it being something like that.
>
> There were a few redirectors in the early days that allowed programs
> like Freeze dried terminal to work on a Falcon. The Falcon's serial
> ports aren't the same as an ST's so you had to fool it into using
> another port. Serial 1 instead of Modem 1, IIRC. But you could not go
> past 19,200 baud, in that scenario. The Falcons serial ports are
> designed to go a lot faster than an ST's, upto around 115k baud, in
> theory IIRC.
>>
>> I was wondering if one could put a modem port in the correct place
>> so software would be able to access it with out a software patch.
>
> It is in the correct place. ST's support 4 serial ports, Serial 1 & 2
> and Modem 1 & 2. The ST only had serial 1 whilst the Falcon had Modem
> 1. The Falcon used the SCC chip and the ST the MFP. The Mega STE has 3
> serial ports (the lan could be used as a forth, as also you could in
> the Falcon). The TT has 4.
>>
>> And or sometype of hardware path/upgrade to eliminate the use
>> of HSmodem if one wants.
>
> You don't necessarily need to use HSmodem. Hsmodem replaces stuff like
> flow control routines in TOS, it is a just a OS bug fixer. Use Mint
> and you don't need it. Not sure about Magic.
>>
>> I have often wondered if HSmodem is compatible with some of
>> the newer hardware upgrades and some software as well.
>
> Most likely just not necessary as the custom TOS may have had the bugs
> fixed, if it hasn't then you will most likely need it also.
>>
>> Not trying to put HSmodem down. As it is about the only known
>> software fix for the problem that I know of.
>>
>> I would like to see a newer software patch at the least.
>

> IIRC, mint now has the modern equivalent of HSmodem built in.
>
> Anyway it is like this,
>
> ST/E/FM MFP
> MegaST MFP
> MegaSTE MFP SCC
> TT030 MFPTT SCC
> Falcon030 SCC
>
> Atari just dropded the MFP port, because it was slow. The MFP could
> only go to 19,200 baud unless you overclocked it to 38,400. In the
> overclocked state you need HSmodem to drive it as TOS is not capable
> by itself. The SCC was a high speed uart, not designed to be
> compatible with the MFP at all.
> Programs like Connect can talk to the SCC quite happily without
> HSmodem.
>
> http://www.atarimagazines.com/startv5n6/tterrific.html
>
> Has some interesting info on the serial ports, worth a read.
>
> Mark

Thanks for that info, it will come in handy.

I really need to get a Falcon Field Service Manual so that I can
learn more about the chips in there. Some I know well, others
I don't.

I know that Stalker also has custom code to work the Falcons Modem port
to
very high Speeds. Never used Connect that much, I prefer STalker. The
Back Talk Script is interesting as you can write your own stuff with it.

IIRC, there was a article somewhere on adding another Modem or Serial
Port
to the Falcon. It's been so long, that I forget where I saw that at.
Maybe on a
Atari CD that I have here.

phantomm@bellsouth.net

5017. Bad Timer frequencies

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 06:56:16 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <4382c10d$0$21302$8fcfb975@news.wanadoo.fr>
Source record: 10294

Hello,

Working on sound synchro with images, I had always a delay between sound and frames without finding the bug.

Then I wrote a little tool to test the actual frequencies generated by the MFP for the Timer A. It revealed that the theorical frequencies are not the actual ones on my Mega STE.

For example, for a 22 kHz sound, the MFP can generate 21943 Hz (the closest). Testing it, it appeared to be 21843 Hz, 100 Hz less ! 2 minutes after you get 0,5 sec of delay.

I put my tool here http://perso.wanadoo.fr/gtello/timer_e.zip (7kb, sorry for the poor interface), can anyone test this 21943 frequency and tell me if every Atari is concerned or if my Mega STE has problems?

Thanks!

Guillaume.

5018. Re: Bad Timer frequencies

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 06:58:19 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <4382c188$0$19689$8fcfb975@news.wanadoo.fr>
Source record: 10295

I forgot, it's up to the user to stop the test in my tool TIMER_E.PRG. You should let it run for about 2 minutes (as I did), thanks a lot.

Guillaume.

5019. Re: Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 10:01:44 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4382eb8c$0$25854$afc38c87@news.optusnet.com.au>
Source record: 10296

```
Phantom wrote:
> "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
> message news:4381a280$0$9866$afc38c87@news.optusnet.com.au...
>
>>Phantom wrote:
>>
>>>"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote
>>>in message news:43802058$0$13102$afc38c87@news.optusnet.com.au...
>>>
>>>
>>>>Phantom wrote:
>>>>
>>>>
>>>>>Greetings,
>>>>>
>>>>>
>>>>
>>>>>From my understanding of the Falcon, there was a problem with the
>>>>
>>>>>modem port that would not allow it to achive higher Baud rates.
>>>>>
>>>>>For this reason, the infamous software patchs were created to
>>>>>fix this problem. Most Falcon owners probably know what I'm
>>>>>talking about.
>>>>>
>>>>>Any way, Is there a Hardware fix that one can do that would
>>>>>eliminate the need for the software patchs?
>>>>>
>>>>>If such a fix is known, is it somewhere online?
>>>>>
>>>>>I for one would like to fix the hardware and not have to use
>>>>>the patches if possible.
>>>>>
>>>>>And if one can add another modem port to the Falcon, thats
>>>>>a upgrade I'd like more info on as well.
>>>>>
>>>>
>>>>The most common problem is that older software would not run at
>>>>greater than 19,200 baud. The cure is to use more recent comms
>>>>software and it pays to use HSmodem as well. Hsmodem replaces the
>>>>routines used by tos, in much the same was NVDI etc works. Just more
>>>>efficient code.
>>>>Some early Falcon's had a bug where the serial port would not work
>>>>until the machine had been reset. FWIR it was only a handful of
```

>>>>Falcon's effected.
>>>>
>>>>Mark
>>>
>>>
>>>Hi Mark,
>>>
>>>Yes, I know that HSModem is the most common software fix for this
>>>problem. But it is rather old, but still works fairly well.
>>>
>>>I was just wondering if there was a hardware fix, so one did not have
>>>to use HS Modem to get higher Baud rate speeds?
>>
>>No, because it is a software problem, not hardware. The only thing you
>>could do is patch TOS itself.
>>
>>>I believe that the part of the problem had to do with software that
>>>accessed a modem port that was not really there. And HSmodem
>>>fixes this problem thru software. Maybe I'm not totally correct on
>>>the
>>>above, but seems I recall it being something like that.
>>
>>There were a few redirectors in the early days that allowed programs
>>like Freeze dried terminal to work on a Falcon. The Falcon's serial
>>ports aren't the same as an ST's so you had to fool it into using
>>another port. Serial 1 instead of Modem 1, IIRC. But you could not go
>>past 19,200 baud, in that scenario. The Falcons serial ports are
>>designed to go a lot faster than an ST's, upto around 115k baud, in
>>theory IIRC.
>>
>>>I was wondering if one could put a modem port in the correct place
>>>so software would be able to access it with out a software patch.
>>
>>It is in the correct place. ST's support 4 serial ports, Serial 1 & 2
>>and Modem 1 & 2. The ST only had serial 1 whilst the Falcon had Modem
>>1. The Falcon used the SCC chip and the ST the MFP. The Mega STE has 3
>>serial ports (the lan could be used as a forth, as also you could in
>>the Falcon). The TT has 4.
>>
>>>And or sometype of hardware path/upgrade to eliminate the use
>>>of HSmodem if one wants.
>>
>>You don't necessarily need to use HSmodem. Hsmodem replaces stuff like
>>flow control routines in TOS, it is a just a OS bug fixer. Use Mint
>>and you don't need it. Not sure about Magic.
>>
>>>I have often wondered if HSmodem is compatible with some of
>>>the newer hardware upgrades and some software as well.
>>
>>Most likely just not necessary as the custom TOS may have had the bugs

>>fixed, if it hasn't then you will most likely need it also.
>>
>>>Not trying to put HSmodem down. As it is about the only known
>>>software fix for the problem that I know of.
>>>
>>>I would like to see a newer software patch at the least.
>>
>>IIRC, mint now has the modern equivalent of HSmodem built in.
>>
>>Anyway it is like this,
>>
>>ST/E/FM MFP
>>MegaST MFP
>>MegaSTE MFP SCC
>>TT030 MFPTT SCC
>>Falcon030 SCC
>>
>>Atari just dropded the MFP port, because it was slow. The MFP could
>>only go to 19,200 baud unless you overclocked it to 38,400. In the
>>overclocked state you need HSmodem to drive it as TOS is not capable
>>by itself. The SCC was a high speed uart, not designed to be
>>compatible with the MFP at all.
>>Programs like Connect can talk to the SCC quite happily without
>>HSmodem.
>>
>>http://www.atarimagazines.com/startv5n6/tterrific.html
>>
>>Has some interesting info on the serial ports, worth a read.
>>
>>Mark
>
>
> Thanks for that info, it will come in handy.
>
> I really need to get a Falcon Field Service Manual so that I can
> learn more about the chips in there. Some I know well, others
> I don't.
>
> I know that Stalker also has custom code to work the Falcons Modem port
> to
> very high Speeds. Never used Connect that much, I prefer STalker. The
> Back Talk Script is interesting as you can write your own stuff with it.

I used to use Stalker as well great program. Remember though it isn't
custom code, it is done as per the standard Atari spec for talking to
the SCC chip. It was also capable of talking to the MFP chip and the
RS-422 port. With HSmodem and the overclock mod you could talk quite
happily at 38,400 baud.
>
> IIRC, there was a article somewhere on adding another Modem or Serial

> Port
> to the Falcon. It's been so long, that I forget where I saw that at.
> Maybe on a
> Atari CD that I have here.

I could probably find that for you. I have it archived somewhere. Only useful if you want to run more than 2 modems. You can use the LAN port as a serial port, which means in effect you have 2 ports. But I don't think they could be driven at the same time.

Mark

5020. Re: How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 11:44:28 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <dlv09g$1c$1@gemini.csx.cam.ac.uk>
Source record: 10297

```
"TJ" <retro@atari.com> wrote in message
news:11o4c739k539cc@corp.supernews.com...
>
> "Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
> news:dls0fk$crt$1@gemini.csx.cam.ac.uk...
> > Hi folks,
> > I seem recall that someone posted some instructions for getting XP
to
> > recognize 720K floppies without having to set up a second OS. I
know I
> > printed to instructions out but seem to have lost them so if
anyone
> > out there know the answer could you please either post it again or
> > E-Mail the instructions to me.
> >
> > Thanks,
> > Stephen Moss
> >
> >
>
> Just pop in a 720k disk on a DSDD disk and it will read it fine,

I'm probably being a bit think here, do you mean as DSDD drive?
I only have a external 1.44mb floppy drive for my Laptop.

Stephen Moss
```

5021. Re: Bad Timer frequencies

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 12:37:35 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <d746o1de5ta1pclf2q13d4ld9qvhc8cgr9@4ax.com>
Source record: 10298

On Tue, 22 Nov 2005 07:58:19 +0100, "Guillaume Tello"
<houten.van@wanadoo.fr> wrote:

>I forgot, it's up to the user to stop the test in my tool TIMER_E.PRG. You
>should let it run for about 2 minutes (as I did), thanks a lot.
>
>Guillaume.
>
Will do it this afternoon on my STE (TOS 1.06)

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5022. Re: How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 14:27:57 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <hOqdneGL0NwCtx7enZ2dnUVZ8qudnZ2d@pipex.net>
Source record: 10199

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:dls0fkcrt1@gemini.csx.cam.ac.uk...
> Hi folks,
> I seem recall that someone posted some instructions for getting XP to
> recognize 720K floppies without having to set up a second OS. I know I
> printed to instructions out but seem to have lost them so if anyone
> out there know the answer could you please either post it again or
> E-Mail the instructions to me.
>
> Thanks,
> Stephen Moss
>
>

I think the article was for formatting 720K not reading them in XP. As long as its formatted 720K on the PC then there shouldn't be any problems. XP itself does not seem to want to support 720K formats which is a little sad really.

chris

5023. CT2?

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 14:40:00 UTC
From: cii-2d21@iximail.com
Message-ID: <1132670400.232327.192500@g49g2000cwa.googlegroups.com>
Source record: 10200

Unlikely I know - but anyone looking to sell a CT2 accelerator
with or without Falcon? I would also consider any other reasonably
stable accelerator.

Wanted for a CLAB Mk-X project. Unfortunately I cant fit a CT60 in
the case without major iron-work for the PSU cooling, etc and dont
really want to wreck the case - I also dont want an external PSU.

Thanks

Ian.

5024. Re: Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 19:56:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.22.19.56.35.16928@charter.net>
Source record: 10201

On Tue, 22 Nov 2005 21:01:44 +1100, Mark Bedingfield wrote:

> I could probably find that for you. I have it archived somewhere. Only
> useful if you want to run more than 2 modems. You can use the LAN port
> as a serial port, which means in effect you have 2 ports. But I don't
> think they could be driven at the same time.
>
> Mark

Not even under MINT? Or are you talking a hardware limitation, rather than
just a multitasking problem? Just curious. Thanks.

--
_/_/_/

5025. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 20:11:47 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <dlvu23ijk1@gateix.bernstein.loc>
Source record: 10214

Hi,

> I don't think there is a problem with downloading Atari ST System disks as
> there is nothing more than BASIC, LOGO or HDx on it and they all came with
> every ST computer anyhow, so there should be no problem as long as the user
> has a ST computer. TOS ROM code on the other hand, is copyrighted as that
> is the actual OS which is burned in ROM.

This sounds like the contents of the system disk was not copyrighted
because it was on a disk. The software on the system disks are also
under Copyright. And a TOS comes also with every ST computer.

But the difference was, that there was no official offer from Atari for the
system disks. And it seems, it was allowed to copy some of the system
software (AHDI, ...)

But i think it should be no problem to upload the contents to a
homepage because there is no one who has interest in this software.

In german: wo kein Kl�ger, da kein Richter ;-)

Best regards
Michael

5026. Re: Source for 68881 and 68882 Co Processors

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 20:27:26 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <43837f723626280@adelphia.net>
Source record: 10215

Phantom,
I was looking at some at e-cost.com. I think I found some one time for
like 20 dollars for a 33 mhz 68882. But for a speeder project that Mark D
and I was doing I ended up finding one at http://www.vintagefunworld.com/default.asp
At the time I think I found them under the Amiga link and they were only
16 bucks shipped to my house for a 33 mhz 68882. Works GREAT!!!!

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. Bus Speed with 14 megs STRam
CT60 68060RC50 Rev. 6 @ 97.5 mhz FPU and PMMU built in.
Kingston 512 Megs PC133 SDRam
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
EtherNAT 10/100 mbit/sec 2 USB 1.1 ports
CTPCI adapter from Czuba Tech
SuperVIDEL Video Card with 256 Megs DDR SDRam

5027. Re: CT2?

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 21:44:12 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <4383912a$0$19906$626a54ce@news.free.fr>
Source record: 10202

Some CT63 are available...
You should think about a small PSU ATX inside the MK-X case...
It is possible.

cii-2d21@iximail.com wrote:
> Unlikely I know - but anyone looking to sell a CT2 accelerator
> with or without Falcon? I would also consider any other reasonably
> stable accelerator.
>
> Wanted for a CLAB Mk-X project. Unfortunately I cant fit a CT60 in
> the case without major iron-work for the PSU cooling, etc and dont
> really want to wreck the case - I also dont want an external PSU.
>
> Thanks
>
> Ian.

5028. FS/T: atari stuff

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 22:24:27 UTC
From: malo.morgen@nowhere.com
Message-ID: <dm05qr$on3$1@ss405.t-com.hr>
Source record: 10203

Hello,

I have various atari stuff for sale or trade, here's the list:

- atari portofolio package - portfolio, 2x256 kb cards, serial, paralel port, cables, cd with software and games, manual in german, etc..., functional
- motorola mc68060 lc 66 (works at 90 MHz), functional
- midi-3 - c-lab export compatible device for having 3 additional midi outs on modem 1 - with driver for cubase, functional
- a/d converter for converting analog video/audio signals to digital, works with cubase audio very nice, functional
- screenblaster III external, for extended resolutions on falcon with drivers and sotware, last time i used it was working, untested
- TOS 1.06 GER chips, functional
- scsi cable 1.8 m for connecting centronics 50 pin device to falcon, functional

items located in croatia, europe, make offers...

sagan2@net.hr

5029. FS/T: atari stuff

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 22:26:11 UTC
From: malo.morgen@nowhere.com
Message-ID: <dm05u3$on3$2@ss405.t-com.hr>
Source record: 10204

Hello,

I have various atari stuff for sale or trade, here's the list:

- atari portofolio package - portfolio, 2x256 kb cards, serial, paralel port, cables, cd with software and games, manual in german, etc..., functional
- motorola mc68060 lc 66 (works at 90 MHz), functional
- midi-3 - c-lab export compatible device for having 3 additional midi outs on modem 1 - with driver for cubase, functional
- a/d converter for converting analog video/audio signals to digital, works with cubase audio very nice, functional
- screenblaster III external, for extended resolutions on falcon with drivers and sotware, last time i used it was working, untested
- TOS 1.06 GER chips, functional
- scsi cable 1.8 m for connecting centronics 50 pin device to falcon, functional

items located in croatia, europe, make offers...

sagan2@net.hr

5030. Re: How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 22:31:25 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1132698685.256176.166270@o13g2000cwo.googlegroups.com>
Source record: 10205

exxos wrote:

> I think the article was for formatting 720K not reading them in XP. As long
> as its formatted 720K on the PC then there shouldn't be any problems. XP
> itself does not seem to want to support 720K formats which is a little sad
> really.

I wonder if there are freely distributable utilities for WinXP that can
format in 720K. WinXP does appear to read the format well enough...

Except that I am told by a tech aquaintance that some of the newer
drives don't bother checking format and assume that all disks are
1.44k. I do hope he's wrong.

Galen

5031. AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 22:33:31 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <4463$43839cbc$1884f879$12844@news.chello.nl>
Source record: 10206
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

LS

AHCC or ANSI HCC is Sozobon turned into a full C89 compiler
for Atari ST and all its offspring.

I have reached the stage where I was able to produce working
binaries of 2 of my own applications.

These are AHCX and a small spreadsheet program.

I will gradually increase the amount of working binaries
(for instance TT-Digger) and also use them myself.

Once all my own applications work stable I will ask for a small
amount of beta testers.

2 programs working may sound modest, but for me it means
that a very substantial amount of compiler code is actually
working correctly. :-)

It also means that the project starts to display a
shimmer of feasability.

The comprehensive version of AHCC will integrate
editor(AHCX), project manager, compiler, assembler and linker
in a single GEM program of about 350 Kb.

Freestanding components can be produced on request.

AHCC compiles Pure C sources without the need for changing
a single byte.

AHCC produces the Pure C object format which means that Pure C
and AHCC object files and libraries can freely be mixed.
(It made testing the compiler a lot easier :-)

In the future, usefull C99 features will gradually be implemented.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5032. Re: Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 22:35:10 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <p0Ngf.26778$Y82.11893@bignews4.bellsouth.net>
Source record: 10207

```
"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
message news:4382eb8c$0$25854$afc38c87@news.optusnet.com.au...
> Phantom wrote:
>> "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote
>> in message news:4381a280$0$9866$afc38c87@news.optusnet.com.au...
>>
>>>Phantom wrote:
>>>
>>>>"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote
>>>>in message news:43802058$0$13102$afc38c87@news.optusnet.com.au...
>>>>
>>>>
>>>>>Phantom wrote:
>>>>>
>>>>>
>>>>>>Greetings,
>>>>>>
>>>>>>
>>>>>>From my understanding of the Falcon, there was a problem with the
>>>>>>
>>>>>>modem port that would not allow it to achive higher Baud rates.
>>>>>>
>>>>>>For this reason, the infamous software patchs were created to
>>>>>>fix this problem. Most Falcon owners probably know what I'm
>>>>>>talking about.
>>>>>>
>>>>>>Any way, Is there a Hardware fix that one can do that would
>>>>>>eliminate the need for the software patchs?
>>>>>>
>>>>>>If such a fix is known, is it somewhere online?
>>>>>>
>>>>>>I for one would like to fix the hardware and not have to use
>>>>>>the patches if possible.
>>>>>>
>>>>>>And if one can add another modem port to the Falcon, thats
>>>>>>a upgrade I'd like more info on as well.
>>>>>>
>>>>>>
>>>>>>The most common problem is that older software would not run at
>>>>>>greater than 19,200 baud. The cure is to use more recent comms
>>>>>>software and it pays to use HSmodem as well. Hsmodem replaces the
>>>>>>routines used by tos, in much the same was NVDI etc works. Just
>>>>>>more efficient code.
```

>>>>>Some early Falcon's had a bug where the serial port would not work
>>>>>until the machine had been reset. FWIR it was only a handful of
>>>>>Falcon's effected.
>>>>>
>>>>>Mark
>>>>
>>>>
>>>>Hi Mark,
>>>>
>>>>Yes, I know that HSModem is the most common software fix for this
>>>>problem. But it is rather old, but still works fairly well.
>>>>
>>>>I was just wondering if there was a hardware fix, so one did not
>>>>have
>>>>to use HS Modem to get higher Baud rate speeds?
>>>
>>>No, because it is a software problem, not hardware. The only thing
>>>you could do is patch TOS itself.
>>>
>>>>I believe that the part of the problem had to do with software that
>>>>accessed a modem port that was not really there. And HSmodem
>>>>fixes this problem thru software. Maybe I'm not totally correct on
>>>>the
>>>>above, but seems I recall it being something like that.
>>>
>>>There were a few redirectors in the early days that allowed programs
>>>like Freeze dried terminal to work on a Falcon. The Falcon's serial
>>>ports aren't the same as an ST's so you had to fool it into using
>>>another port. Serial 1 instead of Modem 1, IIRC. But you could not go
>>>past 19,200 baud, in that scenario. The Falcons serial ports are
>>>designed to go a lot faster than an ST's, upto around 115k baud, in
>>>theory IIRC.
>>>
>>>>I was wondering if one could put a modem port in the correct place
>>>>so software would be able to access it with out a software patch.
>>>
>>>It is in the correct place. ST's support 4 serial ports, Serial 1 & 2
>>>and Modem 1 & 2. The ST only had serial 1 whilst the Falcon had Modem
>>>1. The Falcon used the SCC chip and the ST the MFP. The Mega STE has
>>>3 serial ports (the lan could be used as a forth, as also you could
>>>in the Falcon). The TT has 4.
>>>
>>>>And or sometype of hardware path/upgrade to eliminate the use
>>>>of HSmodem if one wants.
>>>
>>>You don't necessarily need to use HSmodem. Hsmodem replaces stuff
>>>like flow control routines in TOS, it is a just a OS bug fixer. Use
>>>Mint and you don't need it. Not sure about Magic.
>>>
>>>>I have often wondered if HSmodem is compatible with some of

>>>>the newer hardware upgrades and some software as well.
>>>
>>>Most likely just not necessary as the custom TOS may have had the
>>>bugs fixed, if it hasn't then you will most likely need it also.
>>>
>>>>Not trying to put HSmodem down. As it is about the only known
>>>>software fix for the problem that I know of.
>>>>
>>>>I would like to see a newer software patch at the least.
>>>
>>>IIRC, mint now has the modern equivalent of HSmodem built in.
>>>
>>>Anyway it is like this,
>>>
>>>ST/E/FM MFP
>>>MegaST MFP
>>>MegaSTE MFP SCC
>>>TT030 MFPTT SCC
>>>Falcon030 SCC
>>>
>>>Atari just dropded the MFP port, because it was slow. The MFP could
>>>only go to 19,200 baud unless you overclocked it to 38,400. In the
>>>overclocked state you need HSmodem to drive it as TOS is not capable
>>>by itself. The SCC was a high speed uart, not designed to be
>>>compatible with the MFP at all.
>>>Programs like Connect can talk to the SCC quite happily without
>>>HSmodem.
>>>
>>>http://www.atarimagazines.com/startv5n6/tterrific.html
>>>
>>>Has some interesting info on the serial ports, worth a read.
>>>
>>>Mark
>>
>>
>> Thanks for that info, it will come in handy.
>>
>> I really need to get a Falcon Field Service Manual so that I can
>> learn more about the chips in there. Some I know well, others
>> I don't.
>>
>> I know that Stalker also has custom code to work the Falcons Modem
>> port to
>> very high Speeds. Never used Connect that much, I prefer STalker.
>> The
>> Back Talk Script is interesting as you can write your own stuff with
>> it.
>
> I used to use Stalker as well great program. Remember though it isn't
> custom code, it is done as per the standard Atari spec for talking to

> the SCC chip. It was also capable of talking to the MFP chip and the
> RS-422 port. With HSmodem and the overclock mod you could talk quite
> happily at 38,400 baud.
>>
>> IIRC, there was a article somewhere on adding another Modem or Serial
>> Port
>> to the Falcon. It's been so long, that I forget where I saw that at.
>> Maybe on a
>> Atari CD that I have here.
>
> I could probably find that for you. I have it archived somewhere. Only
> useful if you want to run more than 2 modems. You can use the LAN port
> as a serial port, which means in effect you have 2 ports. But I don't
> think they could be driven at the same time.
>
> Mark

If it isn't alot of trouble, i'd like to have the info on how to do it
correctly.

Also anything on using the Falcon's LAN as a modem port.

I have MAC LAN modem Cables, and some other MAC LAN cables.
Not sure if these will work as is or if they need modified.

And if you know, Is the MegaSTE LAN port exactly as the Falcons?

I have a MegaSTE and would like to use the LAN port for something,
even as a Modem port, just to see how it works.

Do both use the same chips?

phantomm@bellsouth.net

5033. TOS 4.02

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 22:38:48 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <L3Ngf.26779$Y82.19236@bignews4.bellsouth.net>
Source record: 10208

Greetings,

I know TOS 4.02 suppose to have some bugs and TOS 4.04 is
suppose to be better.

What were the bugs in TOS 4.02 that were supposed to be fixed
in TOS 4.04?

And will Cubase Audio Falcon work correctly with TOS 4.02?

phantomm@bellsouth.net

5034. Source for 68881 and 68882 Co Processors

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 22:46:58 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <qbNgf.26781$Y82.19397@bignews4.bellsouth.net>
Source record: 10209

Anyone know of a reasonable source for 68881 and 68882 Co-Processors,
of different speeds in the US?

Need some for Stock Falcons and CT2B Falcons.

phantomm@bellsouth.net

5035. Re: Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 22:47:43 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <jeNgf.1018$ea6.23@news-server.bigpond.net.au>
Source record: 10210

```
Phantom wrote:
> "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
> message news:4382eb8c$0$25854$afc38c87@news.optusnet.com.au...
>
>>Phantom wrote:
>>
>>>"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote
>>>in message news:4381a280$0$9866$afc38c87@news.optusnet.com.au...
>>>
>>>
>>>>Phantom wrote:
>>>>
>>>>
>>>>>"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote
>>>>>in message news:43802058$0$13102$afc38c87@news.optusnet.com.au...
>>>>>
>>>>>
>>>>>
>>>>>>Phantom wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Greetings,
>>>>>>>
>>>>>>>
>>>>>>
>>>>>>>From my understanding of the Falcon, there was a problem with the
>>>>>>
>>>>>>
>>>>>>>modem port that would not allow it to achive higher Baud rates.
>>>>>>>
>>>>>>>For this reason, the infamous software patchs were created to
>>>>>>>fix this problem. Most Falcon owners probably know what I'm
>>>>>>>talking about.
>>>>>>>
>>>>>>>Any way, Is there a Hardware fix that one can do that would
>>>>>>>eliminate the need for the software patchs?
>>>>>>>
>>>>>>>If such a fix is known, is it somewhere online?
>>>>>>>
>>>>>>>I for one would like to fix the hardware and not have to use
>>>>>>>the patches if possible.
>>>>>>>
>>>>>>>And if one can add another modem port to the Falcon, thats
```

>>>>>>>a upgrade I'd like more info on as well.
>>>>>>>
>>>>>>
>>>>>>The most common problem is that older software would not run at
>>>>>>greater than 19,200 baud. The cure is to use more recent comms
>>>>>>software and it pays to use HSmodem as well. Hsmodem replaces the
>>>>>>routines used by tos, in much the same was NVDI etc works. Just
>>>>>>more efficient code.
>>>>>>Some early Falcon's had a bug where the serial port would not work
>>>>>>until the machine had been reset. FWIR it was only a handful of
>>>>>>Falcon's effected.
>>>>>>
>>>>>>Mark
>>>>>
>>>>>
>>>>>Hi Mark,
>>>>>
>>>>>Yes, I know that HSModem is the most common software fix for this
>>>>>problem. But it is rather old, but still works fairly well.
>>>>>
>>>>>I was just wondering if there was a hardware fix, so one did not
>>>>>have
>>>>>to use HS Modem to get higher Baud rate speeds?
>>>>
>>>>No, because it is a software problem, not hardware. The only thing
>>>>you could do is patch TOS itself.
>>>>
>>>>
>>>>>I believe that the part of the problem had to do with software that
>>>>>accessed a modem port that was not really there. And HSmodem
>>>>>fixes this problem thru software. Maybe I'm not totally correct on
>>>>>the
>>>>>above, but seems I recall it being something like that.
>>>>
>>>>There were a few redirectors in the early days that allowed programs
>>>>like Freeze dried terminal to work on a Falcon. The Falcon's serial
>>>>ports aren't the same as an ST's so you had to fool it into using
>>>>another port. Serial 1 instead of Modem 1, IIRC. But you could not go
>>>>past 19,200 baud, in that scenario. The Falcons serial ports are
>>>>designed to go a lot faster than an ST's, upto around 115k baud, in
>>>>theory IIRC.
>>>>
>>>>
>>>>>I was wondering if one could put a modem port in the correct place
>>>>>so software would be able to access it with out a software patch.
>>>>
>>>>It is in the correct place. ST's support 4 serial ports, Serial 1 & 2
>>>>and Modem 1 & 2. The ST only had serial 1 whilst the Falcon had Modem
>>>>1. The Falcon used the SCC chip and the ST the MFP. The Mega STE has
>>>>3 serial ports (the lan could be used as a forth, as also you could

>>>>in the Falcon). The TT has 4.
>>>>
>>>>
>>>>>And or sometype of hardware path/upgrade to eliminate the use
>>>>>of HSmodem if one wants.
>>>>
>>>>You don't necessarily need to use HSmodem. Hsmodem replaces stuff
>>>>like flow control routines in TOS, it is a just a OS bug fixer. Use
>>>>Mint and you don't need it. Not sure about Magic.
>>>>
>>>>
>>>>>I have often wondered if HSmodem is compatible with some of
>>>>>the newer hardware upgrades and some software as well.
>>>>
>>>>Most likely just not necessary as the custom TOS may have had the
>>>>bugs fixed, if it hasn't then you will most likely need it also.
>>>>
>>>>
>>>>>Not trying to put HSmodem down. As it is about the only known
>>>>>software fix for the problem that I know of.
>>>>>
>>>>>I would like to see a newer software patch at the least.
>>>>
>>>>IIRC, mint now has the modern equivalent of HSmodem built in.
>>>>
>>>>Anyway it is like this,
>>>>
>>>>ST/E/FM MFP
>>>>MegaST MFP
>>>>MegaSTE MFP SCC
>>>>TT030 MFPTT SCC
>>>>Falcon030 SCC
>>>>
>>>>Atari just dropded the MFP port, because it was slow. The MFP could
>>>>only go to 19,200 baud unless you overclocked it to 38,400. In the
>>>>overclocked state you need HSmodem to drive it as TOS is not capable
>>>>by itself. The SCC was a high speed uart, not designed to be
>>>>compatible with the MFP at all.
>>>>Programs like Connect can talk to the SCC quite happily without
>>>>HSmodem.
>>>>
>>>>http://www.atarimagazines.com/startv5n6/tterrific.html
>>>>
>>>>Has some interesting info on the serial ports, worth a read.
>>>>
>>>>Mark
>>>
>>>
>>>Thanks for that info, it will come in handy.
>>>

>>>I really need to get a Falcon Field Service Manual so that I can
>>>learn more about the chips in there. Some I know well, others
>>>I don't.
>>>
>>>I know that Stalker also has custom code to work the Falcons Modem
>>>port to
>>>very high Speeds. Never used Connect that much, I prefer STalker.
>>>The
>>>Back Talk Script is interesting as you can write your own stuff with
>>>it.
>>
>>I used to use Stalker as well great program. Remember though it isn't
>>custom code, it is done as per the standard Atari spec for talking to
>>the SCC chip. It was also capable of talking to the MFP chip and the
>>RS-422 port. With HSmodem and the overclock mod you could talk quite
>>happily at 38,400 baud.
>>
>>>IIRC, there was a article somewhere on adding another Modem or Serial
>>>Port
>>>to the Falcon. It's been so long, that I forget where I saw that at.
>>>Maybe on a
>>>Atari CD that I have here.
>>
>>I could probably find that for you. I have it archived somewhere. Only
>>useful if you want to run more than 2 modems. You can use the LAN port
>>as a serial port, which means in effect you have 2 ports. But I don't
>>think they could be driven at the same time.
>>
>>Mark
>
>
>
> If it isn't alot of trouble, i'd like to have the info on how to do it
> correctly.

Will dig it out, it was on Vess's page.
>
> Also anything on using the Falcon's LAN as a modem port.

Standard RS-422 port.
>
> I have MAC LAN modem Cables, and some other MAC LAN cables.
> Not sure if these will work as is or if they need modified.

A maclan type (RS-422 to RS-232) modem cable is all that is required.
>
> And if you know, Is the MegaSTE LAN port exactly as the Falcons?

Yes it is, same as the TT's as well.
>
> I have a MegaSTE and would like to use the LAN port for something,

> even as a Modem port, just to see how it works.

You can run a null modem connection on them.
>
> Do both use the same chips?

Yes the SCC chip.

Mark

5036. Re: Falcons Device 6 and 7 problem

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 22:50:26 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <SgNgf.1022$ea6.847@news-server.bigpond.net.au>
Source record: 10211

Ronald J. Hall wrote:
> On Tue, 22 Nov 2005 21:01:44 +1100, Mark Bedingfield wrote:
>
>
>>I could probably find that for you. I have it archived somewhere. Only
>>useful if you want to run more than 2 modems. You can use the LAN port
>>as a serial port, which means in effect you have 2 ports. But I don't
>>think they could be driven at the same time.
>>
>>Mark
>
>
> Not even under MINT? Or are you talking a hardware limitation, rather than
> just a multitasking problem? Just curious. Thanks.
>
Hardware limitation, IIRC. Because both of the Falcon's serial ports are
run by the SCC chip. Hang on a sec, I am a bit fuzzy on this but it may
have been the serial 2 port and the lan port on the TT030. Might not
apply to the MegaSTE and Falcon. Which is why the Mega has 4 ports the
TT has 5 and the Falcon has 2. Will double check my docs.

Mark

5037. Re: CT2?

Newsgroup: comp.sys.atari.st
Date: 2005-11-22 23:37:57 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.11.22.23.37.57.277978@nosspamatari-source.com>
Source record: 10212

On Tue, 22 Nov 2005 06:40:00 -0800, cii-2d21 wrote:

> Unlikely I know - but anyone looking to sell a CT2 accelerator
> with or without Falcon? I would also consider any other reasonably
> stable accelerator.
>
> Wanted for a CLAB Mk-X project. Unfortunately I cant fit a CT60 in
> the case without major iron-work for the PSU cooling, etc and dont
> really want to wreck the case - I also dont want an external PSU.
>
> Thanks
>
> Ian.

Go the CT60 route.. Use a mini 12v ATX PSU like this

http://www.mp3car.com/store/product_info.php?cPath=21&products_id=67

I don't know the situation with the MKx but if the CT60 fits at all, you
should buy this PSU and CT60 over CT2 ;)

Thanks,
Mark

5038. Re: How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 00:03:51 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dm0bl5$m1p$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10213

Hi Galen

> I wonder if there are freely distributable utilities for WinXP that can
> format in 720K. WinXP does appear to read the format well enough...

One of them utilities is the Command-line format command

Format /T:Tracks /N:Sectors

--

Regards Steve

Rope me a sheep and I'll make it smile.

5039. Wanted: Falcon

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 05:20:24 UTC
From: xor <xornet8@hotmail.com>
Message-ID: <1132723322_23059@spool6-east.superfeed.net>
Source record: 10216

If anyone has a decent Falcon for sale and doesnt mind shipping to canada,
please contact me xornet8@hotmail.com. thanks.

5040. Re: CT2?

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 06:35:34 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1132727734.006772.35710@g43g2000cwa.googlegroups.com>
Source record: 10217

I'm not an expert, but it says " M1-ATX is a wide input (6-24V) ATX
power supply". It is not very useful only in cars.

5041. Re: Source for 68881 and 68882 Co Processors

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 07:14:02 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <PCUgf.15818$s92.15737@bignews6.bellsouth.net>
Source record: 10218

Thanks very much for that info.
Nice Sig too!!
phantomm

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:43837f723626280@adelphia.net...
> Phantom,
> I was looking at some at e-cost.com. I think I found some one time
> for
> like 20 dollars for a 33 mhz 68882. But for a speeder project that
> Mark D
> and I was doing I ended up finding one at
> http://www.vintagefunworld.com/default.asp
> At the time I think I found them under the Amiga link and they were
> only
> 16 bucks shipped to my house for a 33 mhz 68882. Works GREAT!!!!
>
> Thanks,
>
> --
> Carey Christenson
>
> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!
>
> Falcon 030 @ 25 mhz. Bus Speed with 14 megs STRam
> CT60 68060RC50 Rev. 6 @ 97.5 mhz FPU and PMMU built in.
> Kingston 512 Megs PC133 SDRam
> 40 GB IDE Maxtor 2 meg cache
> 4.5 GB SCSI Seagate Barracuda
> 10x4x32x Sony CD-Burner
> 24x Cyberdrive CD-Rom drive
> EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
> Epson Stylus COLOR 880 Printer
> 19 inch Samsung VGA Monitor
> Subwoofer Satelite speaker system
>
> Coming:
> EtherNAT 10/100 mbit/sec 2 USB 1.1 ports
> CTPCI adapter from Czuba Tech
> SuperVIDEL Video Card with 256 Megs DDR SDRam

5042. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 07:25:01 UTC
From: Adam Kłobukowski <atari@gabo.pl>
Message-ID: <dm15ge$os1$1@news.dialog.net.pl>
Source record: 10219

Henk Robbers napisał(a):
>
> LS
>
> AHCC or ANSI HCC is Sozobon turned into a full C89 compiler
> for Atari ST and all its offspring.
>
> I have reached the stage where I was able to produce working
> binaries of 2 of my own applications.
>
> These are AHCX and a small spreadsheet program.
>
> I will gradually increase the amount of working binaries
> (for instance TT-Digger) and also use them myself.
>
> Once all my own applications work stable I will ask for a small
> amount of beta testers.
>
> 2 programs working may sound modest, but for me it means
> that a very substantial amount of compiler code is actually
> working correctly. :-)
>
> It also means that the project starts to display a
> shimmer of feasability.
>
> The comprehensive version of AHCC will integrate
> editor(AHCX), project manager, compiler, assembler and linker
> in a single GEM program of about 350 Kb.
>
> Freestanding components can be produced on request.
>
> AHCC compiles Pure C sources without the need for changing
> a single byte.
>
> AHCC produces the Pure C object format which means that Pure C
> and AHCC object files and libraries can freely be mixed.
> (It made testing the compiler a lot easier :-)
>
> In the future, usefull C99 features will gradually be implemented.

I think that a good target would be compiling FreeMiNT (and/or Xaaes ;))

What about C++?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5043. Re: Bad Timer frequencies

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 08:05:20 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <k1m6o1lei9a0c36b39jh12jnn2ec61degv@4ax.com>
Source record: 10220

On Tue, 22 Nov 2005 07:56:16 +0100, "Guillaume Tello"
<houten.van@wanadoo.fr> wrote:

>Hello,
>
>Working on sound synchro with images, I had always a delay between sound and
>frames without finding the bug.
>
>Then I wrote a little tool to test the actual frequencies generated by the
>MFP for the Timer A. It revealed that the theorical frequencies are not the
>actual ones on my Mega STE.
>
>For example, for a 22 kHz sound, the MFP can generate 21943 Hz (the
>closest). Testing it, it appeared to be 21843 Hz, 100 Hz less ! 2 minutes
>after you get 0,5 sec of delay.
>
>I put my tool here http://perso.wanadoo.fr/gtello/timer_e.zip (7kb, sorry
>for the poor interface), can anyone test this 21943 frequency and tell me if
>every Atari is concerned or if my Mega STE has problems?
>
>Thanks!
>
>Guillaume.
>

As promised, I ran the test on my STE (TOS 1.06).

Input frequency was 21943. (theoretical frequency=21942.85714)

I let the program run for 2 minutes (I had a stopwatch handy), and
these are the values after I stopped the test:

Time (1/100 sec): 12018(so I was over by 18 msec!Hope you won't mind:)
Counter : 2616575
Real frequency : 21771.22769
Difference : -0.7821654723

Oops, a bigger gap than yout MSTE then! (BTW: how do you calculate the
'Real frequency'?). Maybe if you changed the mfp synchro every 50 vbls
(1 sec on 50Hz refresh rates) and instruct it to play a bit faster and
restore it to the normal values on the next vbl to compensate for the
delay? I'm sure that it will be hardly noticable

Regards.

P.S. Your programs are amazing :)

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet-trained.oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.
(remove ROCKS for e-mail address)

5044. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 08:08:53 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <mo88o1pcjjjvnv0m6ups2huitvfomsidhi@4ax.com>
Source record: 10221

On Tue, 22 Nov 2005 23:33:31 +0100, Henk Robbers <h.robbers@chello.nl>
wrote:

>
>LS
>
>AHCC or ANSI HCC is Sozobon turned into a full C89 compiler
>for Atari ST and all its offspring.
>
>I have reached the stage where I was able to produce working
>binaries of 2 of my own applications.
>
>These are AHCX and a small spreadsheet program.
>
>I will gradually increase the amount of working binaries
>(for instance TT-Digger) and also use them myself.
>
>Once all my own applications work stable I will ask for a small
>amount of beta testers.
>
>2 programs working may sound modest, but for me it means
>that a very substantial amount of compiler code is actually
>working correctly. :-)
>
>It also means that the project starts to display a
>shimmer of feasability.
>
>The comprehensive version of AHCC will integrate
>editor(AHCX), project manager, compiler, assembler and linker
>in a single GEM program of about 350 Kb.
>
>Freestanding components can be produced on request.
>
>AHCC compiles Pure C sources without the need for changing
>a single byte.
>
>AHCC produces the Pure C object format which means that Pure C
>and AHCC object files and libraries can freely be mixed.
>(It made testing the compiler a lot easier :-)
>
>In the future, usefull C99 features will gradually be implemented.

Well, that sounds good. Being somebody who only now learns C (not
C++), and doesn't like the Pure C suite I can only encourage you to
continue!

```
(although I can't think of any particular application I would like to
do in C on the Atari platform :)
```

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5045. Re: Bad Timer frequencies

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 08:47:38 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <0va8o11csrvgp9m0b3ab2k44gops74ec61@4ax.com>
Source record: 10222

On Wed, 23 Nov 2005 10:05:20 +0200, George Nakos <ggn@atariROCKS.org>
wrote:

>>I put my tool here http://perso.wanadoo.fr/gtello/timer_e.zip (7kb, sorry
>>for the poor interface), can anyone test this 21943 frequency and tell me if
>>every Atari is concerned or if my Mega STE has problems?

BTW: the interface isn't poor at all, you should see my own custom
utils sometime ;)

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5046. Re: How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 08:52:28 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <LPadnaSSBP7jsBneRVnyrw@pipex.net>
Source record: 10223

http://www.cps-electronics.co.uk/temp/a-720k.zip

quick zip with a batch file, 1 liner, very easy

chris

5047. WTB/Trade For.....

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 09:11:08 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <zkWgf.15828$s92.15580@bignews6.bellsouth.net>
Source record: 10224

Looking for the following items....

All items must be in good working condition.

MegaSTE keyboard, must be in very good conditon.
Clean with no or little yellowing.

Mega ST keyboard, must be in very good condition.
Clean with no or little yellowing.

68882 33MHZ Co-Processor.

68882 16MHZ Co-Processor.

80387SX Co-Processor.

Atari Optical Mouse or two.

ST/STE RGB Monitor Cable(s)

Contact me at:
phantomm@bellsouth.net

5048. Burning TOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 09:17:38 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <FqWgf.15829$s92.9106@bignews6.bellsouth.net>
Source record: 10225

I have the equipment to burn a TOS chip with updates.

For example, I was thinking of making a TOS 4.92 chip
if possible.

And change a few things in a TOS 4.04 chip for personal
use.

The only thing I don't have is maybe the correct socket upgrade
for my programming/Burning hardware.

I can get it, but forgot what the name of the type of socket and
chip that TOS 4.04 is on.

Can someone pass along that info.

phantomm@bellsouth.net

5049. Re: Bad Timer frequencies

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 11:04:34 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43844cbb$0$18302$8fcfb975@news.wanadoo.fr>
Source record: 10226

"George Nakos" <ggn@atariROCKS.org> a ecrit dans le message de news:
k1m6o1lei9a0c36b39jh12jnn2ec61degv@4ax.com...
> As promised, I ran the test on my STE (TOS 1.06).
>
> Input frequency was 21943. (theoretical frequency=21942.85714)
>
> I let the program run for 2 minutes (I had a stopwatch handy), and
> these are the values after I stopped the test:
>
> Time (1/100 sec): 12018(so I was over by 18 msec!Hope you won't mind:)

Don't know... Should I punish or forgive?

> Counter : 2616575
> Real frequency : 21771.22769
> Difference : -0.7821654723
>
> Oops, a bigger gap than yout MSTE then! (BTW: how do you calculate the
> 'Real frequency'?).

I have a routine run by the MFP interrupt at the chosen frequency that
increments a value (the counter). When the test stops, I get the total time
and make a division: counter/time tells me how many incrementations have
occured in one second: that's the real frequency. As the Atari timer has a
1/200 precision for start timer and end time, there can be 1/100 sec of
error. That's why I asked you to let it run two minutes to limit its effect.
In fact, your total time could have been from 120,17 to 120,19 sec and
thus, your real frequency from: 21770 to 21774 Hz. Far enough from the
expected one.

The problem is that I suppose that the 1/200 timer is Ok...
Anyway, thanks for your contribution, anyone else for this little test?

Guillaume.

5050. Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 20:02:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.23.20.02.42.798734@charter.net>
Source record: 10227

I just bought a Mega STe, with a small internal HD. I've got a 4 gig SCSI drive that I would like to swap out. The original drive has Atari's AHDI driver on it, the 4 gig has HDDriver v8.15 or so.

Is there any reason why I just can't swap (physically) hard drives out?

The 4 gig HD has been formatted and run under TOS 1.04 while, of course, the Mega STe has TOS v2.06.

Thanks!

PS The Mega STe is nice! Built like a tank. :-)

--
_/_/_/

5051. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 20:19:14 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3uk15hF11dpftU1@individual.net>
Source record: 10228

Ronald J. Hall wrote:

> Is there any reason why I just can't swap (physically) hard drives out?

In order to access more than the first GByte of this drive you need an
ICD compatible host adapter. With the original MegaSTE adapter you
cannot access more than the first GByte of a SCSI drive.

--

Dr. Uwe Seimet http://www.seimet.de

5052. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 20:42:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.23.20.42.43.688860@charter.net>
Source record: 10229

On Wed, 23 Nov 2005 21:19:14 +0100, Uwe Seimet wrote:

> Ronald J. Hall wrote:
>
>> Is there any reason why I just can't swap (physically) hard drives out?
>
> In order to access more than the first GByte of this drive you need an
> ICD compatible host adapter. With the original MegaSTE adapter you
> cannot access more than the first GByte of a SCSI drive.

Hi Uwe! Thanks for replying.

Hmm, so does one have to disable the internal Mega STe adaptor? If so, how
do you do that? Could you simply unplug the internal hard drive, and plug
up an ICD adapter/hard drive to the Mega STe's ASCI port and go?

Thanks! :-)

--
_/_/_/

5053. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 21:29:02 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <66c3$4384df1f$1884f8e1$30381@news.chello.nl>
Source record: 10230

Adam Kłobukowski wrote:
> Henk Robbers napisał(a):
>
>> In the future, usefull C99 features will gradually be implemented.
>
>
> I think that a good target would be compiling FreeMiNT (and/or Xaaes ;))
>

The road ahead is to
compile successfully:

my own apps,
a random choice of other peoples apps,
libc,
AHCC itself,
Freemint.

in that order.

AHCC compiles itself (the comprehensive version) on a TT in 9 minutes.

> What about C++?
>

Too much work for a programming language I dont like at all
and I'll never use myself.

If ever a oop language might succeed to arise me, it could
possibly be C#, or a dialect of my own.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5054. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 21:39:08 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3uk5raF10tmd7U1@individual.net>
Source record: 10231

Ronald J. Hall wrote:

> Hmm, so does one have to disable the internal Mega STe adaptor? If so, how
> do you do that? Could you simply unplug the internal hard drive, and plug
> up an ICD adapter/hard drive to the Mega STe's ASCI port and go?

Yes, I think this is the way to go. If you have an external ICD
compatible adapter you should be able to simply connect your drive to
this adapter instead of the internal adapter.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5055. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-23 22:07:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.23.22.07.14.444174@charter.net>
Source record: 10232

On Wed, 23 Nov 2005 22:39:08 +0100, Uwe Seimet wrote:

> Yes, I think this is the way to go. If you have an external ICD
> compatible adapter you should be able to simply connect your drive to
> this adapter instead of the internal adapter.

Thanks much! :-)

--
_/_/_/

5056. Re: How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 00:03:31 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <mr7hf.27113$gK4.588322@news20.bellglobal.com>
Source record: 10233

Well believe if you are still having problems with it ,maybe computers
aren't for you.
but in any case please notify so i may find my old dos booklet .
also why are you destroy-ing the current data on the dd disks>?
ever looked into selling them on ebay? or trading them to somebody to which
these are the desired media.

charles

5057. Classic Computers

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 02:08:50 UTC
From: Pixie <spam@yahoo.com>
Message-ID: <438520b6@news.eftel.com>
Source record: 10234

Hi,

Please forgive me if this is seen as spam, but I thought people in this group would be interested.

I have produced some classic computers 2006 wall calendars. It's a calendar that showcases many of the vintage computers from the 1980's. You can see it and purchase them online at: http://www.digicraft.com.au/calendars.

Cheers!

5058. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 04:10:20 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <A0bhf.9595$KP1.2877@bignews5.bellsouth.net>
Source record: 10235

"TJ" <retro@atari.com> wrote in message
news:11o4dcdrnrfjsc7@corp.supernews.com...
>
> "Peter Schneider" <Peter_Schneider@b.maus.de> wrote in message
> news:200511181925.a18964@b.maus.de...
>> Hi Phantom,
>>
>> P>I am mostly looking for the System Disks for an Atari Stacey.
>> I don't think anybody needs a system disk for an Atari Computer. The
>> system is to be found in the ROM chips.
>>
>> AFAIR the ancient system disks just provided BASIC or LOGO, but no
>> interesting soft.
>>
>> P>Is there a Atari CD that contains all or most, System Disks for
>> each
>> P>Atari ST Computer?
>> And because Atari (yes, the brand still exists) or its buyer still
>> holds the TOS' copyright, I'm afraid that there will be no such disk.
>>
>> Please correct me if I'm wrong.
>>
>
> I don't think there is a problem with downloading Atari ST System
> disks as
> there is nothing more than BASIC, LOGO or HDx on it and they all came
> with
> every ST computer anyhow, so there should be no problem as long as the
> user
> has a ST computer. TOS ROM code on the other hand, is copyrighted as
> that
> is the actual OS which is burned in ROM. The only computer that
> loaded TOS
> from disk was the very early 520ST computer, and that TOS is very
> buggy and
> pre 1.0 anyhow.
>
> TJ
>
I have been looking for that old TOS Disk that I have.
As I said before, one can use it on a TOS 1.62 STE to run some very
early games and programs that will not work on TOS 1.62.
Crash Garrett is one game I remember that would not work on my STE
unless I booted up the old Tos disk first.

And I am fairly sure that the version of that TOS wasn't pre .99.
It was 1.something. Don't recall the version, but am looking for the
disk to make sure.

It wasn't a System Disk. It was Grey and had TOS in big letters
written across the label.

If I do find it, not sure that I will upload it, if there's a conflict
about
ownership and etc. Even though ever Atari ST program out there
has been copied and put into files for use on PC ST emulators.
Even several versions of TOS on chips were made into images.

I personally don't like the idea of using TOS chip Image Copies
on PCs. Why not just get a ST or STE and use it instead.
But thats my opinion.

phantomm@bellsouth.net

phantomm@bellsouth.net

5059. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 04:35:50 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <tobhf.9625$KP1.1336@bignews5.bellsouth.net>
Source record: 10236

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.23.22.07.14.444174@charter.net...
> On Wed, 23 Nov 2005 22:39:08 +0100, Uwe Seimet wrote:
>
>> Yes, I think this is the way to go. If you have an external ICD
>> compatible adapter you should be able to simply connect your drive to
>> this adapter instead of the internal adapter.
>
> Thanks much! :-)
>

Ron,

Depending on how you want to use the Drives, you could use the small
internal
drive as a boot drive and still connect the Larger Drive to the DMA port
using
a ICD Link II/Link 97.

Thats what I did with mine.

And it is probably possible to Boot off the external Drive while having
a internal
one installed. I think ICDs software allows this, Not sure if HD
Driver does.
You may have to use a Setup Disk in the internal disk drive to do that.

I had something setup like this before when using the Spectre GCR
cartridge.
I had a hard drive just for it and booted up that drive only when I
wanted to use
the GCR cart. on the MSTE.

Can this be done with HD Driver Uwe?

phantomm@bellsouth.net

5060. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 06:16:13 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3ul45dF11bsedU1@individual.net>
Source record: 10237

Phantom wrote:

> And it is probably possible to Boot off the external Drive while having
> a internal
> one installed. I think ICDs software allows this, Not sure if HD
> Driver does.

Any driver most likely supports this, even AHDI. TOS scans any hard disk drive for an executable root sector and it executes the first executable root sector it finds. Usually the code on this sector then initiates the bootstrapping of the actual hard disk driver.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5061. Re: N.AES English Install RSC file

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 06:31:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43855ed461ae00@comcast.net>
Source record: 10244

>Edward S. Baiz Jr. wrote:
>
>> What I mean is that if you do not shut Linux down like it is suppose to be
>> shutdown, you will have problems and will have to run a program like ef2fsck
>> before you can boot.
>
>When using a journaled file system there will not be any problems. This
>does not mean, though, that one should simply switch off the computer
>instead of correctly shutting it down, but journaling ensures that the
>file system is always consistent.

True, but if you just shut the computer down, you cannot get it to boot into
the system unless you or the system runs some program that checks and/or fixes
the partition.

5062. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 06:33:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43855ed461ae01@comcast.net>
Source record: 10245

>
>I just bought a Mega STe, with a small internal HD. I've got a 4 gig SCSI
>drive that I would like to swap out. The original drive has Atari's AHDI
>driver on it, the 4 gig has HDDriver v8.15 or so.
>
>Is there any reason why I just can't swap (physically) hard drives out?
>
>The 4 gig HD has been formatted and run under TOS 1.04 while, of course,
>the Mega STe has TOS v2.06.
>
>Thanks!
>
>PS The Mega STe is nice! Built like a tank. :-)

No there is not reason why you cannot do this. I just it last month with my Hades. I swopped out my old Maxtor 2.5 gig drive for a Western Digital 80 gig drive. You just have to make sure you backup your data and can be able to put it back on your new HD.

5063. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 07:57:47 UTC
From: Adam Kłobukowski <atari@gabo.pl>
Message-ID: <dm3rps$a4j$1@news.dialog.net.pl>
Source record: 10238

Henk Robbers napisał(a):
>> What about C++?
>>
>
> Too much work for a programming language I dont like at all
> and I'll never use myself.
>
> If ever a oop language might succeed to arise me, it could
> possibly be C#, or a dialect of my own.

C# is a very nice language, are you thinking about compiler or a
interpreter/VM?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5064. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 08:16:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.24.08.16.07.261486@charter.net>
Source record: 10239

On Thu, 24 Nov 2005 07:16:13 +0100, Uwe Seimet wrote:

> Phantom wrote:
>
>> And it is probably possible to Boot off the external Drive while having
>> a internal
>> one installed. I think ICDs software allows this, Not sure if HD
>> Driver does.
>
> Any driver most likely supports this, even AHDI. TOS scans any hard disk
> drive for an executable root sector and it executes the first executable
> root sector it finds. Usually the code on this sector then initiates the
> bootstrapping of the actual hard disk driver.

Hmm, if I just hooked it straight up, without disabling the internal hard
drive/adapter though, I'd lose the partition scheme on the external hard
drive, right? I mean, there can't be more than one "C", "D", etc, etc,..

Thanks.

--
_/_/_/

5065. Re: How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 08:39:07 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <dm3u5skid1@gemini.csx.cam.ac.uk>
Source record: 10240

"charles copp" <charles.copp@sympatico.ca> wrote in message
news:mr7hf.27113$gK4.588322@news20.bellglobal.com...
> Well believe if you are still having problems with it ,maybe
computers
> aren't for you.
> but in any case please notify so i may find my old dos booklet .
> also why are you destroy-ing the current data on the dd disks>?
> ever looked into selling them on ebay? or trading them to somebody
to which
> these are the desired media.
>
> charles

Is that directed to me or Chris and his batch file?

Stephen Moss

5066. Re: How do I get XP to recognize 720K floppies?

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 09:19:08 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <PfCdnUbA5M1sGRjeRVnytA@pipex.net>
Source record: 10241

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:dm3u5skid1@gemini.csx.cam.ac.uk...
>
> "charles copp" <charles.copp@sympatico.ca> wrote in message
> news:mr7hf.27113$gK4.588322@news20.bellglobal.com...
>> Well believe if you are still having problems with it ,maybe
> computers
>> aren't for you.
>> but in any case please notify so i may find my old dos booklet .
>> also why are you destroy-ing the current data on the dd disks>?
>> ever looked into selling them on ebay? or trading them to somebody
> to which
>> these are the desired media.
>>
>> charles
>
> Is that directed to me or Chris and his batch file?
>
> Stephen Moss
>
>

Steve, Ask this "charles" how *he* reads atari 720K floppys on his XP setup,
I am awaiting he glowing report on how he does it.....

Chris

5067. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 11:50:21 UTC
From: Gwile <guillaumed@users.sourceforge.net>
Message-ID: <1132833021.009589.123740@g49g2000cwa.googlegroups.com>
Source record: 10242
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Henk Robbers wrote:
> I have reached the stage where I was able to produce working
> binaries of 2 of my own applications.

Wow! Congratulations! :D

> Once all my own applications work stable I will ask for a small
> amount of beta testers.

I am interested in beta-testing! However I only have a few personal C
sources ; I prefere assembler or higher level (read garbage-collecting)
language like Java.
But if there already is a minimal libc (or perhaps PCSTDLIB already
works ?), I may try it on a few command line utilities I would like to
port (GNU stow, patchutils, robodoc and things like that).

Also also getting the gemlib, zlib and some other key Pure-C librairies
to work could lead in cascade to some interesting builds like...
HighWire! ;)

> The comprehensive version of AHCC will integrate
> editor(AHCX), project manager, compiler, assembler and linker
> in a single GEM program of about 350 Kb.

That's in itself quite a achievement!
<whining>
However it's sad there is not source-level debugger (yet)! ;P
And I think my eyes and I cannot use a programming editor without
syntax highlighting any more!
</whining>

> Freestanding components can be produced on request.

That's really much appreciated: I think a separate assembler could be
put to good use if it support Motorola-syntax and 68020+ instructions,
as there is currently no more still-developped assembler expect GCC's
gas... But as it is intended to compile pre-processed C source code, I
guess there is no internal macro-language (INCLUDE, MACRO, REPT and the
like), "just" cpp?

> AHCC produces the Pure C object format which means that Pure C
> and AHCC object files and libraries can freely be mixed.
> (It made testing the compiler a lot easier :-)

It's also nice of you to be modest enough not to invent your own
format!

Once again congratulations for your work and tenacity,
Guillaume

P.S.: And once more if you have written/found a doc on the Pure-C
object format, feel free to share it! ;)

5068. CCAG Show December 4, 2005

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 11:54:40 UTC
From: Fred Horvat <fmh@copper.net>
Message-ID: <4385a946$1_4@newsfeed.slurp.net>
Source record: 10243

CCAG Show Rescheduled to December 4, 2005

As some of you may be aware, we are allowed the use of the National Guard Armory in Lorain, Ohio because one of our committee members is a member of the National Guard. This allows us to hold this event very inexpensively and free to vendors and attendees. In order for us to hold CCAG at the National Guard Armory in Lorain, he must attend the event. Unfortunately, Hurricane Rita activated the National Guard unit that he is in which meant he was unavailable for the now previously scheduled event date of October 22, 2005.

We have rescheduled the show to December 4, 2005, and have announced it via our email mailing lists and on this website.

Link: http://www.ccagshow.com/

5069. Re: FS/T: atari stuff

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 14:38:45 UTC
From: fried.man@sympatico.ca
Message-ID: <1132843125.854815.75130@g49g2000cwa.googlegroups.com>
Source record: 10246

could you email me if you still have the A/D converter for cubase?
Mark
fried . man @ sympatico. ca
(without the spaces)

5070. Re: Schematics?

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 18:29:29 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1132856969.581210.32500@g44g2000cwa.googlegroups.com>
Source record: 10247

Anybody can help?

5071. Free software

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 18:54:52 UTC
From: danspam@f2s.com
Message-ID: <1h6jnwu.1mb6tnrootp3bN%danspam@f2s.com>
Source record: 10248

It's a long time since I owned, or even used, an Atari.

But I have been tidying and find I still have a lot of software. Before I bin it, would anyone like any items.

Free, except for postage. I don't mind sending things internationally (I live in London, England), but please note that postage on some of the more interesting items may be large even internally as they have big manuals.

All software either has a serial number, or does not ned one.

The most interesting items are

Calamus SL (I believe one can actually upgrade to the latest version at a reduced rate once you have this copy)
Outline Art
Invision Elite
Easydraw 3

Akso

ImageCopy 4
Superbase Personal
NVDI 3
ConNect (demo version only)
Freedom
Selectric
Kobold
Bitmap View
Gem Spooler
Gemview
GSZRZ
HSModem
Idealist
LetemFly
Edith (text editor)
Marcel (word processor)
TextStyle
That's Write (not sure if this needs a serial number)

Also items whose serial number I should have somewhere but haven't yet found

Ease (desktop)
MagicMac
NVDI for MagicMac

I am happy to give more information, but as I can't actually run these
programs I have to rely on what is printed on the disks or in the manual
to get version numbers, dates, etc.
--
Send e-mail to the Reply-To address;
mail to the From address is never read

5072. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 18:58:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200511241958.a52597@wun.maus.de>
Source record: 10164

Hi Ronald!

RJH>I'd lose the partition scheme on the external hard drive, right? I
RJH>mean, there can't be more than one "C", "D", etc, etc,..

Well, provided you've got four partitions on each disk, you'd have the partitions of the hard drive with the lowest ID (or first in the row with HDDRIVER) as C through F, followed by partitions from the next hard drive as partitions G through J. So, if some config files are pointing to absolute paths, and not relative or $home, those would have to be altered. For everything else, the actual drive letter of where the data is doesn't matter. Well, with one exception: MagiC has got to be booted from the same drive letter it has been installed on.

With best regards
Ekkehard

5073. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 21:51:58 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <9a80d$438635ff$1884f8e1$8477@news.chello.nl>
Source record: 10149

Adam Kłobukowski wrote:
> Henk Robbers napisał(a):
> >> What about C++?
> >
> >>>
> >>
> >> Too much work for a programming language I dont like at all
> >> and I'll never use myself.
> >>
> >> If ever a oop language might succeed to arise me, it could
> >> possibly be C#, or a dialect of my own.
> >
> >
> > C# is a very nice language, are you thinking about compiler or a
> > interpreter/VM?
> >

I was thinking of nothing yet. :-)
The road ahead I mentioned in a previous post will be
at least a year long.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5074. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 22:06:10 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43863952$0$6656$8fcfb975@news.wanadoo.fr>
Source record: 10150

Hi Henk,

Henk Robbers wrote:
> The road ahead is to
> compile successfully:
>
> my own apps,
> a random choice of other peoples apps,
> libc,
> AHCC itself,
> Freemint.
>
> in that order.
>
> AHCC compiles itself (the comprehensive version) on a TT in 9 minutes.

At the point you've reached now, it would be rather
easy to build Eureka ... Wouldn't it ? Is it supported
under ARAnyM ?

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5075. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 22:30:54 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <2323a$43863f1f$1884f8e1$15108@news.chello.nl>
Source record: 10151

Gwile wrote:

>
> Also also getting the gemlib, zlib and some other key Pure-C librairies
> to work could lead in cascade to some interesting builds like...
> HighWire! ;)
>

Any Pure C builds of Pure C replacement libraries can be used with
or without translation.
A library compiled by Pure C can be published under the LGPL
Once they are compiled by AHCC, the licence can progress to GPL.

Original Pure C libraries can be used by legal owners of Pure C.

> And I think my eyes and I cannot use a programming editor without
> syntax highlighting any more!

AHCC can display C keywords in bold.
You can always use another editor in combination with
the seperate components of AHCC.

>
>>Freestanding components can be produced on request.
>
>
> That's really much appreciated: I think a separate assembler could be
> put to good use if it support Motorola-syntax and 68020+ instructions,
> as there is currently no more still-developped assembler expect GCC's
> gas...

AHCC compiles C or S on equal terms. There is no intermediate
assembly stage between C and O.

AHCC can mix C and S on the function level where assembly code can
address C declarations.

Assembler and compiler are not separated, the latter makes heavy use
of the infrastructure of the compiler. I didnt want to repeat
usefull code (like the preprocessor ;-).

But as it is intended to compile pre-processed C source code, I
> guess there is no internal macro-language (INCLUDE, MACRO, REPT and the
> like), "just" cpp?

The assembler will have all the features a good assembler should have.

> P.S.: And once more if you have written/found a doc on the Pure-C
> object format, feel free to share it! ;)
>

I'll write one as part of the doc's.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5076. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-24 22:54:13 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <2bab0$43864496$1884f8e1$32738@news.chello.nl>
Source record: 10152

Hallo Francois

Francois LE COAT wrote:
> Hi Henk,
>
>>
>> AHCC compiles itself (the comprehensive version) on a TT in 9 minutes.
>
>
> At the point you've reached now, it would be rather
> easy to build Eureka ... Wouldn't it ? Is it supported
> under ARAnyM ?
>

I write clean app's :-)
If TT-Digger works with Aranym, AHCC will sure do the same.

My Aranym stopped starting up after I switched Suse's.
Havnt got the time to figure out why.
Should probably upgrade to 0.9

AHCC should look like working instantaneous with Aranym-jit
on my 2.8 GHz Linux box.

I still prefer good old TT for Pure C development
(uncomplicated single TOS, reset in 3 seconds :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5077. Looking for an Atari Monitor in Ottawa

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 03:31:13 UTC
From: Peter <petervh@gmail.com>
Message-ID: <1132889473.108355.217540@g14g2000cwa.googlegroups.com>
Source record: 10153

Hello,

I picked up a Mega STE and a 1040 ST today at a good will, but sadly they didn't come with a monitor. I don't care if it is monochrome or colour, just as long as it allows me to reach the maximum Mega STE resolution (i believe this is 640x400?), as I will be using the machine to run music programs.

I want to find one in Ottawa, and I will be able to pick up anything I can get.

Thanks a lot!

- Peter

5078. Re: Looking for an Atari Monitor in Ottawa

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 04:13:14 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ubwhf.3341$ea6.984@news-server.bigpond.net.au>
Source record: 10154

Peter wrote:
> Hello,
>
> I picked up a Mega STE and a 1040 ST today at a good will, but sadly
> they didn't come with a monitor. I don't care if it is monochrome or
> colour, just as long as it allows me to reach the maximum Mega STE
> resolution (i believe this is 640x400?), as I will be using the machine
> to run music programs.
>
> I want to find one in Ottawa, and I will be able to pick up anything I
> can get.
>

Well can't help from Melbourne;-). However, if you want 640x400 you will need either a Mono monitor or a VGA monitor. It is possible to build an adaptor to allow an ST to run mono on a VGA monitor.

Mark

5079. Re: Looking for an Atari Monitor in Ottawa

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 11:23:02 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <ouChf.32487$gK4.845239@news20.bellglobal.com>
Source record: 10155

yes i ,may help,i live in canada and have a couple spares i found at
goodwill.monochromatic 639 x 399 pincils .
interested?
charles.copp@sympatico.ca

5080. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 16:10:30 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3uorbmF12i5r8U1@individual.net>
Source record: 10156

Edward S. Baiz Jr. wrote:

> No there is not reason why you cannot do this. I just it last month with my

There is an important difference between the Hades and the Mega STE: The
Hades has a completely different SCSI interface. You may be able to
connect an 80 GB drive to the Hades, but this does not mean you can do
the same with the MegaSTE. As already mentioned limitations apply if you
want to use the internal host adapter.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5081. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 16:14:19 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3uorisF125l0rU1@individual.net>
Source record: 10157

Ronald J. Hall wrote:

> Hmm, if I just hooked it straight up, without disabling the internal hard
> drive/adapter though, I'd lose the partition scheme on the external hard
> drive, right? I mean, there can't be more than one "C", "D", etc, etc,..

The drive IDs are in no way hard-coded. Partitions on the drive with the
lowest SCSI ID start with C:, and then the drive IDs will be assigned in
ascending order, including any other drive. In other words, the
partitions on the external drive will not be C:, D: etc. anymore but
something like G:, H: etc, depending on how many partitions were found
on the drives with lower IDs. There will just be a shift of IDs.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5082. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 17:06:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511250900440.6496-100000@onyx.spiritone.com>
Source record: 10159
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5083. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 17:10:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511250907460.6496-100000@onyx.spiritone.com>
Source record: 10160
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5084. Atari Customer Appreciation Month! November!

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 17:15:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511250911340.6496-100000@onyx.spiritone.com>
Source record: 10162
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers! Get a FREE Gift with purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2005!

http://BensCatalogs.Atari.org Bravo Sierra's Web Site!
http://www.aracnet.com/~atari/newstuff.htm New stuff coming in!
http://www.aracnet.com/~atari/specials.htm Monthly Specials!

Buy 2 Jaguar Games and get one FREE! Bubsy, Dragon: The Bruce Lee Story, Iron Soldier or Wolfenstein 3D! Buy 2 Jaguar Games, get 1 FREE! U Pick!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games: Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or For any other Atari, take 25% off any Atari Games/Software!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5085. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 17:19:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511250915360.6496-100000@onyx.spiritone.com>
Source record: 10161
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating Christmas with a 25% Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while they Last! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs/anytime (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/newstuff.htm Whats New from BS!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5086. Re: Bad Timer frequencies

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 17:24:19 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <438748be$0$6679$8fcfb975@news.wanadoo.fr>
Source record: 10158

I made two more tests:

Theorical frquency: 21942

MegaSTE alone, boot from floppy: 21777
MegaSTE +HD + CD : 21843.

The interruptions are sensible to the environment.

Guillaume.

5087. [ARANYM] Need testers for partitioning a disk image

Newsgroup: comp.sys.atari.st
Date: 2005-11-25 18:16:18 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.11.25.18.16.15.861340@caramail-NOSPAM.com>
Source record: 10163

Hello,

I am currently writing a HOWTO to configure ARAnyM from scratch. I just started trying some various hard disk drivers to partition a hard disk image. I tested HDX (Atari), Cecile and CBHD. At the moment, only Cecile reaches the end of the operation.

However, I don't have HDDriver (demo does not allow partitioning) neither SCSI-Tools to do this test. So, if anyone has either of these drivers and an ARAnyM setup, could he make the test and mail me the result (or post it there), so I can add it to the HOWTO.

Here is the in-the-work HOWTO (sections 5 and 6 for hard disk images):
http://www.sophics.cz/cgi-bin/viewcvs.cgi/*checkout*/aranym/doc/aranym_from_scratch.html

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

5088. Re: CT2?

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 05:22:28 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1132982548.931274.163630@z14g2000cwz.googlegroups.com>
Source record: 10165

Rodolphe Czuba wrote:
> Some CT63 are available...
> You should think about a small PSU ATX inside the MK-X case...
> It is possible.
>
>

Rodolphe, What size PSU is needed with a CT60 and drives(HD & CD)?
I've been looking at these mini itx PSU's..

http://www.logicsupply.com/default.php/cPath/40_65
The "morex" PSU' 80 Watt to be exact.

Thanks,
Rob
http://www.atari-users.net

5089. Re: Looking for an Atari Monitor in Ottawa

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 07:15:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43880a9a4481d1@comcast.net>
Source record: 10166

>Hello,
>
>I picked up a Mega STE and a 1040 ST today at a good will, but sadly
>they didn't come with a monitor. I don't care if it is monochrome or
>colour, just as long as it allows me to reach the maximum Mega STE
>resolution (i believe this is 640x400?), as I will be using the machine
>to run music programs.
>
>I want to find one in Ottawa, and I will be able to pick up anything I
>can get.
>
>Thanks a lot!
>
>- Peter

Well Peter I would just either order one off the net (Lots of people are selling them cheap or just get one from places like Best Electronics) or just buy a VGA adapter. This adapter allows direct hookup from an Atari ST to a VGA monitor, but will only give the monochrome mode.

5090. Re: CT2?

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 14:58:02 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.11.26.14.58.02.345073@nosspamatari-source.com>
Source record: 10167

On Tue, 22 Nov 2005 22:35:34 -0800, Joe Iron wrote:

> I'm not an expert, but it says " M1-ATX is a wide input (6-24V) ATX
> power supply". It is not very useful only in cars.

No, you can get one of those with an external DC 12v psu for house input.
Thin clients use a similar solution with Mini ATX boards. It's a common
solution and relegates much of the PSU out of the case.

Thanks,
Mark

5091. Re: CT2?

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 14:59:43 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.11.26.14.59.43.258213@nosspamatari-source.com>
Source record: 10168

On Fri, 25 Nov 2005 21:22:28 -0800, RobM wrote:

>
> Rodolphe Czuba wrote:
>> Some CT63 are available...
>> You should think about a small PSU ATX inside the MK-X case...
>> It is possible.
>>
>>
>
> Rodolphe, What size PSU is needed with a CT60 and drives(HD & CD)?
> I've been looking at these mini itx PSU's..
>
> http://www.logicsupply.com/default.php/cPath/40_65
> The "morex" PSU' 80 Watt to be exact.
>
> Thanks,
> Rob
> http://www.atari-users.net

Rob,

I remember someone measuring their falcon and it used something like 45 watts. Whatever it is, one of these Mini ITX jobs should handle the load no problem, presuming you don't have 500 drives. If you do, just get rid of em all and get a recent 40gb ide (which will be silent compared to most of the sub 10GB scsi/ide disks we all use). That's what i did and I'm sooooo glad I made that decision.

Thanks,
Mark

5092. Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 17:38:04 UTC
From: Ant <ahay@centennial-software.com>
Message-ID: <1133023971.313601.152750@g43g2000cwa.googlegroups.com>
Source record: 10169

I have a paper copy of this. Is it available online?

5093. Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 17:38:26 UTC
From: Ant <ahay@centennial-software.com>
Message-ID: <1133023862.189351.173920@g47g2000cwa.googlegroups.com>
Source record: 10170

I have a paper copy of this. Is it available online?

5094. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 19:24:49 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dmacq1$2rc$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10171

Hi "Ronald J. Hall"

> I just bought a Mega STe, with a small internal HD. I've got a 4 gig SCSI
> drive that I would like to swap out. The original drive has Atari's AHDI
> driver on it, the 4 gig has HDDriver v8.15 or so.

I have a Link in my machine and have an internal 4.5Gig drive plus an
external 4.5Gig along with 2 CD-rom drives and a 16Gig DAT drive

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5095. Re: Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 21:58:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.26.21.58.16.771517@charter.net>
Source record: 10172

On Sat, 26 Nov 2005 09:38:04 -0800, Ant wrote:

> I have a paper copy of this. Is it available online?

Hmm, I have this "game". Its available for many formats, Atari 8bit, ST,
etc,... I'm not sure what you mean when you say you have the "BIOS"...

I would guess that it is available in one of the archived disk formats.
Many ST games are...

--
_/_/_/

5096. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 21:59:57 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.26.21.59.57.609044@charter.net>
Source record: 10173

On Sat, 26 Nov 2005 19:24:49 +0000, Tha Welshgit wrote:

> I have a Link in my machine and have an internal 4.5Gig drive plus an
> external 4.5Gig along with 2 CD-rom drives and a 16Gig DAT drive

Hey. Thanks for the reply. How did you hook up the internal drive? I mean
you didn't use the internal (stock) Mega STe adapter right? Otherwise you
would only get 1 gig of that 4.5 gig drive.

Thanks.

--
_/_/_/

5097. External Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 22:59:01 UTC
From: Jo Anne Coyne <joannecoyne@sympatico.ca>
Message-ID: <BFAE52E4.8610%joannecoyne@sympatico.ca>
Source record: 10174

Hello, Everyone. I have recently moved and my Atari ST won't read the external hard drive. I'm rusty on the Atari. Do I connect to the HD(external) "IN" or "OUT" ? The external HD makes noise when I turn it on, but it doesn't seem to be as loud as before. I've tried installing an external disk from the Atari options menu, but that didn't work either.

You might say I need a lot of help.

Thanks guys

Jo

5098. Re: Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 23:15:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200511270015.a19520@b.maus.de>
Source record: 10180

> Is it available online?

Yes, in the cvs from EmuTOS.

Gerhard

5099. the BEASTS crew intro TBC#6.

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 23:26:22 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1133047582.039232.256630@g43g2000cwa.googlegroups.com>
Source record: 10175

```
THE BEASTS CREW
===============
Intro #6
,--------------------------------------,
|++++++++++++++++++++++++++++++++++++++|
|++++ ++ +++ ++ +++ ++ ++++++|
|++++ +++++ ++ ++ ++ ++ +++++ ++ +++++|
|++++ +++ + + ++ ++ ++ +++ ++++++|
|++++ +++++ ++ ++ ++ ++ +++++ ++ +++++|
|++++ ++ +++ ++ +++ ++ +++ ++++|
|++++++++++++++++++++++++++++++++++++++|
|======================================|
|=== ===== == == == ===|
|===== ========= == == == == == == ===|
|===== === === == == == == == == ===|
|===== ========= == == == ===|
|======================================|
|::::::::::::::::::::::::::::::::::::::|
|' :' ':' ':' :' : : :' ': :: : :' :' '|
| :: : : : : :: `: : : : : :: :: `: : |
|: : .: : :: :: : : :: : : :: :|
| .: ::: : :. :: :.:.: : :. : : :: : : |
|::::::::::::::::::::::::::::::::::::::|
'--------------------------------------'
Visit The Beasts homepage:
bits.atari.org

Download:
http://www.geocities.com/thebitsclub/TBC6-STbin-20040615.zip
```

5100. the BEASTS crew intro TBC#8.

Newsgroup: comp.sys.atari.st
Date: 2005-11-26 23:27:41 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1133047661.489981.18450@z14g2000cwz.googlegroups.com>
Source record: 10176

```
THE BEASTS CREW
===============
proudly present:
TBC Intro #8
for Atari-Forum.com Megademo
,-----------------------------,
| _v_ BB EE A SS TTT SS|
| /T\ B B E A A S T S |
| | BB EE AAA S T S |
| oOOo B B E A A S T S|
|':::::' BB EE A A SS T SS |
| |
| BEASTS |
|THIS THE INTRO |
| IS BEASTS #8 |
| THIS IS THE INTRO #8 |
| IS THE INTRO #8|
| THIS BEASTS |
| .: |
| >{') |
'-----------------------------'
Visit The Beasts homepage:
http://bits.atari.org

Download:
http://www.geocities.com/thebitsclub/TBC8-STbin-20040615.zip
```

5101. Re: Looking for an Atari Monitor in Ottawa

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 02:50:11 UTC
From: Peter <petervh@gmail.com>
Message-ID: <1133059811.838742.313390@g43g2000cwa.googlegroups.com>
Source record: 10177

I would like to thank everyone for their help. A very generous person in Ottawa gave me an SM124 monitor today and everything is up and running beautifully.

- Peter

5102. Re: Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 04:41:35 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <43893900.FC4C01A2@comcast.net>
Source record: 10178

"Ronald J. Hall" wrote:

> On Sat, 26 Nov 2005 09:38:04 -0800, Ant wrote:
>
> > I have a paper copy of this. Is it available online?
>
> Hmm, I have this "game". Its available for many formats, Atari 8bit, ST,
> etc,... I'm not sure what you mean when you say you have the "BIOS"...
>
> I would guess that it is available in one of the archived disk formats.
> Many ST games are...
>

Ahem...

Yes, there *is* a game called "HItchhiker's Guide to the Galaxy".
Separately, there is *also* a book titled _Hitchhiker's Guide to the BIOS_.
The title of this book is most certainly a play on the title of the game, or
of the scifi book that preceded it.

5103. Re: External Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 06:37:43 UTC
From: rs.mac-kein-spam-@t-online.de
Message-ID: <1h6ocsq.1sqwy6816b2t50N%rs.mac-kein-spam-@t-online.de>
Source record: 10179

Jo Anne Coyne <joannecoyne@sympatico.ca> wrote:

> Hello, Everyone. I have recently moved and my Atari ST won't read the
> external hard drive. I'm rusty on the Atari. Do I connect to the
> HD(external) "IN" or "OUT" ? The external HD makes noise when I turn it on,
> but it doesn't seem to be as loud as before. I've tried installing an
> external disk from the Atari options menu, but that didn't work either.

Connect DMA from Atari to DMA in on hard drive.
First start hard drive, wait 30 sec, start your st.

Regards, Robert
--
-= DOIT-Hardware FAQs =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5104. Re: Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 13:57:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.27.13.57.45.523997@charter.net>
Source record: 10181

On Sat, 26 Nov 2005 22:41:35 -0600, Charles Richmond wrote:

> Ahem...
>
> Yes, there *is* a game called "HItchhiker's Guide to the Galaxy".
> Separately, there is *also* a book titled _Hitchhiker's Guide to the BIOS_.
> The title of this book is most certainly a play on the title of the game, or
> of the scifi book that preceded it.

Ah. Thanks for the info. I guess I'll have to look it up. I'm supposing
its a guide to BIOS use, but nothing actually to do with the original game
or book or film...

Thanks.

--
_/_/_/

5105. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 15:26:02 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dmcj69$n6p$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10182

Hi Ronald

I have a link 97 with a daisy chain cable running from the internal drive to
a centronics socket on the drive bay cover. I'm also using magic and
HD-driver so can see every byte of every drive.

>> I have a Link in my machine and have an internal 4.5Gig drive plus an
>> external 4.5Gig along with 2 CD-rom drives and a 16Gig DAT drive
>
> Hey. Thanks for the reply. How did you hook up the internal drive? I mean
> you didn't use the internal (stock) Mega STe adapter right? Otherwise you
> would only get 1 gig of that 4.5 gig drive.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

5106. Re: Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 16:23:37 UTC
From: Ant <ahay@centennial-software.com>
Message-ID: <1133108616.966629.77440@o13g2000cwo.googlegroups.com>
Source record: 10183

Thank you Gerhard (and other respondents). I was unaware of EmuTOS.

I also have a paper copy of the Atari ST BIOS, which differs from the
BIOS in EmuTOS.

5107. Re: Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 16:38:02 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <Jhlif.119$Et5.15144@news20.bellglobal.com>
Source record: 10184

"Ant" <ahay@centennial-software.com> wrote in message
news:1133108616.966629.77440@o13g2000cwo.googlegroups.com...
> Thank you Gerhard (and other respondents). I was unaware of EmuTOS.
>
> I also have a paper copy of the Atari ST BIOS, which differs from the
> BIOS in EmuTOS.
==========

so what are you implying ant ..is this a book for programmers?
or a book for role playing gamers?
if it is about the atari programming"bios"i am very
interested in it's nature,and request a copy.....but if it is about
the stupid space warp adventue series book,hitchhikers guide to the galaxy
i definitlly want nothing to do with it.
charles.copp@sympatico.ca

5108. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 20:25:44 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <_Aoif.10929$KP1.9117@bignews5.bellsouth.net>
Source record: 10185

"Tha Welshgit" <steve.sweet@btopenworld.com> wrote in message
news:dmcj69$n6p$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> Hi Ronald
>
> I have a link 97 with a daisy chain cable running from the internal
> drive to a centronics socket on the drive bay cover. I'm also using
> magic and HD-driver so can see every byte of every drive.
>
>
>>> I have a Link in my machine and have an internal 4.5Gig drive plus
>>> an
>>> external 4.5Gig along with 2 CD-rom drives and a 16Gig DAT drive
>>
>> Hey. Thanks for the reply. How did you hook up the internal drive? I
>> mean
>> you didn't use the internal (stock) Mega STe adapter right? Otherwise
>> you
>> would only get 1 gig of that 4.5 gig drive.
>
>

Hey Steve,

I've got a MSTe and a Link 97,

Are you using the Link 97 with the MSTe's DMA port on the back?

If so, Do you have the internal hard drive controller dis-connected
from the
motherboard or is it connected with no hard drive connected to it?

I've haven't used the Link 97 before, been using a Link II.

My Link97 came with German docs, and my German isn't too good.

The Link 97 has a 50pin connector and two DMA ports, correct?

I am assuming one uses the 50 pin connector to connect to hard drives.

And one of the DMA ports connects to the DMA port on the MSTE?

If this is correct, what is the other DMA port for? (For other hard
drives?)

Or do I have it wrong?

phantomm@bellsouth.net

phantomm@bellsouth.net

5109. Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 20:43:49 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <VRoif.10932$KP1.6041@bignews5.bellsouth.net>
Source record: 10186

Greetings,

Recently got a STacy and was wondering if anyone has
taken one of these apart?

I was thinking of putting in a larger internal hard drive.

Are there any problems with taking a STacy apart and
anything I should watch out for?

Also, should I take it apart with the Top Case facing Down or
Up?

And are there any other upgrades one can do to a STacy,
like the TweetyBoard upgrade, TOS 2.06 upgrade, and or
any speed upgrade?

Also, is it possible to replace the Mono LCD Screen with
a Color one?

If one can connect a Color LCD Screen, would TOS reconise
the Color screen automatically and boot up in a Low or Medium
resolution?

I suppose there is no graphics card one could use, unless a
Panther Graphics Adapter would work in one. I have 2
of these adapters and a graphics card to go with one.

If by some way I could get the Panther Adapter connected with
a graphics card, would it then be possible to use a good Color
LCD Screen that supports 640x480 if I could find one that would
fit in place of the stock STacys Mono LCD screen?

phantomm@bellsouth.net

phantomm@bellsouth.net

5110. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 21:45:59 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.11.27.21.45.57.820038@nosspamatari-source.com>
Source record: 10187

On Sun, 27 Nov 2005 15:43:49 -0500, Phantom wrote:

> Greetings,
>
> Recently got a STacy and was wondering if anyone has
> taken one of these apart?
>
> I was thinking of putting in a larger internal hard drive.
>
> Are there any problems with taking a STacy apart and
> anything I should watch out for?
>
> Also, should I take it apart with the Top Case facing Down or
> Up?
>
> And are there any other upgrades one can do to a STacy,
> like the TweetyBoard upgrade, TOS 2.06 upgrade, and or
> any speed upgrade?
>
> Also, is it possible to replace the Mono LCD Screen with
> a Color one?
>
> If one can connect a Color LCD Screen, would TOS reconise
> the Color screen automatically and boot up in a Low or Medium
> resolution?
>
> I suppose there is no graphics card one could use, unless a
> Panther Graphics Adapter would work in one. I have 2
> of these adapters and a graphics card to go with one.
>
> If by some way I could get the Panther Adapter connected with
> a graphics card, would it then be possible to use a good Color
> LCD Screen that supports 640x480 if I could find one that would
> fit in place of the stock STacys Mono LCD screen?
>

An intriguing idea...
Luckily for my purposes, an Aranym laptop would be more suitable ;) I
wish you luck.

Thanks,
Mark

5111. CT63 R1 : low price !

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 22:25:59 UTC
From: Rodolphe Czuba <rodolphe.BeurkSPAM.czuba@free.fr>
Message-ID: <438a329b$0$19248$626a54ce@news.free.fr>
Source record: 10188

ONE
CT63 + 060 Rev.1 running at 66 MHz.
Available NOW for 190 EUR.

5112. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-27 23:38:17 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <Jrrif.606657$xm3.206263@attbi_s21>
Source record: 10189

snip

>
> An intriguing idea...
> Luckily for my purposes, an Aranym laptop would be more suitable ;) I
> wish you luck.
>
> Thanks,
> Mark

While an emulator is more practical these days.. Having the real hardware to touch and hold is hard to beat..

5113. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 00:25:00 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2005.11.28.00.24.59.984242@nospammmmatari-source.com>
Source record: 10190

On Sun, 27 Nov 2005 23:38:17 +0000, Ziggy wrote:

> *snip*
>
>>
>> An intriguing idea...
>> Luckily for my purposes, an Aranym laptop would be more suitable ;) I
>> wish you luck.
>>
>> Thanks,
>> Mark
>
>
> While an emulator is more practical these days.. Having the real hardware to
> touch and hold is hard to beat..

Stacy's and STbooks especially are terribly difficult to come by. The
cool factor of the real thing is definitely high ;)

Thanks,
Mark

5114. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 01:24:21 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <VYsif.89367$ty1.37810@bignews1.bellsouth.net>
Source record: 10191

"Mark D" <mducksub@nospammmmatari-source.com> wrote in message
news:pan.2005.11.28.00.24.59.984242@nospammmmatari-source.com...
> On Sun, 27 Nov 2005 23:38:17 +0000, Ziggy wrote:
>
>> *snip*
>>
>>>
>>> An intriguing idea...
>>> Luckily for my purposes, an Aranym laptop would be more suitable ;)
>>> I
>>> wish you luck.
>>>
>>> Thanks,
>>> Mark
>>
>>
>> While an emulator is more practical these days.. Having the real
>> hardware to
>> touch and hold is hard to beat..
>
> Stacy's and STbooks especially are terribly difficult to come by. The
> cool factor of the real thing is definitely high ;)
>
> Thanks,
> Mark

I know the STBook is rare, really don't know how rare the STacys are.
I actually have 2 of them. 8-)

phantomm@bellsouth.net

5115. Nice Atari 1040STF on Ebay, shipping from Ottawa in Canada!

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 06:01:06 UTC
From: Peter <petervh@gmail.com>
Message-ID: <1133157666.422100.20020@g49g2000cwa.googlegroups.com>
Source record: 10192

Hey everyone,

Just wanted to let you all know that I just put up an auctin for a spare 1040STF I have. It will be shipping from Ottawa, Ontario, Canaada. Local pickup will also be available so if anyone here is from Ottawa this could be a good auction for them.

The system is in gorgeous shape, and it includes an atari branded mouse.

Thanks!

5116. Re: Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 12:24:32 UTC
From: Ant <ahay@centennial-software.com>
Message-ID: <1133180672.220309.73860@g44g2000cwa.googlegroups.com>
Source record: 10193

The Hitchhiker's guide to the BIOS documents the Atari ST BIOS. It's nothing to do with games. I Googled for EmuTOS, as suggested, and located a copy.

5117. Re: Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 12:35:56 UTC
From: Ant <ahay@centennial-software.com>
Message-ID: <1133181356.941212.104420@g49g2000cwa.googlegroups.com>
Source record: 10194

Previously, when I Googled for "Atari ST Hitchhiker's guide to the BIOS," I couldn't find a copy of the document that I have a paper copy of.

I still haven't found an online copy of the ST BIOS print out I have. It includes files called init.s and others (sorry, I don't have the names to hand at the moment).

5118. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 13:19:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.28.13.19.22.652597@charter.net>
Source record: 10195

On Sun, 27 Nov 2005 23:38:17 +0000, Ziggy wrote:

> While an emulator is more practical these days.. Having the real hardware to
> touch and hold is hard to beat..

Agreed! Ain't nothing like the real thing, baby... :-)

--
_/_/_/

5119. Re: Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 13:21:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.28.13.21.01.554528@charter.net>
Source record: 10196

On Mon, 28 Nov 2005 04:24:32 -0800, Ant wrote:

> The Hitchhiker's guide to the BIOS documents the Atari ST BIOS. It's
> nothing to do with games. I Googled for EmuTOS, as suggested, and
> located a copy.

Goes to show what I know. Been around Atari STuff for years and had never
heard of this.

Learn something new every day. :-)

--
_/_/_/

5120. hsmodem hardware?

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 13:28:24 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <dmf0lopjj1@reader2.panix.com>
Source record: 10197

Yes, there is a hardware replacement for HSModem for ST family
machines. Atari Workshop in England, or the UK, should have a few
left, and if they do not, I have a few left. They do exist.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5121. Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 13:59:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.28.13.59.58.624466@charter.net>
Source record: 10198

Hey guys - I was just playing around with my newly acquired Mega STe. I was in Xcontrol, diddling with the Serial port CPX. It does show the extra ports on the Mega STe, but I couldn't get any of them to go past 19.2k. I thought that a couple of those ports used a better chip and could go much faster than that.

Thanks.

--
_/_/_/

5122. Re: Bad Timer frequencies

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 14:38:35 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <oh5mo1h6vseq216djgq20t27kqf5ejl4rf@4ax.com>
Source record: 10099

On Fri, 25 Nov 2005 18:24:19 +0100, "Guillaume Tello"
<houten.van@wanadoo.fr> wrote:

> I made two more tests:
>
> Theorical frquency: 21942
>
> MegaSTE alone, boot from floppy: 21777
> MegaSTE +HD + CD : 21843.
>
> The interruptions are sensible to the environment.

That makes sense, since hd drivers use interrupts themselves.

I'll make some tests on my Falcon this afternoon

>
> Guillaume.
>
--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5123. sinclap here!

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 15:38:37 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1133192317.190480.123490@g44g2000cwa.googlegroups.com>
Source record: 10100

Long time no see....

5124. Re: sinclap here!

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 16:08:46 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.11.28.16.08.46.132416@nosspamatari-source.com>
Source record: 10101

On Mon, 28 Nov 2005 07:38:37 -0800, sinclap@yahoo.com wrote:

> Long time no see....

Move along, nothing to see here, don't feed the trolls.

Thanks,
Mark

5125. UK games?

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 20:58:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.28.20.58.22.446376@charter.net>
Source record: 10102

Hey guys. I have a question. I've been bidding on some games from the UK. I always thought that basically you could run any ST game anywhere, as long as it didn't have problems with the TOS version/machine you were running it on. I mean, I thought that, for example PAL/NTSC games would work on either PAL or NTSC machines, albeit with some differences like a slight speed increase/decrease and slight screen size increase/decrease. In worst case scenarios, you can run a 50mhz booter prg. for some games.

Is that assessment not accurate? I'd hate to think I was bidding on software that I just can't use! :-)

Thanks everyone.

--
_/_/_/

5126. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 21:05:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200511282205.a19696@b.maus.de>
Source record: 10117

Hi Ronald,

RJH>but I couldn't get any of them to go past 19.2k. I thought that a
RJH>couple of those ports used a better chip and could go much faster
RJH>than that.
a TT is able to do 230k4. But a MSTE?

Und TTschï¿½
ps

5127. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 21:58:03 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <L3Lif.578677$x96.464288@attbi_s72>
Source record: 10103

Mark D wrote:

> On Sun, 27 Nov 2005 23:38:17 +0000, Ziggy wrote:
>
>> *snip*
>>
>>>
>>> An intriguing idea...
>>> Luckily for my purposes, an Aranym laptop would be more suitable ;) I
>>> wish you luck.
>>>
>>> Thanks,
>>> Mark
>>
>>
>> While an emulator is more practical these days.. Having the real hardware
>> to touch and hold is hard to beat..
>
> Stacy's and STbooks especially are terribly difficult to come by. The
> cool factor of the real thing is definitely high ;)
>
> Thanks,
> Mark

I see STacys all the time on ebay (but not cheap).. I have never seen a
'Book in real life.

5128. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 22:30:54 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.s0y15sp4knc94k@81-174-202-116.pth-as16.dial.plus.net>
Source record: 10104

Hi
I think you may need to install HSMODEM in the auto folder to access the
higher transfer speeds.

Maurice

On Mon, 28 Nov 2005 13:59:58 -0000, Ronald J. Hall <dark_lord@charter.net>
wrote:

>
> Hey guys - I was just playing around with my newly acquired Mega STe. I
> was in Xcontrol, diddling with the Serial port CPX. It does show the
> extra
> ports on the Mega STe, but I couldn't get any of them to go past 19.2k. I
> thought that a couple of those ports used a better chip and could go much
> faster than that.
>
> Thanks.
>

5129. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 22:46:53 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <xNLif.5942$ea6.1201@news-server.bigpond.net.au>
Source record: 10105

Ronald J. Hall wrote:
> Hey guys - I was just playing around with my newly acquired Mega STe. I
> was in Xcontrol, diddling with the Serial port CPX. It does show the extra
> ports on the Mega STe, but I couldn't get any of them to go past 19.2k. I
> thought that a couple of those ports used a better chip and could go much
> faster than that.
>
> Thanks.
>
IIRC the CPX's don't work correctly, and will not go past 19,200. The
CPX is worthless anyway. What you need is a comms program that will talk
directly to the ports. Connect or Stalker will do the job.

Mark

5130. Re: UK games?

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 23:04:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <m5idnVpAy9abERbeRVnyuA@pipex.net>
Source record: 10106

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.28.20.58.22.446376@charter.net...
>
> Hey guys. I have a question. I've been bidding on some games from the UK.
> I always thought that basically you could run any ST game anywhere, as
> long as it didn't have problems with the TOS version/machine you were
> running it on. I mean, I thought that, for example PAL/NTSC games would
> work on either PAL or NTSC machines, albeit with some differences like a
> slight speed increase/decrease and slight screen size increase/decrease.
> In worst case scenarios, you can run a 50mhz booter prg. for some games.
>
> Is that assessment not accurate? I'd hate to think I was bidding on
> software that I just can't use! :-)
>
> Thanks everyone.
>
> --
> _/_/_/_

5131. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 23:13:00 UTC
From: TJ <retro@atari.com>
Message-ID: <11on3o28gupuac5@corp.supernews.com>
Source record: 10107

"Phantom" <phantomm@bellsouth.net> wrote in message
news:A0bhf.9595$KP1.2877@bignews5.bellsouth.net...
>
> "TJ" <retro@atari.com> wrote in message
> news:11o4dcdrnrfjsc7@corp.supernews.com...
> >
> > "Peter Schneider" <Peter_Schneider@b.maus.de> wrote in message
> > news:200511181925.a18964@b.maus.de...
> >> Hi Phantom,
> >>
> >> P>I am mostly looking for the System Disks for an Atari Stacey.
> >> I don't think anybody needs a system disk for an Atari Computer. The
> >> system is to be found in the ROM chips.
> >>
> >> AFAIR the ancient system disks just provided BASIC or LOGO, but no
> >> interesting soft.
> >>
> >> P>Is there a Atari CD that contains all or most, System Disks for
> >> each
> >> P>Atari ST Computer?
> >> And because Atari (yes, the brand still exists) or its buyer still
> >> holds the TOS' copyright, I'm afraid that there will be no such disk.
> >>
> >> Please correct me if I'm wrong.
> >>
> >
> > I don't think there is a problem with downloading Atari ST System
> > disks as
> > there is nothing more than BASIC, LOGO or HDx on it and they all came
> > with
> > every ST computer anyhow, so there should be no problem as long as the
> > user
> > has a ST computer. TOS ROM code on the other hand, is copyrighted as
> > that
> > is the actual OS which is burned in ROM. The only computer that
> > loaded TOS
> > from disk was the very early 520ST computer, and that TOS is very
> > buggy and
> > pre 1.0 anyhow.
> >
> > TJ
> >
> I have been looking for that old TOS Disk that I have.
> As I said before, one can use it on a TOS 1.62 STE to run some very

> early games and programs that will not work on TOS 1.62.
> Crash Garrett is one game I remember that would not work on my STE
> unless I booted up the old Tos disk first.
>
> And I am fairly sure that the version of that TOS wasn't pre .99.
> It was 1.something. Don't recall the version, but am looking for the
> disk to make sure.
>
> It wasn't a System Disk. It was Grey and had TOS in big letters
> written across the label.
>
> If I do find it, not sure that I will upload it, if there's a conflict
> about
> ownership and etc. Even though ever Atari ST program out there
> has been copied and put into files for use on PC ST emulators.
> Even several versions of TOS on chips were made into images.
>

Hmm I have that TOS disk and mine is not TOS 1.0 but a different TOS. It has a green/white patterned backdrop kinda like TOS 2.06. It is a early TOS for the early 520ST computers with a date of 1985. If you find it let me know and I will upload it.

TJ

5132. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-11-28 23:15:51 UTC
From: TJ <retro@atari.com>
Message-ID: <11on3taqneaph6b@corp.supernews.com>
Source record: 10108

"Michael Bernstein" <michael@mbernstein.de> wrote in message
news:dlvu23ijk1@gateix.bernstein.loc...
> Hi,
>
> > I don't think there is a problem with downloading Atari ST System disks
as
> > there is nothing more than BASIC, LOGO or HDx on it and they all came
with
> > every ST computer anyhow, so there should be no problem as long as the
user
> > has a ST computer. TOS ROM code on the other hand, is copyrighted as
that
> > is the actual OS which is burned in ROM.
>
> This sounds like the contents of the system disk was not copyrighted
> because it was on a disk. The software on the system disks are also
> under Copyright. And a TOS comes also with every ST computer.
>

No the point I am making is that the disks are not the OS, the TOS is. So to copy the disks you are not copying the Operating System. But in either case I am sure Atari does not care if we offer someone a copy of a Language disk for a 20 year old Atari 520ST computer they bought for $2.99 at Goodwill. :P

TJ

5133. Re: Swapping HDs...

Newsgroup: comp.sys.atari.st
Date: 2005-11-29 01:16:01 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dmga4f$8v5$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10109

Hi "Phantom"

>> I have a link 97 with a daisy chain cable running from the internal drive
>> to a centronics socket on the drive bay cover. I'm also using magic and
>> HD-driver so can see every byte of every drive.
>>
>>
>>>> I have a Link in my machine and have an internal 4.5Gig drive plus an
>>>> external 4.5Gig along with 2 CD-rom drives and a 16Gig DAT drive
>>>
>>> Hey. Thanks for the reply. How did you hook up the internal drive? I
>>> mean
>>> you didn't use the internal (stock) Mega STe adapter right? Otherwise
>>> you
>>> would only get 1 gig of that 4.5 gig drive.
>>
>>
>
> Hey Steve,
>
> I've got a MSTe and a Link 97,
>
> Are you using the Link 97 with the MSTe's DMA port on the back?

My link replaces the internal Atari interface and provides the full SCSI ID
no range.

The device is connected as stated above.

--

(��.�(�*�.� ..*)..)
..... Steve .....
(..(..* *..)..)

5134. Re: sinclap here!

Newsgroup: comp.sys.atari.st
Date: 2005-11-29 04:40:24 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1133239224.169712.320950@g44g2000cwa.googlegroups.com>
Source record: 10110

Ge, why did not Atari think of that...?

Still waiting when the next super duper Hades 030 reaches these shores
at a price to boot.

5135. Re: Bad Timer frequencies

Newsgroup: comp.sys.atari.st
Date: 2005-11-29 11:07:47 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <438c3682$0$19717$8fcfb975@news.wanadoo.fr>
Source record: 10111

"George Nakos" <ggn@atariROCKS.org> a ecrit dans le message de news:

>> MegaSTE alone, boot from floppy: 21777
>> MegaSTE +HD + CD : 21843.
>>
>> The interruptions are sensible to the environment.
>
> That makes sense, since hd drivers use interrupts themselves.

Yes, but i was expecting the contrary: closer to the theorical frequency wihtout HD and CD. And, actually, if you remove the peripherials, the interruptions seem to work worse!

Guillaume.

5136. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-11-29 13:35:45 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <dmhlfg$1uq$1@reader2.panix.com>
Source record: 10112

Aren't there two serial port CPXs? I think youse are talking about
the old one. Get the newer one. One place to get it is in the STiNG 1.26
distribution.

Mark Bedingfield <mark@nomorespamplease.computercom.com.au> writes:

: Ronald J. Hall wrote:
: > Hey guys - I was just playing around with my newly acquired Mega STe. I
: > was in Xcontrol, diddling with the Serial port CPX. It does show the extra
: > ports on the Mega STe, but I couldn't get any of them to go past 19.2k. I
: > thought that a couple of those ports used a better chip and could go much
: > faster than that.
: >
: > Thanks.
: >
: IIRC the CPX's don't work correctly, and will not go past 19,200. The
: CPX is worthless anyway. What you need is a comms program that will talk
: directly to the ports. Connect or Stalker will do the job.

: Mark

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5137. An emulator that can run Snacman?

Newsgroup: comp.sys.atari.st
Date: 2005-11-29 16:32:52 UTC
From: squelch41@hotmail.com
Message-ID: <1133281972.567634.164950@g47g2000cwa.googlegroups.com>
Source record: 10113

Hi,

I have an old atari ST shareware program called SnacMan. I cant find
any PC emulator that can run it properly. Does anyone have any ideas?
Tried Gemul8r8, STeem. The closest was pacifist but as it is DOS, it
wont run on my new computer!

Cheers
squelch41

5138. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-29 19:21:27 UTC
From: Andy Ball <null@not.valid>
Message-ID: <XS1jf.2533$Hk1.2067@newsread1.news.pas.earthlink.net>
Source record: 10114
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

HR> AHCC or ANSI HCC is Sozobon turned into a full C89
> compiler for Atari ST and all its offspring.

Are you looking for alpha testers?

5139. Re: An emulator that can run Snacman?

Newsgroup: comp.sys.atari.st
Date: 2005-11-29 19:29:45 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1133292585.711099.161660@z14g2000cwz.googlegroups.com>
Source record: 10115

I could play Snacman on Steem(v.3.2) w. Tos 2.06 and 4MB of RAM. I downloaded the game from Atarilegend.

5140. Re: AHCC progression report

Newsgroup: comp.sys.atari.st
Date: 2005-11-29 20:57:29 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <b4b25$438cc0b9$1884f8e1$16961@news.chello.nl>
Source record: 10116
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Andy Ball wrote:
>
> HR> AHCC or ANSI HCC is Sozobon turned into a full C89
> > compiler for Atari ST and all its offspring.
>
> Are you looking for alpha testers?

Thanks.

As soon as I finish my own alpha testing. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5141. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 00:20:38 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <qf6jf.7031$ea6.5090@news-server.bigpond.net.au>
Source record: 10118

Peter Schneider wrote:
> Hi Ronald,
>
> RJH>but I couldn't get any of them to go past 19.2k. I thought that a
> RJH>couple of those ports used a better chip and could go much faster
> RJH>than that.
> a TT is able to do 230k4. But a MSTE?
>
Same as TT.

Mark

5142. LINKII SCSI

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 01:12:03 UTC
From: RB <rich.eb@virgin.net>
Message-ID: <D%6jf.11472$y36.5174@newsfe1-win.ntli.net>
Source record: 10119

Hi All,

Has anyone got any circuit info on the ICD LINKII. Mine died.

Anyone got one for sale?

Your help appreciated,

Richard B.
UK

5143. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 06:57:30 UTC
From: "M.A. Kehr" <makehr_keinspam@ndh.net>
Message-ID: <20051130075730.509bcdf6@pissnelke.apo.lan>
Source record: 10120

Hi,

> Recently got a STacy and was wondering if anyone has
> taken one of these apart?
Yes, I've taken it apart, on my homepage (link, see below) there's an article how to put a PAK into the STacy, but it's german only. But you will find some pictures, where the screws are to disassemble the STacy without wrecking it.:-)

Ciao

Marc-Antón

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://photo.st-katharina-apotheke.de
Atari: http://atari.st-katharina-apotheke.de
****

5144. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 07:48:45 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <hNcjf.34913$s92.6166@bignews6.bellsouth.net>
Source record: 10121

Great!

Info like this is what I need. I have heard that it can be hard to
take the STacy apart if you aren't careful.

I believe the STacy has RainBow Tos 1.4? Can it be upgraded
to TOS 2.06 if one had a TOS 2.06 upgrade board for a ST to use in the
STacy?

I have a Tweety Board new in the box. Which allows Stereo on older STs.
Will this work on the STacy too?

If anyone has done any upgrades to a STacy, I would like to hear about
there experiences and what was done.

Also, if anyone has a TOS 1.4 to TOS 2.06 upgrade board, do contact me.

phantomm@bellsouth.net

"M.A. Kehr" <makehr_keinspam@ndh.net> wrote in message
news:20051130075730.509bcdf6@pissnelke.apo.lan...
Hi,

> Recently got a STacy and was wondering if anyone has
> taken one of these apart?
Yes, I've taken it apart, on my homepage (link, see below) there's an
article how to put a PAK into the STacy, but it's german only. But you
will find some pictures, where the screws are to disassemble the STacy
without wrecking it.:-)

Ciao

Marc-Ant&#65533;n

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://photo.st-katharina-apotheke.de
Atari: http://atari.st-katharina-apotheke.de
****

5145. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 08:02:21 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <0_cjf.34914$s92.8503@bignews6.bellsouth.net>
Source record: 10122

A PAK in a STacy! Way Cool!!!

Are the Pak boards still availabe, if so where and about how much
do they cost?

phantomm@bellsouth.net

"M.A. Kehr" <makehr_keinspam@ndh.net> wrote in message
news:20051130075730.509bcdf6@pissnelke.apo.lan...
Hi,

> Recently got a STacy and was wondering if anyone has
> taken one of these apart?
Yes, I've taken it apart, on my homepage (link, see below) there's an
article how to put a PAK into the STacy, but it's german only. But you
will find some pictures, where the screws are to disassemble the STacy
without wrecking it.:-)

Ciao

Marc-Ant&#65533;n

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://photo.st-katharina-apotheke.de
Atari: http://atari.st-katharina-apotheke.de
****

5146. Re: An emulator that can run Snacman?

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 12:10:37 UTC
From: squelch41@hotmail.com
Message-ID: <1133352637.485334.282060@o13g2000cwo.googlegroups.com>
Source record: 10123

My version of Steem was woefully out of date!
Works perfectly. Thanks for your help.
squelch41

5147. Emulation (was Atari System Disks)

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 12:43:28 UTC
From: Andy Ball <null@not.valid>
Message-ID: <Q7hjf.3654$A23.2861@newsread2.news.pas.earthlink.net>
Source record: 10124

Hello Phantom,

> I personally don't like the idea of using TOS chip Image
> Copies on PCs. Why not just get a ST or STE and use it
> instead.

In my case because the opportunity to buy an ST or STE had not presented itself since I moved to the U.S, leaving my STFM behind. I'm keen enough that I would make physical room for one, but I can believe that wouldn't be practical for everyone. I've seen ST emulators used on laptops and even PDAs, which is nice for those of us who lack an ST Book (which wouldn't work well with colour software in any case). An emulated ST can save someone the cost of an ACSI->SCSI adaptor and an external hard disk. I imagine they're useful when it comes to software development too. If copyright is the main concern, EmuTOS makes an interesting alternative to copying Atari ROMs.

- Andy Ball

5148. Re: [ARANYM] Need testers for partitioning a disk image

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 13:01:36 UTC
From: Andy Ball <null@not.valid>
Message-ID: <Qohjf.3657$A23.929@newsread2.news.pas.earthlink.net>
Source record: 10125

Hello Patrice,

The "Howto" looks like a useful document. I would like to help out but ARAnyM does not seem to work on NetBSD for some reason.

I don't have partitioning software, but I should have a text file somewhere that explains quite clearly the ST partition format. Armed with this and a disk sector editor it should be possible to create a partition, or perhaps to write a new partitioning utility. Let me know if you want me to dig up the file.

- Andy Ball

5149. Re: Atari ST Hitchhiker's guide to the BIOS

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 13:27:20 UTC
From: Andy Ball <null@not.valid>
Message-ID: <YMhjf.3662$A23.1821@newsread2.news.pas.earthlink.net>
Source record: 10126

CR> The title of this book is most certainly a play on the
> title of the game, or of the scifi book that preceded
> it.

(or of the radio series that preceded the book ;-)

5150. Re: UK games?

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 15:00:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <438dbd50f98771@comcast.net>
Source record: 10129

>
>Hey guys. I have a question. I've been bidding on some games from the UK.
>I always thought that basically you could run any ST game anywhere, as
>long as it didn't have problems with the TOS version/machine you were
>running it on. I mean, I thought that, for example PAL/NTSC games would
>work on either PAL or NTSC machines, albeit with some differences like a
>slight speed increase/decrease and slight screen size increase/decrease.
>In worst case scenarios, you can run a 50mhz booter prg. for some games.
>
>Is that assessment not accurate? I'd hate to think I was bidding on
>software that I just can't use! :-)
>
>Thanks everyone.

Some of those programs have a built-in function that will switch between the two. I thought I saw a program accessary file that would do it. I have have to look and see if I can find it.

5151. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 15:27:07 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <dmkgcbsdq1@reader2.panix.com>
Source record: 10127

See page 11 of the BEST catalog, listing both a TOS 2.06
and up switcher board, and the PAK. Yes, they seem to be
available, but to use one with a Stacy you would have to
rack mount it, which sort of defeats the purpose. They
are nice machines, even if you do not have a very strong
lap.

Phantom <phantomm@bellsouth.net> writes:

: A PAK in a STacy! Way Cool!!!

: Are the Pak boards still availabe, if so where and about how much
: do they cost?

: phantomm@bellsouth.net

: "M.A. Kehr" <makehr_keinspam@ndh.net> wrote in message
: news:20051130075730.509bcdf6@pissnelke.apo.lan...
: Hi,

: > Recently got a STacy and was wondering if anyone has
: > taken one of these apart?
: Yes, I've taken it apart, on my homepage (link, see below) there's an
: article how to put a PAK into the STacy, but it's german only. But you
: will find some pictures, where the screws are to disassemble the STacy
: without wrecking it.:-)

: Ciao

: Marc-Ant&#65533;n

: --
: **********
: Business: http://www.st-katharina-apotheke.de
: Photography: http://photo.st-katharina-apotheke.de
: Atari: http://atari.st-katharina-apotheke.de
: **********

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5152. Re: [ARANYM] Need testers for partitioning a disk image

Newsgroup: comp.sys.atari.st
Date: 2005-11-30 20:03:33 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.11.30.20.03.32.39298@caramail-NOSPAM.com>
Source record: 10128

Le Wed, 30 Nov 2005 13:01:36 +0000, Andy Ball a ï¿œcritï¿œ:

> I don't have partitioning software, but I should have a text file
> somewhere that explains quite clearly the ST partition format. Armed
> with this and a disk sector editor it should be possible to create a
> partition, or perhaps to write a new partitioning utility. Let me know
> if you want me to dig up the file.

Thanks, but I know the partition root sector. My goal (and the howto's one) is to explain how to get a workable ARAnyM configuration. Like when you first boot your Atari (without hard disk driver to boot from a hard disk), and wonder how to put software on it.

Once you have a hard disk image partitionned and usable from ARAnyM, your virtual Atari machine is on, waiting for you, and the howto will stop there.

PS: I also forgot to list the ICD hard disk driver, does anyone could test it?

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

5153. Reborn Mac mini(ST priced) set to take over the living room were others failed!

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 03:09:48 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1133406588.823702.126220@g44g2000cwa.googlegroups.com>
Source record: 10130

http://thinksecret.com/news/0511macmini2.html

5154. game programming tutorials?

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 04:10:56 UTC
From: xucaen <xucaen@gmail.com>
Message-ID: <1133410256.179886.298890@g43g2000cwa.googlegroups.com>
Source record: 10131

Hi, I'm searching for information on game programming for the Atari ST. I've been doing google searches, but all I can find are emulators, museums, and I even found Devpac! But nothing on actually creating sprites and rendering graphics and things like that. I did some searches on Amazon.com and some titles came up, but they are so old there were no synopses. Can anyone point me to a good source of information about game programming for the Atari st?

jim

5155. Re: Bad Timer frequencies

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 07:00:02 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <9pjro1p7gojl4p8h6vgs80763ut7h2qk58@4ax.com>
Source record: 10132

On Tue, 29 Nov 2005 12:07:47 +0100, "Guillaume Tello"
<houten.van@wanadoo.fr> wrote:

>
>"George Nakos" <ggn@atariROCKS.org> a ecrit dans le message de news:
>
>>> MegaSTE alone, boot from floppy: 21777
>>> MegaSTE +HD + CD : 21843.
>>>
>>> The interruptions are sensible to the environment.
>>
>> That makes sense, since hd drivers use interrupts themselves.
>
> Yes, but i was expecting the contrary: closer to the theorical frequency
>wihtout HD and CD. And, actually, if you remove the peripherials, the
>interruptions seem to work worse!
>
> Guillaume.
>

Ok, here's my tests with a Falcon030+HD driver (TOS 4.04):

Input frequency was 21943. (theoretical frequency=21942.85714)

Time (1/100 sec): 12013
Counter : 2624587
Real frequency : 21846.98048
Difference : -0.4369379153

Then I re-ran the test with no drivers loaded:

Time (1/100 sec): 12019
Counter : 2626119
Real frequency : 21849.72959
Difference : -0.4244093987

It seems that the Falcon behaves like it should: Turn off the hd
driver and it starts coming close to the theoretical values.

Anyone else to do some tests?

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.

(remove ROCKS for e-mail address)

5156. Re: game programming tutorials?

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 07:07:15 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <438ea11e$0$6684$8fcfb975@news.wanadoo.fr>
Source record: 10133

"xucaen" <xucaen@gmail.com> a crit dans le message de news:
1133410256.179886.298890@g43g2000cwa.googlegroups.com...
> Hi, I'm searching for information on game programming for the Atari ST.
> I've been doing google searches, but all I can find are emulators,
> museums, and I even found Devpac! But nothing on actually creating
> sprites and rendering graphics and things like that. I did some
> searches on Amazon.com and some titles came up, but they are so old
> there were no synopses. Can anyone point me to a good source of
> information about game programming for the Atari st?

Hi,

I remember that STOS basic was a complete environment for developing,
especially games. Is it available on line somewhere? I can't say. But it's
worth trying...

Good luck!

Guillaume.
>
>
> jim
>

5157. Re: game programming tutorials?

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 07:30:52 UTC
From: Kamelito <nospam@nospam.net>
Message-ID: <438ea6ad$0$19155$626a14ce@news.free.fr>
Source record: 10134

Guillaume Tello wrote:
> "xucaen" <xucaen@gmail.com> a ï¿½crit dans le message de news:
> 1133410256.179886.298890@g43g2000cwa.googlegroups.com...
>
>>Hi, I'm searching for information on game programming for the Atari ST.
>>I've been doing google searches, but all I can find are emulators,
>>museums, and I even found Devpac! But nothing on actually creating
>>sprites and rendering graphics and things like that. I did some
>>searches on Amazon.com and some titles came up, but they are so old
>>there were no synopses. Can anyone point me to a good source of
>>information about game programming for the Atari st?
>
>
> Hi,
>
> I remember that STOS basic was a complete environment for developing,
> especially games. Is it available on line somewhere? I can't say. But it's
> worth trying...
>
> Good luck!
>
> Guillaume.
>
>>
>>jim
>>
>
>
>
At least the source are there :
http://www.clickteam.com/English/download_section.php?PID=2&SID=5&Sname=Main+Download

5158. Re: game programming tutorials?

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 08:23:45 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <dmmbso$1pk$1@gemini.csx.cam.ac.uk>
Source record: 10135

"Guillaume Tello" <houten.van@wanadoo.fr> wrote in message
news:438ea11e$0$6684$8fcfb975@news.wanadoo.fr...
>
> "xucaen" <xucaen@gmail.com> a crit dans le message de news:
> 1133410256.179886.298890@g43g2000cwa.googlegroups.com...
> > Hi, I'm searching for information on game programming for the
Atari ST.
> > I've been doing google searches, but all I can find are emulators,
> > museums, and I even found Devpac! But nothing on actually creating
> > sprites and rendering graphics and things like that. I did some
> > searches on Amazon.com and some titles came up, but they are so
old
> > there were no synopses. Can anyone point me to a good source of
> > information about game programming for the Atari st?
>
> Hi,
>
> I remember that STOS basic was a complete environment for
developing,
> especially games. Is it available on line somewhere? I can't say.
But it's
> worth trying...
>
> Good luck!
>
> Guillaume.
> >

For all things STOS goto http://stos.atari.st

Stephen Moss

5159. Re: game programming tutorials?

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 08:33:42 UTC
From: Philipp Donze <junk@xn--donz-epa.ch>
Message-ID: <438eb566$1@epflnews.epfl.ch>
Source record: 10136

http://www.reservoir-gods.com

Code : a "game" library for ST, STE, TT and Falcon.
Maggie : some nice programming tutorials. (But it's a pain to read, as they do not come as TXT files but are embedded into an interface.)

Or search through programmers heaven: http://www.programmersheaven.com/zone20/mh62.htm

Good luck :)

Philipp

5160. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 10:11:42 UTC
From: "M.A. Kehr" <makehr_keinspam@ndh.net>
Message-ID: <20051201111142.5984cb61@pissnelke.apo.lan>
Source record: 10137

Hi Phantom,

> Info like this is what I need. I have heard that it can be hard to
> take the STacy apart if you aren't careful.
It's only hard the first time you do it.:-)
You have to be very carefull when removing the keyboard, because it's contacted with a little foil that is very, very sensitive. If you destroy it you have a big problem.

>
> I believe the STacy has RainBow Tos 1.4? Can it be upgraded
> to TOS 2.06 if one had a TOS 2.06 upgrade board for a ST to use in the
> STacy?
AFAIR you can only use boards that are attached to the CPU socket, because the ROMs in the STacy are different to that, which are used in regular STs.
But for attaching it to the CPU socket you have to solder out the CPU.

CIao

Marc-Antón

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://photo.st-katharina-apotheke.de
Atari: http://atari.st-katharina-apotheke.de
****

5161. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 10:16:24 UTC
From: "M.A. Kehr" <makehr_keinspam@ndh.net>
Message-ID: <20051201111624.7d7dc95b@pissnelke.apo.lan>
Source record: 10138

Hi,

> A PAK in a STacy! Way Cool!!!
Yes, it is.:-)
On the PAK board is also a TOS 3.06, so you get all in one. Another solution would be to install a Speeder like Hypercache Turbo+ or something similiar.
And a new harddisk is recommended, the original one is small, loud and slow, but then you have to do some work on the STacy "SCSI" Controller.

> Are the Pak boards still availabe, if so where and about how much
> do they cost?
You will find them sometimes on (german) ebay.

Ciao

Marc-Antón

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://photo.st-katharina-apotheke.de
Atari: http://atari.st-katharina-apotheke.de
****

5162. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 12:09:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512010407080.9533-100000@onyx.spiritone.com>
Source record: 10140
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5163. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 12:13:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512010409570.9533-100000@onyx.spiritone.com>
Source record: 10139
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5164. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 12:17:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512010413400.9533-100000@onyx.spiritone.com>
Source record: 10141
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating Christmas with a 25% Discount on Games/Software, Hardware,
Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers
Plus Games for the Jaguar Games Console! Got Questions? E-Mail Ben today
at Atari@aracnet.com Get the Catalogs while they Last! Get Catalogs at
http://BensCatalogs.Atari.org or call Ben 24 Hrs/anytime (503)256-9974!
If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/newstuff.htm Whats New from BS!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5165. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 19:07:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200512012007.a19921@b.maus.de>
Source record: 10049

Hi Mark,

MB>Same as TT.
good to know but I shall never need it... :-)

As long as my TT is alive, there will be neither a PeeCee nor a Mega
STE on my desk.

Und TTschï¿½
ps

5166. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 19:07:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200512012007.a19920@b.maus.de>
Source record: 10148

Hi TJ,

T>But in either case I am sure Atari does not care if we offer someone a
T>copy of a Language disk for a 20 year old Atari 520ST computer they
T>bought for $2.99 at Goodwill. :P
I'm not so sure as you are for that subject.

Und TTschï¿½
ps

5167. s.e.u.c.k

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 20:51:06 UTC
From: bluepig <anon@anon.com>
Message-ID: <_mJjf.14316$7p5.11694@newsfe4-win.ntli.net>
Source record: 10142

I'm having trouble running the shoot-em-up-construction-kit on winston, it
just crashes at the title screen, has anyone got it working?
Did anyone keep the seuck games they had written?
=8)

5168. Re: Emulation (was Atari System Disks)

Newsgroup: comp.sys.atari.st
Date: 2005-12-01 23:42:40 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <65idnZ-BK_DhFxLeRVnyiA@eclipse.net.uk>
Source record: 10143

"Andy Ball" <null@not.valid> wrote in message
news:Q7hjf.3654$A23.2861@newsread2.news.pas.earthlink.net...
>
> Hello Phantom,
>
> > I personally don't like the idea of using TOS chip Image
> > Copies on PCs. Why not just get a ST or STE and use it
> > instead.
>

as Andy says, I can't carry my ST around with me but I still like to play
Atari games. With STEEM and a USB game pad I can play meny of my Atari games
on my laptop. In fact as my main ATARI, is a TT030 I can't play them on it
any way:-(

> In my case because the opportunity to buy an ST or STE had
> not presented itself since I moved to the U.S, leaving my
> STFM behind. I'm keen enough that I would make physical room
> for one, but I can believe that wouldn't be practical for
> everyone. I've seen ST emulators used on laptops and even
> PDAs, which is nice for those of us who lack an ST Book
> (which wouldn't work well with colour software in any case).
> An emulated ST can save someone the cost of an ACSI->SCSI
> adaptor and an external hard disk. I imagine they're useful
> when it comes to software development too. If copyright is
> the main concern, EmuTOS makes an interesting alternative to
> copying Atari ROMs.
>
> - Andy Ball

5169. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-12-02 01:13:50 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1133486030.185820.64290@g14g2000cwa.googlegroups.com>
Source record: 10144

Mark Bedingfield wrote:
> Peter Schneider wrote:
> > Hi Ronald,
> >
> > RJH>but I couldn't get any of them to go past 19.2k. I thought that a
> > RJH>couple of those ports used a better chip and could go much faster
> > RJH>than that.
> > a TT is able to do 230k4. But a MSTE?
> >
> Same as TT.
>
> Mark

No its not. The MegaSte's serial port is not reliable above 56k, while
the TT's is solid to 230k. I should know, I spent days testing the
ports on the MegaSte, TT, Falcon and various PC's for a serial
networking project I was working on a few years ago.

5170. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-12-02 01:33:49 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <1wNjf.8692$ea6.5950@news-server.bigpond.net.au>
Source record: 10145

Coda wrote:
> Mark Bedingfield wrote:
>
>>Peter Schneider wrote:
>>
>>>Hi Ronald,
>>>
>>>RJH>but I couldn't get any of them to go past 19.2k. I thought that a
>>>RJH>couple of those ports used a better chip and could go much faster
>>>RJH>than that.
>>>a TT is able to do 230k4. But a MSTE?
>>>
>>
>>Same as TT.
>>
>>Mark
>
>
> No its not. The MegaSte's serial port is not reliable above 56k, while
> the TT's is solid to 230k. I should know, I spent days testing the
> ports on the MegaSte, TT, Falcon and various PC's for a serial
> networking project I was working on a few years ago.
>
The chips are the same, what is different is how much CPU overhead is
needed. The 16Mhz 68000 is not able to PHYSICALY sustain these speeds
the the serial ports are. An accelerated MegaSTE would run at full throttle.

Mark

5171. Re: s.e.u.c.k

Newsgroup: comp.sys.atari.st
Date: 2005-12-02 08:49:19 UTC
From: Adam Kłobukowski <atari@gabo.pl>
Message-ID: <dmp1qi$ib8$2@news.dialog.net.pl>
Source record: 10146

bluepig napisaďż˝(a):
> I'm having trouble running the shoot-em-up-construction-kit on winston, it
> just crashes at the title screen, has anyone got it working?
> Did anyone keep the seuck games they had written?
> =8)

Winston is very old and not maintained anymore. Try Steem of Saint.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5172. Atari CDs to sell or trade

Newsgroup: comp.sys.atari.st
Date: 2005-12-02 09:49:31 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <tKUjf.32284$i7.9735@bignews2.bellsouth.net>
Source record: 10147

I have the following Original CDs to sell or trade.

Atari Compendium
Bird of Prey
All Things Falcon
Crawly Crypt Vol 1
Crawly Crypt Vol 2

If interested contact me at:
phantomm@bellsouth.net

5173. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-12-02 22:05:08 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1133561108.418888.174680@g47g2000cwa.googlegroups.com>
Source record: 10050

You seriously underestimate the power of an 8mhz 68k. The problem with the MSTE's serial port is that the chips ARE NOT the same. Although they are pin and signal compatible, they are entirely different revisions of the same chip. If you lift a SCC from a TT and place it in the MSTE then voila, 230K.

5174. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-12-03 03:07:54 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43910aea$0$9287$afc38c87@news.optusnet.com.au>
Source record: 10051

Coda wrote:
> You seriously underestimate the power of an 8mhz 68k. The problem with
> the MSTE's serial port is that the chips ARE NOT the same. Although
> they are pin and signal compatible, they are entirely different
> revisions of the same chip. If you lift a SCC from a TT and place it in
> the MSTE then voila, 230K.
>
Really? Atari cost saving again? Do you have any info/url on this?

Mark

5175. Painting...

Newsgroup: comp.sys.atari.st
Date: 2005-12-03 04:57:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.03.04.57.44.807375@charter.net>
Source record: 10052

I was just wondering, I have my Wizztronics Falcon case, which I love, but its purely black. Nothing wrong with the color that defines the absense of color/light as we know it, but my accessories around it don't match.

Can anyone offer me some helpful hints/sage advice, etc, etc, for painting the following so they match?:

monitor
mouse
floppy faceplate
CDRW faceplate

I'm using a DEKA interface so I've got the black keyboard part covered already.

Thanks gang! :-)

--
_/_/_/

5176. FA: Atari 1040ST complete Set with Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2005-12-03 12:34:08 UTC
From: David Mueller <spamspamspam@ea31.com>
Message-ID: <3vdhm1F15bqc1U1@news.dfncis.de>
Source record: 10053

Hi there,

I finally decided to get "rid" of the Atari-Setup I inherited. The Atari began to feel quite lonely between all the commodores :).

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=8728608235&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

The set includes

- Atari 1040ST
- SM124 Monitor
- SF354 external Diskdrive
- 2 Mice
- Megafil 30 Harddisk
- Various Software (Games, 40 Disks)
- All cables

The Atari itself is in working condition, the Megafile I don't know about, I did not know how to test (as I said, I'm more into Commodore-Stuff).

I'll ship anywhere, as long as the buyer pays postage :). Shipping to Europe (most countries) would be 32 EUR

Dave

(if you have questions, email me at david.mueller@post.rwth-aachen.de)

5177. Re: FA: Atari 1040ST complete Set with Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2005-12-03 13:07:27 UTC
From: David Mueller <spamspamspam@ea31.com>
Message-ID: <3vdjkgF15m74hU1@news.dfncis.de>
Source record: 10054

Hi...

David Mueller wrote:

> - Atari 1040ST

I just looked a little closer (someone pointed it to me), it is a 1040 STF!

Dave

5178. Epson 24-pin driver for Print Shop

Newsgroup: comp.sys.atari.st
Date: 2005-12-03 16:32:32 UTC
From: Ed <lener@vt.edu>
Message-ID: <dmshb0$hv7$1@solaris.cc.vt.edu>
Source record: 10055

I know this one is a long shot. I'm looking to get the printer driver described in an old press release below. Any leads would be greatly appreciated. Thanks.

Innovative Concepts (I.C.)
Warren, MI 48093 USA

News Flash!

We at I.C., are proud to announce the following NEW products, available NOW. They are being marketted EXCLUSIVELY by I.C.:

Print Shop Driver: Epson LQ-500/800 - Now, you can finally use the newer 24-pin printers, with Print Shop and the Print Shop Companion! Works with any 24-pin printer that is compatible with the Epson LQ-500 or LQ-800, which includes the Panasonic 1124, Star NX-2400, and many others!

5179. TeraDesk 3.70 released

Newsgroup: comp.sys.atari.st
Date: 2005-12-04 13:03:43 UTC
From: vdjole@EUnet.yu
Message-ID: <dmupfd$6ke$1@news.eunet.yu>
Source record: 10056

Version 3.70 of Tera Desktop (TeraDesk) open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

TeraDesk is currently the only open-souce desktop available for 16-bit
and 32-bit Atari computers. Developer's goal is to maintain TeraDesk as
a small, simple, fast and reliable desktop, which can run on any TOS-
compatible Atari computer, clone or emulator and which can be be functional
and competetive in the modern multitasking environments and all flavours
and versions of TOS-compatible operating system(s), while keeping, as
much as reasonable, familiarity with the original TOS desktop.

Several new features have been added since the last published version, some
of which have often been asked for by the users (e.g. the 'autoselector').
Also, a number of bugs has been fixed.

Users are advised to read the documentation before running the program ;)
Some features of TeraDesk may not be immediately obvious.

Have fun.

5180. GT-Look II 2.11

Newsgroup: comp.sys.atari.st
Date: 2005-12-04 15:45:43 UTC
From: LAFABRIE Florent <florent@lafabrie.net>
Message-ID: <43930f1a$0$18578$7a628cd7@news.club-internet.fr>
Source record: 10057

Hello,

By disassembling the software GT-Look II 2.11 I noticed that the
software seeks with the launching of the files to format LMD:
DAP_OUT.LMD and FILTER.LMD. They obviously make it possible to activate
the menus Filters and Print of GT-Look II. My deutch version 2.11 does
not have which it and in spite of my research on Internet, I did not
find anything. Would somebody have that with his version? They would
also seem that they can be put in a file Modules (a little as with Daï¿½s
Picture). If somebody has a version into Englishï¿½ Thankï¿½s by advance.
Florent

--
LAFABRIE Florent
Web : http://www.lafabrie.net
courriel : florent@lafabrie[nospam].net
Hardware 2.0 et Icon Extract 1.51 pour Atari Falcon TT et compatibles
Falcon 030 + CT60 100 Mhz + 256 Mo de SDRAM
Falcon 030 + CT2B rev B + 32 Mo TT Ram
Falcon 030

5181. Cancel Atari Xmas! 40% off!

Newsgroup: comp.sys.atari.st
Date: 2005-12-05 14:22:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512050545300.27604-100000@onyx.spiritone.com>
Source record: 10058
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

The Atari Xmas Sale is Canceled! Why you might ask? I'm buying out an
Atari Dealer! So far I'm buying out his Atari ST Games/Software! Whats
arrived so far has increased my New in the Box ST Games/Software by 50%
and should more than Double ST Games/Software stock when it all gets Here!

So be looking for my Atari Clearance Sale to make Room for more stuff!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/newstuff.htm Whats New from BS!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5182. Help wanted identifying a game name please?

Newsgroup: comp.sys.atari.st
Date: 2005-12-05 18:46:34 UTC
From: daddy <nospam@by.uk.co.uk>
Message-ID: <MPG.1dfe9b778079f0a09897f0@news-text.blueyonder.co.uk>
Source record: 10059

I'm trying to identify the name of a game I saw on an ST many years
ago -

I think the game may have been french
The game had a sort of static screen with a very weird alien and
as I recall very odd digital voice giving instructions on how to proceed.

The weirdness of it is what I remember most - I don't think I ever
saw anything else like it

I know thats a bit vague but does it ring any bells with anyone?

daddy

5183. Re: Help wanted identifying a game name please?

Newsgroup: comp.sys.atari.st
Date: 2005-12-05 19:12:15 UTC
From: Simon <nospam@nospam.com>
Message-ID: <43949127$0$14083$626a14ce@news.free.fr>
Source record: 10060

daddy wrote:
> I'm trying to identify the name of a game I saw on an ST many years
> ago -
>
> I think the game may have been french
> The game had a sort of static screen with a very weird alien and
> as I recall very odd digital voice giving instructions on how to proceed.

Extase ?
http://www.the-underdogs.org/games/e/extase/extase.jpg

Captain Blood ?
http://www.planete-aventure.net/shot/cblood3.jpg

Simon

5184. Re: GT-Look II 2.11

Newsgroup: comp.sys.atari.st
Date: 2005-12-05 19:37:54 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <dn24uiobp1@gateix.bernstein.loc>
Source record: 10063

Hi,

> By disassembling the software GT-Look II 2.11

Did you plan to write a replacement or additional modules if you do such
a work?

> My deutch version 2.11 does not have which it and in spite of my
> research on Internet, I did not find anything. Would somebody have
> that with his version?

I cant help. My version 2.11 also has no additional modules. Maybe only
the base software was set to freeware and not additional filter modules?

Regards
Michael

5185. ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-05 20:38:11 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <Ty1lf.12747$5V1.4671@trnddc02>
Source record: 10061

Was wondering how ARAnyM stacks up against MagicMac/PC? Mainly in the area of ability to connect Atari ST/TT/Falcon hard drives (e.g. Syquests, etc) through a SCSI connection and be able to read the AHDI partitions and extract files.

Would like to do this on the PC. MagicMac seems better at doing this since SCSI is better supported on the Mac platform as oppose to the PC.

Thanks,
Glenn

5186. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-05 21:50:55 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4394b63f$0$19685$8fcfb975@news.wanadoo.fr>
Source record: 10062

Hi,

Glenn wrote:
> Was wondering how ARAnyM stacks up against MagicMac/PC? Mainly in the area
> of ability to connect Atari ST/TT/Falcon hard drives (e.g. Syquests, etc)
> through a SCSI connection and be able to read the AHDI partitions and
> extract files.
>
> Would like to do this on the PC. MagicMac seems better at doing this since
> SCSI is better supported on the Mac platform as oppose to the PC.

These SCSI peripherals are obsolete ... We need to take account of
FireWire or USB peripherals, which is perfect with Macs ... ARAnyM
is not an emulator, and backward compatibility with old peripherals
is not the main point. ARAnyM is a new ATARI platform ...

Do you understand ?

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph describer, 3D Modeller)
http://eureka.atari.org

5187. Re: Help wanted identifying a game name please?

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 03:18:49 UTC
From: nospam@by.uk.co.uk
Message-ID: <MPG.1dff1383420ab5df9897f1@news-text.blueyonder.co.uk>
Source record: 10064

In article <43949127$0$14083$626a14ce@news.free.fr>, nospam@nospam.com
says...
> http://www.planete-aventure.net/shot/cblood3.jpg
>

Aha !

Captain Blood - thank you Simon !

I don't know why but this has been bugging me for days now

daddy

5188. Demo's

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 03:31:15 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <7C7If.12503$ea6.6538@news-server.bigpond.net.au>
Source record: 10065

Hi, been a while since I got any decent demo's. Any recommendations? I have all flavours of Atari (XL/XE, STFM/E, MegaSTE, TT030 and Falcon). Recent discussions on comp.sys.atari.8bit have reignited my interest.

Thanks

Mark

5189. Re: FA: Atari 1040ST complete Set with Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 04:15:15 UTC
From: TJ <tjlazer@crapmail.com>
Message-ID: <11pa42jp21bp54f@corp.supernews.com>
Source record: 10066

"David Mueller" <spamspamspam@ea31.com> wrote in message
news:3vdjkgF15m74hU1@news.dfncis.de...
> Hi...
>
> David Mueller wrote:
>
>> - Atari 1040ST
>
> I just looked a little closer (someone pointed it to me), it is a 1040
> STF!
>
> Dave

11 Euro? Hope your happy! lol

5190. Re: ET4000 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 06:21:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43952deeaae800@comcast.net>
Source record: 10072

>I have a ET 4000 Graphics Card that came with
>2 Panther Graphics Adapters.
>
>No one has been able to give me any info on the Panthers yet,
>so I was wondering if there is a way I can use the ET 4000 Card
>on a MegaST4 or MegaSTe or other Atari ST computer?
>
>I don't have a VME adapter for it, but I do have a old VME Graphics
>Card for the MegaSTE called the AlberTT.
>
>Now, does anyone know if the VME part can be removed from the AlberTT
>and
>connected to the ET4000 and then plugged into a VME BUS on a MEGA STE?
>
>Or some how get it to work with a MegaST4? I'd really like to get it
>working
>with the MegaST4, or 1040STE. If I had some info on those damn
>Panther Graphics Adapters. They have some extra ICs, about 3 that I
>have no idea on where they go. The board seems to connect to the
>68000 socket, and has a socket on top for the removed 68000 chip.
>Also cables that run to the ET 4000. But have no idea where those
>3 ICs go or if they are even used.
>
>Someone out there must have used one of these before???
>
>Really could use some help or advice.
>
>phantomm@bellsouth.net
>

The only people I know of that have used an ET4000 graphics card are Hades owners. You may want to go to Lonney Purcel's website and look on his list of Hades/Milan owners and see which ones have that card installed. I use a Nova card, but I do have the driver on my hard drive for the ET4000.

5191. Re: Demo's

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 06:52:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43952deeaae801@comcast.net>
Source record: 10073

>Hi, been a while since I got any decent demo's. Any recommendations? I
>have all flavours of Atari (XL/XE, STFM/E, MegaSTE, TT030 and Falcon).
>Recent discussions on comp.sys.atari.8bit have reignited my interest.
>
>Thanks
>
>Mark

The Snowman demo is a real good one for this time of year. It runs off of a disk and is about 800k. Has excellent digital sound.

5192. Re: Demo's

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 08:53:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Qhclf.55419$s92.32283@bignews6.bellsouth.net>
Source record: 10067

THe Bird of Prey CD and the All things Falcon CD has some
good Demos on there.

phantomm@bellsouth.net

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:7C7lf.12503$ea6.6538@news-server.bigpond.net.au...
> Hi, been a while since I got any decent demo's. Any recommendations? I
> have all flavours of Atari (XL/XE, STFM/E, MegaSTE, TT030 and Falcon).
> Recent discussions on comp.sys.atari.8bit have reignited my interest.
>
> Thanks
>
> Mark

5193. Re: Demo's

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 09:04:24 UTC
From: Adam Kłobukowski <atari@gabo.pl>
Message-ID: <dn3k6m$a2h$1@news.dialog.net.pl>
Source record: 10068

Mark Bedingfield napisał(a):
> Hi, been a while since I got any decent demo's. Any recommendations? I
> have all flavours of Atari (XL/XE, STFM/E, MegaSTE, TT030 and Falcon).
> Recent discussions on comp.sys.atari.8bit have reignited my interest.

on XL/XE try 'Numen', bu you'll need mor then 64KB to do that.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5194. ET4000 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 09:12:24 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Fzclf.55534$s92.53956@bignews6.bellsouth.net>
Source record: 10069

I have a ET 4000 Graphics Card that came with
2 Panther Graphics Adapters.

No one has been able to give me any info on the Panthers yet,
so I was wondering if there is a way I can use the ET 4000 Card
on a MegaST4 or MegaSTe or other Atari ST computer?

I don't have a VME adapter for it, but I do have a old VME Graphics
Card for the MegaSTE called the AlberTT.

Now, does anyone know if the VME part can be removed from the AlberTT
and
connected to the ET4000 and then plugged into a VME BUS on a MEGA STE?

Or some how get it to work with a MegaST4? I'd really like to get it
working
with the MegaST4, or 1040STE. If I had some info on those damn
Panther Graphics Adapters. They have some extra ICs, about 3 that I
have no idea on where they go. The board seems to connect to the
68000 socket, and has a socket on top for the removed 68000 chip.
Also cables that run to the ET 4000. But have no idea where those
3 ICs go or if they are even used.

Someone out there must have used one of these before???

Really could use some help or advice.

phantomm@bellsouth.net

5195. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 11:30:17 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1133868617.377464.181590@g14g2000cwa.googlegroups.com>
Source record: 10070

> Don't listen to that nonesense, it runs on top of windows, linux or what
> have you, "ARAnyM is an emulated ATARI platform" ...

I know this is religion for some, but..

Personaly, I think it's more like a virtual machine, since it doesn't really emulate an existing machine (only parts of the F030 are emulated afaik). I think it's a really nice approach, since it would cost too much cash to design a "real" machine with the same specs (well, it isn't possible at all since we have no 1ghz+ 68k CPUs..).

They've implemented some really neat ways of using native (non-emulated) hardware from the host platform too.. Naturally, it's not compatible with hardware banging stuff, but on the other hand, a "real" clone isn't compatible with such stuff either..

regards

-- Peter

5196. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 12:08:46 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1133870926.777367.269100@f14g2000cwb.googlegroups.com>
Source record: 10071

I guess this issue can be debated back and forth forever. Personally, I simply decided I don't consider a virtual machine to be a valid upgrade path for me personally. In fact, I don't view it differently than any emulator in any way. Other may disagree, but having to run on a host OS with MiNT/TOS needing a CPU emulator in order to keep ticking, that ain't acceptable for me.

If it can keep a few Atari users/developers from abandoning the platform however, that is all good though. As long as software is not written explicitly for it, there should be no problem.

5197. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 13:13:53 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1133874833.5776.7.camel@linuxbox>
Source record: 10074

tir, 06,.12.2005 kl. 03.30 -0800, skrev PeP:
> > Don't listen to that nonesense, it runs on top of windows, linux or what
> > have you, "ARAnyM is an emulated ATARI platform" ...

I agree 100% with Lonny here. Aranym is no less an emulator than any
other.

>
> I know this is religion for some, but..
>
> Personaly, I think it's more like a virtual machine, since it doesn't
> really emulate an existing machine (only parts of the F030 are emulated

Virtual machine, emulator .. where is the difference?

> afaik). I think it's a really nice approach, since it would cost too
> much cash to design a "real" machine with the same specs (well, it
> isn't possible at all since we have no 1ghz+ 68k CPUs..).

Not yet, we have.

>
> They've implemented some really neat ways of using native
> (non-emulated) hardware from the host platform too.. Naturally, it's
> not compatible with hardware banging stuff, but on the other hand, a
> "real" clone isn't compatible with such stuff either..

This is all fine, as long as these things are kept out of "our"
operating systems, like FreeMiNT. The right way to support this is via
drivers.

Best Regards,
Odd Skancke

5198. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 14:04:13 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <dn45op$4jc$1@upsn250.cri.u-psud.fr>
Source record: 10075

Hi,

>>>Don't listen to that nonesense, it runs on top of windows, linux or what
>>>have you, "ARAnyM is an emulated ATARI platform" ...

Yes :) And it is not an "emulated ATARI (existing) machine" :) So it is
not an emulator, it is a new (virtual) machine, and also an ATARI
platform. I agree a 100% :)

> I agree 100% with Lonny here. Aranym is no less an emulator than any
> other.

Do you run DHS 68060 demos on an emulator, altogether with Gemview, for
instance, that is compatible with the first ATARI hardwares, and not
maintained since about early 90s ?

>>I know this is religion for some, but..
>>
>>Personaly, I think it's more like a virtual machine, since it doesn't
>>really emulate an existing machine (only parts of the F030 are emulated
>
> Virtual machine, emulator .. where is the difference?

Well ... A virtual machine contains an emulator for the bytecode of
the virtual machine. It also has a Just In Time Compiler, and machine
APIs ... An "emulator" is a restrictive way to talk about ARAnyM,
because the goal for its development is not to "emulate" an existing
ATARI machine ;) You may use it that way, but it has much more
potentialities, indeed !

>>afaik). I think it's a really nice approach, since it would cost too
>>much cash to design a "real" machine with the same specs (well, it
>>isn't possible at all since we have no 1ghz+ 68k CPUs..).
>
> Not yet, we have.

What kind of hardware are you dreaming of ? That is the basic
question that answers to the ARAnyM's goals of developments ...

>>They've implemented some really neat ways of using native
>>(non-emulated) hardware from the host platform too.. Naturally, it's
>>not compatible with hardware banging stuff, but on the other hand, a
>>"real" clone isn't compatible with such stuff either..
>
> This is all fine, as long as these things are kept out of "our"
> operating systems, like FreeMiNT. The right way to support this is via
> drivers.

What community are you talking of ? Don't you think that "we" are going
the same way ?

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5199. Re: ET4000 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 14:21:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200512061521.a20224@b.maus.de>
Source record: 10076

Salve commonly, Phantom <phantomm@bellsouth.net> wrote:

> No one has been able to give me any info on the Panthers yet, so I was
> wondering if there is a way I can use the ET 4000 Card on a MegaST4 or
> MegaSTe or other Atari ST computer?

Why not? NVDI5 supports AFAIK ET-4000 Cards...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

5200. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 15:27:58 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1133882878.5776.22.camel@linuxbox>
Source record: 10077

tir, 06,.12.2005 kl. 15.04 +0100, skrev Francois LE COAT:
> Hi,
>
> >>>Don't listen to that nonesense, it runs on top of windows, linux or what
> >>>have you, "ARAnyM is an emulated ATARI platform" ...
>
> Yes :) And it is not an "emulated ATARI (existing) machine" :) So it is
> not an emulator, it is a new (virtual) machine, and also an ATARI
> platform. I agree a 100% :)

So ... it all boils down to the fact that all these fancy terms of
different layers of software are there to ultimately accomplish one
goal, emulate a given hardware environment for Atari software? Doesnt
that make it an emulator?

>
> > I agree 100% with Lonny here. Aranym is no less an emulator than any
> > other.
>
> Do you run DHS 68060 demos on an emulator, altogether with Gemview, for
> instance, that is compatible with the first ATARI hardwares, and not
> maintained since about early 90s ?

Not sure what you are getting at here...

>
> >>I know this is religion for some, but..
> >>
> >>Personaly, I think it's more like a virtual machine, since it doesn't
> >>really emulate an existing machine (only parts of the F030 are emulated
> > >
> > > Virtual machine, emulator .. where is the difference?
>
> Well ... A virtual machine contains an emulator for the bytecode of
> the virtual machine. It also has a Just In Time Compiler, and machine
> APIs ... An "emulator" is a restrictive way to talk about ARAnyM,
> because the goal for its development is not to "emulate" an existing
> ATARI machine ;) You may use it that way, but it has much more
> potentialities, indeed !

Ok .. but it is an emulator? Even if it doesnt emulate a specific
machine, it emulates a given 'range of hardware' so to speak. Only when
the operating system runs native on a given hardware platform it stops
being an emulator. Even if that operating system have to emulate a CPU
to run native applications, as happened when Apple switched to PPC, and
how Morphos now runs old m68k apps. Ofcourse, I take it that agreeing on

this point is never gonna happen, so I think we drop the discussion
agreeing on the fact that we dont agree :)

>
> >>afaik). I think it's a really nice approach, since it would cost too
> >>much cash to design a "real" machine with the same specs (well, it
> >>isn't possible at all since we have no 1ghz+ 68k CPUs..).
> >
> > Not yet, we have.
>
> What kind of hardware are you dreaming of ? That is the basic
> question that answers to the ARAnyM's goals of developments ...

I very much would like to port FreeMiNT/XaAES to the Pegasos platform.
But I dont know how much interest there would be, because such a port
would mean the operating system would consist of FreeMiNT/XaAES, and
older AES's would not follow onto this new platform. MyAES would most
probably follow, since it is being developed...

>
> >>They've implemented some really neat ways of using native
> >>(non-emulated) hardware from the host platform too.. Naturally, it's
> >>not compatible with hardware banging stuff, but on the other hand, a
> >>"real" clone isn't compatible with such stuff either..
> >
> > This is all fine, as long as these things are kept out of "our"
> > operating systems, like FreeMiNT. The right way to support this is via
> > drivers.
>
> What community are you talking of ? Don't you think that "we" are going
> the same way ?

I dont really understand what you mean here either ... :)

Best Regards,
Odd Skancke

5201. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 16:04:17 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1133885057.350819.126600@g47g2000cwa.googlegroups.com>
Source record: 10078

Odd Skancke wrote:

> > What kind of hardware are you dreaming of ? That is the basic
> > question that answers to the ARAnyM's goals of developments ...
>
> I very much would like to port FreeMiNT/XaAES to the Pegasos platform.
> But I dont know how much interest there would be, because such a port
> would mean the operating system would consist of FreeMiNT/XaAES, and
> older AES's would not follow onto this new platform. MyAES would most
> probably follow, since it is being developed...

Yes, this would offer a valid upgrade path and give us a powerful
hardware platform!
This is stuff actually worth dreaming of :)

Regards,

/Joakim

5202. Re: Demo's

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 17:05:15 UTC
From: swe@atari.org
Message-ID: <pxjlf.13649$h6.665252@news.siol.net>
Source record: 10079

Mark Bedingfield wrote:

> Hi, been a while since I got any decent demo's. Any recommendations? I
> have all flavours of Atari (XL/XE, STFM/E, MegaSTE, TT030 and Falcon).
> Recent discussions on comp.sys.atari.8bit have reignited my interest.

ST:

Flipo
O Demo
Virtual Escape
Odd Stuff
Suretrip
Fantasia
Froggies over the fence
Punish your Machine
Cuddly demos....

STE:

Braindamage
Overdose
Necrosys

Falcon:

Hmmm
Undrescore (_)
Obnoxious
Sonoluminiszenze
Scarface
ATS
EKO system

just to name a few.. Warm recomendatios that u get No Fragments CD
compilations. A lot of ST demos and stuff there, all nicely packed etc.
Also it is recent compilation as well.

Janez

5203. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 17:15:33 UTC
From: swe@atari.org
Message-ID: <WGjlf.13692$h6.665386@news.siol.net>
Source record: 10080

Odd Skancke wrote:

> tir, 06,.12.2005 kl. 03.30 -0800, skrev PeP:
>> > Don't listen to that nonesense, it runs on top of windows, linux or
>> > what have you, "ARAnyM is an emulated ATARI platform" ...
>
> I agree 100% with Lonny here. Aranym is no less an emulator than any

>> Personaly, I think it's more like a virtual machine, since it doesn't
>> really emulate an existing machine (only parts of the F030 are emulated
>
> Virtual machine, emulator .. where is the difference?

Well some people may be happy with virtual sex, or emulated one, i am not! Nothing beat real experience imho ;)) So i agree, diference betwen emulater or virtual is unimportant, only real thing matter.. Windows and Macos etc can in this context act as additional layers between flesh: NOT GOOD :)

Janez

5204. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 17:35:41 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4395cbed$0$20167$8fcfb975@news.wanadoo.fr>
Source record: 10081

Hi,

swe@atari.org wrote:
> Odd Skancke wrote:
>>>> Don't listen to that nonesense, it runs on top of windows, linux or
>>>> what have you, "ARAnyM is an emulated ATARI platform" ...
>> I agree 100% with Lonny here. Aranym is no less an emulator than any
>
>>> Personaly, I think it's more like a virtual machine, since it doesn't
>>> really emulate an existing machine (only parts of the F030 are emulated
>> Virtual machine, emulator .. where is the difference?
>
> Well some people may be happy with virtual sex, or emulated one, i am
> not! Nothing beat real experience imho ;)) So i agree, diference betwen
> emulater or virtual is unimportant, only real thing matter.. Windows and
> Macos etc can in this context act as additional layers between flesh: NOT
> GOOD :)

Then, you get really frustrated for this matter in present situation ;)
If you don't make usage of ARAnyM (virtual) machine. No "real machines"
around ;)

ATARI rules ... Don't dirt the thread, please.

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5205. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 17:40:25 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1133890825.255765.155140@g47g2000cwa.googlegroups.com>
Source record: 10082

Regardless if we like it or not, any future TOS/FreeMiNT platform will have to include *some* degree of emulation, or we won't be able to run stuff unless we have the sourcecode (and even in that case we run into problems unless the whole shebang is written in C/C++).

For me, Aranym could never replace the feeling of the real deal (I have a CT60 too), but it's the only way of having a fast (semi) TOS-laptop.

-- Peter

5206. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 18:04:58 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2005.12.06.18.04.55.886796@caramail-NOSPAM.com>
Source record: 10083

Le Mon, 05 Dec 2005 20:38:11 +0000, Glenn a ï¿œcritï¿œ:

> Was wondering how ARAnyM stacks up against MagicMac/PC? Mainly in the area
> of ability to connect Atari ST/TT/Falcon hard drives (e.g. Syquests, etc)
> through a SCSI connection and be able to read the AHDI partitions and
> extract files.

ARAnyM can use any device supported by the host OS. Just read the
documentation. But to be on safe side, you'd better make an image file
from your SCSI hard disks before trying them with ARAnyM.

> Would like to do this on the PC. MagicMac seems better at doing this since
> SCSI is better supported on the Mac platform as oppose to the PC.

Hardware is the same, whatever the platform, as long as you have a driver
for it. SCSI is no different from that point of view.

PS: At last, you have an answer to your question :-).

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

5207. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 19:14:45 UTC
From: TJ <retro@atari.com>
Message-ID: <11pbop8kr462p04@corp.supernews.com>
Source record: 10084

"Peter Schneider" <Peter_Schneider@b.maus.de> wrote in message
news:200512012007.a19920@b.maus.de...
> Hi TJ,
>
> T>But in either case I am sure Atari does not care if we offer someone a
> T>copy of a Language disk for a 20 year old Atari 520ST computer they
> T>bought for $2.99 at Goodwill. :P
> I'm not so sure as you are for that subject.
>
> Und TTsch&#65533;
> ps
>

Sorry? That did not make sense.

The bottom line is that when the Atari ST computer was purchased, it came with a copy of the system disk in the box. So if you now own the machine and do not have the disk, you are still entitled to that disk. I don't even think this sofware was licensed as it is not even a Operating System! I don't even think it's against the law to get a copy of the disk, if you own the actual ST machine with TOS inside it. Because the disk came with the machine to begin with! Does that make sense? It does to me.

TJ

5208. Re: ET4000 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 19:36:31 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <b8qf88zb205d.dlg@dilgar.de>
Source record: 10085

On Tue, 6 Dec 2005 15:21:00 +0100 Fidel-Sebastian Hunrichse-Lara
<Fidel-Sebastian_Hunrichse-Lara@b.maus.de> wrote:
> Salve commonly, Phantom <phantomm@bellsouth.net> wrote:
>
>> No one has been able to give me any info on the Panthers yet, so I was
>> wondering if there is a way I can use the ET 4000 Card on a MegaST4 or
>> MegaSTe or other Atari ST computer?
>
> Why not? NVDI5 supports AFAIK ET-4000 Cards...

Your knowledge is correct here: NVDI5 always was sold complete with the
ET4000 drivers (that were sold as a separate package in earlier ver-
sions, I used to run "NVDI3 ET4000" on my TT030 until I sold it, e.g.).

Thus, the Tseng Lab ET4000 chipset is the best supported one on the
Atari.

HTH,

Thorsten

5209. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 21:12:55 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <r9nlf.6952$xg1.6685@trnddc03>
Source record: 10086

Thanks for the answer.

My main intent is to be able to move files from old drives and get them archived onto CDR or DVD+/-R. Trying to do this on an older Mac and get the files moved over to a PC can be a real pain. Just trying to simplify the process.

Regards,
Glenn

"Patrice Mandin" <pmandin@caramail-NOSPAM.com> wrote in message news:pan.2005.12.06.18.04.55.886796@caramail-NOSPAM.com...
> Le Mon, 05 Dec 2005 20:38:11 +0000, Glenn a crit :
>
>> Was wondering how ARAnyM stacks up against MagicMac/PC? Mainly in the
>> area
>> of ability to connect Atari ST/TT/Falcon hard drives (e.g. Syquests, etc)
>> through a SCSI connection and be able to read the AHDI partitions and
>> extract files.
>
> ARAnyM can use any device supported by the host OS. Just read the
> documentation. But to be on safe side, you'd better make an image file
> from your SCSI hard disks before trying them with ARAnyM.
>
>> Would like to do this on the PC. MagicMac seems better at doing this
>> since
>> SCSI is better supported on the Mac platform as oppose to the PC.
>
> Hardware is the same, whatever the platform, as long as you have a driver
> for it. SCSI is no different from that point of view.
>
> PS: At last, you have an answer to your question :-).
>
> --
> Patrice Mandin
> WWW: http://pmandin.atari.org/
> Programmeur Linux, Atari
> Sp cialit : D veloppement, jeux
>

5210. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 22:30:52 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4396111d$0$18344$8fcfb975@news.wanadoo.fr>
Source record: 10087

Hi,

Odd Skancke wrote:
>> Yes :) And it is not an "emulated ATARI (existing) machine" :) So it is
>> not an emulator, it is a new (virtual) machine, and also an ATARI
>> platform. I agree a 100% :)
>
> So ... it all boils down to the fact that all these fancy terms of
> different layers of software are there to ultimately accomplish one
> goal, emulate a given hardware environment for Atari software? Doesnt
> that make it an emulator?

There are a lot emulators for ATARI platforms. Some of them are
designed for games, other for GEM compatibility etc. They are taking
account of precise TOS versions and want to be as closer as
possible to the original hardware, for the resolutions, the clock
frequency etc. Don't tell me that you don't know them ! I personally
helped to developments of STonX and TOSBox, for instance ...

What is the interest of the JITc on an emulator, that gives 20 times
the speed of a Hades 60, if we want to emulate a Falcon 030 running
at 16MHz to play games ?

What is the interest of a Unix host filesystem, if we want to
run ATARI games located in diskettes MSA archives ?

If you don't know what is an emulator, then use them if you have
the usage of those, and stop calling ARAnyM an emulator. It takes
advantage of the most recent hardware and peripherals to build a
(virtual) machine hosted by the most recent OS and technologies.

It takes advantage of the most recent machines and OSes to make
it available in an ATARI (development) environment.

Please experiment ATARI emulators to make your own opinion.

>> Do you run DHS 68060 demos on an emulator, altogether with Gemview, for
>> instance, that is compatible with the first ATARI hardwares, and not
>> maintained since about early 90s ?
>
> Not sure what you are getting at here...

No emulator so far can run CT60 or Hades 60 softwares except ARAnyM.

And it runs them perfectly 20 times faster or more ! What is the
interest to play to PacMan game 20 times faster ? You couldn't be
fast enough to handle the game at this speed. This powerful speed

is the way to build new applications etc. To use hardware OpenGL
cards that didn't exist for previous ATARIs, using host system
drivers etc.

Are you so naive that you don't know that many technologies have
evolved since the latest ATARI hardware were produced ?

>> Well ... A virtual machine contains an emulator for the bytecode of
>> the virtual machine. It also has a Just In Time Compiler, and machine
>> APIs ... An "emulator" is a restrictive way to talk about ARAnyM,
>> because the goal for its development is not to "emulate" an existing
>> ATARI machine ;) You may use it that way, but it has much more
>> potentialities, indeed !
>
> Ok .. but it is an emulator? Even if it doesnt emulate a specific
> machine, it emulates a given 'range of hardware' so to speak.

It runs the whole 68k family instruction set. It neither emulates
an ATARI machine, nor a precise ATARI (Motorola) processor. It is
not an emulator. It is a virtual machine !

> Only when
> the operating system runs native on a given hardware platform it stops
> being an emulator.

Then would you call Java (or .NET) emulator, because there's no
Java machines ? Virtual machines have now the power of the hosting
machines, thanks to JITc mainly. No hardware platform required
for those !

> Even if that operating system have to emulate a CPU
> to run native applications, as happened when Apple switched to PPC,

This was an emulator. Not a virtual machine ;)

> and
> how Morphos now runs old m68k apps. Ofcourse, I take it that agreeing on
> this point is never gonna happen, so I think we drop the discussion
> agreeing on the fact that we dont agree :)

Because you're wrong. Not enough knowledges about what you're
telling about.

>> What kind of hardware are you dreaming of ? That is the basic
>> question that answers to the ARAnyM's goals of developments ...
>
> I very much would like to port FreeMiNT/XaAES to the Pegasos platform.

It won't run without ARAnyM that is a portable ATARI platform.

You may be rather interested by a development environment that allows
you to port your applications, rather than a virtual machine like
ARAnyM that runs independently from the hosting OS and hardware.

> But I dont know how much interest there would be, because such a port
> would mean the operating system would consist of FreeMiNT/XaAES, and
> older AES's would not follow onto this new platform. MyAES would most
> probably follow, since it is being developed...

Yes ... You're speaking about portable development environment.
That has nothing to do with the principle of the virtual machine.

>> What community are you talking of ? Don't you think that "we" are going
>> the same way ?
>
> I dont really understand what you mean here either ... :)

You are speaking, if I understood, of the ATARI OS (freeMiNT). I'm
speaking about the ATARI virtual machine (ARAnyM). We need both to
go forward ... We are going the same way :)

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5211. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 23:02:42 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <4396184e$0$27904$9b4e6d93@newsread4.arcor-online.net>
Source record: 10088

Hi Francois!

> To use hardware OpenGL cards that didn't exist for previous ATARIs,
> using host system drivers etc.

Thats all very nice and stuff, if only aranym did this really really well, but unfortunately this is not the case. Undoubtedly it has made a lot of progress and for the first time in years I have acutally been able to use it.

But I have stopped again, since there are too many bugs. Too many layers of software are messing it up.

LibSDL has bugs, fvdi has lots of bugs and features missing, aranym itself has bugs, the host file system driver is incredibly slow (as I have shown on the aranym mailinglist), the overall handling of aranym is still a bit sloppy compared to e.g. MagiC-PC.
Another cool feature would be: save/restore state so u dont have to reboot.

But aranym cant even shutdown mint properly here, well, it might do so without fvdi, but whats the use of aranym without fvdi?

I could extend my list of deficiencies and shortcomings probably forever! There are so incredibly many sources of bugs and flaws (and not all of them come from the aranym dev team at all).

Dont get me wrong, I am not saying aranym is crap. Not at all. But its nowhere near you claim it is. All I am saying is that it is very far from being usable as a stable and reliable environment.

I have been following aranym almost from its start and never have I seen a stable release of it.

And that is quite a difference to real hardware:
All the Atari clones I know are working very reliable. My Milan has uptimes of weeks, while with aranym I am really happy if it runs for an hour.

So my opinion is this:
Before any new features are added to aranym, there has to be a huuuge betatest phase with a looot of bugfixing and polishing up.

And when that day finally comes, then aranym is a good thing, but for now it is unfortunately no more than a nice tool I can play around with for a bit and say:
Hey, sweet, but thats it.

Cheers, Ingo =;->

5212. Re: Demo's

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 23:14:28 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <oXolf.13235$ea6.12685@news-server.bigpond.net.au>
Source record: 10089

swe@atari.org wrote:
> Mark Bedingfield wrote:
>
>
>>Hi, been a while since I got any decent demo's. Any recommendations? I
>>have all flavours of Atari (XL/XE, STFM/E, MegaSTE, TT030 and Falcon).
>>Recent discussions on comp.sys.atari.8bit have reignited my interest.
>
>
> ST:
>
> Flipo
> O Demo
> Virtual Escape
> Odd Stuff
> Suretrip
> Fantasia
> Froggies over the fence
> Punish your Machine
> Cuddly demos....
>
> STE:
>
> Braindamage
> Overdose
> Necrosys
>
> Falcon:
>
> Hmmm
> Undrescore (_)
> Obnoxious
> Sonoluminiszenze
> Scarface
> ATS
> EKO system
>
> just to name a few.. Warm recomendatios that u get No Fragments CD
> compilations. A lot of ST demos and stuff there, all nicely packed etc.
> Also it is recent compilation as well.
>
> Janez

Thanks guys, I have most of those. Froggies is one of my all time favorites as is flippo. I can still remember the look on the Amiga guys face's when I put Froggies on for the first time;-)

Mark

5213. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 23:20:01 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <43961c55$0$9652$9b4e6d93@newsread2.arcor-online.net>
Source record: 10090

Hi Glenn!

> Was wondering how ARAnyM stacks up against MagicMac/PC? Mainly in the area
> of ability to connect Atari ST/TT/Falcon hard drives (e.g. Syquests, etc)
> through a SCSI connection and be able to read the AHDI partitions and
> extract files.

I have connected my real Falcon IDE disk tomy PC, started aranym and it
directly read it. So if you are really just looking for backing things
up, I guess, aranym can do a good job for you.

But I wish you good luck setting it up and hope you dont experince
crashes. The best thing you can do, is make a disk image, e.g. with dd
command under Linux.

Be very careful with the dd command as it can destroy entire disks easily.

> Would like to do this on the PC.

In this case,the best thing is probably this:
Start Linux. If you dont have Linux, get a live CD (e.g. Knoppix) and
then make an image of your harddisk. Then try playing with aranym.

> MagicMac seems better at doing this since SCSI is better supported
> on the Mac platform as oppose to the PC.

Not sure if I would trust MagiCMac so much,it is pretty buggy. But so is
aranym, but with aranym you can use a disk image and thus not do any
damage to your real data.

Let us know, if u have trouble setting aranym up, I am sure we canhelp.

Cheers, Ingo =;->

5214. OT: Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 23:31:31 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <43961f09$0$9644$9b4e6d93@newsread2.arcor-online.net>
Source record: 10091

Hi SWE!

> Well some people may be happy with virtual sex, or emulated one, i am
> not! Nothing beat real experience imho ;))

LOL, most hilarious comparison ever :-)

Imagine how lame your flat would look, if it was filled with CDs with
aranym on it instead of the cool old real Atari machines ;-)

Lep pozdrav, Ingo =;->

5215. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-06 23:52:14 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <31bd7$4396242f$1884f8e1$18758@news.chello.nl>
Source record: 10092

GokMasE wrote:
> Odd Skancke wrote:
>
>
>>>What kind of hardware are you dreaming of ? That is the basic
>>>question that answers to the ARAnyM's goals of developments ...
>>
>> I very much would like to port FreeMiNT/XaAES to the Pegasos platform.
>>But I dont know how much interest there would be, because such a port
>>would mean the operating system would consist of FreeMiNT/XaAES, and
>>older AES's would not follow onto this new platform. MyAES would most
>>probably follow, since it is being developed...
>
>
> Yes, this would offer a valid upgrade path and give us a powerful
> hardware platform!
> This is stuff actually worth dreaming of :)
>

Agreed.
I like hardware.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5216. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 00:39:14 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <c98fe$43962f37$1884f8e1$23144@news.chello.nl>
Source record: 10093

Francois LE COAT wrote:
> Hi,
>
> ... ARAnyM
> is not an emulator, and backward compatibility with old peripherals
> is not the main point. ARAnyM is a new ATARI platform ...
>

I agree that 'emulator' is too rude a word for Aranym.

I like to talk about Aranym in itself as a machine.
Like: "I have a 2,8 GHz Aranym next to my dear old TT030"

Nevertheless, something has to be done to make Aranym
execute a certain codebase on a machine that wasnt designed
for it.

Aranym needs a microcode for each hardware not able to
execute the codebase.

It is very dificult to avoid talking about this question
by avoiding certain words.

I would suggest to use the words 'microcode' or 'execution machine'
in stead of 'emulator' and 'execute' in stead of 'emulate'.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5217. Load of old TOS

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 01:42:17 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Z5rlf.13373$ea6.5165@news-server.bigpond.net.au>
Source record: 10094

Does anyone recall the name of the software for loading alternative TOS roms into ram? Looking for a software alternative to replace TOS 4.02 on my older Falcon, with 4.04. 14 meg of ram so plenty of space;-)

Mark

5218. Re: Load of old TOS

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 02:15:13 UTC
From: xor <xorspamthisnet8@hotmail.com>
Message-ID: <1133921814_71845@spool6-east.superfeed.net>
Source record: 10095

http://members.tripod.com/~piters/atari/tosload.htm

thats the link for seltos, Im not positive it works with 4.02 but I dont see why it shouldnt.

5219. Re: Load of old TOS

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 02:19:03 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <rErlf.13407$ea6.3493@news-server.bigpond.net.au>
Source record: 10096

xor wrote:
> http://members.tripod.com/~piters/atari/tosload.htm
>
> thats the link for seltos, Im not positive it works with 4.02 but I dont see
> why it shouldnt.

You little ripper, thanks;-)

Mark

5220. Re: Load of old TOS

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 04:04:32 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <kbtlf.13484$ea6.7146@news-server.bigpond.net.au>
Source record: 10098

xor wrote:
> http://members.tripod.com/~piters/atari/tosload.htm
>
> thats the link for seltos, Im not positive it works with 4.02 but I dont see
> why it shouldnt.

Bugger, doesn't look like it supports 512k roms.

Oh well, worth a try. Would have been interesting trying to set up the
NVRAM mind you.

Mark

5221. Re: ET4000 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 04:04:45 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <f9tlf.60765$Y82.51395@bignews4.bellsouth.net>
Source record: 10097

"Thorsten G&#65533;nther" <guenther@dilgar.de> wrote in message
news:b8qf88zb205d.dlg@dilgar.de...
> On Tue, 6 Dec 2005 15:21:00 +0100 Fidel-Sebastian Hunrichse-Lara
> <Fidel-Sebastian_Hunrichse-Lara@b.maus.de> wrote:
>> Salve commonly, Phantom <phantomm@bellsouth.net> wrote:
>>
>>> No one has been able to give me any info on the Panthers yet, so I
>>> was
>>> wondering if there is a way I can use the ET 4000 Card on a MegaST4
>>> or
>>> MegaSTe or other Atari ST computer?
>>
>> Why not? NVDI5 supports AFAIK ET-4000 Cards...
>
> Your knowledge is correct here: NVDI5 always was sold complete with
> the
> ET4000 drivers (that were sold as a separate package in earlier ver-
> sions, I used to run "NVDI3 ET4000" on my TT030 until I sold it,
> e.g.).
>
> Thus, the Tseng Lab ET4000 chipset is the best supported one on the
> Atari.
>
> HTH,
>
> Thorsten

Hi,

Do you know where to get a English manual or instructions on installing
a Panther
Graphics Adapter with a ET 4000 on a 1040STE or other Atari?

phantomm@bellsouth.net

5222. Re: Load of old TOS

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 06:56:20 UTC
From: Earle Atkinson <sea1045@ispwest.com>
Message-ID: <43968794.2030203@ispwest.com>
Source record: 9949

I use selos.prg to load 2.6 into memory on my 1040ste. You can get the tos images from the steem site.

sea

5223. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 07:16:10 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2005.12.07.07.16.09.791591@nospammmmatari-source.com>
Source record: 9950

On Tue, 06 Dec 2005 16:23:22 -0500, lp wrote:

> in article 1133882878.5776.22.camel@linuxbox, Odd Skancke wrote on 12/6/05
> 10:27 AM:
>
>> So ... it all boils down to the fact that all these fancy terms of
>> different layers of software are there to ultimately accomplish one
>> goal, emulate a given hardware environment for Atari software? Doesnt
>> that make it an emulator?
>
> So what if it only emulates half a falcon. Fact of the matter is what is
> there is all emulation. By no stretch of the imagination are any of the ST
> chips on board the PC, so all that is there is emulation, except for some
> small bits an pieces of native driver code perhaps.
>
> Now if someone wants to run it in full screen mode a "pretend" they have an
> Atari platform, more power to them. That is actually funny.

lp,

This is probably the one of very few things that you and I disagree on, nonetheless... ;) IMHO Aranym is an Atari machine. Many people left on Atari are doing live development on Aranym. While it has limitations like need to test on real hardware, etc, it's very useful to create another machine with the power of the CT60 on the cheap. It's also good in cases where we don't have a good video card for the falcon/ct60 *still*. You can say, oh it's just emulation, but in my opinion, it stands out as a virtual machine. The difference being that host hardware is used for audio, instructions being translated with JIT, native partition files able to be used, native host ethernet, native host filesystems, etc. Because of the layout and design, the host machine is an extension of the atari system, therefore it's much more than just an emulator (which is quite the self-contained beast). To users who want to work on freemint, etc, or develop Atari software but don't want to sink any cash into building up a falcon for themselves, aranym is a path and a surprisingly good one at that.

The only real complaint is that some major aranym devs have in the past touted aranym as the way of the platform. I call BS on that. It's just a very very superb tool. I think they have since retracted those statements too, but can't be sure either way. And anyway, that confidence is a good thing ;)

Thanks,
Mark

5224. PAPYRUS GOLD

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 12:29:39 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <yyAlf.45640$i7.29333@bignews2.bellsouth.net>
Source record: 9951

Is there anyone who can help me update my
version of Papyrus to the latest version, or near
to the latest version?

I have a complete original with disks and manuals.
Up to around version 5.

Will any of the update disks work with my version?

If so, I would be interested in buying them from you.
And the manual updates if you will sell those.

Contact me if interested,
phantomm@bellsouth.net

5225. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 15:30:34 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <dn6v6mooq1@upsn250.cri.u-psud.fr>
Source record: 9952

Hi,

PeP wrote :
>>Don't listen to that nonesense, it runs on top of windows, linux or what
>>have you, "ARAnyM is an emulated ATARI platform" ...
>
> I know this is religion for some, but..
>
> Personaly, I think it's more like a virtual machine, since it doesn't
> really emulate an existing machine (only parts of the F030 are emulated
> afaik). I think it's a really nice approach, since it would cost too
> much cash to design a "real" machine with the same specs (well, it
> isn't possible at all since we have no 1ghz+ 68k CPUs..).

This is a very sensible answer :)

> They've implemented some really neat ways of using native
> (non-emulated) hardware from the host platform too.. Naturally, it's
> not compatible with hardware banging stuff, but on the other hand, a
> "real" clone isn't compatible with such stuff either..

We won't stay here, crossed harms waiting for the new hardware to come.

The way ARAnyM started was to ask ATARI peoples what type of new machine
they were dreaming about. Peoples were all dreaming of a brand new
PeCes, with all modern peripherals. I had a Hades 60 at this period,
and I answered asking me what could be improved on my machine ... All
was almost there on the Hades.

Then, why not to implement a virtual machine on every kind of OSes and
hardware, that would be independent from the host platform ? This was
the answer. Because I first helped for emulators like STonX and TOSBox,
I guessed it was a really good idea ... I had no conscience of what was
a virtual machine, but I thought at that time "whaaa, I've never seen
such a powerful emulator !". It was then adapted to Cygwin and OSX, and
I really began to realize what was the power of a virtual machine.

Now peoples can think it is not enough reliable, unstable or bugged etc.
If you followed the project from the beginning, you would see what piece
of work has been done on it :) And it is GNU GPL, with no facilities of
big majors like SUN or Microsoft that already have their VM ;)

I wouldn't tell it's the ultimate solution ... Other software or
hardware projects are going on at the same time. But it is the project
that gave quicker results, with a lot of consequences in the ATARI
world.

So, enjoy it, and make it leave :)

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5226. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 16:01:18 UTC
From: swe@atari.org
Message-ID: <hHDlf.19745$h6.674570@news.siol.net>
Source record: 9953

Mark D wrote:

> can say, oh it's just emulation, but in my opinion, it stands out as a
> virtual machine. The difference being that host hardware is used for
> audio, instructions being translated with JIT, native partition files able
> to be used, native host ethernet, native host filesystems, etc. Because
> of the layout and design, the host machine is an extension of the atari
> system, therefore it's much more than just an emulator (which is quite the
> self-contained beast). To users who want to work on freemint, etc, or
> develop Atari software but don't want to sink any cash into building up a
> falcon for themselves, aranym is a path and a surprisingly good one at
> that.

Virtual machine is NOT an emualtor as long it "virtualise" a non existant machine, as soon as virtual machine "virtualise" existing machine it emulate that one, so how we should call it? Problem is: Aranym dudes and fans goes berserk if we call Aranym emulator or when we say its not an Atari. Noone say Aranym is crap, we know what it is and what it can do, how fast is, etc. We also know that Apex Media snapshoots are fake, since if program does start, but then crap on 90% of options and things it SHOULD do is misleading.. But okay, we cant deny it starts! Still Aranym comunity will not stop until we will say that TT ot Falcon are crap and not Ataris since Aranym IS real Atari..

Aranym use native host hardware, instructions are translated (eg emulated, simulated, virtualised all u want just not EXECUTED), hardware is either host hardware OR simulated, translated, emulated, virtualised, whatewer (VIDEL for example) and also depends heavily on underlying OS, so "ATARI" OS calls are again translated, virtualised, simulated, emulated on oh so many layers.. Now where "It is an Atari machine" comes from? What can for example GEMDOS $39 (makedir) do on Aranym without Windows, MacOS or Linux? Absolutley nothing.

Janez

5227. Re: GT-Look II 2.11

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 17:52:56 UTC
From: LAFABRIE Florent <florent@lafabrie.net>
Message-ID: <43972172$0$18582$7a628cd7@news.club-internet.fr>
Source record: 9954

Le 05/12/2005 20:37, Michael Bernstein a ï¿½crit :
> Hi,
>
>
>>By disassembling the software GT-Look II 2.11
>
>
> Did you plan to write a replacement or additional modules if you do such
> a work?
>
>
>>My deutch version 2.11 does not have which it and in spite of my
>>research on Internet, I did not find anything. Would somebody have
>>that with his version?
>
>
> I cant help. My version 2.11 also has no additional modules. Maybe only
> the base software was set to freeware and not additional filter modules?
>
> Regards
> Michael

Hello,
Currently, I translate GT-LOOK into French. I read on an old message
which one could have the modules on the site of www. milanstation.de,
but I did not find anythingï¿½ GT-Look is freeware, for the modules, I
doniï¿½t know. I wrote several months ago with the authors without having
answer.
Regards
Florent

maus.computer.atari.dtp
De : Bernd_Matt...@sz.maus.de (Bernd Matthes)
Date : 2000/08/14
Objet : Re: GT Look II-Module gesucht

Wer schickt mir GT_LOOKII und Module zu, ich packe das zusammen und lege
es auf meine WebSite zum download.

Hier die Adresse:
C...@milanstation.de

--
http://www.milanstation.de

--
LAFABRIE Florent
Web : http://www.lafabrie.net
courriel : florent@lafabrie[nospam].net
Hardware 2.0 et Icon Extract 1.51 pour Atari Falcon TT et compatibles
Falcon 030 + CT60 100 Mhz + 256 Mo de SDRAM
Falcon 030 + CT2B rev B + 32 Mo TT Ram
Falcon 030

5228. Re: ARAnyM Question (Atari HDD access via ARAnyM)

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 18:15:32 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1133979332.214669.21130@z14g2000cwz.googlegroups.com>
Source record: 9955

Hi Glenn!

I would like to get to the roots you were asking for. ARAnyM uses the host OS to access the HDD. So you are able to read whatever Atari formatted HDD you have the bus for on your PC and your host OS (Linux, or Windows) is able to see as a device. There is no need for the host OS to understand the filesystem on the Atari disk though when you use ARAnyM.

You can also create a complete HDD image (all partitions including the partition table) and access that image with ARAnyM on your PC. This approach is recommended to not to mess the real HDD data accidentally in case something is wrong with ARAnyM itself.

I hope this helps.

STanda

Glenn wrote:
> Was wondering how ARAnyM stacks up against MagicMac/PC? Mainly in the area
> of ability to connect Atari ST/TT/Falcon hard drives (e.g. Syquests, etc)
> through a SCSI connection and be able to read the AHDI partitions and
> extract files.
>
> Would like to do this on the PC. MagicMac seems better at doing this since
> SCSI is better supported on the Mac platform as oppose to the PC.
>
> Thanks,
> Glenn

5229. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 18:21:33 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <4397282a$0$21271$8fcfb975@news.wanadoo.fr>
Source record: 9956

Has somebody built a 68K version of Aranym? I'd like to test it on my TT.

Oops... sorry...

5230. Re: ET4000 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 19:43:15 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <xud9fajwcgee.dlg@dilgar.de>
Source record: 9957

On Tue, 6 Dec 2005 23:04:45 -0500 Phantom <phantomm@bellsouth.net>
wrote:

> "Thorsten Gï¿½nther" <guenther@dilgar.de> wrote in message
> news:b8qf88zb205d.dlg@dilgar.de...
>> On Tue, 6 Dec 2005 15:21:00 +0100 Fidel-Sebastian Hunrichse-Lara
>> <Fidel-Sebastian_Hunrichse-Lara@b.maus.de> wrote:
>>> Salve commonly, Phantom <phantomm@bellsouth.net> wrote:
>>>
>>>> No one has been able to give me any info on the Panthers yet, so I
>>>> was
>>>> wondering if there is a way I can use the ET 4000 Card on a MegaST4
>>>> or
>>>> MegaSTe or other Atari ST computer?
>>>
>>> Why not? NVDI5 supports AFAIK ET-4000 Cards...
>>
>> Your knowledge is correct here: NVDI5 always was sold complete with
>> the
>> ET4000 drivers (that were sold as a separate package in earlier ver-
>> sions, I used to run "NVDI3 ET4000" on my TT030 until I sold it,
>> e.g.).
>>
>> Thus, the Tseng Lab ET4000 chipset is the best supported one on the
>> Atari.
>>
>> HTH,
>>
>> Thorsten
>
> Hi,
>
> Do you know where to get a English manual or instructions on installing
> a Panther
> Graphics Adapter with a ET 4000 on a 1040STE or other Atari?

I found an article in the online archive of the German "ST Computer"
magazine (issue 4/96), claiming:

"Der Einbau der Hardware erschï¿½pft sich im Einsetzen der Treiberplatine
auf oder unter die CPU bzw. Beschleunigerkarte."

Roughly translated: "Adding the [Panther] hardware doesn't exceed
inserting the driver board onto or under the CPU, or speeder board
respectively."

On wrsonline.de, though, are JEDEC files for both the Panther 1 and 2 GALs and an additional instruction to wire pin C1 to C8 on the Panther 1 to make them work: <http://www.wrsonline.de/gals.html>.

HTH,

Thorsten

5231. Re: Demo's

Newsgroup: comp.sys.atari.st
Date: 2005-12-07 19:44:40 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <17gmz8z9c2exz.dlg@dilgar.de>
Source record: 9958

On Tue, 06 Dec 2005 18:05:15 +0100 <swe@atari.org> wrote:
> Falcon:
>
> Hmmm
> Undrescore (_)
> Obnoxious
> Sonoluminiszenze
> Scarface
> ATS
> EKO system

I'd like to add a title here: "Lost Blubb".

Thorsten

5232. Re: PAPYRUS GOLD

Newsgroup: comp.sys.atari.st
Date: 2005-12-08 08:35:46 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <dn8r6u$9sj$1@gemini.csx.cam.ac.uk>
Source record: 9959

"Phantom" <phantomm@bellsouth.net> wrote in message
news:yyAlf.45640$i7.29333@bignews2.bellsouth.net...
>
> Is there anyone who can help me update my
> version of Papyrus to the latest version, or near
> to the latest version?
>
> I have a complete original with disks and manuals.
> Up to around version 5.
>
> Will any of the update disks work with my version?
>
> If so, I would be interested in buying them from you.
> And the manual updates if you will sell those.
>
> Contact me if interested,
> phantomm@bellsouth.net
>

Nick at 16/32 systems (www.1632systems.co.uk) sells Papyrus updates,
the Papyrus page is offline at the moment but if you go the online
catalogue you can find them listed there.

Stephen Moss

5233. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-12-08 11:13:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512080258400.12814-100000@onyx.spiritone.com>
Source record: 9960
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5234. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-12-08 11:16:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512080313350.14713-100000@onyx.spiritone.com>
Source record: 9961
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5235. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.st
Date: 2005-12-08 11:20:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512080316580.14713-100000@onyx.spiritone.com>
Source record: 9962
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating Christmas with a 25% Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while they Last! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs/anytime (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/newstuff.htm Whats New from BS!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5236. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-08 13:54:31 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1134050071.689410.254510@g44g2000cwa.googlegroups.com>
Source record: 9963

> Still Aranym comunity
> will not stop until we will say that TT ot Falcon are crap and not Ataris
> since Aranym IS real Atari..

Aranym community... Atari community... How are they separate?

I don't get it. Why does everything has to be black & white on this particular issue? I normally use "real" atari machines; a CT2 and a CT60. They are not crap. A stock falcon is not crap either. I like atari machines. But that's not the issue.

My point is, that if properly configured, this is a good alternative if you *haven't* got a CT60/Hades060. My point is *not* that Aranym should be better than "real" machines, it just happens to be fast and cheap and well implemented (despite some bugs).

In theory, it could be possible to kick the host OS and make the whole shebang run natively (with a lot of work, naturally), but then again, how would we benefit from that? No up to date drivers, inventing the wheel over again, no portability, and it would not increase stability notably either.

LP quoted an on-line dictionary:

>Main Entry: em·u·la·tor
>Pronunciation: 'em-y&-"lA-t&r
>Function: noun
>1 : one that emulates
>2 : hardware or software that permits programs written for one computer to
>be run on another usually newer computer

I don't think I've said that it's not an emulator, only that it's "more like a virtual machine" (or something like that). It is quite possible to compile and run stuff under Aranym which could never run on a "real" machine. In that case, we are not *only* talking about emulation, because in that case, it "emulates" stuff that doesn't exist in the "real" world. It does however emulate parts of the hardware as necessary. I don't think I've said otherwise.

"Virtual machine" is not a sweet word for "emulator". Some people here seems to think this is a way of saying it doesn't emulate anything. That's not the idea.

-- Peter

5237. Re: ET4000 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2005-12-08 18:46:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200512081946.a20468@b.maus.de>
Source record: 9966

Hi Phantom,

P>so I was wondering if there is a way I can use the ET 4000 Card on a
P>MegaST4 or MegaSTe or other Atari ST computer?
an ET 4000 has been runnning for more than 10 years in my TT.

VME slot, of course.

Und TTschï¿½
ps

5238. Re: Atari System Disks

Newsgroup: comp.sys.atari.st
Date: 2005-12-08 18:48:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200512081948.a20469@b.maus.de>
Source record: 9967

Hi TJ,

T>I don't even think it's against the law to get a copy of the disk, if
T>you own the actual ST machine with TOS inside it.
there I do agree totally with your opinion!

Und TTschï¿½
ps

5239. Re: ARAnyM Question (Atari HDD access via ARAnyM)

Newsgroup: comp.sys.atari.st
Date: 2005-12-08 19:39:13 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <BZ%lf.11$sF2.0@trnddc02>
Source record: 9964

Wonderful. That was the answer I was looking for.

And thanks again for all those who replied and helped.

Glenn

"STanda" <opichals@gmail.com> wrote in message
news:1133979332.214669.21130@z14g2000cwz.googlegroups.com...
> Hi Glenn!
>
> I would like to get to the roots you were asking for. ARAnyM uses the
> host OS to access the HDD. So you are able to read whatever Atari
> formatted HDD you have the bus for on your PC and your host OS (Linux,
> or Windows) is able to see as a device. There is no need for the host
> OS to understand the filesystem on the Atari disk though when you use
> ARAnyM.
>
> You can also create a complete HDD image (all partitions including the
> partition table) and access that image with ARAnyM on your PC. This
> approach is recommended to not to mess the real HDD data accidentally
> in case something is wrong with ARAnyM itself.
>
> I hope this helps.
>
> STanda
>
>
> Glenn wrote:
>> Was wondering how ARAnyM stacks up against MagicMac/PC? Mainly in the
>> area
>> of ability to connect Atari ST/TT/Falcon hard drives (e.g. Syquests, etc)
>> through a SCSI connection and be able to read the AHDI partitions and
>> extract files.
>>
>> Would like to do this on the PC. MagicMac seems better at doing this
>> since
>> SCSI is better supported on the Mac platform as oppose to the PC.
>>
>> Thanks,
>> Glenn
>

5240. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2005-12-09 19:28:18 UTC
From: Jerome Mathevet <jerome.mathevet@frsdfsfdee.fr>
Message-ID: <3de4b2d64d%speedsterh@straciatella.my.home>
Source record: 9965

In message <1133561108.418888.174680@g47g2000cwa.googlegroups.com>
"Coda" <smeg_007@hotmail.com> wrote:

> You seriously underestimate the power of an 8mhz 68k. The problem with
> the MSTE's serial port is that the chips ARE NOT the same. Although
> they are pin and signal compatible, they are entirely different
> revisions of the same chip. If you lift a SCC from a TT and place it in
> the MSTE then voila, 230K.

I strongly suspect this has all to do with how much buffer there is on the
UART. Asking the processor to respond too often to interrupts will lead to
the unreliability described earlier. However, if the CPU is requested for
moving not several bytes but many more, there should be no problem. A
workaround would be to design a cartridge providing a new serial interface,
with UART endowed with a much larger buffer. The usefulness of this in this
day and age remains to be seen though.

--
J�r�me Mathevet

5241. SM124 - Free to good home

Newsgroup: comp.sys.atari.st
Date: 2005-12-10 11:45:46 UTC
From: Richard Wheeldon <richard@rswheeldon.com>
Message-ID: <dnef41$796$1$8302bc10@news.demon.co.uk>
Source record: 9968

Hi,

I have an Atari SM124 monitor here doing nothing. I'm based
in Derbyshire, England. If anyone wants it let me know via
e-mail asap. I will not deliver or post,

Regards,

Richard

5242. Before going Christmas Shopping, check this site out

Newsgroup: comp.sys.atari.st
Date: 2005-12-10 17:40:26 UTC
From: crawlzdark@yahoo.com
Message-ID: <1134236426.080329.312230@g14g2000cwa.googlegroups.com>
Source record: 9969

Ever hear of www.motherofallshopping.com? It's such a cool site to use!
You don't have to waste so much time making gift lists.

5243. Atari Online News, Etc. #07-50

Newsgroup: comp.sys.atari.st
Date: 2005-12-11 14:30:00 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1134311400.169335.51740@g14g2000cwa.googlegroups.com>
Source record: 9970

A-ONE #0750 12/09/05

~ Phishing Is Overblown? ~ People Are Talking! ~ E-Mail Tricks
eBay!
~ A Quarter Gets Phished ~ Kazaa Ignoring Order? ~ TeraDesk
Updated!
~ Video Games Ban Block! ~ ID Theft Is Overblown? ~ PS3 On for
Spring!
~ IE 7 Release Slips! ~ ~ New AOL IM
Virus!

-* ICANN Gives .asia Domain OK! *-
-* Sex Is Favorite Newest Domain Name! *-
-* New Spam Scam Invokes Princess Diana Fund! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

5244. Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-11 21:32:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <dni5tk$6dr$1@orkan.itea.ntnu.no>
Source record: 9971

I recently found some old disks with lots of documents I wrote in the 80's, all of them in 1ST Word Plus format. I'd like to convert them to a current format like RTF or HTML, even plain text is OK. The obvious solution is to use 1ST Word Plus and export to plain text, but 1ST Word Plus doesn't work on my Milan. Are there any utilities that can do this? Or perhaps another editor/word processor that reads these files?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5245. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-11 22:18:41 UTC
From: Karsten Lüdersen <dev.null@kalue.de>
Message-ID: <35f5af69ae2a8a9af5298b8ce82eea9f@ID-163102.user.uni-berlin.de>
Source record: 9972

Jo Even Skarstein <joska@nvg.ntnu.no> schrieb :

> Or perhaps another editor/word processor that reads these files?

Papyrus (the TOS-Version, not the Windows-version) does read these files.

Gruï¿½,
Karsten

--
http://www.kalue.de/

5246. Discus and HDD

Newsgroup: comp.sys.atari.st
Date: 2005-12-11 23:26:10 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dniciifaj1@reader2.panix.com>
Source record: 9973

Message to Uwe

I had a problem with my TT getting stuck on booting, so to make a long story shorter, I ran the Write test part of Discus, and it found a bunch of bad sectors. This is a very old drive. Then I ran HDD sector test, it found no bad sectors, but showed a number of sectors that looked a little strange for a 4 gig drive, and after that it did not get stuck in the middle of a boot process.

What did I do?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5247. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-12 04:17:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200512120517.a52736@wun.maus.de>
Source record: 9974

Hallo Jo Even!

JES>but 1ST Word Plus doesn't work on my Milan.

It definetely does on mine. German version 3.20TT of 1990.

IIRC there's also some converter program, 1WP2RTF or the like.

Signum!4 should also be able to read 1ST Word Plus documents. But that one is not always willing to run on my Milan :-(

With best regards
Ekkehard

5248. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-12 19:55:37 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <dnkkjpjgk1@orkan.itea.ntnu.no>
Source record: 9975

Karsten Lï¿½dersen <dev.null@kalue.de> wrote:
> Jo Even Skarstein <joska@nvg.ntnu.no> schrieb :

> > Or perhaps another editor/word processor that reads these files?

> Papyrus (the TOS-Version, not the Windows-version) does read these files.

It crashes on my Milan if I try to import a 1ST Word Plus document. I have
Papyrus 7.5, perhaps I need a newer version?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5249. Re: Discus and HDD

Newsgroup: comp.sys.atari.st
Date: 2005-12-12 19:59:59 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <406358F191mfrU1@individual.net>
Source record: 9976

Jim DeClercq wrote:

> I had a problem with my TT getting stuck on booting, so to make a long
> story shorter, I ran the Write test part of Discus, and it found a bunch
> of bad sectors. This is a very old drive. Then I ran HDD sector test, it
> found no bad sectors, but showed a number of sectors that looked a little
> strange for a 4 gig drive, and after that it did not get stuck in the
> middle of a boot process.

What do you mean by "looked a little strange"?
As far as the sector tests of DISKUS and HDDRUTIL are concerned the
algorithms are different. HDDRIVER makes a a read test only, whereas
DISKUS, depending on the settings, also makes a write test. The results
if these different test approaches can differ.
In general SCSI drives are supposed to replace bad sectors by other,
reserved sectors as soon as the drive encounters an error.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5250. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-12 20:05:25 UTC
From: Karsten Lüdersen <dev.null@kalue.de>
Message-ID: <c47f5abf97b52f7bf021df2d86a90d03@ID-163102.user.uni-berlin.de>
Source record: 9977

Jo Even Skarstein <joska@nvg.ntnu.no> schrieb :

> It crashes on my Milan if I try to import a 1ST Word Plus document.

Are You shure, that the file is OK? With 1ST Wordplus documents in papyrus
I had never any problems.

> I have Papyrus 7.5, perhaps I need a newer version?

Try the latest demo version (10.2X) from the papyrus homepage
(<http://www.papyrus.de/files/PapX_TOS_Demo.zip>). AFAIK You can save
documents with this demo version.

Gruï¿½,
Karsten

--
http://www.kalue.de/

5251. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-12 20:09:33 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <dnkldtjtm1@orkan.itea.ntnu.no>
Source record: 9978

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> JES>but 1ST Word Plus doesn't work on my Milan.

> It definetely does on mine. German version 3.20TT of 1990.

On my Milan it behaves like on a ST/Falcon with NVDI, i.e. it use a too big fontsize and totally mess up the display. A pity, because 1ST Word Plus is one of my all-time favourites on the Atari. I'd really like to get my hands on the sources and modernize it a bit.

> IIRC there's also some converter program, 1WP2RTF or the like.

Thanks, I've tried it now and it seems to work. It doesn't do a perfect convertion, but good enough :-)

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

5252. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-12 21:36:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200512122236.a20984@b.maus.de>
Source record: 9989

Hi Ekkehard,

EF>Signum!4 should also be able to read 1ST Word Plus documents.
for I never heard of that Signum!4 feature, I'd really be surprised.

But there's a WPtoLTX (LaTeX) converter...

Und TTschï¿½
ps

5253. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-12 21:38:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200512122238.a20985@b.maus.de>
Source record: 9990

Hi Jo Even,

JES>but 1ST Word Plus doesn't work on my Milan.
maybe your WP program file or one of its co-files is corrupt?

Und TTschï¿½
ps

5254. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-12 22:22:08 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <dnkt6g$oc5$1@orkan.itea.ntnu.no>
Source record: 9979

Karsten Lï¿½dersen <dev.null@kalue.de> wrote:

> > It crashes on my Milan if I try to import a 1ST Word Plus document.

> Are You shure, that the file is OK? With 1ST Wordplus documents in papyrus
> I had never any problems.

Yes, the files I tested turned out fine when viewed in 1ST View. However,
I got a bus-error in Papyrus' textconv.prg, it could be that this binary
is damaged.

> Try the latest demo version (10.2X) from the papyrus homepage
> (<http://www.papyrus.de/files/PapX_TOS_Demo.zip>). AFAIK You can save
> documents with this demo version.

Thanks, I'll give it a try.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5255. Re: Reborn Mac mini(ST priced) set to take over the living room were others failed!

Newsgroup: comp.sys.atari.st
Date: 2005-12-13 00:36:06 UTC
From: Daniel Dreibelbis <dreibel@EATHOTDEATHSPAMMERSsympatico.ca>
Message-ID: <dreibel-620FED.19355812122005@news.bellglobal.com>
Source record: 9980

In article <1133406588.823702.126220@g44g2000cwa.googlegroups.com>,
"sinclap@yahoo.com" <sinclap@yahoo.com> wrote:

> http://thinksecret.com/news/0511macmini2.html

"and if Steve Jobs ever came back to Apple, he will destroy it before
he even got started. He is an arrogant bonehead."

-sinclap, right before Steve did come back to Apple and save it. Of
course, the little weinerhead immediately began licking Steve's boots
the moment he stepped back in One Infinite Loop.

BTW, I'm going to be in San Francisco in January for Macworld Expo.
So if I see The iDiot Forever Known As Sinclap there, rest assured that
I will laugh in his face for all of you at comp.sys.atari.st - and then
I'll buy him lunch.

Long time no see, guys - I might pop in again from time to time. Have
a merry Christmas :)

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
http://www.soundclick.com/bands/pagemusic.cfm?bandID=121942
Current song - "Hello (Again)"

5256. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-13 14:29:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <439ed9b08b7991@comcast.net>
Source record: 9982

>Jo Even Skarstein <joska@nvg.ntnu.no> schrieb :
>
>> It crashes on my Milan if I try to import a 1ST Word Plus document.
>
>Are You shure, that the file is OK? With 1ST Wordplus documents in papyrus
>I had never any problems.
>
>> I have Papyrus 7.5, perhaps I need a newer version?
>
>Try the latest demo version (10.2X) from the papyrus homepage
>(<http://www.papyrus.de/files/PapX_TOS_Demo.zip>). AFAIK You can save
>documents with this demo version.
>
>Gruss,
>Karsten

I have version 10 and sometimes it crashes when trying to load or import files.
I have a Hades060. What usually works is turing off the cache. For some reason
Papyrus works a lot better. After the file loads in, I just turn the cache
back on.

5257. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2005-12-13 19:23:45 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <439f1fc1_1@x-privat.org>
Source record: 9981

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/tools/wlnk116.zip
(108.117 bytes) Win_Lnk served originally only to use the Windows
links under MagicPC as real symbolic links. More and more other
MagicPC extensions are also inserted.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-185.zip
(1.333.795 bytes) Nice and powerful GEM based e-mail client for
STik/STing/Gluestik/MagicNet

ftp://chapelie.rma.ac.be/atari/internet/cat/cat544.zip
(1.394.407 bytes) Cat is a mailer/usenet and a MausNet reader.
Cat is the main program. It's used to read and write mail/news

ftp://chapelie.rma.ac.be/atari/internet/cat/cput544.zip
(242.136 bytes) Catputz: the cleaner for cat. Cat itself can only add messages
to the database, but not delete any. So this is the job for catputz.

ftp://chapelie.rma.ac.be/atari/internet/cat/i2c210.zip
(181.618 bytes) To exchange your Messages not by Maus but by Internet
(Pop3, SMTP and NNTP) you need In2Cat instead of the terminal program
```

utilities
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera370b.zip
(292.361 bytes) Tera Desktop is a replacement for the builtin TOS desktop
for 16-bit and 32-bit Atari computers.

ftp://chapelie.rma.ac.be/atari/utilities/egale04d.zip
(291.323 bytes) Egale 4.1 (german version): The tool for easy file comparisons,
alteration and analysis. Contains a patch (Dir_Lwr) which makes it
possible to convert the returned string of Dreaddir and Dxreaddir to lower case.

ftp://chapelie.rma.ac.be/atari/utilities/egale04e.zip
(295.788 bytes) Egale 4.1 (English version): The tool for easy file comparisons,
alteration and analysis. Contains a patch (Dir_Lwr) which makes it
possible to convert the returned string of Dreaddir and Dxreaddir to lower case.

ftp://chapelie.rma.ac.be/atari/utilities/deskconf.zip
(20.334 bytes) Desktop Configurator is a small tool which allows you to select
a particular DESKTOP.INF during boot time so you can boot into different desktops
for work or games.

Have fun,
Martin

*
*
***
*****
****
****
************* A
****
*********** VERY
****
****************** MERRY
****
*************** CHRISTMAS
****
********************** AND MY
****
****************** BEST WISHES
****
************************** FOR THE NEW
******
****** YEAR
******

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5258. ST-related items for sale or trade

Newsgroup: comp.sys.atari.st
Date: 2005-12-14 19:58:23 UTC
From: Ed <lener@vt.edu>
Message-ID: <dnptgv$7ou$1@solaris.cc.vt.edu>
Source record: 9983

Hello. Trying to clear out some extras and wanted to offer to fellow collectors first before sending much of it on to the local landfill. E-mail me at lener@vt.edu for more details on any items listed below. Everything priced at $4 or less, magazines only 50 cents apiece (even better deal if you buy in quantity) Shipping at actual cost. U.S. buyers only please. Thanks.

Atari ST Books, Manuals, etc.:
(all clean and in good shape)
Atari 520 ST Owners Manual
Atari Logo Sourcebook
Atari SF314 Disk Drive ï¿½ manual
Atari SF354 Disk Drive - manual
Atari SM124 Mono Monitor ï¿½ manual
Atari ST Basic Quick Reference Guide
Atari ST Basic Source Book and Tutorial
Atari ST GEM Programmers Reference (Abacus #3)
Atari ST Graphics and Sound (Abacus #6)
Base Two (Antic) ï¿½ disk and manual
Calamus Font Editor ï¿½ disks and manual
CalAssistant ï¿½ disk and manaul
Datalite 2 (Oregon Research) - boxed
DBMAN V v.5.2 (Versasoft) ï¿½ disks and manuals
Degas Elite (Batteries Included) ï¿½ manual
Disk Label Maker (Rock Digital) = disk only
GFA Artist (Michtron) ï¿½ disks and manual
ICD SCSI Host Adaptor ï¿½ manual
Imagecopy 4 (FaST Club) ï¿½ manual and upgrade disk
Pagestream 2 - manual
Paint Pro (Abacus) ï¿½ disk and manual
Personal Pascal 2 (OSS) ï¿½ manual
Suzy B Software Treasury ï¿½ 2 disc CD-ROM set
Thunder (Batteries Included) ï¿½ manual
Truepaint (Oregon Research) ï¿½ disks and manual
Ultimate Virus Killer ï¿½ disk and manual
WordPerfect ï¿½ boxed with manual and template (not sure if complete)

Assorted magazine issues:
Atari Computing, Atari Explorer, Atari World, ST Action, ST Format, ST Log, ST World, STart

Games and Other Software:
Batman (Ocean) ï¿½ boxed, PAL?
Brattacus (Psygnosis) ï¿½ boxed
Megalomania (Sensible Software) ï¿½ boxed, PAL?

Outrun (Sega) ï¿½ boxed, no instructions
Populous II (Bullfrog) ï¿½ boxed, PAL?
Space Ace (Readysoft) - boxed
Sub Battle Simulator (EPYX) - boxed
Ultima II (Sierra) ï¿½ boxed with cloth map

Note - Games denoted ï¿½PAL?ï¿½ give a rolling vertical screen on my TV

5259. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-12-15 07:44:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512142337150.23586-100000@onyx.spiritone.com>
Source record: 9984
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5260. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-12-15 07:48:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512142345030.23586-100000@onyx.spiritone.com>
Source record: 9985
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5261. Re: Atari STACY

Newsgroup: comp.sys.atari.st
Date: 2005-12-15 13:42:18 UTC
From: "M.A. Kehr" <makehr_keinspam@ndh.net>
Message-ID: <20051215144218.25cabbaa@pissnelke.apo.lan>
Source record: 9986

Hi,

> on my homepage (link, see below) there's an article how to put a PAK into the STacy, but it's german only.
This isn't true anymore.:-)
I have translated it to english, hope it's understandable and you will enjoy it.

Ciao

Marc-Antón

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://photo.st-katharina-apotheke.de
Atari: http://atari.st-katharina-apotheke.de
****

5262. [ANN] Beta testers wanted!

Newsgroup: comp.sys.atari.st
Date: 2005-12-16 01:08:43 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <q144q1tq8n9ccjqcieeeva6gfa19a9b7vi@4ax.com>
Source record: 9987

We're ready to start beta testing the next version of our CD writing
package, which will support DVD recorders as well. Apart from DVD
support, the main new features are:
. "burnproof" recording
. support for session-at-once audio CD recording
. backup of non-TOS partitions

Beta tester requirements:
. DVD recorder (if possible)
. a copy of ExtenDOS v4
. experience with CD Writer Suite v3
. good command of English or French
. sufficient time :-) (expect to take 10-20 hours)
Previous beta testing experience would be a help.

If you would like to help out, please email us at:
beta@anodynesoftware.com
and tell us what hardware & software you have.

Thanks,
Roger & Claude
Anodyne Software

5263. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-12-16 06:09:48 UTC
From: josephus <dogbird@earthlink.net>
Message-ID: <MSsof.3304$n1.2777@newsread2.news.pas.earthlink.net>
Source record: 9988

Mark D wrote:

> On Mon, 27 Jun 2005 13:56:25 +0200, Ludwig Maetzke wrote:
>
>
>>Hi,
>>
>>after I flamed so heavily against aranym/afros, friendly Francois le Coat
>>sent me an email with a link where to download a hard disk image for
>>aranym/TOS 404 prepared with the HD Driver Demo. With this I was able to
>>run aranym with TOS 404 that detected the C: image.
>>I am sorry for having stated things about aranym that are wrong. I was so
>>angry because if I don't get a usable Atari-Emulation on Linux I must buy
>>MS Windows and one of the proved Atari emulators for it. I was also able
>>to to get host file access with Beta DOS instead of MinT which I had
>>toggled of expecting better compatibility. But this problem remains on my
>>Linux system as horribly as before. Only about 20 per cent of the programs
>>that run with MagiCMac are working. Can I fix this by changing some
>>settings?
>>Any advice welcome.
>>
>
>
> So rather than simply ask for help or admit that you're clueless, as
> TOS 4.04 will guaranteed need an HD driver just like it does on a REAL
> atari, no instead you yell and curse out the community? You're forever
> flagged in my book as a complete ass. I don't know if I'll ever offer you
> even the slightest bit of respect again. You're just LUCKY that other
> people around here are SO MUCH NICER than they ever should be. And your
> comments about compilers and assemblers was just fucking hilarious! I
> mean it's such a stupid comment that it goes out of its way to prove how
> ignorant you are. It's really quite simple, Aranym is not perfect out of
> the box and requires quite a bit of configuration usually - this is
> mostly due to how EXTREMELY FLEXIBLE IT IS. There isn't shit for falcon
> games that work on MagiCMac or MagiCPC, but they CAN WORK on Aranym. Has
> ANYTHING you EVER USED ON THE ATARI including THE HARDWARE ITSELF ever
> worked 100% properly without requiring you screwing with everything? No!
> That's practically the spirit of Atari itself ;-) So that's my $0.02. I
> felt someone needed to remind you of what trash you are.
>
> Mark
>

This is an old message but I think it is bad form to hack on someone
that is apologizing.

josephus

5264. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-12-17 05:29:53 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2005.12.17.05.29.53.251646@nospammmmatari-source.com>
Source record: 9991

On Fri, 16 Dec 2005 06:09:48 +0000, josephus wrote:

> Mark D wrote:
>
>> On Mon, 27 Jun 2005 13:56:25 +0200, Ludwig Maetzke wrote:
>>
>>
>>>Hi,
>>>
>>>after I flamed so heavily against aranym/afros, friendly Francois le Coat
>>>sent me an email with a link where to download a hard disk image for
>>>aranym/TOS 404 prepared with the HD Driver Demo. With this I was able to
>>>run aranym with TOS 404 that detected the C: image.
>>>I am sorry for having stated things about aranym that are wrong. I was so
>>>angry because if I don't get a usable Atari-Emulation on Linux I must buy
>>>MS Windows and one of the proved Atari emulators for it. I was also able
>>>to to get host file access with Beta DOS instead of MinT which I had
>>>toggled of expecting better compatibility. But this problem remains on my
>>>Linux system as horribly as before. Only about 20 per cent of the programs
>>>that run with MagiCMac are working. Can I fix this by changing some
>>>settings?
>>>Any advice welcome.
>>>
>>
>>
>> So rather than simply ask for help or admit that you're clueless, as
>> TOS 4.04 will guaranteed need an HD driver just like it does on a REAL
>> atari, no instead you yell and curse out the community? You're forever
>> flagged in my book as a complete ass. I don't know if I'll ever offer you
>> even the slightest bit of respect again. You're just LUCKY that other
>> people around here are SO MUCH NICER than they ever should be. And your
>> comments about compilers and assemblers was just fucking hilarious! I
>> mean it's such a stupid comment that it goes out of its way to prove how
>> ignorant you are. It's really quite simple, Aranym is not perfect out of
>> the box and requires quite a bit of configuration usually - this is
>> mostly due to how EXTREMELY FLEXIBLE IT IS. There isn't shit for falcon
>> games that work on MagiCMac or MagiCPC, but they CAN WORK on Aranym. Has
>> ANYTHING you EVER USED ON THE ATARI including THE HARDWARE ITSELF ever
>> worked 100% properly without requiring you screwing with everything? No!
>> That's practically the spirit of Atari itself ;-) So that's my $0.02. I
>> felt someone needed to remind you of what trash you are.
>>
>> Mark
>>

>
> This is an old message but I think it is bad form to hack on someone
> that is apologizing.
> josephus

Yeah I wonder if people would forgive Hitler if he said he was sorry.

Different situation of course, but this guy totally bashed Aranym
developers and made some way over the top comments. Once that happens
he's finished with me. People should learn to control themselves.
Perhaps if I was trying to sell something to the community I would
use a bit more tact, but I'd like to think that my response did have
tact besides the occasional curse word. I re-read my response
and I still believe that it was fully warranted based on the comments this
guy made (which of course nobody can see now).

Next time maybe he won't act so strongly. And maybe next time I won't
REact so strongly. I protect people that do a lot for me and the ARAnyM
crew has done a WHOLE LOT for me.

Thanks,
Mark

5265. Re: [ANN] Beta testers wanted!

Newsgroup: comp.sys.atari.st
Date: 2005-12-17 06:42:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43a3b3668a7480@comcast.net>
Source record: 9992

>We're ready to start beta testing the next version of our CD writing
>package, which will support DVD recorders as well. Apart from DVD
>support, the main new features are:
> . "burnproof" recording
> . support for session-at-once audio CD recording
> . backup of non-TOS partitions
>
>Beta tester requirements:
> . DVD recorder (if possible)
> . a copy of ExtenDOS v4
> . experience with CD Writer Suite v3
> . good command of English or French
> . sufficient time :-) (expect to take 10-20 hours)
>Previous beta testing experience would be a help.
>
>If you would like to help out, please email us at:
> beta@anodynesoftware.com
>and tell us what hardware & software you have.
>
>Thanks,
>Roger & Claude
>Anodyne Software

Well I volunteer. I have being using Extendos 4 and also have an IDE SONY DVD recorder installed.

5266. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-17 13:15:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200512171415.a52775@wun.maus.de>
Source record: 9995

Hallo Peter!

PS>for I never heard of that Signum!4 feature, I'd really be surprised.

You're right. Bad memory on my part :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

5267. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-12-17 14:28:02 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1134829682.593912.209170@g49g2000cwa.googlegroups.com>
Source record: 9993

Hi!

As for me usenet and other mailing lists I watch made me intentionally
try very hard to overlook any kind of offense. Stick to the facts you
can help with no matter what the guy was touught inquiry looks like at
home. Otherwise you would be off topic the same way as the 'wrong' guy.

STanda

PS: I must say that Francios did the best thing he could at that time.

> >> On Mon, 27 Jun 2005 13:56:25 +0200, Ludwig Maetzke wrote:
> >>
> >>>after I flamed so heavily against aranym/afros, friendly Francois le Coat
> >>>sent me an email with a link where to download a hard disk image for
> >>>aranym/TOS 404 prepared with the HD Driver Demo. With this I was able to
> >>>run aranym with TOS 404 that detected the C: image.

5268. Atari hardware & Software

Newsgroup: comp.sys.atari.st
Date: 2005-12-17 15:42:36 UTC
From: FukStik <UWish@dodgit.com>
Message-ID: <do1egr$2a76$1@news3.infoave.net>
Source record: 9994

Hello. I want to get rid of My Atari stuff that I've held on to for far
too long. Frankly I'd rather give it away to someone who might use it.
Therefore, everything is free, buyer pays actual shipping.

hogarthster @ gmail . com

Hardware
Atari Mega2 ST
TOS 1.4
Upgraded to 2 Mb (installed by TOAD)
Replaced the internal drive with a Master 3S, Didn't quite fit so I have
duct tape on front holding case together

SC1224 color monitor

Monochrome monitor, screen blinks (S/N: QT109760)

Quantum Maverick 540S Hard Drive in External case w/power supply
ADSCSI board
ICD drivers

2 joysticks
optical mouse w/pad

Modem cable

ST Replay Sound digitizer

Modems: AT&T Dataport 14.4/FAX, Supra 2400

Software

Utility
ICD Utilities
Cleanup ST
Diamond Back 3
Geneava
Warp 9
Multidesk
Speedogdos 5
Gplus+
Neodesk 3
Degas Elite
Diamond Edge
Maxifile
Editors
Tempus II
Timeworks DTP

Word UP
Thats Write 1 & 2
Atari Works
Word Writer
Circuit maker II
PFM Plus (personal finance manager)

Programming
Laser C (w/debugger)
ST Basic
DB Man
Assempro
Personal Pascal
Devpac ST
Telecom
Stealth
Straight Fax 2
Vanterm
Games (w/ manuals)
Gauntlet II
Tank Platoon
Star Fleet 1
Empire
Beyond Zork
Zork trilogy
Stationfall
Hacker
Flight Simulator II
Nitro
Day of the Viper
Populous
Elite
Third Courier

Games (w/o manuals)
Empire

Misc games that don't work (repairable?)
Sub Battle Simulator
Falcon w/ mission disk II
Sundog - Frozen Legacy
Starglider

Books
Gem Programmer's reference
3D Graphics Programming
ST Disk Drives
ST machine language guide
ST Internals

Manuals for Software
(Lost or damaged software)

Falcon (code wheel)
The Juggler
Abacus FORTH M/T
Mega-Check 2
Omintrend's Universe II

5269. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-12-18 04:33:23 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2005.12.18.04.33.23.880137@nospammmmatari-source.com>
Source record: 9996

On Sat, 17 Dec 2005 06:28:02 -0800, STanda wrote:

> Hi!
>
> As for me usenet and other mailing lists I watch made me intentionally
> try very hard to overlook any kind of offense. Stick to the facts you
> can help with no matter what the guy was touught inquiry looks like at
> home. Otherwise you would be off topic the same way as the 'wrong' guy.
>
> STanda
>

Yeah.. *sigh* everyone seems to think I was wrong. Oh well ;)

I guess an apology goes a long way in the Atari community. That's
probably a good thing.

Thanks,
Mark

5270. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-12-18 05:49:06 UTC
From: AltF4 <AltF4@freemint.de>
Message-ID: <40kbiiF1ah49hU1@individual.net>
Source record: 9997

> Yeah I wonder if people would forgive Hitler if he said he was sorry.

5271. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-12-18 05:49:09 UTC
From: AltF4 <AltF4@freemint.de>
Message-ID: <40kbikF1b2g3iU1@individual.net>
Source record: 9998

Mark D wrote:
[...]
> Yeah I wonder if people would forgive Hitler if he said he was sorry.

Mark, do you really want to compare a million mass murder with someone overreakting and babbeling nonsense? You would post-mortem-injure millions of innocent victims. Please don't go down to that level.

Ralph

5272. Re: Atari hardware & Software

Newsgroup: comp.sys.atari.st
Date: 2005-12-18 10:39:42 UTC
From: josephus <dogbird@earthlink.net>
Message-ID: <O%apf.3522$mj1.787@newsread3.news.pas.earthlink.net>
Source record: 9999

FukStik wrote:
> Hello. I want to get rid of My Atari stuff that I've held on to for far
> too long. Frankly I'd rather give it away to someone who might use it.
> Therefore, everything is free, buyer pays actual shipping.
>
> hogarthster @ gmail . com
>
> Hardware
> Atari Mega2 ST
> TOS 1.4
> Upgraded to 2 Mb (installed by TOAD)
> Replaced the internal drive with a Master 3S, Didn't quite fit so I have
> duct tape on front holding case together
>
> SC1224 color monitor
>
> Monochrome monitor, screen blinks (S/N: QT109760)
>
> Quantum Maverick 540S Hard Drive in External case w/power supply
> ADSCSI board
> ICD drivers
>
> 2 joysticks
> optical mouse w/pad
>
> Modem cable
>
> ST Replay Sound digitizer
>
> Modems: AT&T Dataport 14.4/FAX, Supra 2400
>
>
> Software
>
> Utility
> ICD Utilities
> Cleanup ST
> Diamond Back 3
> Geneava
> Warp 9
> Multidesk
> Speedogdos 5
> Gplus+
> Neodesk 3

> Degas Elite
> Diamond Edge
> Maxifile
> Editors
> Tempus II
> Timeworks DTP
> Word UP
> Thats Write 1 & 2
> Atari Works
> Word Writer
> Circuit maker II
> PFM Plus (personal finance manager)
>
> Programming
> Laser C (w/debugger)
> ST Basic
> DB Man
> Assempro
> Personal Pascal
> Devpac ST
> Telecom
> Stealth
> Straight Fax 2
> Vanterm
> Games (w/ manuals)
> Gauntlet II
> Tank Platoon
> Star Fleet 1
> Empire
> Beyond Zork
> Zork trilogy
> Stationfall
> Hacker
> Flight Simulator II
> Nitro
> Day of the Viper
> Populous
> Elite
> Third Courier
>
> Games (w/o manuals)
> Empire
>
> Misc games that don't work (repairable?)
> Sub Battle Simulator
> Falcon w/ mission disk II
> Sundog - Frozen Legacy
> Starglider
>
>

> Books
> Gem Programmer's reference
> 3D Graphics Programming
> ST Disk Drives
> ST machine language guide
> ST Internals
>
>
> Manuals for Software
> (Lost or damaged software)
> Falcon (code wheel)
> The Juggler
> Abacus FORTH M/T
> Mega-Check 2
> Omintrend's Universe II
drop me a message and tell me how much you want for the stuff
josephus
dogbird@earthlink.net

5273. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-12-18 16:24:02 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.s1zmictgknc94k@81-174-208-19.pth-as1.dial.plus.net>
Source record: 10000

Hello On Sun, 18 Dec 2005 05:49:09 -0000, AltF4 <AltF4@freemint.de> wrote:

You cannot "post-mortem-injure millions of innocent victims." They are
dead
and their personal suffering is at an end. "Please don't go down to that
level"

--
Using Opera's revolutionary e-mail client: http://www.opera.com/mail/

5274. Re: aranym problem solved

Newsgroup: comp.sys.atari.st
Date: 2005-12-18 19:50:06 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a5bd6e$0$23223$91cee783@newsreader02.highway.telekom.at>
Source record: 10001

Maurice wrote:

> Hello On Sun, 18 Dec 2005 05:49:09 -0000, AltF4 <AltF4@freemint.de>
> wrote:
>
> You cannot "post-mortem-injure millions of innocent victims." They
> are dead and their personal suffering is at an end. "Please don't go
> down to that level"

Do you prepare something?

Best Regards,

Daniel Mandic

5275. Re: [ANN] Beta testers wanted!

Newsgroup: comp.sys.atari.st
Date: 2005-12-18 23:05:57 UTC
From: LAFABRIE Florent <florent@lafabrie.net>
Message-ID: <43a5eb4a$0$11354$7a628cd7@news.club-internet.fr>
Source record: 10002

Le 16/12/2005 02:08, Roger Burrows a ï¿½crit :
> We're ready to start beta testing the next version of our CD writing
> package, which will support DVD recorders as well. Apart from DVD
> support, the main new features are:
> . "burnproof" recording
> . support for session-at-once audio CD recording
> . backup of non-TOS partitions
>
> Beta tester requirements:
> . DVD recorder (if possible)
> . a copy of ExtenDOS v4
> . experience with CD Writer Suite v3
> . good command of English or French
> . sufficient time :-) (expect to take 10-20 hours)
> Previous beta testing experience would be a help.
>
> If you would like to help out, please email us at:
> beta@anodynesoftware.com
> and tell us what hardware & software you have.
>
> Thanks,
> Roger & Claude
> Anodyne Software
>
Hello,
Have you a problem wiyh your email (beta@anodynesoftware.com)?
I write you but I have with message :

Delivery failed 20 attempts: burrows@anodynesoftware.com
Original message follows.

Received: from relay-ev.club-internet.fr [194.158.96.209] by
shared.thehostingservice.com with ESMTP
(SMTPD-8.21) id A24B097C; Sun, 18 Dec 2005 09:29:31 -0500
Received: from [192.168.1.2] (i02m-212-194-237-182.d4.club-internet.fr
[212.194.237.182])
by relay-ev.club-internet.fr (Postfix) with ESMTP id C6CE425610
for <beta@anodynesoftware.com>; Sun, 18 Dec 2005 15:29:31 +0100 (CET)
Message-ID: <43A57255.6000105@club-internet.fr>
Date: Sun, 18 Dec 2005 15:29:41 +0100
From: Florent LAFABRIE <lafabrie@club-internet.fr>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; fr-FR; rv:1.7.12)
Gecko/20050915
X-Accept-Language: fr, en
MIME-Version: 1.0

To: beta@anodynesoftware.com
Subject: Beta tester
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
X-RBL-Warning: CSMA-SBL:
"http://bl.csma.biz/cgi-bin/listing.cgi?ip=194.158.96.209"
X-RBL-Warning: FIVETEN-SRC: 182.237.194.212.blackholes.five-ten-sg.com.
X-RBL-Warning: UCEPROTECT-3: "Sorry, Net 194.158.96.0/24 is blacklisted
at Level 3 by UCEPROTECT-Network see http://www.uceprotect.net"
X-RBL-Warning: NOABUSE: "Not supporting abuse@club-internet.fr"
X-RBL-Warning: NOPOSTMASTER: "Not supporting postmaster@domain"
X-Declude-Sender: lafabrie@club-internet.fr [194.158.96.209]
X-Declude-Spoolname: D724b01aa00002dc0.smd
X-Declude-Note: Scanned by Declude 3.0.5.11 for spam.
"http://www.declude.com/x-note.htm"
X-Declude-Scan: Incoming Score [6] at 09:29:55 on 18 Dec 2005
X-Declude-Fail: CSMA-SBL [2], FIVETEN-SRC [4], UCEPROTECT-3 [2], NOABUSE
[2], NOPOSTMASTER [1]
X-Country-Chain: FRANCE->destination

--
LAFABRIE Florent
Web : http://www.lafabrie.net
courriel : florent@lafabrie[nospam].net
Hardware 2.0 et Icon Extract 1.51 pour Atari Falcon TT et compatibles
Falcon 030 + CT60 100 Mhz + 256 Mo de SDRAM
Falcon 030 + CT2B rev B + 32 Mo TT Ram
Falcon 030

5276. Re: Atari hardware & Software

Newsgroup: comp.sys.atari.st
Date: 2005-12-18 23:49:21 UTC
From: mugorj@gmail.com
Message-ID: <1134949761.915096.269340@f14g2000cwb.googlegroups.com>
Source record: 10003

Hello,

If you still have the ADSCSI board, and would like to sell me this
alone, i would be very happy.

Please let me know how much you want for this.

My e-mail is mugorj_at_gmail*NOSPAM*.com

Thank you,
Marcelo.

5277. Re: [ANN] Beta testers wanted!

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 00:14:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.19.00.14.39.805977@charter.net>
Source record: 10004

On Mon, 19 Dec 2005 00:05:57 +0100, LAFABRIE Florent wrote:

> Hello,
> Have you a problem wiyh your email (beta@anodynesoftware.com)?
> I write you but I have with message :
>
> Delivery failed 20 attempts: burrows@anodynesoftware.com
> Original message follows.

Try again. My e-mails went through to him, AFAIK. Could have just been one
of those days. :-)

--
_/_/_/

5278. The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 08:13:24 UTC
From: "Bruce K. Gros" <eaten_arm@yahoo.ca>
Message-ID: <1134980004.081423.178510@z14g2000cwz.googlegroups.com>
Source record: 10005
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of an Intel CPU and a very weak OS and GUI.

The AMIGA always was a REAL computer.Powerful, great architecture, superb custom chips and a superior OS and GUI.

So better throw away your ST fast, because STs are crap and should be dumped in the bin as fast as possible !!!

5279. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 10:13:31 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <43a687a9$0$16506$9b4e6d93@newsread4.arcor-online.net>
Source record: 10006

Hi Bruce!

> [...]

LOL, good one!

Really funny :-)

Especially the part about the OS, nice.

Cheers, Ingo =;->

5280. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 12:18:11 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <u69dq1p3m078iugdkjmu774mn11dnn8slm@4ax.com>
Source record: 10007
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

On 19 Dec 2005 00:13:24 -0800, "Bruce K. Gros" <eaten_arm@yahoo.ca>
wrote:

>The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of
>an Intel CPU and a very weak OS and GUI.
>
>The AMIGA always was a REAL computer.Powerful, great architecture,
>superb custom chips and a superior OS and GUI.
>
>So better throw away your ST fast, because STs are crap and should be
>dumped in the bin as fast as possible !!!

What's this? The season of the trolls?

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5281. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 12:51:46 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1134996706.108591.3890@f14g2000cwb.googlegroups.com>
Source record: 10008
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

George Nakos wrote:

> What's this? The season of the trolls?

Yes, 'tis the season to be jolly :)

Regards,

/Joakim

5282. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 13:17:19 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <ypypf.657$%N1.117243@news20.bellglobal.com>
Source record: 10009
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

"Bruce K. Gros" <eaten_arm@yahoo.ca> wrote in message
news:1134980004.081423.178510@z14g2000cwz.googlegroups.com...
So better throw away your ST fast, because STs are crap and should be
> dumped in the bin as fast as possible !!!

.....well?.....and then what..
charles

5283. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 15:22:10 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <43a6cfca$0$16508$9b4e6d93@newsread4.arcor-online.net>
Source record: 10010

Hi!

> ....well?.............and then what..

Then he's gonna search all the bins for our thrown-out STs to finally
have a decent machine. That's what he REALLY wants. He is trying to
trick us into throwing them away so he gets one for free!!
Don't u see it?

Cheers, Ingo =;->

;-)

5284. Re: Converting 1ST Word Plus documents

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 18:34:23 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <38-dnezmYpKyYDveRVny1w@pipex.net>
Source record: 10011

In message <dnkldtjtm1@orkan.itea.ntnu.no>, joska@nvg.ntnu.no said:

>On my Milan it behaves like on a ST/Falcon with NVDI, i.e. it use a too
>big fontsize and totally mess up the display. A pity, because 1ST Word
>Plus is one of my all-time favourites on the Atari. I'd really like to get
>my hands on the sources and modernize it a bit.

On my Falcon with NVDI and MagiC, 1WP works fine. I still use it
quite regularly for letters and articles that don't need fancy
fonts.

Incidentally, if IdeaList runs on your Milan, you can use that to
print out 1WP documents with all the attributes (but it disregards
ruler changes).

Regards, /Peter/

5285. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 20:38:24 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a71a41$1@duster.adelaide.on.net>
Source record: 10012
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

"Bruce K. Gros" <eaten_arm@yahoo.ca> wrote in message
news:1134980004.081423.178510@z14g2000cwz.googlegroups.com...
> The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of
> an Intel CPU and a very weak OS and GUI.
>
> The AMIGA always was a REAL computer.Powerful, great architecture,
> superb custom chips and a superior OS and GUI.
>
> So better throw away your ST fast, because STs are crap and should be
> dumped in the bin as fast as possible !!!
>

But then someone else can still use them. Better to run them over by car
first.

5286. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 21:02:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.19.21.02.14.844236@charter.net>
Source record: 10013

On Tue, 20 Dec 2005 04:38:24 +0800, Clockmeister wrote:

>
> "Bruce K. Gros" <eaten_arm@yahoo.ca> wrote in message
> news:1134980004.081423.178510@z14g2000cwz.googlegroups.com...
>> The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of
>> an Intel CPU and a very weak OS and GUI.
>>
>> The AMIGA always was a REAL computer.Powerful, great architecture,
>> superb custom chips and a superior OS and GUI.
>>
>> So better throw away your ST fast, because STs are crap and should be
>> dumped in the bin as fast as possible !!!
>>
>
> But then someone else can still use them. Better to run them over by car
> first.

I'd much rather see the trolls who first post, then strive to continue
these kinds of threads get run over first. It'd do the world a favor.

:-)

--
_/_/_/

5287. What value Falcons?

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 21:50:57 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <do79p8$i2i$1@newsg4.svr.pol.co.uk>
Source record: 10014

Hi All

Just wondering what is the market value of the following Falcons:

1) MkX cased Falcon CT2b with 20Gb HD

2) SpaceCase cased Falcon CT60 with 40Gb HD

Both with Maximum ST RAM and reasonable FAST RAM.

Thanks

Neil Chester

5288. Re: What value Falcons?

Newsgroup: comp.sys.atari.st
Date: 2005-12-19 22:14:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.19.22.14.41.667659@charter.net>
Source record: 10015

On Mon, 19 Dec 2005 21:50:57 +0000, Neil Chester wrote:

> Hi All
>
> Just wondering what is the market value of the following Falcons:
>
> 1) MkX cased Falcon CT2b with 20Gb HD
>
> 2) SpaceCase cased Falcon CT60 with 40Gb HD
>
> Both with Maximum ST RAM and reasonable FAST RAM.
>
> Thanks
>
> Neil Chester

From what I've seen, bog standard Falcons have been going for typically
$300-400 on Ebay. Sometimes higher.

Expanded/updated ones are worth more, of course.

--
_/_/_/

5289. Commodore is back

Newsgroup: comp.sys.atari.st
Date: 2005-12-20 11:20:25 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43a7e8f3$0$18122$626a14ce@news.free.fr>
Source record: 10016

http://www.zdnet.fr/actualites/informatique/0,39040745,39296521,00.htm

No computers...but multimedia portable player : should be shown at Las Vegas...

5290. Re: Commodore is back

Newsgroup: comp.sys.atari.st
Date: 2005-12-20 12:33:50 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BFCDB8BE.F2E4%vlg@o2.pl>
Source record: 10017

w poscie 43a7e8f3$0$18122$626a14ce@news.free.fr, Rodolphe Czuba od rodolphe.Beurkcaca.spam.czuba@free.fr napisal 20-12-05 12:20:

> http://www.zdnet.fr/actualites/informatique/0,39040745,39296521,00.htm
>
> No computers...but multimedia portable player : should be shown at Las
> Vegas...

So... What?

Atari is still on the Market and for sure is bigger company than Commodore :->

Lets bomb atari for new hardware they got Millions of Dollars :)))

5291. Has anyone in the UK got a 4MB+ Atari Mega STE for sale?

Newsgroup: comp.sys.atari.st
Date: 2005-12-21 22:22:17 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <tAkqf.10764$5v1.2923@newsfe2-win.ntli.net>
Source record: 10018

Hi there,

My first computer was an Atari 520STfm and I totally fell in love with the thing. My friends that had Amiga's laughed at my tinny sounds but I couldn't have been happier :-)

I mostly collect Atari coin op equipment now but I still have my ST and I now want a Mega STE and then possibly a TT and Falcon.

So, anyone got a 4Mb+ Mega STE for sale? The more bells and whistles the better!

Many thanks,

Oliver

5292. Can anyone tell me what Internal card this is?

Newsgroup: comp.sys.atari.st
Date: 2005-12-21 22:24:03 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <7Ckqf.10765$5v1.1079@newsfe2-win.ntli.net>
Source record: 10019

Hi there,

SCSI adapter?

http://home.btconnect.com/w108/AtariSTcardA.jpg

http://home.btconnect.com/w108/AtariSTcardAa.jpg

http://home.btconnect.com/w108/AtariSTcardB.jpg

Many thanks!

Oliver

5293. Re: Can anyone tell me what Internal card this is?

Newsgroup: comp.sys.atari.st
Date: 2005-12-21 22:43:56 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <MUkqf.78918$V7.19588@news-server.bigpond.net.au>
Source record: 10020

Alpha1 wrote:
> Hi there,
>
> SCSI adapter?
>
> http://home.btconnect.com/w108/AtariSTcardA.jpg
>
> http://home.btconnect.com/w108/AtariSTcardAa.jpg
>
> http://home.btconnect.com/w108/AtariSTcardB.jpg
>
> Many thanks!
>
>
> Oliver
>
>
It appears to be a scsi controller. A bloody weird one tho.

Mark

5294. Re: Can anyone tell me what Internal card this is?

Newsgroup: comp.sys.atari.st
Date: 2005-12-21 22:56:42 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <K4lqf.6507$f7.915@newsfe3-win.ntli.net>
Source record: 10021

Cool,

thanks for the fast reply. I thought as much.

What should the 'norm' be expected to look like?

Oliver

> It appears to be a scsi controller. A bloody weird one tho.
>
> Mark

5295. Re: Can anyone tell me what Internal card this is?

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 01:14:48 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <c6nqf.79777$V7.33023@news-server.bigpond.net.au>
Source record: 10022

Alpha1 wrote:
> Cool,
>
> thanks for the fast reply. I thought as much.
>
> What should the 'norm' be expected to look like?

Not like that;-). It looks like a homebrew controller. Most plug into
the assci port in the rear of the machine. Basically a converter.

Mark
>
>
> Oliver
>
>
>
>
>>It appears to be a scsi controller. A bloody weird one tho.
>>
>>Mark
>
>
>

5296. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 13:44:32 UTC
From: Sam Smith <nospam@nospam.com>
Message-ID: <doeajvpjg1$8300dec7@news.demon.co.uk>
Source record: 10023
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

"Bruce K. Gros" <eaten_arm@yahoo.ca> wrote in message
news:1134980004.081423.178510@z14g2000cwz.googlegroups.com...
> The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of
> an Intel CPU and a very weak OS and GUI.
>
> The AMIGA always was a REAL computer.Powerful, great architecture,
> superb custom chips and a superior OS and GUI.
>
> So better throw away your ST fast, because STs are crap and should be
> dumped in the bin as fast as possible !!!

What's an ST?

Sam

5297. [ANN]Zview beta 7

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 14:09:11 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <43aab391$0$23286$ba620e4c@news.skynet.be>
Source record: 10024

Merry Christmas and happy new year for all the Atarians !

Here a screenshoot:

http://the.zorro.free.fr/beta7.jpg

And the news:

News:

- PDF:
* Huge quality improvement in the PDF font rendering (Atari specific).
* Zoom function added.
* Code upgraded to xpdf 3.01pl1(2005-dec-01).
- Complete EXIF 2.21 support for JPEG image(now, you can see various
usefull informations like when the picture was taken, if the flash of
your camera was fired or not, the model of your cam, etc...).
- Now, zView can extract the thumbnails embedded inside JPEG images
created with a digital photo-cam.
That means than the thumbnail creation is 20 times faster if the JPEG
was created with a camera.
- News options added:
* Skip drive(it's faster to skip the check of the CD-ROM drive for
example).
* Smooth Thumbnail: now, you can smooth the thumbnails with various method.
That is very slow and only available on true color or near true color
display but the result are perfect(specialy with the lanczos computation).
* PDF font antialiasing ON/OFF.
* Fit the PDF to the window.
- Utilisation of an embedded font to have the same look on any computers.
- Animated interlaced Gif and animated Gif with transparency now supported.
- More zoom levels for the pictures(25, 50, 100, 150 and 200%,
previoulsy: 50, 100, and 200%).
- Some function's shortcuts added to the toolbars.

Bugs fixes:

- Many fixes in the PDF code(PDF rotated, problems with some fonts, etc..).
- Missing horizontal SLIDER computation in the PDF and image window.
- Little memory leak corrected in the multi-timer function.
- A memory block was not freed in the file_rename function.
- Some redraw fixed (PDF bookmark, etc...).
- Others littles bugs fixed.

Ciao,
Zorro

--
http://the.zorro.free.fr

5298. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 15:37:41 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43aac845$0$16886$91cee783@newsreader01.highway.telekom.at>
Source record: 10025
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Sam Smith wrote:

> "Bruce K. Gros" <eaten_arm@yahoo.ca> wrote in message
> news:1134980004.081423.178510@z14g2000cwz.googlegroups.com...
> > The ATARI ST was just a cheap would-be PC with an 68000 CPU instead
> > of an Intel CPU and a very weak OS and GUI.
> >
> > The AMIGA always was a REAL computer.Powerful, great architecture,
> > superb custom chips and a superior OS and GUI.
> >
> > So better throw away your ST fast, because STs are crap and should
> > be dumped in the bin as fast as possible !!!
>
> What's an ST?
>
> ---
> Sam

Hi Sam!

Thatďż˝s the Tramiel Brothers (and more, Shiraz Shivji from C= etc..)
contribution to ATARI.

They called ST for SixteenThirtytwo (mighty MC68000 32/16bit)
And the TT, ThirtytwoThirtytwo. (MC68020/030 32/and 32bit Memory)

www.atari.org

The ST can make many things and is IMHO the best MIDI Computer till
now. Often compared to the Commodore128 ;-).

Best Regards,

Daniel Mandic

5299. Re: [ANN]Zview beta 7

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 17:24:20 UTC
From: swe@atari.org
Message-ID: <8jBqf.20866$h6.791123@news.siol.net>
Source record: 10026

Zorro wrote:

> Merry Christmas and happy new year for all the Atarians !

Thanx, and same for you as well!

5300. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 18:32:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.22.18.32.58.148006@charter.net>
Source record: 10027

On Thu, 22 Dec 2005 15:37:41 +0000, Daniel Mandic wrote:

> The ST can make many things and is IMHO the best MIDI Computer till
> now. Often compared to the Commodore128 ;-).

"Often compared to the Commodore128"

Not by anyone who knows anything about either system.

--
_/_/_/

5301. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 18:34:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512221031470.27675-100000@onyx.spiritone.com>
Source record: 10028
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5302. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 18:36:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512221034240.27675-100000@onyx.spiritone.com>
Source record: 10029
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5303. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 18:39:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512221037020.27675-100000@onyx.spiritone.com>
Source record: 10030
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating Christmas with a 25% Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while they Last! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs/anytime (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/newstuff.htm Whats New from BS!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5304. Re: [ANN]Zview beta 7

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 19:07:06 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43aaf956_3@x-privat.org>
Source record: 10031

Zorro wrote:
>
> Merry Christmas and happy new year for all the Atarians !
>
>
> Here a screenshoot:
>
> http://the.zorro.free.fr/beta7.jpg
>
>
> And the news:
>
> News:
> -----
> - PDF:
> * Huge quality improvement in the PDF font rendering (Atari specific).
> * Zoom function added.

Many thanks for adding this option. It works just great.

*
*
***
*****
****
****
************* A
****
*********** VERY
****
****************** MERRY
****
*************** CHRISTMAS
****
********************** AND MY
****
****************** BEST WISHES
****
*************************** FOR THE NEW
******
****** YEAR
******

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

5305. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-22 23:29:19 UTC
From: John <fredclark@consltec.demon.co.uk>
Message-ID: <IZc2NIAPbzqDFw2j@consltec.demon.co.uk>
Source record: 10032

In article <pan.2005.12.22.18.32.58.148006@charter.net>, Ronald J. Hall
<dark_lord@charter.net> writes
>On Thu, 22 Dec 2005 15:37:41 +0000, Daniel Mandic wrote:
>
>> The ST can make many things and is IMHO the best MIDI Computer till
>> now. Often compared to the Commodore128 ;-).
>
>"Often compared to the Commodore128"
>
>Not by anyone who knows anything about either system.
>

Two people not grown up and still stuck in the 1980s mind set of "my
computer is better than yours". Unfortunately all is now history, and
these jibes totally irrelevant.

This is usually down to a Troll seeking to be fed.

--
Hugh Janus Constipation is the thief of time, but diaorrehia waits
for no man!!

5306. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 04:50:08 UTC
From: "The U.S. Constitution" <KILLFILEjasonzc@yahoo.com>
Message-ID: <Xns9734E8244410812345666@207.14.113.17>
Source record: 10033
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

George Nakos <ggn@atariROCKS.org> wrote in
news:u69dq1p3m078iugdkjmu774mn11dnn8slm@4ax.com:

> Real programmers disdain structured programming. Structured
> programming is for compulsive neurotics who were prematurely toilet-
> trained. They wear neckties and carefully line up pencils on otherwise
> clear desks.

I hated school. They sucked the fun out of programming.

--
I'm just a goddamned piece of paper.

http://beosnews.com/
http://www.bedoper.com
http://www.cafepress.com/angeldevil

5307. atari st rf and monitor question

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 07:28:20 UTC
From: gnorik@gmail.com
Message-ID: <1135322900.848029.73960@g43g2000cwa.googlegroups.com>
Source record: 10034

Hello :)

I have Atari 1040 Ste :)
I have read in the net, that any Atari ST have RF antenna cable with which one can connect ST to any tv :)
It seems that I can't find such interface on my Atari ST, is it possible?

Or may be RF antenna cable should be connected to the same place, where Atari monitor?

Where is RF modulator located Inside Atari case or it is mounted to the cable?

I am asking because I have no RF antenna cable for Atari, I bought it one year ago with only b/w monitor.

And another question is about monitor. I can see TOS screen not fullscreen, but very small, rather big part of the screen takes border, and TOS screen is only 1/3 of my monitor screen.
I can't find any switcher to tune monitor.
On the back side there are only three wheels for sound, brightness and contrast, and some switcher above them. If I turn the switcher up, I can see nothing if I turn it down, I see Atari TOS screen :)

Thank you very much for help.

5308. Atari ST floppy question

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 07:33:02 UTC
From: gnorik@gmail.com
Message-ID: <1135323182.435913.236510@o13g2000cwo.googlegroups.com>
Source record: 10035

Hello, when I am turning Atari on floppy drive is making some noise
during a minute, and only after that TOS starts.
Is it proper for Atari St?
Floppy drive is empty during start, but Atari makes some noise with
it...

Thanks

5309. Re: Atari ST floppy question

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 07:57:42 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <R6idnTGBzvRfMjbeRVny0Q@eclipse.net.uk>
Source record: 10036

<gnorik@gmail.com> wrote in message
news:1135323182.435913.236510@o13g2000cwo.googlegroups.com...
> Hello, when I am turning Atari on floppy drive is making some noise
> during a minute, and only after that TOS starts
> Is it proper for Atari St?

yes. It checks for a bootable floppy.

> Floppy drive is empty during start, but Atari makes some noise with
> it...

pop a blank disk in. It will spped things up.

>
> Thanks
>

5310. Re: atari st rf and monitor question

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 08:05:17 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <R6idnTCBzvReMjbeRVny0Q@eclipse.net.uk>
Source record: 10037

<gnorik@gmail.com> wrote in message
news:1135322900.848029.73960@g43g2000cwa.googlegroups.com...
> Hello :)
>
> I have Atari 1040 Ste :)
> I have read in the net, that any Atari ST have RF antenna cable with
> which one can connect ST to any tv :)
> It seems that I can't find such interface on my Atari ST, is it
> possible?
>

Its the single "phono" socket on the back. (assuming its an STE. or STFM,
plain STF does not have modulator.) If its an STE there should be three
PHONO sockets on the back. Two are the stereo sound out and the third is the
TV out. However its really only good for games.

> Or may be RF antenna cable should be connected to the same place, where
> Atari monitor?
>

No, but you can get composite out.

> Where is RF modulator located Inside Atari case or it is mounted to the
> cable?
>

See above. Its inside the case on an STE. Single phono on back.

> I am asking because I have no RF antenna cable for Atari, I bought it
> one year ago with only b/w monitor.
>

In the UK you need a Phone to "Belling Lee". Not sure wjat TV's in other
countries have for arial leads.

> And another question is about monitor. I can see TOS screen not
> fullscreen, but very small, rather big part of the screen takes border,
> and TOS screen is only 1/3 of my monitor screen.

The borders are big, but usually 2/3 of screen size.

> I can't find any switcher to tune monitor.
> On the back side there are only three wheels for sound, brightness and
> contrast, and some switcher above them. If I turn the switcher up, I
> can see nothing if I turn it down, I see Atari TOS screen :)
>

There aren't any. BTW its the GEM desktop that you should see, not the TOS screen. Try setting the thing to "Medium Resolution". Its some where on the last menu.

> Thank you very much for help.
>

5311. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 09:44:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <Z6adnayLt8GwWzbeRVnyrg@pipex.net>
Source record: 10038
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

"The U.S. Constitution" <KILLFILEjasonzc@yahoo.com> wrote in message
news:Xns9734E8244410812345666@207.14.113.17...
> George Nakos <ggn@atariROCKS.org> wrote in
> news:u69dq1p3m078iugdkjmu774mn11dnn8slm@4ax.com:
>
>> Real programmers disdain structured programming. Structured
>> programming is for compulsive neurotics who were prematurely toilet-
>> trained. They wear neckties and carefully line up pencils on otherwise
>> clear desks.
>
> I hated school. They sucked the fun out of programming.
>
> --

I'll drink to that!

hic

Chris

> I'm just a goddamned piece of paper.
>
> http://beosnews.com/
> http://www.bedoper.com
> http://www.cafepress.com/angeldevil
>
>
>

5312. Re: [ANN]Zview beta 7

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 09:45:38 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <43abc74e$0$6539$ba620e4c@news.skynet.be>
Source record: 10039

Hi,

It seems that there is a problem with MagiC, the system return:

Datei ist nicht ausfï¿½hrbar! (File is not executable!)
Fehler: -#66 (Error: -#66)

I will try to correct this problem as soon as possible.

Ciao,
Zorro

5313. Re: Atari ST floppy question

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 09:49:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <QPidnX-touoZWjbeRVny0A@pipex.net>
Source record: 10040

<gnorik@gmail.com> wrote in message
news:1135323182.435913.236510@o13g2000cwo.googlegroups.com...
> Hello, when I am turning Atari on floppy drive is making some noise
> during a minute, and only after that TOS starts.
> Is it proper for Atari St?
> Floppy drive is empty during start, but Atari makes some noise with
> it...
>
> Thanks
>

TOS checkes for bootdrives and such for about 45seconds on bootup, after that time it gives up and you are then at the GEM desktop. If you put a blank disk in the drive then the boot sector of the floppy is read and TOS has "something" actually read, if there is nothing on the floppy then it boots right to GEM.

Chris

5314. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 10:27:49 UTC
From: Sam Smith <nospam@nospam.com>
Message-ID: <dogjf5fol1$8300dec7@news.demon.co.uk>
Source record: 10041
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

"Daniel Mandic" <daniel_mandic@ping.at> wrote in message
news:43aac845$0$16886$91cee783@newsreader01.highway.telekom.at...
> The ST can make many things and is IMHO the best MIDI Computer till
> now. Often compared to the Commodore128 ;-).
>

So it's like a 128? I had a 64 before I upgraded to the Amiga which was
similar.

Sam

5315. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 10:59:29 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43abd893$1@duster.adelaide.on.net>
Source record: 10042
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
"Sam Smith" <nospam@nospam.com> wrote in message
news:dogjf5$fol$1$8300dec7@news.demon.co.uk...
> "Daniel Mandic" <daniel_mandic@ping.at> wrote in message
> news:43aac845$0$16886$91cee783@newsreader01.highway.telekom.at...
>> The ST can make many things and is IMHO the best MIDI Computer till
>> now. Often compared to the Commodore128 ;-).
>>
>
> So it's like a 128? I had a 64 before I upgraded to the Amiga which was
> similar.
>

Atari ST's are more like early Mac's except with a shittier OS.
```

5316. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 11:17:18 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43abdcbe$0$23228$91cee783@newsreader02.highway.telekom.at>
Source record: 10043

Clockmeister wrote:

> > was similar.
> >
>
> Atari ST's are more like early Mac's except with a shittier OS.

Hi Clockmeister!

I think you confuse that. Atari ST/TT have the better OS. The MAC
copied it only.
Mac is now with G5 and thirteen ventilators, behaving clunky as an
overloaded PC and that all to play some MP3ďż˝s :-)

Thanks, Iďż˝ll stay with TOS for that 'similar' you mentioned.

Best Regards,

Daniel Mandic

5317. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 14:24:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.23.14.24.43.479169@charter.net>
Source record: 10044

On Fri, 23 Dec 2005 18:59:29 +0800, Clockmeister wrote:

> Atari ST's are more like early Mac's except with a shittier OS.

and thats your crap-apple opinion. :-)

(Note how I'm not cross-posting? Wow-Atari users really are superior!)

--
_/_/_/

5318. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 15:08:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <rbOdnQBrDOCPjzHenZ2dnUVZ8qWdnZ2d@pipex.net>
Source record: 10045

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.23.14.24.43.479169@charter.net...
> On Fri, 23 Dec 2005 18:59:29 +0800, Clockmeister wrote:
>
>> Atari ST's are more like early Mac's except with a shittier OS.
>
> and thats your crap-apple opinion. :-)
>
> (Note how I'm not cross-posting? Wow-Atari users really are superior!)
>

big grin

looks at nice CT60'ed falcon

:-)

Chris

5319. Steffen Engel address

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 18:35:51 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <MtOdndRak4Ya3jHeRVny1w@pipex.net>
Source record: 10046

Anyone have Steffen's (the author of GEMAR and CBHD) current address? The latest one I had was: steffen.engel@t-online.de but I got no reply from a mail to him there. The others I have are Maus addresses but I don't think these are valid any longer.

Regards, /Peter/

5320. Any way to make PC as good as an ST for web browsing?

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 20:27:17 UTC
From: STcomp@cwo.com
Message-ID: <1135369637.560503.109790@f14g2000cwb.googlegroups.com>
Source record: 10047

I have had it for the last 10 years with PC web browsing! I started on an ST in 1996, and since 1997 when I went PC it all went downhill in many ways

In the Atari ST days, the browser would default to caching web pages in ram, resulting in the ability to flip as quickly through as many of the last pages you had visited as you liked! (you could click the browser back arrow 10 times in a row, and it would actually flip back 10 web pages just as fast as you could click!) It would actually use the 4 megs of extra memory I had so that recently visited pages could simply pop up on the screen instantly from RAM.

In contrast, the microsoft crap seems to default to reloading (usually at an even slower rate than the first time the page was visited!) the whole web page even though I had just been there 15 seconds before. Never mind that there is 300 megabytes of unused ram just sitting there. Any way to make my microsoft crap PC act as intelligently as my ST did back in 1996? Thanks. -SaTcom2

5321. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 20:49:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.23.20.49.52.102736@charter.net>
Source record: 10048

On Fri, 23 Dec 2005 15:08:00 +0000, exxos wrote:

> *big grin*
>
> *looks at nice CT60'ed falcon*
>
> :-)
>
> Chris

They are rather nice, aren't they? ;-)

--
_/_/_/

5322. [ANN] DGEM 0.20

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 21:49:42 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <43ac70f5$0$11347$7a628cd7@news.club-internet.fr>
Source record: 9899

Bonsoir :)

New version of my Dungeon Master clone, download on my
website or directly in the folder http://rajah.atari.org/files/
-> dgem020.zip (1.7 MB, dezipped: 7 MB)

New in this 0.20 Xmas2K5 version
- all the monsters
- hand to hand fighting

Carefull, since this version, the program needs more memory.
8 Mo under 16 colors mode, 14 Mo under 256 colors mode.
Under 16 colors mode, some monsters appear with false colors

Minimum requirements :
STeem/Nostalgia/Hatari: TOS 2.06, VDI extended mode, 14 Mo
Falcon/TT/clones: TOS 4.04 (MagiC advised), 256 colors, 14 Mo

In this dungeon, the monsters have 1 health point.
A zoo is present at level -7, via the teleporter.
If you want to modify this or create a new dungeon, use
the Deditor. The current password for this example dungeon
is 'eil3'.

Coming next : throwing objects, casting spells, atmospheric effects,
throwing thing generators on wall... There will be not 0.22 version,
but 1.0.

Hope you'll enjoy. Merry Xmas, and Stay Atari :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

5323. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 22:28:33 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <V_6dnfhdXNaS5zHenZ2dnUVZ_vydnZ2d@adelphia.com>
Source record: 9900

Where can one now find Dungeon Master. I hear that in order to satisfy copyright stuff for DGem, one must have Dungeon Master. I have a Falcon/CT60.

Thanks

5324. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 23:06:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.23.23.06.44.905123@charter.net>
Source record: 9901

On Fri, 23 Dec 2005 17:28:33 -0500, samf wrote:

> Where can one now find Dungeon Master. I hear that in order to satisfy
> copyright stuff for DGem, one must have Dungeon Master. I have a
> Falcon/CT60.
>
> Thanks

Sam, just about anyplace like Bravo Sierra, B&C Computervision, etc, etc,
has it...(Chaos Strikes Back too).

Heckuva game, one of my all time favs, on any platform. :-)

Merry Christmas!

--
_/_/_/

5325. Happy X-Mas commonly!

Newsgroup: comp.sys.atari.st
Date: 2005-12-23 23:53:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200512240053.a21471@b.maus.de>
Source record: 9904

```
! X ! X ! X ! . ! X ! X ! X ! X * *
O O O O .|. O O O O * *
-*- * *
Athbhliain Faoi Mhaise! '|` Happy New Year! * *
Frï¿½hliche Weihnachten! *:* Chag Sameach! * *
Sarbatori Fericite! * . * Boas Festas! * *
Joyous Solstice! ** ** Gut Yontif! * *
Mele Kurisumasu! *** o *** Iyi YIllar! * *
Mele Kalikimaka! *\ O * Wesolych Swiat! * *
Merry Christmas! ** \\ ** Velelykh Svyat! * *
Happy Hanukkah! *** \\ *** Stastny Novy Rok! * *
Pari Dzounount! * o \\ * Kelemes Unnepeket! * *
Happy Holidays! ** O \\** Season's Greetings! * *
Veseli Vanoce! ***\\ o \*** Gung Hay Fat Choy! * *
Feliz Navidad! * \\ o * Felican Jarfinon! * *
Joyeux Noel! ** o \\ O ** Joy to the World! * *
God Jul! **** \\ o **** Cheers! * *
** o o \\ o ** * *
*** O \\ *** * *

NO MATTER WHAT YOU CELEBRATE

--
*"If this were a dictatorship, it'd be a heck of a lot easier, just so*
*long as I'm the dictator."* G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#
```

5326. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 00:56:11 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43ac9cab$0$23221$91cee783@newsreader02.highway.telekom.at>
Source record: 9902

samf wrote:

> Where can one now find Dungeon Master. I hear that in order to
> satisfy copyright stuff for DGem, one must have Dungeon Master. I
> have a Falcon/CT60.
>
> Thanks

Hi Sam!

I am sure you can find a Homepage related to DM and Chaos Strikes Back.
There should be all versions (AMIGA, ST, etc) for DL.

Best Regards,

Daniel Mandic

5327. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 03:26:31 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <DNWdnX0O9II7IjHenZ2dnUVZ_tidnZ2d@adelphia.com>
Source record: 9903

Daniel Mandic wrote:
> samf wrote:
>
>
>>Where can one now find Dungeon Master. I hear that in order to
>>satisfy copyright stuff for DGem, one must have Dungeon Master. I
>>have a Falcon/CT60.
>>
>>Thanks
>
>
>
> Hi Sam!
>
>
> I am sure you can find a Homepage related to DM and Chaos Strikes Back.
> There should be all versions (AMIGA, ST, etc) for DL.
>
>
>
> Best Regards,
>
> Daniel Mandic
>
Thanks to one and all for their input, and a very Merry Christmas and a
Happy New Year to all!!!!!!!!!!! :)

5328. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 04:12:52 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43accac4$0$16881$91cee783@newsreader01.highway.telekom.at>
Source record: 9905

samf wrote:

> Where can one now find Dungeon Master. I hear that in order to
> satisfy copyright stuff for DGem, one must have Dungeon Master. I
> have a Falcon/CT60.
>
> Thanks

http://www.atari.org/links/ST

Merry Christmas

5329. [UTD] ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 09:03:29 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43ad0ee1$0$20147$8fcfb975@news.wanadoo.fr>
Source record: 9906

Merry Christmas to you all,

There's two updates related to ARAnyM :)

<http://eureka.atari.org/MacAranym.zip> is a binary snapshot
0.9.2pre1 of ARAnyM for MacOSX. It was built with Xcode 1.5
under OSX.3.9. This package contains a boot disk image that
is suitable for latest improvements of ARAnyM, similar to
AFROS (ATARI Free OS). Ready to use.

<http://eureka.atari.org/xa-my-aes.zip> is a boot disk image
that is suitable for ARAnyM 0.9.0 (all host platforms). It may
be better to use a stable version (0.9.0) specially for devel
purposes. This disk image was updated with a December 23th
snapshot of freeMiNT, and follows all other developments
such as zView beta 7 etc.

It's up to you !

See you soon for updated news of the ATARI front ...

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

5330. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 11:42:12 UTC
From: rs.mac-kein-spam-@t-online.de
Message-ID: <1h82b0a.10dzyac1gtrgccN%rs.mac-kein-spam-@t-online.de>
Source record: 9907

exxos <exxos@home.co.uk> wrote:

> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.23.14.24.43.479169@charter.net...
> > On Fri, 23 Dec 2005 18:59:29 +0800, Clockmeister wrote:
> >
> >> Atari ST's are more like early Mac's except with a shittier OS.
> >
> > and thats your crap-apple opinion. :-)
> >
> > (Note how I'm not cross-posting? Wow-Atari users really are superior!)
> >
>
>
> *big grin*
>
> *looks at nice CT60'ed falcon*

With which, if he is blind like a mole...

Every year again the same shit. Happy Christmas

5331. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 14:34:28 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43ad5c71$0$950$626a14ce@news.free.fr>
Source record: 9908

Maybe you don not know but there is a new version of Dungean Master,
reprogrammed by a guy with GEM interface !
It runs fine... even if all stuffs are not yet implemented, there are one or
several levels now...

Do not ask me where to find it...ask on french ng...or check on atari.org...

Regards and happy....

samf wrote:
> Where can one now find Dungeon Master. I hear that in order to
> satisfy copyright stuff for DGem, one must have Dungeon Master. I
> have a Falcon/CT60.
>
> Thanks

5332. Re: atari st rf and monitor question

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 14:35:18 UTC
From: gnorik@gmail.com
Message-ID: <1135434918.068159.250990@g14g2000cwa.googlegroups.com>
Source record: 9909

Thank you very much for answer.

But I really have Atari 1040 STe, its with AZERTY keyboard and french
GEM :)

But on the back there are only...
left to write:
modem port,
printer port,
hard disk port,
floppy disk interface,
then monitor interface, and then two audio jacks with letters "R" and
"L", and there are power switcher above.

Then there are power socket and reset button.
Also I have two midi sockets on the left side of Atari, one unknown
interface, two joystick ports, b and a... I also have another two
joystick ports , but can' find "phono" :)
I can take a picture and post it... Is it possible that french Atari
STe have no rf port?

>> Or may be RF antenna cable should be connected to the same place, where
>> Atari monitor?
>No, but you can get composite out.

Wow!
I haven't read about it, I have read in newsgroups how to connnect
monitor socket to scart, but not to composite.
Please, give me a link if possible.

Anyway, I'll connect Atari to my LCD screen thourgh tv tuner or video
capture board, which both have composite in

Thanks

5333. Re: Atari ST floppy question

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 14:41:16 UTC
From: gnorik@gmail.com
Message-ID: <1135435276.140359.81820@g47g2000cwa.googlegroups.com>
Source record: 9910

Thanks to all

5334. Re: Atari ST floppy question

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 14:41:21 UTC
From: gnorik@gmail.com
Message-ID: <1135435281.566617.82110@g47g2000cwa.googlegroups.com>
Source record: 9911

Thanks to all

5335. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 15:09:35 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43ad64af$0$23222$91cee783@newsreader02.highway.telekom.at>
Source record: 9912

Rodolphe Czuba wrote:

> Maybe you don not know but there is a new version of Dungean Master,
> reprogrammed by a guy with GEM interface ! It runs fine... even if
> all stuffs are not yet implemented, there are one or several levels
> now...
>

Yes, and a JAVA one on Windows etc...

Nothing is like the original, Best on AMIGA, ST and PC for the last
(Poor Sound)

Best Regards,

Daniel Mandic

P.S.: Of course, played on the right stuff. Or at least under DOS with
a ISA-Soundcard (FM-Sound does have its place in my heart, not better
but other!)

5336. GIM Version 0.4 Released!

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 20:11:43 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2005.12.24.20.11.42.555652@nospammmmatari-source.com>
Source record: 9913

Hello all,

A Christmas release of GEM Instant Messenger has arrived. GEM Instant Messenger is an AOL instant messenger compatible IM client for Atari systems running MiNT. This version has fixes of iconification, font selection issues fixed, it's built with Windom 2.0, buddylist size/position is saved in the configuration file, debug text has been isolated and removed, bug causing buddylist to redraw over everything fixed, and restructuring and beautification of all dialogs.

Now I'll be working on the Sparemint Update Manager to get a usable release now that I finally got my new server up and running. It shouldn't be long at all. Also the site is almost ready to go again :)

Once that is done, I plan to rebuild gim mostly from scratch using the current version of libfaim. In this version, now that I have much more GEM experience, I will make sure everything is *very* pluggable so that protocol plugins can be used, and the new version of libfaim has many nifty features like server side buddylists and more!

Have a merry XMAS and happy to holidays to people who swing the other ways :)

Thanks,
Mark
http://www.atari-source.org

5337. Re: GIM Version 0.4 Released!

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 22:50:45 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2005.12.24.22.50.43.201770@nospammmmatari-source.com>
Source record: 9914

On Sat, 24 Dec 2005 15:11:43 -0500, Mark D wrote:

> Hello all,
>
> A Christmas release of GEM Instant Messenger has arrived. GEM Instant
> Messenger is an AOL instant messenger compatible IM client for Atari
> systems running MiNT. This version has fixes of iconification, font
> selection issues fixed, it's built with Windom 2.0, buddylist
> size/position is saved in the configuration file, debug text has been
> isolated and removed, bug causing buddylist to redraw over everything
> fixed, and restructuring and beautification of all dialogs.
>
> Now I'll be working on the Sparemint Update Manager to get a usable
> release now that I finally got my new server up and running. It shouldn't
> be long at all. Also the site is almost ready to go again :)
>
> Once that is done, I plan to rebuild gim mostly from scratch using the
> current version of libfaim. In this version, now that I have much more
> GEM experience, I will make sure everything is *very* pluggable so that
> protocol plugins can be used, and the new version of libfaim has many
> nifty features like server side buddylists and more!
>
> Have a merry XMAS and happy to holidays to people who swing the other ways :)
>
> Thanks,
> Mark
> http://www.atari-source.org

Of course... http://gim.atari-source.com

:)

Mark

5338. Re: Has anyone in the UK got a 4MB+ Atari Mega STE for sale?

Newsgroup: comp.sys.atari.st
Date: 2005-12-24 23:23:34 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dokl9l$n0a$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9915

Hi Oliver

For serious money you can have this nice warm cosy PAK�d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 graphics
card *

> My first computer was an Atari 520STfm and I totally fell in love with the
> thing. My friends that had Amiga's laughed at my tinny sounds but I
> couldn't have been happier :-)
>
> I mostly collect Atari coin op equipment now but I still have my ST and I
> now want a Mega STE and then possibly a TT and Falcon.
>
>
> So, anyone got a 4Mb+ Mega STE for sale? The more bells and whistles the
> better!
>
>
> Many thanks,
>
> Oliver
>

5339. Re: Has anyone in the UK got a 4MB+ Atari Mega STE for sale?

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 00:44:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.25.00.44.24.391661@charter.net>
Source record: 9916

On Sat, 24 Dec 2005 23:23:34 +0000, Tha Welshgit wrote:

> Hi Oliver
>
> For serious money you can have this nice warm cosy PAKï¿½d MegaSTE.
>
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 graphics
> card *

Umm, why don't you ever quote a price when you mention this system?

I mean, I've seen you say you'd let it go for "serious" money several
times but never an actual figure.

Just curious.

--
_/_/_/

5340. Re: Atari ST floppy question

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 07:19:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ae48f463db90@comcast.net>
Source record: 9919

```
>
><gnorik@gmail.com> wrote in message
>news:1135323182.435913.236510@o13g2000cwo.googlegroups.com...
>> Hello, when I am turning Atari on floppy drive is making some noise
>> during a minute, and only after that TOS starts.
>> Is it proper for Atari St?
>> Floppy drive is empty during start, but Atari makes some noise with
>> it...
>>
>> Thanks
>>
>
>TOS checkes for bootdrives and such for about 45seconds on bootup, after
>that time it gives up and you are then at the GEM desktop. If you put a
>blank disk in the drive then the boot sector of the floppy is read and TOS
>has "something" actually read, if there is nothing on the floppy then it
>boots right to GEM.
>
>Chris
```

That is one thing I have always liked about the ST. You do not have to worry about it or remember to hold down certain buttons to get the disk to boot. I wish my Hades was like that.

5341. Re: atari st rf and monitor question

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 07:23:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ae495868c740@comcast.net>
Source record: 9920

>Hello :)

>And another question is about monitor. I can see TOS screen not
>fullscreen, but very small, rather big part of the screen takes border,
>and TOS screen is only 1/3 of my monitor screen.
>I can't find any switcher to tune monitor.
>On the back side there are only three wheels for sound, brightness and
>contrast, and some switcher above them. If I turn the switcher up, I
>can see nothing if I turn it down, I see Atari TOS screen :)
>
>Thank you very much for help.

The monitor has this border normally. YOu can make it smaller and increase
your viewing size by going in and doing some electrical adjustments. There is
an article about this on the Net. I would just buy the variou SVGA adapters
that exist for the ST. This will allow you to hook up a PC-type VGA monitor,
but will only give you mono. The screen size is MUCH larger. That is what I
did and it works fine.

5342. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 07:25:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ae4c8a909eb0@comcast.net>
Source record: 9917

>Where can one now find Dungeon Master. I hear that in order to satisfy
>copyright stuff for DGem, one must have Dungeon Master. I have a
>Falcon/CT60.
>
>Thanks

I have seen it listed for most Atari dealers in the UK and Germany. In the US trace B&C or maybe Bravo Sierra.

5343. Re: [ANN] DGEM 0.20

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 07:38:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ae4d849cd2c0@comcast.net>
Source record: 9918

>Bonsoir :)
>
>New version of my Dungeon Master clone, download on my
>website or directly in the folder http://rajah.atari.org/files/
>-> dgem020.zip (1.7 MB, dezipped: 7 MB)
>
>New in this 0.20 Xmas2K5 version
>- all the monsters
>- hand to hand fighting

Thanks a heap for this. Plays great on the Hades, but I get no sound as yet. I do not have the appropiate sounds card yet. It there anyway the sound can be generated through the ST-Soundchip as in the ST version. I have that chip in my Hades which, for now, is the only way I get sound?

>Carefull, since this version, the program needs more memory.
>8 Mo under 16 colors mode, 14 Mo under 256 colors mode.
>Under 16 colors mode, some monsters appear with false colors

No problem here. I have 256-meg

>Coming next : throwing objects, casting spells, atmospheric effects,
>throwing thing generators on wall... There will be not 0.22 version,
>but 1.0.

Great. Cannot wait.

>Hope you'll enjoy. Merry Xmas, and Stay Atari :)

Same to you.

>-- Pierre TONTHAT - Rajah Lone / Renaissance

5344. Re: Has anyone in the UK got a 4MB+ Atari Mega STE for sale?

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 13:55:44 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dom8d0$5pd$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9921

Hi Ronald

> Umm, why don't you ever quote a price when you mention this system?
>
> I mean, I've seen you say you'd let it go for "serious" money several
> times but never an actual figure.

Because you know as well as i do that this thread will then get swamped with meaningless bollox that will make people whinge.

Its your for £1000

(now you'll see why)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5345. [ANN]Zview beta 7a

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 15:11:56 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <43aeb6ce$0$19912$626a54ce@news.free.fr>
Source record: 9922

Hi,

A binary compatible with MagiC is now provided :)

Nothing change for the TOS/MiNT users.

Merry Christmas !

ciao,
zorro
--
http://the.zorro.free.fr

5346. Re: Happy X-Mas commonly!

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 17:08:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.25.17.08.08.814008@charter.net>
Source record: 9923

On Sun, 25 Dec 2005 02:13:43 +0000, Rustynutt wrote:

> Thank you very much. You have to prod the group here to get into the
> spirit :) I think that some fear international boundaries tend to
> contain the feeling of good will, but as long as there is a TOS ROM on
> the planet, then there is hope for all mankind :)
>
> Merry Christmas.
>
> Mike

Absolutely! :-)

--
_/_/_/

5347. Re: Has anyone in the UK got a 4MB+ Atari Mega STE for sale?

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 17:11:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.25.17.11.02.598351@charter.net>
Source record: 9924

On Sun, 25 Dec 2005 13:55:44 +0000, Tha Welshgit wrote:

> Hi Ronald
>
>> Umm, why don't you ever quote a price when you mention this system?
>>
>> I mean, I've seen you say you'd let it go for "serious" money several
>> times but never an actual figure.
>
> Because you know as well as i do that this thread will then get swamped with
> meaningless bollox that will make people whinge.
>
> Its your for ï¿½1000
>
> (now you'll see why)

Yes, I see why you've still got it and are still trying to sell it for
"serious" money. <grin>

Merry Christmas!

--
_/_/_/

5348. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 17:48:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512250942470.32739-100000@onyx.spiritone.com>
Source record: 9925

Hello Daniel, I have Dungeon Master, Chaos Strikes Back, OIDS & Sundog.

==Thanx==
===Ben===

On 24 Dec 2005, Daniel Mandic wrote:

> samf wrote:
>
> > Where can one now find Dungeon Master. I hear that in order to
> > satisfy copyright stuff for DGem, one must have Dungeon Master. I
> > have a Falcon/CT60.
> >
> > Thanks
>
>
> Hi Sam!
>
>
> I am sure you can find a Homepage related to DM and Chaos Strikes Back.
> There should be all versions (AMIGA, ST, etc) for DL.
>
>
>
> Best Regards,
>
> Daniel Mandic

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5349. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 19:16:13 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43aeeffd$0$16885$91cee783@newsreader01.highway.telekom.at>
Source record: 9926

Bravo Sierra Computers wrote:

> Hello Daniel, I have Dungeon Master, Chaos Strikes Back, OIDS &
> Sundog.
>
>
> ==Thanx==
> ===Ben===
>

Yeah, I have it too.

Best Regards,

Daniel Mandic

5350. Re: Steffen Engel address

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 20:13:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200512252113.a21638@b.maus.de>
Source record: 9935

Hallo Peter!

X>The others I have are Maus addresses but I don't think these are valid
X>any longer.
That is probable, but not true in any case.

A lot of maus addresses still does exist!

Und TTschï¿½
ps

5351. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 22:31:32 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <43af1dc4$0$19701$8fcfb975@news.wanadoo.fr>
Source record: 9927

```
Daniel Mandic a ï¿½crit :
>
> samf wrote:
>
>> Where can one now find Dungeon Master. I hear that in order to
>> satisfy copyright stuff for DGem, one must have Dungeon Master. I
>> have a Falcon/CT60.
>>
>> Thanks
>
> http://www.atari.org/links/ST

Hem... lots of dead links :-(
And then ?

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
```

5352. Re: atari st rf and monitor question

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 22:45:41 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <DN6dnUkFpv2_vDLeRVnyrA@eclipse.net.uk>
Source record: 9928

> I can take a picture and post it... Is it possible that french Atari
> STe have no rf port?
>

Its possible as French TV has some "odd" standards. Indeed when I looked I
found this:-

http://mpc.fab.free.fr/atari/atari16-32/pstf.htm

Which shows a French STE with no RF output port, so perhaps the french STE
did not have this port.

> >> Or may be RF antenna cable should be connected to the same place, where
> >> Atari monitor?
> >No, but you can get composite out.
>
> Wow!
> I haven't read about it, I have read in newsgroups how to connnect
> monitor socket to scart, but not to composite.
> Please, give me a link if possible.
>

I wonder if the french STE is also lacking composite. Normally only machines
with Modulators had composite.
In any case I wouldn't use it except for the odd game, its really poor
quality. I found pin-outs at :-

http://pinouts.ru/data/AtariStMonitor_pinout.shtml

> Anyway, I'll connect Atari to my LCD screen thourgh tv tuner or video
> capture board, which both have composite in
>
> Thanks
>

5353. Re: atari st rf and monitor question

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 22:48:12 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <y4qdnYyjb4IrvDLeRVnytw@eclipse.net.uk>
Source record: 9929

PS If you look here you will see the spec for the STE says it has a built in monitor@-

http://forum.hardware.fr/hardwarefr/Hardware/Qui-machine-moins-puissante-sujet-576192-2.htm

<gnorik@gmail.com> wrote in message news:1135434918.068159.250990@g14g2000cwa.googlegroups.com...
> Thank you very much for answer.
>
> But I really have Atari 1040 STe, its with AZERTY keyboard and french
> GEM :)
>
> But on the back there are only...
> left to write:
> modem port,
> printer port,
> hard disk port,
> floppy disk interface,
> then monitor interface, and then two audio jacks with letters "R" and
> "L", and there are power switcher above.
>
> Then there are power socket and reset button.
> Also I have two midi sockets on the left side of Atari, one unknown
> interface, two joystick ports, b and a... I also have another two
> joystick ports , but can' find "phono" :)
> I can take a picture and post it... Is it possible that french Atari
> STe have no rf port?
>
> >> Or may be RF antenna cable should be connected to the same place, where
> >> Atari monitor?
> >No, but you can get composite out.
>
> Wow!
> I haven't read about it, I have read in newsgroups how to connnect
> monitor socket to scart, but not to composite.
> Please, give me a link if possible.
>
> Anyway, I'll connect Atari to my LCD screen thourgh tv tuner or video
> capture board, which both have composite in
>
> Thanks
>

5354. Re: atari st rf and monitor question

Newsgroup: comp.sys.atari.st
Date: 2005-12-25 22:51:19 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <x4udnVV74qHvvzLeRVnysg@eclipse.net.uk>
Source record: 9930

<gnorik@gmail.com> wrote in message
news:1135434918.068159.250990@g14g2000cwa.googlegroups.com...
> Thank you very much for answer.
>
> But I really have Atari 1040 STe, its with AZERTY keyboard and french
> GEM :)
>
> But on the back there are only...
> left to write:
> modem port,
> printer port,
> hard disk port,
> floppy disk interface,
> then monitor interface, and then two audio jacks with letters "R" and
> "L", and there are power switcher above.
>

English ones are like this:-

http://www.myoldcomputers.com/museum/comp/1040st.htm

which is an STE as it has the extra joystick ports and the stereo phonos...
You can see the TV Out between the Floppy and Monitor ports.

5355. Re: Has anyone in the UK got a 4MB+ Atari Mega STE for sale?

Newsgroup: comp.sys.atari.st
Date: 2005-12-26 02:53:36 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <donlvgkop1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9931

Hi Ronald

Your right, the PAK cost £850, the FRAK and memory £400, the MV300 was £350 and the FPU another £150, SCSI board was £75, Hard Drive was £175, well expensive aint it?? The software it contains is worth near to £500 alone!

>>> Umm, why don't you ever quote a price when you mention this system?
>>>
>>> I mean, I've seen you say you'd let it go for "serious" money several
>>> times but never an actual figure.
>>
>> Because you know as well as i do that this thread will then get swamped
>> with
>> meaningless bollox that will make people whinge.
>>
>> Its your for £1000
>>
>> (now you'll see why)
>
> Yes, I see why you've still got it and are still trying to sell it for
> "serious" money. <grin>

--

Regards from STEve & his nice warm cosy PAK£d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5356. ModPlayers & ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2005-12-26 09:19:50 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43afb5b6$0$18323$8fcfb975@news.wanadoo.fr>
Source record: 9932

Hi devs,

I just downloaded two ModPlayers :

GemPLAY 0.97 [25.12.05 23:58]
Link: gemplay097.lzh Yescrew

mxPlay 1.00 - best module player for your Atari Falcon [24.12.05 23:58]
Link: mxplay.sourceforge.net mxplay.atari.sk mxplay.lzh

from http://atari.sk/

and I tested these with ARAnyM. The problem is that these
players are performing a detection of the Falcon hardware.

But do you know that GSXB is implemented, and that the
DMA sound system and DMA system calls are present, though
there's no Falcon hardware.

Instead of detecting the Falcon hardware, you should better
detect GSXB, and use DMA calls as usual. That's so simple !

GSXB is at : http://assemsoft.atari.org/gsxb/

I'm telling that about ARAnyM, but it is the same problem
on my Hades 60.

You should think about it :)

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5357. Re: ModPlayers & ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2005-12-26 12:43:16 UTC
From: swe@atari.org
Message-ID: <QzRrf.20901$h6.816464@news.siol.net>
Source record: 9933

Francois LE COAT wrote:

> I'm telling that about ARAnyM, but it is the same problem
> on my Hades 60.
>
> You should think about it :)

I did, but unless u have DSP working in Hades (MOD, ACE, GT2, AoN all use DSP replayers in GemPLAY, to minimise CPU usage) GSXB will not help u much. Reason for DSP is clear: no way to replay ACE, MP2/3, GT2, AON on less as 060 CPU and even on 060 u may have probs, not to mention that leftover CPU power will be weak. For example: MP3 takes let say 80% CPU power on 060, so its not exactly usable as background player... Falcamp use maybe 5%, Aniplayer with DSP 10% or so...

Personaly i prefer using fast DSP replayers, so owners of "plain", "slow" Falcons can enjoy music and still have most of the CPU free for other tasks. Falcon 030 owners must NOT be bannes, just we have faster machines, esp since 030 Falcons are capable to replay all those formats... I also made separate players in ACC versions, so TOS users may enjoy music while doing other stuff.

Janez

5358. Re: ARAnyM Question

Newsgroup: comp.sys.atari.st
Date: 2005-12-26 14:39:31 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43b000a3$0$20151$8fcfb975@news.wanadoo.fr>
Source record: 9934

Hi,

swe@atari.org wrote:
> Mark D wrote:
>> can say, oh it's just emulation, but in my opinion, it stands out as a
>> virtual machine. The difference being that host hardware is used for
>> audio, instructions being translated with JIT, native partition files able
>> to be used, native host ethernet, native host filesystems, etc. Because
>> of the layout and design, the host machine is an extension of the atari
>> system, therefore it's much more than just an emulator (which is quite the
>> self-contained beast). To users who want to work on freemint, etc, or
>> develop Atari software but don't want to sink any cash into building up a
>> falcon for themselves, aranym is a path and a surprisingly good one at
>> that.
>
> Virtual machine is NOT an emualtor as long it "virtualise" a non
> existant machine, as soon as virtual machine "virtualise" existing machine
> it emulate that one, so how we should call it?

Well ... "virtualize" has a bad consonance for a machine. Would you
prefer that it "runs it independently from OS and Hardware" ? That is
a strong assumption !

> Problem is: Aranym dudes and
> fans goes berserk if we call Aranym emulator or when we say its not an
> Atari.

ARAnyM is a unique experience. Because the bytecode of the virtual
machine is inherited from 68k processors family ... You should feel
comfortable with it ;)

> Noone say Aranym is crap, we know what it is and what it can do, how
> fast is, etc. We also know that Apex Media snapshoots are fake, since if
> program does start, but then crap on 90% of options and things it SHOULD do
> is misleading.

It's not fake, because Petr has a 040 version of Apex directly from
Douglas Little :) That's what I understood ;)

> But okay, we cant deny it starts! Still Aranym comunity
> will not stop until we will say that TT ot Falcon are crap and not Ataris
> since Aranym IS real Atari..

Well ... Why do you want to oppose the communities of developers ?
We're all going the same direction indeed !

> Aranym use native host hardware, instructions are translated (eg emulated,
> simulated, virtualised all u want just not EXECUTED), hardware is either
> host hardware OR simulated, translated, emulated, virtualised, whatewer
> (VIDEL for example) and also depends heavily on underlying OS, so "ATARI"
> OS calls are again translated, virtualised, simulated, emulated on oh so
> many layers..

And it compiles bytecode "on the fly" with a 'Just In Time' compiler.
That's why it is not called an "Emulator". No other systems do it
the same way.

> Now where "It is an Atari machine" comes from? What can for
> example GEMDOS $39 (makedir) do on Aranym without Windows, MacOS or Linux?
> Absolutley nothing.

It's an ATARI machine that runs independently from OS (also Solaris,
BSD etc.) and hardware (x86, PPC, SPARC etc.).

You should think about it :)

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5359. Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2005-12-26 15:18:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512260715120.14469-100000@onyx.spiritone.com>
Source record: 9936
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Get FREE ST Game/Software with $100.00 purchase! Titles listed below! NEW Games Not yet in Catalog! Cant find what you want, take 25% off purchase! 8-Bit or ST! Details? Goto specials.htm page Or Call Ben@(503)256-9974!!

http://BensCatalogs.Atari.org 5 updated Catalogs!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

1st Mail*, 5 Intelligent Strategy Games*, A320 Airbus*, Afrika Korps*, Air Bucks*, Air Support*, All Aboard!*, Alpha Waves*, The Ancient Art of War in the Skies*, APB*, Aussie Joker Poker*, Axe of Rage*, B17 Flying Fortress*, Baal*, Back to the Future-Part III*, Back to the Golden Age*, The Ball Game*, Bart vs. the World*, Battlehawks 1942*, Battle Master*, Beach Volley*, Black Gold*, Black Lamp*, Blitzkrieg May 1940*, Blue Angels*, The Blues Brothers*, Bobo*, Boston Bomb Club*, Botics*, Bubble+*, California Games*, California Games II*, Campaign - Tactical & Strategic War Simulation*, Campaign - From North Africa to Northern Europe*, Captain Blood*, Captain Planet and the Planeteers*, Carrier Command*, Cartoon Capers*, Centerfold Squares*, Champion of the Raj*, Chaos Strikes Back*, Chaos Strikes Back-Cheats*, The Charge of the Light Brigade*, Chronicles of Omega*, Clue Master Detective*, Colorado*, Combat Course*, Conquests of Camelot*, Cool World*, Count and Add*, Crack Down*, Crime Wave*, DARKMAN*, D-Day*, Death Sword*, Defender II*, Defenders of the Earth*, Degas Elite*, Diplomacy*, DogFight*, Domination*, Doodlebug*, Double Dragon II*, Downhill Challenge*, Dragons Breath*, Dragons Lair*, Dragons Lair II*, Dragons Lair III: The Curse of Mordread*, Drakkhen*, Duck Tales*, Dynasty Wars*, East vs. West-Berlin 1948*, Edd the duck!*, ELF*, EZ Test Writer*, F-15 Strike Eagle*, F/16 Combat Pilot*, F-19 Stealth Fighter*, Falcon*, Falcon Mission Disk vol. 1*, Falcon Mission Disk vol. 2*, Ferrari*, First Samurai*, Flash*, Flight Simulator II*, Flood*, Frenetic*, Frontline*, Frost Byte*, Fun School 3*, Future Wars*, The Games*, Gato*, General Store*, Germ Crazy*, Gnome Ranger*, Grammar Expert*, Grandstand*, Great Battles*, Greens - the Ultimate 3-D Golf Simulation*, Guardians*, Hammerfist*, Highway Patrol 2*, Hill Street Blues*, Hostage*, Hot Rubber*, The Immortal*, Impossible Mission 2*, Indy - Indiana Jones and the Last Crusade*, Insects in Space*, Interphase*, Invasion*, Ivanhoe*, Jack Nicklaus Greatest 18 Holes of Major Championship Golf*, Khalaan*, The Killing Cloud*, KLAX*, Knightmare*, Knights of the Sky*, Lemmings the Tribes*, Lombard Rally*, M1 Tank Platoon*, Magnum - The Compilation*, Macro Assembler*, The Magnetic Scrolls Collection*, Manix*, Matrix Marauders*, Maupiti Island*, Metro Cross*, MicroLeague Wrestling*, MICROprose Formula One Grand Prix*, MidWinter*, Mig-29 Fulcrum*, Missile Command*,

Mortville Manor*, The Muscle Cars-The Duel: Test Drive II Car Disk*, The Navigator*, Night Shift*, North & South*, NVDI 5*, Obsession*, Oh No! More Lemmings*, OIDS*, Onslaught*, Operation: Cleanstreets*, Operation Thunderbolt*, Outzone*, Paris - Dakar*, The Pawn*, Play and Read: Part One*, Play and Read: Part Four*, Power Drift*, Predator 2*, A Prehistoric Tale*, ProShow Plus*, Race Drivin'*, Rainbow Island*, Reach for the Skies*, Red Storm Rising*, Rick Dangerous*, Risky Woods*, Roadwar 2000*, Robinson's Requiem*, Rock N Roll Clams*, Rogue*, Rorke's Drift*, Rotox*, RVF Honda*, Scramble Spirits*, Shadow Dancer*, Shanghai*, Shuttle - The Space Flight Simulator*, Sid Meier's Civilization*, Sid Meier's Railroad Tycoon*, Silent Service*, Silent Service II*, Skate Wars*, Sky Chase*, Sleepwalker*, Space Ace*, Space Cutter*, Space Harrier II*, Space Quest II*, Speedball 2*, Spitfire 40*, Spirit of Excalibur*, STalker 3*, Starglider*, Star Quake*, Steel Empire*, Stormball*, Strikefleet*, Strip Poker II*, ST Star Raiders*, Stunt Track Racer*, Sub Battle Simulator*, Substation*, Sundog*, The SuperCars - Test Drive II Car Disk*, Team Suzuki*, Team Yankee*, Teenage Mutant Hero Turtles*, Terrorpods*. Their Finest Hour - The Battle of Britain*, Their Finest Missions - Volume One*, Thunderhawk AH-73M*, Thunder Jaws*, Time*, Torvak the Warrior*, Total Eclipse*, Tracker/ST*, Trio 1*, Tusker*, TV Sports Football*, Twin World*, Typhoon Thompson*, Utopia - The Creation of a Nation*, WallStreet*, War in the Gulf*, Warlock - the Avenger*, Welltris*, WindWalker*, Winter Games*, Word Perfect*, Word Up*, World Karate Championship*, WWF European Rampage Tour*, Xiphos*, Yolanda - the Ultimate Challenge*, Will Harvey's Zany Golf*, Zone Warrior*, Zynaps*,

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5360. WTB ATARI STE

Newsgroup: comp.sys.atari.st
Date: 2005-12-26 16:52:55 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1135615975.521680.250850@f14g2000cwb.googlegroups.com>
Source record: 9937

subject says it all

james

5361. Re: WTB ATARI STE

Newsgroup: comp.sys.atari.st
Date: 2005-12-26 16:55:03 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1135616103.774997.235510@g44g2000cwa.googlegroups.com>
Source record: 9938

```
should have said "USA only
```

5362. Re: ModPlayers & ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2005-12-26 17:02:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200512261802.a21655@b.maus.de>
Source record: 9939

```
> should better detect GSXB,

What do you mean with detect GSXB?

Gerhard
```

5363. Re: atari st rf and monitor question

Newsgroup: comp.sys.atari.st
Date: 2005-12-26 20:45:13 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <98WdnaWXKvnEyy3enZ2dnUVZ8qednZ2d@pipex.net>
Source record: 9940

In message <DN6dnUkFpv2_vDLeRVnyrA@eclipse.net.uk>, g8mqw@yahoo.com said:

>Its possible as French TV has some "odd" standards. Indeed when I looked I
>found this:-
>
>http://mpc.fab.free.fr/atari/atari16-32/pstf.htm
>
>Which shows a French STE with no RF output port, so perhaps the french STE
>did not have this port.
--SNIP--
>I wonder if the french STE is also lacking composite. Normally only machines
>with Modulators had composite.

Very possible, as French TVs use SECAM, not PAL, and perhaps Atari
wouldn't find it worth while to produce a modulator for this
restricted market...

Regards, /Peter/

5364. Floppy disk games

Newsgroup: comp.sys.atari.st
Date: 2005-12-27 04:10:01 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <a3f1r1tpcl7v4oa5dvf4e55911lrpcrjv8@4ax.com>
Source record: 9941

Hi all,

I have amassed an unwieldly amount of 3.5" 720k non-original game,menu
and game demo disks. I have tested quite a few and most work fairly
well. Some need a 50/60hz program, but most boot to the game start.

My dilemma, how can I get rid of these, and make a few bucks, make a
few people happy. Should I format them and sell them as blanks or
leave em as is? I would sell them in lots of 50 or 100, couple extra
for possible bad disks? $4 + cost of shipping? Dunno.

Or should I just put them in the dumpster?
I couldnt possibly make a list of all the games. There are just too
many and I'm really short on time anyways. Any ideas?

Thanks
Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

5365. Re: Floppy disk games

Newsgroup: comp.sys.atari.st
Date: 2005-12-27 06:39:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43b0e1a69999b0@comcast.net>
Source record: 9944

>Hi all,
>
>I have amassed an unwieldly amount of 3.5" 720k non-original game,menu
>and game demo disks. I have tested quite a few and most work fairly
>well. Some need a 50/60hz program, but most boot to the game start.
>
>My dilemma, how can I get rid of these, and make a few bucks, make a
>few people happy. Should I format them and sell them as blanks or
>leave em as is? I would sell them in lots of 50 or 100, couple extra
>for possible bad disks? $4 + cost of shipping? Dunno.
>
>Or should I just put them in the dumpster?
>I couldnt possibly make a list of all the games. There are just too
>many and I'm really short on time anyways. Any ideas?
>
>Thanks
>Rory
>
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
>http://homestarrunner.com/sbemail.html

Rory,

I also have a lot of game demo disks and all I can say is that I would never get rid of them. Just list what is on them and offer them for sale. Most of the demos offer a big part of the game and should spark everyone's interest.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5366. Re: [ANN]Zview beta 7a

Newsgroup: comp.sys.atari.st
Date: 2005-12-27 06:43:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43b0e1a69999b1@comcast.net>
Source record: 9945

>Hi,
>
>A binary compatible with MagiC is now provided :)
>
>Nothing change for the TOS/MiNT users.
>
>Merry Christmas !
>
>ciao,
>zorro

So that is why I was having some trouble in getting it to work. Thanks a lot.
I appreciate it.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5367. Re: ModPlayers & ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2005-12-27 10:33:52 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43b11890$0$21287$8fcfb975@news.wanadoo.fr>
Source record: 9942

Hi,

swe@atari.org wrote:
> Francois LE COAT wrote:
>> I'm telling that about ARAnyM, but it is the same problem
>> on my Hades 60.
>>
>> You should think about it :)
>
> I did, but unless u have DSP working in Hades (MOD, ACE, GT2, AoN all use
> DSP replayers in GemPLAY, to minimise CPU usage) GSXB will not help u
> much.

You can use the Floating Point Unit for the same usage, can't you ?
In combination with the usage of the DMA sound system (and GSXB) ...

> Reason for DSP is clear: no way to replay ACE, MP2/3, GT2, AON on
> less as 060 CPU and even on 060 u may have probs, not to mention that
> leftover CPU power will be weak. For example: MP3 takes let say 80% CPU
> power on 060, so its not exactly usable as background player... Falcamp use
> maybe 5%, Aniplayer with DSP 10% or so...

Aniplayer alternatively make usage of FPU, that is justified.

> Personaly i prefer using fast DSP replayers, so owners of "plain", "slow"
> Falcons can enjoy music and still have most of the CPU free for other
> tasks.

It is not a problem of CPU power under ARAnyM :)

> Falcon 030 owners must NOT be bannes, just we have faster machines,
> esp since 030 Falcons are capable to replay all those formats...

How many working Hades 60 is there around the world ? I wouldn't
be surprised if it could be counted with fingers of two hands ;)

> I also
> made separate players in ACC versions, so TOS users may enjoy music while
> doing other stuff.

You're doing a brilliant work :) The problem is that with my machines
I can't benefit from it. DBEplay works on my Hades 60, and Tetrax
under ARAnyM. But I've no idea of the quality of your player since
it detects hardware that don't exist on my machines.

I hope it'll help.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5368. CT60 - Problems in Falcon mode

Newsgroup: comp.sys.atari.st
Date: 2005-12-27 12:59:20 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <dordl6$2aj$1@news7.svr.pol.co.uk>
Source record: 9943

Hi All

Thought I'd use the Xmas holidays to get the CT60 Falcon working, after changing the HD to a 3.5 Maxtor 40Gb one night very successfully I thought that the flaky days of programs not running/disappearing were over! I hope they are not back again....

I am currently setting up the computer in Falcon mode (eg CT60 mode switched Off). I backed up my files from my CT2b's boot drive so that I could going faster than installing each application. This also means I have an adjusted MAGIC.RAM file for CT60 mode. TOS mode seems to be working correctly so I tried a Magic boot, second time it got through to the jinnee desktop OK. I tried to adjust the Video mode with VIDEOMOD.ACC (as supplied with Centscreen 3, this displayed the usual settings box but then as soon as I selected anything the box disappeared and also disappeared from the ACC menu at the top of the screen! Loading it in by double clicking on the ACC file didn't resolve the fact that it had stopped working.

I remember I had this problem before with the old 2.5" drive installed except that Magic packed up and refused to work after some days. Even re-installing failed to get it working.

Is it a hardware or a software problem?

The micro ATX PSU is sat right above the CT60 board, I wondered if there was interferrence or heat problems.

Any suggestions would be helpful.

Neil :-(

5369. Cash and prizes!

Newsgroup: comp.sys.atari.st
Date: 2005-12-27 20:54:10 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.27.20.54.10.330077@charter.net>
Source record: 9946
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm happy to announce at this time that The DarkForce! BBS is resuming its time honored tradition of monthly $cash and prize giveaways! Starting Jan. the 1st, 2006, we will have a $25.00 prize going to the winner of one select game, as well as one lucky Atarian winning a free subscription to ST Magazine.

Thanks! :-)

--
_/_/_/

5370. Re: Floppy disk games

Newsgroup: comp.sys.atari.st
Date: 2005-12-27 21:26:58 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <zkisf.4707$l87.257155@news20.bellglobal.com>
Source record: 9947

i have a sure fire solution keep them for two months ,during this time
embark on an auction..spreading the word around"..... box full of 3 1/2
floppies for sale to highest bidder!!!!!"

and of course after two months present item to highest bidder.

heck i'd bid 10 dollars if shipping was included!

charles.copp@sympatico.ca

5371. Re: GIM Version 0.4 Released!

Newsgroup: comp.sys.atari.st
Date: 2005-12-28 03:32:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.12.28.03.32.32.670162@nosspamatari-source.com>
Source record: 9948

On Sat, 24 Dec 2005 17:50:45 -0500, Mark D wrote:

> On Sat, 24 Dec 2005 15:11:43 -0500, Mark D wrote:
>
>> Hello all,
>>
>> A Christmas release of GEM Instant Messenger has arrived. GEM Instant
>> Messenger is an AOL instant messenger compatible IM client for Atari
>> systems running MiNT. This version has fixes of iconification, font
>> selection issues fixed, it's built with Windom 2.0, buddylist
>> size/position is saved in the configuration file, debug text has been
>> isolated and removed, bug causing buddylist to redraw over everything
>> fixed, and restructuring and beautification of all dialogs.
>>
>> Now I'll be working on the Sparemint Update Manager to get a usable
>> release now that I finally got my new server up and running. It shouldn't
>> be long at all. Also the site is almost ready to go again :)
>>
>> Once that is done, I plan to rebuild gim mostly from scratch using the
>> current version of libfaim. In this version, now that I have much more
>> GEM experience, I will make sure everything is *very* pluggable so that
>> protocol plugins can be used, and the new version of libfaim has many
>> nifty features like server side buddylists and more!
>>
>> Have a merry XMAS and happy to holidays to people who swing the other ways :)
>>
>> Thanks,
>> Mark
>> http://www.atari-source.org
>
> Of course... http://gim.atari-source.com
>
> :)
>
> Mark

Incidentally,

It might be worth mentioning that GIM implicitly supports ICQ but in a
limited fashion. If you sign on to an ICQ account with GIM you can send
and receive messages from both AIM and ICQ users. If you sign onto GIM
with an AIM account, you cannot send/receive messages from ICQ users, but
only AIM users. So users of aICQ can feel free to give GIM a try as well.
The buddy list is ugly though, fair warning ;)

Thanks,
Mark

5372. Re: ModPlayers & ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2005-12-28 07:51:11 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1h89v3y.6m2k8c1vettzgN%NOSPAMS@wanadoo.fr>
Source record: 9849

Francois LE COAT <lecoat@atari.org> wrote:

> Hi,
>
> swe@atari.org wrote:
> > Francois LE COAT wrote:
> >> I'm telling that about ARAnyM, but it is the same problem
> >> on my Hades 60.
> >>
> >> You should think about it :)
> > >
> > I did, but unless u have DSP working in Hades (MOD, ACE, GT2, AoN all use
> > DSP replayers in GemPLAY, to minimise CPU usage) GSXB will not help u
> > much.
>
> You can use the Floating Point Unit for the same usage, can't you ?
> In combination with the usage of the DMA sound system (and GSXB) ...
>
> > Reason for DSP is clear: no way to replay ACE, MP2/3, GT2, AON on
> > less as 060 CPU and even on 060 u may have probs, not to mention that
> > leftover CPU power will be weak. For example: MP3 takes let say 80% CPU
> > power on 060, so its not exactly usable as background player... Falcamp use
> > maybe 5%, Aniplayer with DSP 10% or so...
>
> Aniplayer alternatively make usage of FPU, that is justified.

For encoding, not playing. The old 56001 is faster than the 060 FPU.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5373. Re: ModPlayers & ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2005-12-28 14:08:42 UTC
From: swe@atari.org
Message-ID: <L%wsf.20945$h6.826550@news.siol.net>
Source record: 9850

Didier Mï¿½quignon wrote:

>> Aniplayer alternatively make usage of FPU, that is justified.
>
> For encoding, not playing. The old 56001 is faster than the 060 FPU.

Yeps. Encoding is different matter and raw cpu power does count a lot :) I also like the fact, that if DSP is busy playing. CPU is free for other tasks. MP2 for example, with great sound quality, takes less as 1% CPU on 030 Falcon. Ideal for multitasking.. And sound is not inferior to MP3, quite the opposite... MP3 is harder on CPU, since it can not be played in DSP only, but still it just pass on plain Falcon... ACE eats a lot of CPU even with DSP, so i doubt 060 would even be capable of playing all ACE tunes...

I would like to stress that using those player is NOT because we would hate Hades, but because those players can be used on plain Falcons, or CT2 machines... That is the only reason i used them. And if some Hades owner would write ACE or GT2, XM player that use 060 and Hades systems, believe me, i would be happy for Hades owners, i would not attack author where is Falcon/ST whatever version...

Janez

5374. Supercharger

Newsgroup: comp.sys.atari.st
Date: 2005-12-28 16:47:13 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43b2c18c$0$19680$8fcfb975@news.wanadoo.fr>
Source record: 9851

Hello,

For those interested in the Supercharger, I have updated my page:
http://perso.wanadoo.fr/gtello/supch_e.htm
(and in french http://perso.wanadoo.fr/gtello/supch_f.htm).

Happy new year!

Guillaume.

5375. Re: CT60 - Problems in Falcon mode

Newsgroup: comp.sys.atari.st
Date: 2005-12-28 18:09:53 UTC
From: malo.morgen@nowhere.com
Message-ID: <doukdgcqd1@ss405.t-com.hr>
Source record: 9852

maybe some videomod.acc incompatibility with ct60?
try toggling fast ram flag bits as usual :)

On 27 Dec 2005 12:59:20 , "Neil Chester" wrote:
>Hi All
>
>Thought I'd use the Xmas holidays to get the CT60 Falcon working, after
>changing the HD to a 3.5 Maxtor 40Gb one night very successfully I thought
>that the flaky days of programs not running/disappearing were over! I hope
>they are not back again....
>
>I am currently setting up the computer in Falcon mode (eg CT60 mode switched
>Off). I backed up my files from my CT2b's boot drive so that I could going
>faster than installing each application. This also means I have an adjusted
>MAGIC.RAM file for CT60 mode. TOS mode seems to be working correctly so I
>tried a Magic boot, second time it got through to the jinnee desktop OK. I
>tried to adjust the Video mode with VIDEOMOD.ACC (as supplied with
>Centscreen 3, this displayed the usual settings box but then as soon as I
>selected anything the box disappeared and also disappeared from the ACC menu
>at the top of the screen! Loading it in by double clicking on the ACC file
>didn't resolve the fact that it had stopped working.
>
>I remember I had this problem before with the old 2.5" drive installed
>except that Magic packed up and refused to work after some days. Even
>re-installing failed to get it working.
>
>Is it a hardware or a software problem?
>
>The micro ATX PSU is sat right above the CT60 board, I wondered if there was
>interferrence or heat problems.
>
>Any suggestions would be helpful.
>
>Neil :-(
>
>
>.

5376. Re: Floppy disk games

Newsgroup: comp.sys.atari.st
Date: 2005-12-29 04:22:01 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <FvJsf.1644$Yk2.223067@news20.bellglobal.com>
Source record: 9853

hello group.. i have a second plan for these disks ...what do you say to this...

he holds a contest and all the participants enter their addresses within a month ,who is the furthest away from rory pays rory for the shipping and wins the disks..
great ideal huh?

charles

5377. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-29 05:50:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.19.17.21.26.516130@charter.net>
Source record: 9854

On Mon, 19 Dec 2005 00:13:24 -0800, Bruce K. Gros wrote:

> The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of
> an Intel CPU and a very weak OS and GUI.

SO its a cheap "would be" PC because it had a 68000 instead of an Intel
CPU? Well friend, then throw that Amiga away as well because it also had a
68000 CPU! (and one that ran slower than the ST).

> The AMIGA always was a REAL computer.Powerful, great architecture,
> superb custom chips and a superior OS and GUI.

The Amiga was a pretty cool machine. I might have actually bought one when
they came out, if I wouldn't have had to sold the farm, the house, the
car, the wife and kids, and the dog just to meet that pricetag! I was able
to buy my first ST, which did most of what the Amiga could (and some
things it could not), for about a 1/3 or 1/4 of the price of an Amiga.

> So better throw away your ST fast, because STs are crap and should be
> dumped in the bin as fast as possible !!!

There seems to be a small group of people who want to throw STs in the
garbage bin...with a much larger group standing in line to retrive them.

:-)

--
_/_/_/

5378. Re: Floppy disk games

Newsgroup: comp.sys.atari.st
Date: 2005-12-29 05:51:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.29.05.50.19.551609@charter.net>
Source record: 9855

On Wed, 28 Dec 2005 20:22:01 -0800, charles copp wrote:

> hello group.. i have a second plan for these disks ...what do you say to
> this...
>
> he holds a contest and all the participants enter their addresses within a
> month ,who is the furthest away from rory pays rory for the shipping and
> wins the disks..
> great ideal huh?
>
> charles

I dunno...any Antarcticans on the list? :-)

--
_/_/_/

5379. Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2005-12-29 14:35:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512290631080.15730-100000@onyx.spiritone.com>
Source record: 9856
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Get FREE ST Game/Software with $100.00 purchase! Titles listed below! NEW Games Not yet in Catalog! Cant find what you want, take 25% off purchase! 8-Bit or ST! Details? Goto specials.htm page Or Call Ben@(503)256-9974!!

http://BensCatalogs.Atari.org 5 updated Catalogs!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

1st Mail*, 5 Intelligent Strategy Games*, A320 Airbus*, Afrika Korps*, Air Bucks*, Air Support*, All Aboard!*, Alpha Waves*, The Ancient Art of War in the Skies*, APB*, Aussie Joker Poker*, Axe of Rage*, B17 Flying Fortress*, Baal*, Back to the Future-Part III*, Back to the Golden Age*, The Ball Game*, Bart vs. the World*, Battlehawks 1942*, Battle Master*, Beach Volley*, Black Gold*, Black Lamp*, Blitzkrieg May 1940*, Blue Angels*, The Blues Brothers*, Bobo*, Boston Bomb Club*, Botics*, Bubble+*, California Games*, California Games II*, Campaign - Tactical & Strategic War Simulation*, Campaign - From North Africa to Northern Europe*, Captain Blood*, Captain Planet and the Planeteers*, Carrier Command*, Cartoon Capers*, Centerfold Squares*, Champion of the Raj*, Chaos Strikes Back*, Chaos Strikes Back-Cheats*, The Charge of the Light Brigade*, Chronicles of Omega*, Clue Master Detective*, Colorado*, Combat Course*, Conquests of Camelot*, Cool World*, Count and Add*, Crack Down*, Crime Wave*, DARKMAN*, D-Day*, Death Sword*, Defender II*, Defenders of the Earth*, Degas Elite*, Diplomacy*, DogFight*, Domination*, Doodlebug*, Double Dragon II*, Downhill Challenge*, Dragons Breath*, Dragons Lair*, Dragons Lair II*, Dragons Lair III: The Curse of Mordread*, Drakkhen*, Duck Tales*, Dynasty Wars*, East vs. West-Berlin 1948*, Edd the duck!*, ELF*, F-15 Strike Eagle*, F/16 Combat Pilot*, F-19 Stealth Fighter*, Falcon*, Falcon Mission Disk vol. 1*, Falcon Mission Disk vol. 2*, Ferrari*, First Samurai*, Flash*, Flight Simulator II*, Flood*, Frenetic*, Frontline*, Frost Byte*, Fun School 3*, Future Wars*, The Games*, Gato*, General Store*, Germ Crazy*, Gnome Ranger*, Grammar Expert*, Grandstand*, Great Battles*, Greens - the Ultimate 3-D Golf Simulation*, Guardians*, Hammerfist*, Highway Patrol 2*, Hill Street Blues*, Hostage*, Hot Rubber*, Impossible Mission 2*, Indy - Indiana Jones and the Last Crusade*, Insects in Space*, Interphase*, Invasion*, Ivanhoe*, Jack Nicklaus Greatest 18 Holes of Major Championship Golf*, Khalaan*, The Killing Cloud*, KLAX*, Knightmare*, Knights of the Sky*, Lemmings the Tribes*, Lombard Rally*, M1 Tank Platoon*, Magnum - The Compilation*, Macro Assembler*, The Magnetic Scrolls Collection*, Manix*, Matrix Marauders*, Maupiti Island*, Metro Cross*, MicroLeague Wrestling*, MICROprose Formula One Grand Prix*, MidWinter*, Mig-29 Fulcrum*, Missile Command*, Mortville Manor*, The

Muscle Cars-The Duel: Test Drive II Car Disk*, The Navigator*, Night Shift*, North & South*, NVDI 5*, Obsession*, Oh No! More Lemmings*, OIDS*, Onslaught*, Operation: Cleanstreets*, Operation Thunderbolt*, Outzone*, Paris - Dakar*, The Pawn*, Play and Read: Part One*, Play and Read: Part Four*, Power Drift*, Predator 2*, A Prehistoric Tale*, ProShow Plus*, Race Drivin'*, Rainbow Island*, Reach for the Skies*, Red Storm Rising*, Rick Dangerous*, Risky Woods*, Roadwar 2000*, Robinson's Requiem*, Rock N Roll Clams*, Rogue*, Rorke's Drift*, Rotox*, RVF Honda*, Scramble Spirits*, Shadow Dancer*, Shanghai*, Shuttle - The Space Flight Simulator*, Sid Meier's Civilization*, Sid Meier's Railroad Tycoon*, Silent Service*, Silent Service II*, Skate Wars*, Sky Chase*, Sleepwalker*, Space Ace*, Space Cutter*, Space Harrier II*, Space Quest II*, Speedball 2*, Spitfire 40*, Spirit of Excalibur*, STalker 3*, Starglider*, Star Quake*, Steel Empire*, Stormball*, Strikefleet*, Strip Poker II*, ST Star Raiders*, Stunt Track Racer*, Sub Battle Simulator*, Substation*, Sundog*, The SuperCars - Test Drive II Car Disk*, Team Suzuki*, Team Yankee*, Teenage Mutant Hero Turtles*, Terrorpods*. Their Finest Hour - The Battle of Britain*, Their Finest Missions - Volume One*, Thunderhawk AH-73M*, Thunder Jaws*, Time*, Torvak the Warrior*, Total Eclipse*, Tracker/ST*, Trio 1*, Tusker*, TV Sports Football*, Twin World*, Typhoon Thompson*, Utopia - The Creation of a Nation*, WallStreet*, War in the Gulf*, Warlock - the Avenger*, Welltris*, WindWalker*, Winter Games*, Word Perfect*, Word Up*, World Karate Championship*, WWF European Rampage Tour*, Xiphos*, Yolanda - the Ultimate Challenge*, Will Harvey's Zany Golf*, Zone Warrior*, Zynaps*,

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5380. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2005-12-29 14:39:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512290635430.15730-100000@onyx.spiritone.com>
Source record: 9858
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5381. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2005-12-29 14:43:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512290639570.15730-100000@onyx.spiritone.com>
Source record: 9857
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5382. Re: Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2005-12-29 17:38:34 UTC
From: "Aaron J. Bossig" <linkvb06@SpammersWillBeExecuted.ptd.net>
Message-ID: <Xns973B809E63222linkvb06SpammersWill@204.186.200.105>
Source record: 9859
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in
news:Pine.LNX.4.44.0512290631080.15730-100000@onyx.spiritone.com:

> Get FREE ST Game/Software with $100.00 purchase! Titles listed below!
> NEW Games Not yet in Catalog! Cant find what you want, take 25% off
> purchase! 8-Bit or ST! Details? Goto specials.htm page Or Call
> Ben@(503)256-9974!!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/ Books. FREE Catalogs on Ben's Domain at
> http://BensCatalogs.Atari.org or at http://BenSells.Atari.org
> Catalogs can be attached to,Requested by & Received Through E-Mail at
> Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8
> Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

Why, exactly, would a company that specializes in vintage software need
to run a clearance sale? Are you trying to clear the shelves, waiting for
the new Atari models to arrive for '06? Are you trying to cash in on those
Jaguar games, before these newfangled Playstations get popular?

--

Aaron J. Bossig

http://www.GodsLabRat.com
http://www.dvdverdict.com

5383. Re: ModPlayers & ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2005-12-29 17:44:10 UTC
From: swe@atari.org
Message-ID: <YfVsf.20971$h6.833261@news.siol.net>
Source record: 9860

Francois LE COAT wrote:

Hi

> You're doing a brilliant work :) The problem is that with my machines
> I can't benefit from it. DBEplay works on my Hades 60, and Tetrax
> under ARAnyM. But I've no idea of the quality of your player since
> it detects hardware that don't exist on my machines.

U must know that in GemPLAY i didn't develop new replay routes. GemPLAY code is only GEM shell, and wrappers arround existing replay routes, so AVSERVER etc can be used. I did choose fast routes, having majority in mind, Falcon 030 owners. Since many of replayers date from early days, they are Falcon only, since at that time that was most capable machine (AoN, GT2) so they use DSP. New ones as ACE, uses a lot of CPU and DSP, so i doubt it would play on 060 alone.

>It is not a problem of CPU power under ARAnyM :)

True. But it is problrm on Falcons, and i personaly care about Atari's more as about Aranym. People using Aranym can compile MikMod for example, it should work, but it is hopelessly slow on 030/060. I'we heard so much about Aranym superiority (not from you, i admit!) so im suprised Falcon 030 releases are commented: "Why there is no Aranym version". Maybe Aranym developers should consider DSP emulation, as we all know what "Aranym" acronime means... But to repeat, DSP is not used to filter Aranym users out, but to make stuff decent on Falcons (which are the in majority) with lack of CPU power..

> I hope it'll help.

Well it won't help much with this particular application, im affraid. I don't intend to make apps which deliberately don't work on Aranym or compatibles, just optimising is targeted toward Falcon or even ST...

Regards, Janez

5384. Re: Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2005-12-29 18:12:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512290957330.15730-100000@onyx.spiritone.com>
Source record: 9861
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 29 Dec 2005, Aaron J. Bossig wrote:

> Bravo Sierra Computers <atari@aracnet.com> wrote in
> news:Pine.LNX.4.44.0512290631080.15730-100000@onyx.spiritone.com:
>
> > Get FREE ST Game/Software with $100.00 purchase! Titles listed below!
> > NEW Games Not yet in Catalog! Cant find what you want, take 25% off
> > purchase! 8-Bit or ST! Details? Goto specials.htm page Or Call
> > Ben@(503)256-9974!!
>
> Why, exactly, would a company that specializes in vintage software need
> to run a clearance sale?

I'm buying out an Atari Dealer. I have half of his ST Games/Software and I
need to make Room on my shelves. I'm also doing this to help fund a buyout
of the other half.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5385. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-30 06:10:44 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.12.30.06.10.42.45232@nowhere.com>
Source record: 9862

On Fri, 23 Dec 2005 09:24:44 -0500, Ronald J. Hall wrote:

> On Fri, 23 Dec 2005 18:59:29 +0800, Clockmeister wrote:
>
>> Atari ST's are more like early Mac's except with a shittier OS.
>
> and thats your crap-apple opinion. :-)
>
> (Note how I'm not cross-posting? Wow-Atari users really are superior!)

He's right. GEM was/is awful, after all why did things like NeoDesk(and others)sell so well if GEM was so great? Of course, the M$(IIRC) developed Amiga OS was no winner either... The Atari's were still nice/useful machines though, and could emulate everything else usefully, along with a decent pricetag plus 3rd pty. software support.

My list of '80's OS(small system) ratings:
1. UNIX & X (pricey, but what the hell... and only stable one...)
2. System 5/6 (only missing perfection by lack of preemptive multitasking)
3. GS/OS (hobbled by Apple purposefully)
4. GEM / Amiga OS(too fugly)
5. Windows
6. OS/9
7. MSDOS
8. other 8bit proprietary OSes(DOS, ProDOS, etc. and things like CP/M

(Looking at the list it's kind of funny how things went from those damn stable little 8 bit proprietary OSes to the graphical card houses, excepting UNIX... bombs(Atari & Mac), guru meditations(amiga), BSOS(windows (or was it then? don't remember any more)), just dying(MSDOS))

5386. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-30 16:00:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.30.16.00.47.660518@charter.net>
Source record: 9863

On Fri, 30 Dec 2005 01:10:44 -0500, cutterjohn wrote:

> He's right. GEM was/is awful, after all why did things like NeoDesk(and
> others)sell so well if GEM was so great? Of course, the M$(IIRC) developed
> Amiga OS was no winner either... The Atari's were still nice/useful
> machines though, and could emulate everything else usefully, along with a
> decent pricetag plus 3rd pty. software support.

By your own arguement the same can be applied to below - if they were so
great, why were there popular replacements? Example, 4DOS for MS/DOS. If
you're listing this as your opinion fine.

I for one would never have uses X in the 80's. Really, what popular
software ran under it? Games? Just curious.

> My list of '80's OS(small system) ratings:
> 1. UNIX & X (pricey, but what the hell... and only stable one...)
> 2. System 5/6 (only missing perfection by lack of preemptive multitasking)
> 3. GS/OS (hobbled by Apple purposefully)
> 4. GEM / Amiga OS(too fugly)
> 5. Windows
> 6. OS/9
> 7. MSDOS
> 8. other 8bit proprietary OSes(DOS, ProDOS, etc. and things like CP/M
>
> (Looking at the list it's kind of funny how things went from those damn
> stable little 8 bit proprietary OSes to the graphical card houses,
> excepting UNIX... bombs(Atari & Mac), guru meditations(amiga),
> BSOS(windows (or was it then? don't remember any more)), just dying(MSDOS))

Unix and X didn't have any problems? Hmmm.... :-)

PS BTW, I don't think MS had anything to do with the Amiga (thank God!)-
in fact, most of the team was ex Atarians, IIRC.

--
_/_/_/

5387. Greetings to Lord Sinclair

Newsgroup: comp.sys.atari.st
Date: 2005-12-30 16:02:22 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43b55a0e$0$20159$8fcfb975@news.wanadoo.fr>
Source record: 9864

Hi all,

Do you remember that the Personal Information Technology
started 25 years ago with the ZX81 ? I was one of those :)
My first program wasn't "10 PRINT("HELLO WORLD")" but a
Breakout game in assembly language "10 REM 15BF65ED14CD".
What an interesting story ! I don't speak to born after
1971, indeed !

Greetings to Lord Sinclair !

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5388. CT60/CT63 Software compatibility

Newsgroup: comp.sys.atari.st
Date: 2005-12-30 19:37:53 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <RZftf.78218$k76.35722@bignews6.bellsouth.net>
Source record: 9865

Greetings,

I have been pondering over to get a CT63 or not.

I have 2 CT2B Falcons that work great and have no hardware/software
compatibility problems with the stuff I use.

I also have several Falcons that are fairly stock including a SONO VISTA
that I just acquired.

The speed of the CT2B is fast enough for what I do. And is very
Compatible.

Although Rendering Images and 3D stuff would go faster with a
CT63 if the software is compatible.

My questions goes to the owners of a working CT60/CT63.

I'd like to know how much software is compatible.

Generally, I use most of the major Graphics/Animation software,
D2D Recording software, DTP, and Net Software, SCAN X for
Color Flatbed Scanners and the ColorBurst HandScanner.
Cubase Audio Falcon, Emagics LOGIC Atari with UNITOR II and
LOG 3.

Apex Media, True Image/Paint, Rainbow Multimedia 2, all the Lexior
Software,
such as Chronos 3D, Phoenix 2.0, and etc. Also VideoMaster Falcon
cartridge and
software. Positive Image, are some that I use most and need to know if
these work.
Also VIDI ST 12 and software.

Especially Apex Media, and VideoMaster Falcon software and Cartridge.
CUBASE Audio Falcon v.2.06 and EMAGICS Logic Atari with the cartridges
for SMPTE and extra MIDI support.

I am also interested to know if the extra memory can be used to record
Music and Sound to, with programs such as SAM, Cubase and others.

I'd like to hear from owners of a CT60/63 and the software that they use
without
problems in accelerated mode.

Also any software that doesn't work or has some problems running in
accelerated
mode.

This will help me decide if a CT63 is right for me.

Thanks,
phantomm@bellsouth.net

5389. Falcon and Recording to SCSI Tape Drives

Newsgroup: comp.sys.atari.st
Date: 2005-12-30 19:42:35 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <p2gtf.78235$k76.55827@bignews6.bellsouth.net>
Source record: 9866

Greetings,

Got a question about using SCSI Tape Drives on a fairly Stock
Falcon to do Direct to Tape recording.

Using HD Driver, will this work with most SCSI Tape Drives?

I have a HP Tape Drive, that has been used for storage on an
Atari.

Would it be reliable to record Music to it?

Thoughts?

phantomm@bellsouth.net

5390. Re: Falcon and Recording to SCSI Tape Drives

Newsgroup: comp.sys.atari.st
Date: 2005-12-30 20:22:46 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <41lj7qF1fao5pU1@individual.net>
Source record: 9867

Phantom wrote:

> Got a question about using SCSI Tape Drives on a fairly Stock
> Falcon to do Direct to Tape recording.
>
> Using HD Driver, will this work with most SCSI Tape Drives?

It should work, but you need a SCSI tape (DAT?) driver. HDDRIVER
provides the SCSI driver, but just like with CD-ROM drives you need a
device-specific driver to make use of this interface.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5391. Re: Falcon and Recording to SCSI Tape Drives

Newsgroup: comp.sys.atari.st
Date: 2005-12-30 23:54:32 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <AKjtf.84865$aS5.52775@bignews4.bellsouth.net>
Source record: 9868

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:41lj7qF1fao5pU1@individual.net...
> Phantom wrote:
>
>> Got a question about using SCSI Tape Drives on a fairly Stock
>> Falcon to do Direct to Tape recording.
>>
>> Using HD Driver, will this work with most SCSI Tape Drives?
>
> It should work, but you need a SCSI tape (DAT?) driver. HDDRIVER
> provides the SCSI driver, but just like with CD-ROM drives you need a
> device-specific driver to make use of this interface.

I was told that it was used on a Atari system before.

Anyway, Does ExtenDos support SCSI Tape Drives?

I use it for CDROM/CDR drives. Never checked on Tape support.

I know that Syquest Drives and the like suppose to work.
I Remember someone posting about using Tape Drives on
the Falcon before.

If anyone is using a SCSI Tape Drive on a Falcon or other
Atari, Post what software you are using and the type of drive.

I think it will work. But I am not sure if the writing speed to
Tape would be Fast enough to do Direct to Tape Recording.

It would help if someone knows how fast a SCSI Device must be
to keep up with Direct to SCSI Device Recording.

Copying files over to tape wouldn't be a problem.

However, when Recording a Live Song or Track I'm not sure
if a Tape System would be as fast as a Hard Drive when
writing. A Buffer may help if it doesn't cause any loss of
sound quality.

I know the Falcons SCSI system isn't a speed Demon compared
to the latest Computers.

What I have is a HP SCSI Tape Drive. It's a 3.5 Drive IIRC.
It uses very small Tapes. Around the size of a small Match Box.

The Tapes are still being made AFAIK and I have alot of them
already. If I can't use it to do Direct to Tape recording, then
I'd at least like to use it to store completed Song Tracks.

Or for software backups and etc.

Info anyone?

phantomm@bellsouth.net

5392. Re: Floppy disk games

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 00:50:50 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <lukbr1laa3nb03ip978mln9hhcmi1ldrgj@4ax.com>
Source record: 9869

Hi all,

I will gladly sell them to whomever would like them. I was think of selling them as a set of 25 or by the pound(weight). I have tested most of them to see if they boot. About 85 percent boot to the game noted (in pen or pencil marked directly on the disk or some have labels). A lot of them are PAL games that seem to scroll the 1224 or some are 50Hz (seem shifted to the left). Not sure how much in demand those would be. It doesnt matter whether I ship them or somebody picks them up, or I format them or leave them as is. I've assessed that I just have too many 720k floppies for my own use, and would like to see them used for those who need some or all of them!?!. LOL.

I dont want to toss these by any means. Buy some!!! If any game disk I have that you buy wastes 5 minutes of your time, my job is done! ;) Muhahahahahahahahahaha....

Thanks for letting me bend your ear.. Have a happy New Year!
Rory

On Mon, 26 Dec 2005 22:10:01 -0600, Rory McMahon
<rorymcmahonNOSPAM@yahoo.com> wrote:

>Hi all,
>
>I have amassed an unwieldly amount of 3.5" 720k non-original game,menu
>and game demo disks. I have tested quite a few and most work fairly
>well. Some need a 50/60hz program, but most boot to the game start.
>
>Or should I just put them in the dumpster?
>I couldnt possibly make a list of all the games. There are just too
>many and I'm really short on time anyways. Any ideas?
>
>Thanks
>Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

5393. Re: CT60/CT63 Software compatibility

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 01:04:03 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <b6mbr1tq99if0ei8he5j8tr7lpspdnr4ao@4ax.com>
Source record: 9870

Phantom,

Ponder no more... Bring your floppies and spend the weekend.

Then buy one.

Rory

On Fri, 30 Dec 2005 14:37:53 -0500, "Phantom" <phantomm@bellsouth.net>
wrote:

>
>Greetings,
>
>I have been pondering over to get a CT63 or not.

>Thanks,
>phantomm@bellsouth.net

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

5394. Re: CT60/CT63 Software compatibility

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 01:14:21 UTC
From: fried.man@sympatico.ca
Message-ID: <1135991661.793288.176100@g49g2000cwa.googlegroups.com>
Source record: 9871

As far as I know,with a CT 60 the fast Ram won't necessarily help with digital audio recording. Most of the audio programs are set up for ST Ram. I would say the exception is if you set up your fastram as a Ram disk, then I know that Zero X will record to the Ram disk as if it was an actual hard drive.Cubase audio won't do this its very restrictive as to the kind of HD it records to. I.E. Scsi! I don't know if other audio programs would do this. The problem is finding a Ram disk program that will take advantage of the "massive" amounts of memory available with a CT60.
The one program that is amazingly fast and really speeds up disk operations is True Disk which was a freeware program. It has been updated to take advantage of extra memory but that version is unavailable from the author. Too bad as I have 500 megs of memory!
I would venture to say that its probably not worth it to convert the CT2B Falcons to stock and then to CT60. How many Falcons do you have anyway???
I think most of the programs you have would be compatible with CT60 and you would probably notice a big speed increase. You would have to be careful as the bus speed is increased with a CT2b but the same bus increase requires some extra installation work with a CT60. This bus acceleration with a CT60 may cause some problems with Digital audio.
And then there is the screen res. Without the videl acceleration you may not get the same screen res you can get with a CTB2. On the other hand, there are 2 models of video cards in the pipeline. check out Czuba's website for a list of compatible programs.Also the Dead Hackers site has an extensive bulletin board for CT60 users. I know Emagic Logic (midi) works and its very fast. If I had a couple of stock Falcons lying around I would definitely go for a CT63, especially if it includes the clock module and a Rev 6 060, some of the bugs are worked out and the firmware is all up to date.
Thats my 2 cents,
Mark
Phantom wrote:
> Greetings,
>
> I have been pondering over to get a CT63 or not.
>
> I have 2 CT2B Falcons that work great and have no hardware/software
> compatibility problems with the stuff I use.
>
> I also have several Falcons that are fairly stock including a SONO VISTA
> that I just acquired.
>
> The speed of the CT2B is fast enough for what I do. And is very

> Compatible.
>
> Although Rendering Images and 3D stuff would go faster with a
> CT63 if the software is compatible.
>
> My questions goes to the owners of a working CT60/CT63.
>
> I'd like to know how much software is compatible.
>
> Generally, I use most of the major Graphics/Animation software,
> D2D Recording software, DTP, and Net Software, SCAN X for
> Color Flatbed Scanners and the ColorBurst HandScanner.
> Cubase Audio Falcon, Emagics LOGIC Atari with UNITOR II and
> LOG 3.
>
> Apex Media, True Image/Paint, Rainbow Multimedia 2, all the Lexior
> Software,
> such as Chronos 3D, Phoenix 2.0, and etc. Also VideoMaster Falcon
> cartridge and
> software. Positive Image, are some that I use most and need to know if
> these work.
> Also VIDI ST 12 and software.
>
> Especially Apex Media, and VideoMaster Falcon software and Cartridge.
> CUBASE Audio Falcon v.2.06 and EMAGICS Logic Atari with the cartridges
> for SMPTE and extra MIDI support.
>
> I am also interested to know if the extra memory can be used to record
> Music and Sound to, with programs such as SAM, Cubase and others.
>
> I'd like to hear from owners of a CT60/63 and the software that they use
> without
> problems in accelerated mode.
>
> Also any software that doesn't work or has some problems running in
> accelerated
> mode.
>
> This will help me decide if a CT63 is right for me.
>
> Thanks,
> phantomm@bellsouth.net

5395. Re: Falcon and Recording to SCSI Tape Drives

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 06:59:26 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <41moieF1fgnv9U1@individual.net>
Source record: 9872

Phantom wrote:

> I was told that it was used on a Atari system before.

But not without a device-specific driver. Fact is that for each SCSI device you need a specific driver in order to access it. You cannot access a tape drive with a CD-ROM driver or a hard disk driver, *unless* this device reports itself as a CD-ROM or hard disk device and implements the same SCSI commands as these devices. But SCSI tape devices do not do that because they are SCSI devices of their own, with a special command set. This is why you need special drivers also under Linux, for instance.
GEMAR by Steffen Engel ia a driver for SCSI tapes for the Atari. I think it is shareware, you may find it on some ftp servers.

Note that a tape drive may rewind the tape while recording, which is bad for direct audio recording.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5396. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 08:14:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43b63e12870d20@comcast.net>
Source record: 9873

```
>> So better throw away your ST fast, because STs are crap and should be
>> dumped in the bin as fast as possible !!!
>
>There seems to be a small group of people who want to throw STs in the
>garbage bin...with a much larger group standing in line to retrive them.
>

Very well said and very true.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone
```

5397. Re: Falcon and Recording to SCSI Tape Drives

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 14:19:18 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <Grwtf.152897$V7.103109@news-server.bigpond.net.au>
Source record: 9874

> If anyone is using a SCSI Tape Drive on a Falcon or other
> Atari, Post what software you are using and the type of drive.

Hi,

My ST/e is packed up and ready to be collected by its
new owner.

I wrote my own backup/restore software to access
a QIC-150 SCSI tape drive. It works quite well, though
it's perhaps a little under-documented. If you have the
capability of compiling the source without asking me *too*
many questions, then you're welcome to the source.

Steve.

5398. AtarICQ 0.166 released

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 15:29:17 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1136042957.706263.261780@g14g2000cwa.googlegroups.com>
Source record: 9875

AtarICQ 0.166 released

The holidays are coming at an end, and just in time for the new year we
now bring you a new version of AtarICQ! Lots of things have changed,
and even though most of them have been invisible there will also be
more appearant changes for you to explore.

For those of you who have upgraded to a recent version of XaAES, you
will now find that aICQ supports its excellent keyboard navigation
scheme. That is, via TAB and ARROW keys you will be able to navigate
through the GEM dialogs of all programs that handles this properly.

Secondly, we are excited to present the first implementation of support
for the AOL instant messenger protocol in AtarICQ. The support is still
being worked on, but we consider things to already be working well
enough to be highly useable.

Here is a screenshot that gives you an idea what it feels like to mix
ICQ and AIM contacts:
http://www.ataricq.org/ataricq/20051206_AtarICQ-2.png

Add to this a substantial list of bugfixes and other improvements, and
you find yourself with well enough
reasons to upgrade :)

Read more and download the new release on the AtarICQ webpage.

http://www.ataricq.org/

Happy new year!

Regards,

/Joakim

5399. Re: Greetings to Lord Sinclair

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 15:38:10 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43b6a5e2$0$6684$8fcfb975@news.wanadoo.fr>
Source record: 9876

Hi,

British peoples told me that Sir Sinclair wasn't a Lord
but a Knight. I apologize for that mistake !

I wish you a happy new year :)

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

Francois LE COAT wrote:
> Do you remember that the Personal Information Technology
> started 25 years ago with the ZX81 ? I was one of those :)
> My first program wasn't "10 PRINT("HELLO WORLD")" but a
> Breakout game in assembly language "10 REM 15BF65ED14CD".
> What an interesting story ! I don't speak to born after
> 1971, indeed !
>
> Greetings to Lord Sinclair !

5400. New XaAES development snapshot

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 16:07:52 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1136045271.976155.5890@f14g2000cwb.googlegroups.com>
Source record: 9877

In the final hours of 2005, there is now a new development snapshot of XaAES available!

The most interesting changes this time is the new keyboard navigation scheme, and the improved
support for wdialog functions.

Keyboad navigation has been something we take for granted on other platforms, and the implementation
in XaAES is similiar although not identical. It even allows for navigating the GEM menu bar via the keyboard!
("Open" menubar with CTRL+ALT+SPACE, and use ARROW-keys and RETURN to walk/select). For normal dialogs, you can either
walk according to object order with TAB, or use the ARROW-keys to move focus UP/DOWN/LEFT/RIGHT. SPACE will select the focused object whereas RETURN will select the object that has the default bit set.

The new XaAES binary now has support for the wdialog pdlg_xx(). This seems to make a few picky programs that uses the printing setup in wdialog now finally useable under XaAES!

Last and perhaps least, you will also find that the unofficial XaAES page has had a visual update. Hopefully it will now
be nicer to look at and also easier to maintain due to some basic useage of PHP.

Read more here: http://xaaes.atariforge.net

Happy new year!

Regards,

/Joakim

5401. Re: AtarICQ 0.166 released

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 17:58:12 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43b6c6ae$1_2@x-privat.org>
Source record: 9878

GokMasE wrote:
>
> AtarICQ 0.166 released
>
> The holidays are coming at an end, and just in time for the new year we
> now bring you a new version of AtarICQ! Lots of things have changed,
> and even though most of them have been invisible there will also be
> more appearant changes for you to explore.

Nice work. The forthcoming new year will starts with some real
goodies.

Happy new year to all,

Martin

5402. Re: New XaAES development snapshot

Newsgroup: comp.sys.atari.st
Date: 2005-12-31 17:58:40 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43b6c6c7$1_3@x-privat.org>
Source record: 9879

GokMasE wrote:
>
> In the final hours of 2005, there is now a new development snapshot of
> XaAES available!
>
> The most interesting changes this time is the new keyboard navigation
> scheme, and the improved
> support for wdialog functions.

Thank you ver much.

XaAES is a must be for every one. IMHO, it's a mature OS now.
I haven't uses N_AES since more then a year now and I still haven't
regret that.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

5403. HAPPY NEW YEAR!

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 04:52:21 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.01.01.04.52.21.108952@nospammmmatari-source.com>
Source record: 9880

Hey guys,

Happy new year on east coast USA.

I know, not quite there yet, but close enough ;)

/|\

Mark

5404. Re: HAPPY NEW YEAR!

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 05:05:16 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43b76187$0$18202$afc38c87@news.optusnet.com.au>
Source record: 9881

Mark D wrote:
> Hey guys,
>
> Happy new year on east coast USA.
>
> I know, not quite there yet, but close enough ;)
>
> /|\
>
> Mark
>

Jeesh, you yanks are slow. It is just about dinner time on the 1st of January 2006 for us blokes, in Aussie;-) Time to crack a tinny and throw another prawn (not shrimp) on the Barbie. It was 45 degrees Celsius yesterday, and about 35 degrees for the 3 days preceding. A nice 30 degrees ATM. Ripper.

Happy new year mate

Mark

5405. Re: AtarICQ 0.166 released

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 07:44:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43b789789a0600@comcast.net>
Source record: 9883

>AtarICQ 0.166 released
>
>The holidays are coming at an end, and just in time for the new year we
>now bring you a new version of AtarICQ! Lots of things have changed,
>and even though most of them have been invisible there will also be
>more appearant changes for you to explore.
>
>For those of you who have upgraded to a recent version of XaAES, you
>will now find that aICQ supports its excellent keyboard navigation
>scheme. That is, via TAB and ARROW keys you will be able to navigate
>through the GEM dialogs of all programs that handles this properly.
>
>Secondly, we are excited to present the first implementation of support
>for the AOL instant messenger protocol in AtarICQ. The support is still
>being worked on, but we consider things to already be working well
>enough to be highly useable.
>
>Here is a screenshot that gives you an idea what it feels like to mix
>ICQ and AIM contacts:
>http://www.ataricq.org/ataricq/20051206_AtarICQ-2.png
>
>Add to this a substantial list of bugfixes and other improvements, and
>you find yourself with well enough
>reasons to upgrade :)
>
>Read more and download the new release on the AtarICQ webpage.
>
>http://www.ataricq.org/
>
>Happy new year!
>
>Regards,
>
>/Joakim

Thanks a lot for the support. The end of 2005 was a good one for some real
good Atari programs with some real good upgrades.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5406. Re: AtarIRC v2.04 released

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 07:46:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43b789789a0601@comcast.net>
Source record: 9882

>Also just in time for the new year.
>
>- gui library completely reworked for XaAes keyboard navigation
>- nearly all dialogs updated with newer object types
> these objects require N.Aes, XaAes, or MagiC or compatible AES
>- new option to redirect /whois output to the console tab
>- 2 minor bugs fixed
>
>Have a safe and wonderful New Year Atari users. ;-)
>

Thanks Lonny. What are some good Atari chat rooms I can go to. The ones I have gone to in the past usually have no one else in them.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5407. Re: HAPPY NEW YEAR!

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 07:48:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43b789789a0602@comcast.net>
Source record: 9884

>Hey guys,
>
>Happy new year on east coast USA.
>
>I know, not quite there yet, but close enough ;)
>
>/|\
>
>Mark

Same to you and everyone else here from Northern Indiana and Notre Dame. GO ND!!!!!! Beat Ohio State.....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5408. [FS-UK] 2 Upgraded Falcons CT2B/CT60

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 16:06:27 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <dp8ugk$g48$1@news8.svr.pol.co.uk>
Source record: 9885

Hi All

After many years of being an Atarian I shall have to sell my entire Atari collection due to lack of space! :-(

An advert may appear on eBay if I can figure out how to do it and get pics of everything.

Here goes:

Hardware
****
Atari Falcon CT60 housed in a modified 19" rack (Spacecase), this was assembled by Lyndon Amsdon complete with an internal Eiffel PS2 adaptor. I have fitted a CT60 on/off switch and a 3.5" Maxtor 40Gb IDE HD.
14Mb ST RAM, 256Mb FAST RAM (Crucial module).
Sensible Offers in UKP.

Atari Falcon CT2B housed in a C-Lab MkX case, CT2B fitted by Shiuming Lai whilst he was at System Solutions. Complete with an external Eiffel PS2 adaptor. CT2B on/off switch. Fitted with a 20Gb 3.5" Seagate IDE HD.
14Mb ST RAM, 64Mb FAST RAM.
Sensible Offers in UKP.

iiyama Vision Master Pro400 17inch CRT VDU, VGA multisync monitor with excellent display quality. Used with CT2B machine daily at 800x600 in 256 colours.
100UKP ono

Microvitec 1438 14inch Autosync CRT VDU, VGA/RGB monitor if used with a suitable ST/Falcon switchbox. Falcon switch lead can be supplied. Upto 100Hz refresh, but can easily handle ST LOW as well!
50UKP ono

Epson GT9500 A4 scanner SCSI & Parallel interfaces, GT Look software for Atari supplied. 40UKP ono

Epson Stylus Color 600 inkjet printer Parallel/Mac, works a treat with NVDI on Atari. 50UKP ono

External 56K K-flex Modem, used daily with CT2B. 25UKP ono

Adtron Accent SCSI PCMIA external card reader, can read Compact Flash cards with an adaptor, others supported.
150UKP ono

Yamaha SCSI CDRW 16x10x40 housed in external SCSI case. 60UKP ono

Mega STE external keyboard. 60UKP ono

ASP/ Mario Becroft Mouseburster PC serial mouse adaptor with hi-res mouse. 20UKP ono

ASP SCSI Burster lead for adapting a suitable case to be a SCSI cluster, 3 way version. 10UKP

Atari Jagpad. Offers

2 micro switched joysticks, 1 is a Zipstick and other is Cheetah Mach1(?). Offers

Drives - any offers accepted:
36x SCSI CDROM drive.
Syquest 135 SCSI drive bare, 2 carts supplied.
?384Mb HP SCSI HD has a cache.
2.1Gb Maxtor IDE 3.5" HD (was used in CT2B).
730Mb IBM IDE 2.5"HD supplied with Falcon fitments (was used in CT60).

Software
****
Just a list, maybe included with a machine package:

Atari Works, Diamond Back3, Diamond Edge 2.5(updated ver), Kobold 2.5 & 3.5, Pure Pascal, Texel, Emailer, Magic 6.20, CAB 2.8, NVDI, jinnee, CD Writer Suite, Extendos Gold.

Mega Lo Mania (ST/Falc), Running (Falc), Substation (STE/Falc), Obsession (STE/Falc), Desktop Solitaire.

Some shareware registered titles.

Atari Computing issues 1 to 16 inc CD and some subscriber disks. Offers.

Thanks

Neil :-)

5409. Re: Has anyone in the UK got a 4MB+ Atari Mega STE for sale?

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 17:36:35 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dp93v3$81i$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9886

Mmmm, sounds interesting that philosophy.

Any takers for a completely original IBM PC+Cassette Interface, LIM board,
10Mb Hard Card, WD EGA graphics adapter, IBM EGA monitor, external IBM
expansion bus 3.5" 720K FDD.

Yours for £10,000, £3000 off original list price, IBM PC was £7,000 alone in
1982. I've been saving it for years and years waiting for the price to go
back up.

Hi Ron <waves> :-)

"Tha Welshgit" <steve.sweet@btopenworld.com> wrote in message
news:donlvgkop1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> Hi Ronald
>
> Your right, the PAK cost £850, the FRAK and memory £400, the MV300 was
£350
> and the FPU another £150, SCSI board was £75, Hard Drive was £175, well
> expensive aint it?? The software it contains is worth near to £500 alone!
>

5410. CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 18:10:49 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <43b81b29$0$823$4c56ba96@master.news.zetnet.net>
Source record: 9887

Hi All,

Does anyone know if Cubase (midi not audio) runs on a CT60 Falcon ?

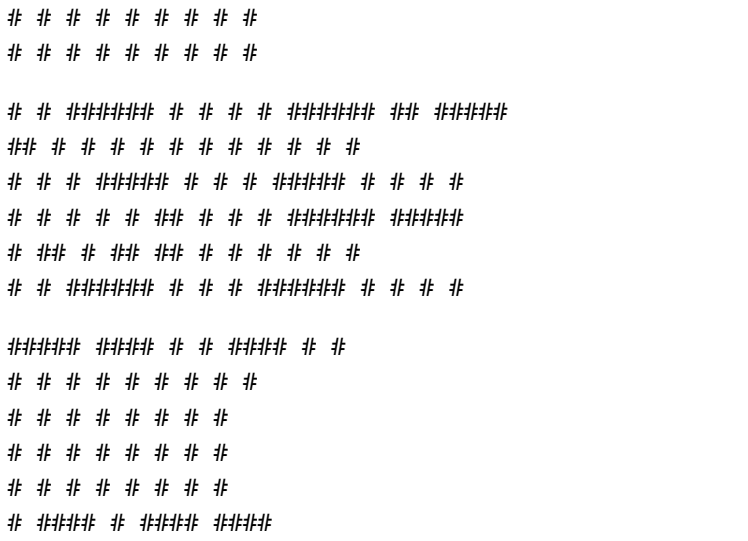
TIA

Paul

5411. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 19:46:10 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43b83182$1_3@x-privat.org>
Source record: 9888

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview-b7a.zip
(2.495.267 bytes) zView is a plugin-based image browser, converter
and viewer and PDF reader for Atari TOS and compatible systems.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq0166.zip
(141.475 bytes) Very nice GEM-based ICQ client with basic support for
AOL instant messenger or clients that are compatible to it.

ftp://chapelie.rma.ac.be/atari/internet/atarirc-204.zip
(213.843 bytes) Nice and powerful GEM-Based IRC clients for STiK/STing/Gluestik.

ftp://chapelie.rma.ac.be/atari/internet/mymail-186.zip
(1.335.514 bytes) Nice mail client for Stik/STing/Gluestik/MagicNet.

Have fun,
Martin

#
# # # # ## ###### ###### # #
# # # # # # # # # # # # #
# # ######## # # # # # # # #
######## # # ######## ###### ###### #
```



--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5412. Re: HAPPY NEW YEAR!

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 20:45:16 UTC
From: fried.man@sympatico.ca
Message-ID: <1136148316.620681.311460@g43g2000cwa.googlegroups.com>
Source record: 9889

Oh man! Its more like 10 below C here in Ottawa, Happy New Year anyway!
Mark
Mark Bedingfield wrote:
> Mark D wrote:
> > Hey guys,
> >
> > Happy new year on east coast USA.
> >
> > I know, not quite there yet, but close enough ;)
> >
> > /|\
> >
> > Mark
> >
>
> Jeesh, you yanks are slow. It is just about dinner time on the 1st of
> January 2006 for us blokes, in Aussie;-) Time to crack a tinny and throw
> another prawn (not shrimp) on the Barbie. It was 45 degrees Celsius
> yesterday, and about 35 degrees for the 3 days preceding. A nice 30
> degrees ATM. Ripper.
>
> Happy new year mate
>
> Mark

5413. Re: CT60/CT63 Software compatibility

Newsgroup: comp.sys.atari.st
Date: 2006-01-01 23:06:09 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43b8605c$0$12493$626a14ce@news.free.fr>
Source record: 9890

Yes, sure, CT63 includes the CTCM and the 060 Rev.6 at 95 MHz minimum.

But only 9 cards still available (not reserved).
The boards are actually assembled in the factory...

I do not think I will produce a new run after...

Maybe the last chance to get one..

This afternoon a french guys came to see me at my house with a falcon mb to repair and he had alrerady (8 months ago !) reserved one CT63.
He paid me cash for 2 others CT63 because he has 4 falcon at home !

About software, I can say that the CT60/63 is at least equal to or maybe more compatible than CT2, because of some bad design on CT2 (like TT-RAM not at the $01000000 adress (need to use the PMMU and it is not 'transparent' with some programs) and the DSP IRQ that is not connected...)

There is a list of tested sofware and games on my web site !

About TT-RAM (SDRAM), Cubase use it a bit !! In fact You cannot flag Prog RAM in the FILE INFO CPX because it will not run correctly (no crash) because the AUDIO SDMA BUFFER is chained to the CODE of the software---> if you let the cubase audio to load into SDRAM, the buffer is into SDRAM and SDMA chip is not able (like blitter) to reach the SDRAM to rtransfer audio or read audio...the result is that cubase audio run VERY FAST, but you hear nothing on the AUDIO curcuit !
BUT you can flag the other part of TT-RAM : the DATA MEMORY...and Cubase uses it ...and you run really faster on some operations.
Note that this flag configuration was/is the same possible with CT2...

Regards

fried.man@sympatico.ca wrote:
> As far as I know,with a CT 60 the fast Ram won't necessarily help with
> digital audio recording. Most of the audio programs are set up for ST
> Ram. I would say the exception is if you set up your fastram as a Ram
> disk, then I know that Zero X will record to the Ram disk as if it was
> an actual hard drive.Cubase audio won't do this its very restrictive
> as to the kind of HD it records to. I.E. Scsi! I don't know if other
> audio programs would do this. The problem is finding a Ram disk
> program that will take advantage of the "massive" amounts of memory
> available with a CT60.
> The one program that is amazingly fast and really speeds up disk
> operations is True Disk which was a freeware program. It has been
> updated to take advantage of extra memory but that version is
> unavailable from the author. Too bad as I have 500 megs of memory!

> I would venture to say that its probably not worth it to convert the
> CT2B Falcons to stock and then to CT60. How many Falcons do you have
> anyway???
> I think most of the programs you have would be compatible with CT60
> and you would probably notice a big speed increase. You would have to
> be careful as the bus speed is increased with a CT2b but the same bus
> increase requires some extra installation work with a CT60. This bus
> acceleration with a CT60 may cause some problems with Digital audio.
> And then there is the screen res. Without the videl acceleration you
> may not get the same screen res you can get with a CTB2. On the other
> hand, there are 2 models of video cards in the pipeline. check out
> Czuba's website for a list of compatible programs.Also the Dead
> Hackers site has an extensive bulletin board for CT60 users. I know
> Emagic Logic (midi) works and its very fast. If I had a couple of
> stock Falcons lying around I would definitely go for a CT63,
> especially if it includes the clock module and a Rev 6 060, some of
> the bugs are worked out and the firmware is all up to date.
> Thats my 2 cents,
> Mark
> Phantom wrote:
>> Greetings,
>>
>> I have been pondering over to get a CT63 or not.
>>
>> I have 2 CT2B Falcons that work great and have no hardware/software
>> compatibility problems with the stuff I use.
>>
>> I also have several Falcons that are fairly stock including a SONO
>> VISTA that I just acquired.
>>
>> The speed of the CT2B is fast enough for what I do. And is very
>> Compatible.
>>
>> Although Rendering Images and 3D stuff would go faster with a
>> CT63 if the software is compatible.
>>
>> My questions goes to the owners of a working CT60/CT63.
>>
>> I'd like to know how much software is compatible.
>>
>> Generally, I use most of the major Graphics/Animation software,
>> D2D Recording software, DTP, and Net Software, SCAN X for
>> Color Flatbed Scanners and the ColorBurst HandScanner.
>> Cubase Audio Falcon, Emagics LOGIC Atari with UNITOR II and
>> LOG 3.
>>
>> Apex Media, True Image/Paint, Rainbow Multimedia 2, all the Lexior
>> Software,
>> such as Chronos 3D, Phoenix 2.0, and etc. Also VideoMaster Falcon
>> cartridge and

>> software. Positive Image, are some that I use most and need to
>> know if these work.
>> Also VIDI ST 12 and software.
>>
>> Especially Apex Media, and VideoMaster Falcon software and Cartridge.
>> CUBASE Audio Falcon v.2.06 and EMAGICS Logic Atari with the
>> cartridges for SMPTE and extra MIDI support.
>>
>> I am also interested to know if the extra memory can be used to
>> record Music and Sound to, with programs such as SAM, Cubase and
>> others.
>>
>> I'd like to hear from owners of a CT60/63 and the software that they
>> use without
>> problems in accelerated mode.
>>
>> Also any software that doesn't work or has some problems running in
>> accelerated
>> mode.
>>
>> This will help me decide if a CT63 is right for me.
>>
>> Thanks,
>> phantomm@bellsouth.net

5414. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 00:01:47 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <C3_tf.317$H37.41161@news20.bellglobal.com>
Source record: 9891

<paul.williamson@zetnet.co.uk> wrote > Hi All,
> Does anyone know if Cubase (midi not audio) runs on a CT60 Falcon ?

> Paul
>
>************************

i sent other mail didn't seem to pick up ....

i don't know please try and make certain to share your results. charles

http://www.geocities.com/wjdegraaf_geo/mc303/cubase/cubasev2atari.zip

5415. Re: Is myatari.net ka-put?

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 00:37:44 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dp9sko$s67$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9892

Hi there

No they haven't thrown in anything. The forum is down at the moment as its being constantly spammed, Magazine production is slow due to lack of human resources.

--

Regards, Steve. S.

"lp" <GfA@MiNT.Net> wrote in message news:BFDD8A97.221EB%GfA@MiNT.Net...
>I submitted an article to http://www.myatari.net/ way back in July of 2005
> and so far no real response. Have they thrown in the towel? Anyone know?
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>

5416. Atari Online News, Etc. #07-53

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 02:33:52 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1136169232.780078.103350@z14g2000cwz.googlegroups.com>
Source record: 9893

Happy New Year from all of us at A-ONE!!!

A-ONE #0753 12/30/05

~ Happy New Year To All! ~ People Are Talking! ~ OpenOffice
Fixed!
~ Visionary Diebold Dies ~ AOL Top 10 Spam List! ~ Two ARAnyM
Updates!
~ New GIM 0.4 Released! ~ eBay Hacker Pleas ~ NSA Site
Cookies!
~ Landmark UK Spam Case! ~ Gender Gap in Web Use! ~ PSP Graffiti
Ads!

-* Opera Denies Buyout Rumors! *-
-* Mom Fights Downloading Case Herself *-
-* Hacker Pleads Guilty To Attack on eBay! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

5417. Autosort problems with Jinnee and MagiC

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 05:03:27 UTC
From: "J.Kock" <kock@kockens.pp.se>
Message-ID: <khchr19caous2pp3d90mipm7k0nk4t5fu5@4ax.com>
Source record: 9894

Hello, i cant get Autosort.prg v4.1 to work with MagiC OS running Jinee as desktop on my TT. It says "Not enough memory" errorcode #-39

Why? I have 13,7Mb RAM free !!
It doesnt even work in singletasking mode.

any suggestions?

5418. There is still a German ATARI group.

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 06:21:06 UTC
From: Ulrich Sternaxe <Ulrich_Sternaxe@gmx.de>
Message-ID: <1136182866.318157.42340@g43g2000cwa.googlegroups.com>
Source record: 9895
Cross-posted to: fido.ger.atari,comp.sys.atari.8bit,comp.sys.atari.st

If you're looking for a German ATARI group, try fido.ger.atari. Google Groups does still support this one.

5419. Re: AtariIRC v2.04 released

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 07:56:23 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <64nhr1p8uomepheglf2jdi878i3cu5btib@4ax.com>
Source record: 9896

On Sun, 01 Jan 2006 08:46:52 +0100 (MET), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>>Also just in time for the new year.
>>
>>- gui library completely reworked for XaAes keyboard navigation
>>- nearly all dialogs updated with newer object types
>> these objects require N.Aes, XaAes, or MagiC or compatible AES
>>- new option to redirect /whois output to the console tab
>>- 2 minor bugs fixed
>>
>>Have a safe and wonderful New Year Atari users. ;-)
>>
>
>Thanks Lonny. What are some good Atari chat rooms I can go to. The ones I have
>gone to in the past usually have no one else in them.

Well, if you can connect to a IRCnet server, you can join #atariscne.
Lots and lots of people there

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5420. Re: AtarIRC v2.04 released

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 07:59:33 UTC
From: swe@atari.org
Message-ID: <l35uf.21015$h6.863827@news.siol.net>
Source record: 9897

George Nakos wrote:

>>Thanks Lonny. What are some good Atari chat rooms I can go to. The ones I
>>have gone to in the past usually have no one else in them.
>
> Well, if you can connect to a IRCnet server, you can join #atariscne.
> Lots and lots of people there

Hey George

We repeated that numerous times. I guess Atari Scene is not the right
chanel for some... ;)

Janez

5421. Re: There is still a German ATARI group.

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 08:11:27 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <Me5uf.436$X25.167808@news20.bellglobal.com>
Source record: 9898
Cross-posted to: fido.ger.atari,comp.sys.atari.8bit,comp.sys.atari.st

go to atari legend ftp and check into the gfa programming area...

HA!! if your capible of translation , the task at hand would be correcting
a few mistakes which appear in the files!!!

well ok,
charles

oh ..if you have the time let me know of any good discoveries.

5422. Re: Autosort problems with Jinnee and MagiC

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 08:55:25 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060102085117716807-derryck@cixcoukinvalid>
Source record: 9799

On 2006-01-02 05:03:27 +0000, J.Kock <kock@kockens.pp.se> said:

> any suggestions?

Try Dirsort or use MagiC's autoexec.bat facility?

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

5423. Re: New XaAES development snapshot

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 11:11:53 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1136200313.661578.312360@o13g2000cwo.googlegroups.com>
Source record: 9800

CiH posted on www.dhs.nu and asked people to write their 2006 wishlist.

My no. 1 wish was continued Xaaes/FreeMiNT development :-)

I've been using Xaaes as my only AES for the last 6 months, and it
really gives me a reason to continue using this computer. I almost
didn't touch my Atari for 2 years - now I use it on a daily basis
(thanks to Xaaes).

It hardly ever crashes (except when provoked by my bad programming), it
looks pretty, it's fast, it maintains that warm fuzzy Atari feeling but
still looks and feels like a modern environment should do. Above all,
it's still developed and supported, and each new release gives me a
surprised look on my face. I'm so impressed by the whole effort.

If you haven't already tried it, please do. Take some time to set it up
properly.

CHILL. POUR. ADMIRE. (Well, that's Guinness, but anyway..)

-- Peter

5424. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 11:48:40 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <43b91318$0$820$4c56ba96@master.news.zetnet.net>
Source record: 9801

On 1 Jan 2006 16:01:47 -, "charles copp" wrote:
> <paul.williamson@zetnet.co.uk> wrote > Hi All,
>> Does anyone know if Cubase (midi not audio) runs on a CT60 Falcon ?
>
>> Paul
>>
>>************************
>
>i sent other mail didn't seem to pick up ....

Not sure what you mean here ? Did you send other mail to me - if so it would not have reached me. Zetnet Pop3 mail server is down as far as fetching mail is concerned - might get it back tomorrow.

>http://www.geocities.com/wjdegraaf_geo/mc303/cubase/cubasev2atari.zip

I've been told that Cubase 2 is not usable on Falcons anyway. Cubase 3 should be OK on a stock Falcon, but there does not seem to be any data on the compatibility of Cubase Midi with CT60 on Rodolphe's site.

If your link above is to enable downloading of Cubase, then it must be a hacked version. Proper versions of Cubase need a copy-protection dongle. Hacked versions are known to be unstable as well as illegal.

Paul

5425. Re: [FS-UK] 2 Upgraded Falcons CT2B/CT60

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 11:48:40 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <43b91318$1$820$4c56ba96@master.news.zetnet.net>
Source record: 9802

Hi Neil

On 1 Jan 2006 16:06:27 -, "Neil Chester" wrote:
>After many years of being an Atarian I shall have to sell my entire Atari
>collection due to lack of space! :-(

I e-mailed you a couple of times yesterday, but haven't heard from you.
Not easy, I know, as my e-amil collection server is down - proably until
tomorrow - but I left some other contact details.

Could you post here, just to confirm whether or not you got my mails ?

Thanks.

Paul

5426. Re: AtarIRC v2.04 released

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 12:34:20 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <pc7ir15iip529ca2jm07q84digv6ogh3mq@4ax.com>
Source record: 9803

On Mon, 02 Jan 2006 08:59:33 +0100, swe@atari.org wrote:

>George Nakos wrote:
>
>
>>>Thanks Lonny. What are some good Atari chat rooms I can go to. The ones I
>>>have gone to in the past usually have no one else in them.
>>
>> Well, if you can connect to a IRCnet server, you can join #atariscne.
>> Lots and lots of people there
>
> Hey George
>
> We repeated that numerous times. I guess Atari Scene is not the right
>chanel for some... ;)
>
> Janez

Well, if it's a case of finding a server to connect to, try
irc.stealth.net. Works ok for me.

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5427. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 14:29:17 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43b938ba$0$12528$626a14ce@news.free.fr>
Source record: 9804

If a software is not in the tested software list, it does not mean that it
is not compatible...it simply means that nobody was ok to try and/or report
to me a test !

I see no reason for a MIDI software to not be compatible with a falcon +
CT60.

Regards

Paul Williamson wrote:
> On 1 Jan 2006 16:01:47 -, "charles copp" wrote:
>> <paul.williamson@zetnet.co.uk> wrote > Hi All,
>>> Does anyone know if Cubase (midi not audio) runs on a CT60 Falcon ?
>>
>>> Paul
>>>
>>> **********
>>
>> i sent other mail didn't seem to pick up ....
>
> Not sure what you mean here ? Did you send other mail to me - if so
> it would not have reached me. Zetnet Pop3 mail server is down as far
> as fetching mail is concerned - might get it back tomorrow.
>
>> http://www.geocities.com/wjdegraaf_geo/mc303/cubase/cubasev2atari.zip
>
> I've been told that Cubase 2 is not usable on Falcons anyway. Cubase
> 3 should be OK on a stock Falcon, but there does not seem to be any
> data on the compatibility of Cubase Midi with CT60 on Rodolphe's site.
>
> If your link above is to enable downloading of Cubase, then it must
> be a hacked version. Proper versions of Cubase need a
> copy-protection dongle. Hacked versions are known to be unstable as
> well as illegal.
>
> Paul

5428. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 15:19:12 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43b94470$0$23235$91cee783@newsreader02.highway.telekom.at>
Source record: 9805

Paul Williamson wrote:

>
> I've been told that Cubase 2 is not usable on Falcons anyway. Cubase
> 3 should be OK on a stock Falcon, but there does not seem to be any
> data on the compatibility of Cubase Midi with CT60 on Rodolphe's site.

Cubase2 does not work on TT-Atari Machines.

>
> If your link above is to enable downloading of Cubase, then it must
> be a hacked version. Proper versions of Cubase need a
> copy-protection dongle. Hacked versions are known to be unstable as
> well as illegal.
>
> Paul

Illegal only due to aggressive Steinberg marketing. Thatďż˝s their fault.

Only because not many people do not drive a 1974 Mercedes Benz anymore,
I would not stop selling Gasoline to them. Or?

Itďż˝s a not normal company and I have not the slightest idea why they
donďż˝t sell the ATARI ST/TT/Falcon Versions they had and still have. A
60ďż˝s or 70ďż˝s Car is also not build anymore, eh!? And there are still
parts available for the ST/etc, and new parts too. e.g. CT60

I hope they will change their minds at Steinberg and make a fine ATARI
MIDI-Bundle with newest versions (maybe also a 060-checked version, why
not?) and any other you need, for the best MIDI Hardware I know. They
could only win, IMO. The Software is already finished!

I expect the ST or MegaST and STE works best at MIDI. We tried in the
mid 90ďż˝s how fast can the ST (1024ST, 1MB RAM, Floppy, SM124) play.....
well, that what I heard is faster than that, what three 'real bands'
could play. Although thatďż˝s good for nothing :-) but normally played it
(1040ST) sounded exceptionally. ATARI MIDI, what else?

Best Regards,

Daniel Mandic

5429. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 15:22:07 UTC
From: DylanSOB <dylansob@gmail.com>
Message-ID: <zybuf.2338$Hl6.1902@newsread3.news.pas.earthlink.net>
Source record: 9806

Hi Paul,

I have a legit version of Cubase 3 (midi) and I will test it on my CT60
in the next few days. CAF works great at 90mhz!

DylanSOB
USA

Paul Williamson wrote:
> Hi All,
>
> Does anyone know if Cubase (midi not audio) runs on a CT60 Falcon ?
>
> TIA
>
> Paul
>
>

5430. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 15:24:49 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <43b945c1$0$821$4c56ba96@master.news.zetnet.net>
Source record: 9807

Hello Rodolphe

On 2 Jan 2006 15:29:17 +, "Rodolphe Czuba" wrote:
>If a software is not in the tested software list, it does not mean that it
>is not compatible...it simply means that nobody was ok to try and/or report
>to me a test !
>
>I see no reason for a MIDI software to not be compatible with a falcon +
>CT60.

Thanks for the reply.

I think there is a potential problem with Cubase Midi because it will not run if there is more than 14meg (I think) of ST RAM available. On my Hades it only runs if the memory is split so that any extra is TT ram - which I think Cubase MIDI ignores. If I run in Single TOS, with the memory suitably split, then Cubase runs excellently on the Hades.

I would like to find a 2nd-hand CT60 Falcon as an alternative machine, but it is important to me to know if Cubase runs OK before I buy one.

If I can arrange for someone to test it for me I'll let you know the results.

Paul

5431. Re: There is still a German ATARI group.

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 16:43:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200601021743.a22163@b.maus.de>
Source record: 9811

> If you're looking for a German ATARI group, try fido.ger.atari.

or

de.comp.sys.atari
Maus.Computer.Atari.Software

Gerhard

5432. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 17:03:03 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <43b95cc6$0$818$4c56ba96@master.news.zetnet.net>
Source record: 9808

On 2 Jan 2006 15:22:07 G, DylanSOB wrote:
>NNTP-Posting-Date: Mon, 02 Jan 2006 07:22:07 PST
>Organization: EarthLink Inc. -- http://www.EarthLink.net
>Xref: master.news.zetnet.net comp.sys.atari.st:231150
>
>Hi Paul,
>
>I have a legit version of Cubase 3 (midi) and I will test it on my CT60
>in the next few days. CAF works great at 90mhz!
>
>DylanSOB
>USA

Hi DylanSOB

That's great - thanks for offering to do that. I look forward to the
results :-))

Cheers

Paul

5433. Re: [FS-UK] 2 Upgraded Falcons CT2B/CT60

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 20:34:39 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <dpc2g0jnn1@news6.svr.pol.co.uk>
Source record: 9809

Hi Paul

No I haven't got your emails (yet), I got 2 other enquiries though which is encouraging. Wanadoo are sometimes a bit slow.

I'll check my webmail Junk folder incase they've deemed them to be spam.

Regards

Neil :-)
"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message news:43b91318$1$820$4c56ba96@master.news.zetnet.net...
> Hi Neil
>
> On 1 Jan 2006 16:06:27 -, "Neil Chester" wrote:
> >After many years of being an Atarian I shall have to sell my entire Atari
> >collection due to lack of space! :-(
>
> I e-mailed you a couple of times yesterday, but haven't heard from you.
> Not easy, I know, as my e-amil collection server is down - proably until
> tomorrow - but I left some other contact details.
>
> Could you post here, just to confirm whether or not you got my mails ?
>
> Thanks.
>
> Paul
>

5434. Re: [FS-UK] 2 Upgraded Falcons CT2B/CT6

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 21:14:18 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <43b997aa$0$825$4c56ba96@master.news.zetnet.net>
Source record: 9810

Hi Neil

On 2 Jan 2006 20:34:39 -, "Neil Chester" wrote:

>No I haven't got your emails (yet), I got 2 other enquiries though which is
>encouraging. Wanadoo are sometimes a bit slow.

That's a shame. I sent them yesterday afternoon/early evening. I'd like
to be in touch with you about one of the machines. Any chance you could
e-mail a telephone number to: anna.wilNOSPAMliamson1@ntlworld.com ?

If it gets through to me I'll try and give you a call. Meanwhile, I'll
keep hoping my ISP will get their Pop3 server working....

Cheers

Paul (W)

5435. TT clock battery

Newsgroup: comp.sys.atari.st
Date: 2006-01-02 22:07:45 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <c8idnXHxUIOmOSTeRVn-ug@inreach.com>
Source record: 9812

Took out the long dead battery today and no, radio shack doesn't have anything the same voltage. Closet batter is a 3.0 one. I was wondering if a pack of 2 or 4 AA or AAA batterys would work?

--

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

5436. Re: TT clock battery

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 00:45:57 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <jf6dneaQObFLVCTeRVn-oQ@inreach.com>
Source record: 9814

Thanks, have ended up ordering the battery that goes into the machine.

--

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

"lp" <GfA@MiNT.Net> wrote in message news:BFDF1B14.22241%GfA@MiNT.Net...
> in article c8idnXHxUIOmOSTeRVn-ug@inreach.com, Starlord wrote on 1/2/06
> 5:07
> PM:
>
>> Took out the long dead battery today and no, radio shack doesn't have
>> anything the same voltage. Closet batter is a 3.0 one. I was wondering if
>> a
>> pack of 2 or 4 AA or AAA batterys would work?
>
> This might be of help:
> http://www.zhell.co.uk/ttpage.html
>
> Search for battery references.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>

5437. Re: TT clock battery

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 00:47:59 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <idfjr1dtlb51qh4intgp920cfeunpj0a8p@4ax.com>
Source record: 9813

Hi all,

You could check a local Fry's electronics and pay about $16 US for
these or....

Here is a link that I ordered some batteries from a while back.

http://sescodatasystems.com/product_372_detailed.html

Be advised, thanks to homeland security, all batteries must go ground.
Be prepared to wait up to a week for delivery.

I've also used 3 or 4 AA batteries with good results. I usually put 3
in series or if i have 4 put one in parallel with one of the 3. If you
use rechargables, they will get you pretty close to 3.6 volts.

Even for those whose battery has not expired, you should replace them
at least every couple years. I've had one explode in my TT and it make
one H3LL of a mess. Luckily I was able to clean it up and the TT still
works like a champ. The only damage was to the back metal plate which
I neutralized the battery acid and wire brushed the metal. If
possible, mount the battery outside the computer.

You will know when and if your battery explodes... It has an awful
nasty smell like something is burning...

Rory

On Mon, 2 Jan 2006 14:07:45 -0800, "Starlord" <starlord@despammed.com>
wrote:

>Took out the long dead battery today and no, radio shack doesn't have
>anything the same voltage. Closet batter is a 3.0 one. I was wondering if a
>pack of 2 or 4 AA or AAA batterys would work?

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

5438. Re: TT clock battery

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 01:31:30 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <dpck5i$69o$1@reader2.panix.com>
Source record: 9815

If anyone cares, all TT use the same timekeeping chip, and several
different OEM batteries.

The last time I looked up that chip, any voltage greater than 3 volts, and
less than 5.00 volts will work. The top limit is a function of the
circuit they are in. Over 5.125 volts may cause fatal damage.

So there are several differemt ways to power that chip. For mine, the
batteries come from DigiKey, and arrive in three or four days.

Jim

Rory McMahon <rorymcmahonNOSPAM@yahoo.com> writes:

: Hi all,

: You could check a local Fry's electronics and pay about $16 US for
: these or....

: Here is a link that I ordered some batteries from a while back.

: http://sescodatasystems.com/product_372_detailed.html

: Be advised, thanks to homeland security, all batteries must go ground.
: Be prepared to wait up to a week for delivery.

: I've also used 3 or 4 AA batteries with good results. I usually put 3
: in series or if i have 4 put one in parallel with one of the 3. If you
: use rechargables, they will get you pretty close to 3.6 volts.

: Even for those whose battery has not expired, you should replace them
: at least every couple years. I've had one explode in my TT and it make
: one H3LL of a mess. Luckily I was able to clean it up and the TT still
: works like a champ. The only damage was to the back metal plate which
: I neutralized the battery acid and wire brushed the metal. If
: possible, mount the battery outside the computer.

: You will know when and if your battery explodes... It has an awful
: nasty smell like something is burning...

: Rory

: On Mon, 2 Jan 2006 14:07:45 -0800, "Starlord" <starlord@despammed.com>
: wrote:

: >Took out the long dead battery today and no, radio shack doesn't have
: >anything the same voltage. Closet batter is a 3.0 one. I was wondering if a
: >pack of 2 or 4 AA or AAA batterys would work?

```
: ---------------------
: Flagrant System Error
: Computer over.
: Virus = Very Yes
: ---------------------
: http://homestarrunner.com/sbemail.html

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

5439. Re: Has anyone in the UK got a 4MB+ Atari Mega STE for sale?

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 13:00:31 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1136293231.144990.277500@g49g2000cwa.googlegroups.com>
Source record: 9816

techie_alison wrote:
> Mmmm, sounds interesting that philosophy.
>
> Any takers for a completely original IBM PC+Cassette Interface, LIM board,
> 10Mb Hard Card, WD EGA graphics adapter, IBM EGA monitor, external IBM
> expansion bus 3.5" 720K FDD.
>
> Yours for £10,000, £3000 off original list price, IBM PC was £7,000 alone in
> 1982. I've been saving it for years and years waiting for the price to go
> back up.
>
> Hi Ron <waves> :-)

I think so many people feel the same way but are afraid to say so (well
Steve DOES have a reputation for ripping peoples heads off and spitting
down their necks, well verbally that is).

You go girl :-)

Coda.

5440. Re: ModPlayers & ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 14:57:19 UTC
From: mikro <mikrox@atlas.sk>
Message-ID: <1136300239.131157.57550@g49g2000cwa.googlegroups.com>
Source record: 9817

> and I tested these with ARAnyM. The problem is that these
> players are performing a detection of the Falcon hardware.
>
> But do you know that GSXB is implemented, and that the
> DMA sound system and DMA system calls are present, though
> there's no Falcon hardware.
>
everything was said already. Only thing I can add is to mention nobody stops you to make new (CPU/GSXB/whatever)-based plugins since mxPlay is free software with open plugin format. So if you find it useful, go for it. If you aren't able to do them you have to find some programmer with the same point of view as yours since 99% people using real Atari hardware are happy to use DSP for music replay and CPU power for, let's say, FreeMiNT and GCC.

Miro Kropacek, mxPlay maintainter
http://mxplay.atari.org

5441. Re: HAPPY NEW YEAR!

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 15:43:24 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <43ba9ba234ae70@adelphia.net>
Source record: 9822

Hello Edward,
GO BUCKS!!!!!!!! Beat Notre Dame!!!!! Ohhhhhhhhh, wait guess we all ready
did.

Happy New Year to you to Edward.

Thanks,
--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. Bus Speed with 14 megs STRam
CT60 68060RC50 Rev. 6 @ 97.5 mhz FPU and PMMU built in.
Kingston 512 Megs PC133 SDRam
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
EtherNAT 10/100 mbit/sec 2 USB 1.1 ports
CTPCI adapter from Czuba Tech
SuperVIDEL Video Card with 256 Megs DDR SDRam

5442. Re: ModPlayers & ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 17:09:17 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43baafbc$0$310$626a14ce@news.free.fr>
Source record: 9818

Hi mikro,

Best wishes for the new year :) Thanks for your work :)

mikro wrote :
>>and I tested these with ARAnyM. The problem is that these
>>players are performing a detection of the Falcon hardware.
>>
>>But do you know that GSXB is implemented, and that the
>>DMA sound system and DMA system calls are present, though
>>there's no Falcon hardware.
>
> everything was said already. Only thing I can add is to mention nobody
> stops you to make new (CPU/GSXB/whatever)-based plugins since mxPlay is
> free software with open plugin format. So if you find it useful, go for
> it. If you aren't able to do them you have to find some programmer
> with the same point of view as yours since 99% people using real Atari
> hardware are happy to use DSP for music replay and CPU power for, let's
> say, FreeMiNT and GCC.
>
> Miro Kropacek, mxPlay maintainter
> http://mxplay.atari.org

You know that it doesn't bother me. I already have other modplayers that
do the job. The thing is for you. I just say that new players that don't
work both on clones and ARAnyM are very limited usage. It's a pity.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5443. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 18:14:00 UTC
From: malo.morgen@nowhere.com
Message-ID: <dpeet7$di1$1@ss405.t-com.hr>
Source record: 9819

it does...

On 1 Jan 2006 18:10:49 G, Paul Williamson wrote:
>Hi All,
>
>Does anyone know if Cubase (midi not audio) runs on a CT60 Falcon ?
>
>TIA
>
>Paul
>
>
>.

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

5444. Re: Falcon and Recording to SCSI Tape Drive

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 18:16:29 UTC
From: malo.morgen@nowhere.com
Message-ID: <dpef1s$di1$2@ss405.t-com.hr>
Source record: 9820

i don't think you can d2d record onto tape...only hdd and removable such as iomega jaz or zip...

On 30 Dec 2005 14:42:35 , "Phantom" wrote:
>Greetings,
>
>
>Got a question about using SCSI Tape Drives on a fairly Stock
>Falcon to do Direct to Tape recording.
>
>Using HD Driver, will this work with most SCSI Tape Drives?
>
>I have a HP Tape Drive, that has been used for storage on an
>Atari.
>
>Would it be reliable to record Music to it?
>
>
>Thoughts?
>
>
>phantomm@bellsouth.net
>
>
>
>.

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

5445. DarkForce! Announcement

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 21:06:55 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.03.21.06.55.162400@charter.net>
Source record: 9821

(newsgroups have been down here - been trying to post this for 3 says!)

First of all, Happy New Year everyone! :-)

We're trying to kick things off right at The DarkForce! BBS, so in the spirit of the season, we are continuing our tradition of monthly prize giveaways.

This month, January 2006, one lucky Atari caller will win a free subscription to ST Magazine. Also, since its almost NFL playoff time, this months featured game is AFL Football! The lucky winner of this game will receive a $25 cash prize. Slots are limited to the number of teams available so don't be left out. Also, rumor has it the Sysop is playing...who doesn't want to take a crack at bashing the Sysop? :-)

Good luck everyone! :-)

--
_/_/_/

5446. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 21:54:34 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <43baf29a$0$818$4c56ba96@master.news.zetnet.net>
Source record: 9823

```
On 3 Jan 2006 18:14:00 +, djuro pucaric wrote:
>it does...

That's good news :-)) Did it run without any problems - no need to
configure memory or anything ?

Cheers

Paul

>On 1 Jan 2006 18:10:49 G, Paul Williamson wrote:
>>Hi All,
>>
>>Does anyone know if Cubase (midi not audio) runs on a CT60 Falcon ?
>>
>>TIA
>>
>>Paul
>>
>>
>>.
>
>--------------------------------------------------------------------------
> proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60
>--------------------------------------------------------------------------
>.
```

5447. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 22:20:51 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43baf8c3$0$14370$626a14ce@news.free.fr>
Source record: 9825

Sure it runs !

I have at least 30 people who bought CT60 FOR CUBASE AUDIO !!

So, if there would be a problem they would have told it to me, no ???

DylanSOB wrote:
> Hi Paul,
>
> I have a legit version of Cubase 3 (midi) and I will test it on my
> CT60 in the next few days. CAF works great at 90mhz!
>
> DylanSOB
> USA
>
>
> Paul Williamson wrote:
>> Hi All,
>>
>> Does anyone know if Cubase (midi not audio) runs on a CT60 Falcon ?
>>
>> TIA
>>
>> Paul

5448. FO: Various Atari ST Kit (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 22:21:36 UTC
From: Moonferret <miay14@dsl.pipex.com>
Message-ID: <-tCdnc07xowZaifeRVnysw@pipex.net>
Source record: 9824
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Hi Folks!

Following ST kit is up for grabs...

2x Atari STe (think one is 1Mb, other 4mb)
1x Atari STm (2.5mb RAM) Boxed
2x SM124 Monitors
1x SF354 Floppy Drive (No leads) Boxed
1x External Floppy Drive

All the kit is in good condition. The STm does have some slight
yellowing of the plastics. Sorry, no mice are included

Open to offers on the lot. Buyer takes all and will need to collect from
Lancashire (J27, M6)

Cheers,
Dave

5449. $25 dollar game prize...

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 22:34:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.03.22.34.40.380514@charter.net>
Source record: 9826
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Folks, the AFL tournament playoffs on the DarkForce! BBS begin in only 7 days...

Winner takes home $25...just like that.

When was the last time you got paid to have fun? :-)

--
_/_/_/

5450. Re: CT60/Cubase

Newsgroup: comp.sys.atari.st
Date: 2006-01-03 22:54:57 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <43bb00c1$0$825$4c56ba96@master.news.zetnet.net>
Source record: 9827

Hi Rodolphe

On 3 Jan 2006 23:20:51 +, "Rodolphe Czuba" wrote:
>Sure it runs !
>
>I have at least 30 people who bought CT60 FOR CUBASE AUDIO !!
>
>So, if there would be a problem they would have told it to me, no ???

I am sure they would - but I am not talking about Cubase AUDIO.

Cubase AUDIO is NOT the same prg as Cubase MIDI. (Although Cubase Audio has MIDI functions within it.)

Cubase MIDI is also known not to be "cleanly" programmed, and has some known problems. For instance, when it runs on my Hades, it prevents access to the SCSI port. It also has a problem if there is too much ST ram available.

So, whilst I know Cubase AUDIO runs fine, I was looking for confirmation that Cubase MIDI also runs well. (I have been told that now.)

Cheers

Paul

>DylanSOB wrote:
>> Hi Paul,
>>
>> I have a legit version of Cubase 3 (midi) and I will test it on my
>> CT60 in the next few days. CAF works great at 90mhz!
>>
>> DylanSOB
>> USA
>>
>>
>> Paul Williamson wrote:
>>> Hi All,
>>>
>>> Does anyone know if Cubase (midi not audio) runs on a CT60 Falcon ?
>>>
>>> TIA
>>>
>>> Paul
>
>
>.

5451. Re: Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2006-01-04 01:52:50 UTC
From: sonarrat <sonarrat@nospam.com>
Message-ID: <cQFuf.412$x11.378@fe04.lga>
Source record: 9828
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Aaron J. Bossig wrote:
> Bravo Sierra Computers <atari@aracnet.com> wrote in
> news:Pine.LNX.4.44.0512290631080.15730-100000@onyx.spiritone.com:
>
>
>>Get FREE ST Game/Software with $100.00 purchase! Titles listed below!
>>NEW Games Not yet in Catalog! Cant find what you want, take 25% off
>>purchase! 8-Bit or ST! Details? Goto specials.htm page Or Call
>>Ben@(503)256-9974!!
>>
>>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>>References/ Books. FREE Catalogs on Ben's Domain at
>>http://BensCatalogs.Atari.org or at http://BenSells.Atari.org
>>Catalogs can be attached to,Requested by & Received Through E-Mail at
>>Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8
>>Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>
>
> Why, exactly, would a company that specializes in vintage software need
> to run a clearance sale? Are you trying to clear the shelves, waiting for
> the new Atari models to arrive for '06? Are you trying to cash in on those
> Jaguar games, before these newfangled Playstations get popular?

There are trends in collecting, you know.

5452. Re: Various Atari ST Kit (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-01-04 07:52:35 UTC
From: Dr Zoidberg <AlexNOOOOO!!!!!!@drzoidberg.co.uk>
Message-ID: <421d42F1fmg0uU1@individual.net>
Source record: 9829
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Moonferret wrote:
> Hi Folks!
>
> Following ST kit is up for grabs...
>
> 2x Atari STe (think one is 1Mb, other 4mb)
> 1x Atari STm (2.5mb RAM) Boxed
> 2x SM124 Monitors
> 1x SF354 Floppy Drive (No leads) Boxed
> 1x External Floppy Drive
>
> All the kit is in good condition. The STm does have some slight
> yellowing of the plastics. Sorry, no mice are included
>
> Open to offers on the lot. Buyer takes all and will need to collect
> from Lancashire (J27, M6)
>
How much are you looking for?

--
Alex

Hermes: "We can't afford that! Especially not Zoidberg!"
Zoidberg: "They took away my credit cards!"

www.drzoidberg.co.uk www.ebayfaq.co.uk

5453. Re: Various Atari ST Kit (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-01-04 20:10:24 UTC
From: Moonferret <miay14@dsl.pipex.com>
Message-ID: <76OdnYGpvaahtyHeRVnyrQ@pipex.net>
Source record: 9830
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Dr Zoidberg wrote:

>
> How much are you looking for?
>

How about ï¿½50 ? Will also include the following if your interested...

Amiga 500 (1Mb , KS 1.3) Boxed
C-Lab Creator 3.1 for ST (Inc Unitor-C, Software & Manuals)

Cheers,
Dave

5454. Re: Autosort problems with Jinnee and MagiC

Newsgroup: comp.sys.atari.st
Date: 2006-01-04 23:32:32 UTC
From: "J.Kock" <kock@kockens.pp.se>
Message-ID: <6nmor1pofr8fbt6agk90hrcd92ukdgcc23@4ax.com>
Source record: 9831

Dirsort worked great! Thanx man!

On Mon, 02 Jan 2006 08:55:25 GMT, Derryck Croker <derryck@cix.co.uk.invalid>
wrote:

>On 2006-01-02 05:03:27 +0000, J.Kock <kock@kockens.pp.se> said:
>
>> any suggestions?
>
>Try Dirsort or use MagiC's autoexec.bat facility?

.---. .---------- J.Kock
/ \ __ / ------ Kockens Webdesign
/ / \( )/ ----- Bï¿½kesï¿½kra 951
////// ' \/ ` --- 240 13 Genarp
//// / // : : --- The kingdom of Sweden
// / / /` '--
// //..\\ email: info@kockenswebdesign.se
====UU====UU==== url: http://www.kockenswebdesign.se
'//||\\`

5455. Re: Autosort problems with Jinnee and MagiC

Newsgroup: comp.sys.atari.st
Date: 2006-01-05 15:10:20 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060105151319168O7-derryck@cixcoukinvalid>
Source record: 9832

On 2006-01-04 23:32:32 +0000, J.Kock <kock@kockens.pp.se> said:

> Dirsort worked great! Thanx man!

You're welcome!

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

5456. Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2006-01-05 23:32:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601051517120.8578-100000@onyx.spiritone.com>
Source record: 9833
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Get FREE ST Game/Software with $100.00 purchase! Titles listed below! NEW Games Not yet in Catalog! Cant find what you want, take 25% off purchase! 8-Bit or ST! Details? Goto specials.htm page Or Call Ben@(503)256-9974!!

http://BensCatalogs.Atari.org 5 updated Catalogs!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

1st Mail*, 5 Intelligent Strategy Games*, A320 Airbus*, Afrika Korps*, Air Bucks*, Air Support*, All Aboard!*, Alpha Waves*, The Ancient Art of War in the Skies*, APB*, Aussie Joker Poker*, Axe of Rage*, B17 Flying Fortress*, Baal*, Back to the Future-Part III*, Back to the Golden Age*, The Ball Game*, Bart vs. the World*, Battlehawks 1942*, Battle Master*, Beach Volley*, Black Gold*, Black Lamp*, Blitzkrieg May 1940*, Blue Angels*, The Blues Brothers*, Bobo*, Boston Bomb Club*, Botics*, Bubble+*, California Games*, California Games II*, Campaign - Tactical & Strategic War Simulation*, Campaign - From North Africa to Northern Europe*, Captain Blood*, Captain Planet and the Planeteers*, Carrier Command*, Cartoon Capers*, Centerfold Squares*, Champion of the Raj*, Chaos Strikes Back*, Chaos Strikes Back-Cheats*, The Charge of the Light Brigade*, Chronicles of Omega*, Clue Master Detective*, Colorado*, Combat Course*, Conquests of Camelot*, Cool World*, Count and Add*, Crack Down*, Crime Wave*, DARKMAN*, D-Day*, Death Sword*, Defender II*, Defenders of the Earth*, Degas Elite*, Diplomacy*, DogFight*, Domination*, Doodlebug*, Double Dragon II*, Downhill Challenge*, Dragons Breath*, Dragons Lair*, Dragons Lair II*, Dragons Lair III: The Curse of Mordread*, Drakkhen*, Duck Tales*, Dynasty Wars*, East vs. West-Berlin 1948*, Edd the duck!*, ELF*, F-15 Strike Eagle*, F/16 Combat Pilot*, F-19 Stealth Fighter*, Falcon*, Falcon Mission Disk vol. 1*, Falcon Mission Disk vol. 2*, Ferrari*, First Samurai*, Flash*, Flight Simulator II*, Flood*, Frenetic*, Frontline*, Frost Byte*, Fun School 3*, Future Wars*, The Games*, Gato*, General Store*, Germ Crazy*, Gnome Ranger*, Grammar Expert*, Grandstand*, Great Battles*, Greens - the Ultimate 3-D Golf Simulation*, Guardians*, Hammerfist*, Highway Patrol 2*, Hill Street Blues*, Hostage*, Hot Rubber*, Impossible Mission 2*, Indy - Indiana Jones and the Last Crusade*, Insects in Space*, Interphase*, Invasion*, Ivanhoe*, Jack Nicklaus Greatest 18 Holes of Major Championship Golf*, Khalaan*, The Killing Cloud*, KLAX*, Knightmare*, Knights of the Sky*, Lemmings the Tribes*, Lombard Rally*, M1 Tank Platoon*, Magnum - The Compilation*, Macro Assembler*, The Magnetic Scrolls Collection*, Manix*, Matrix Marauders*, Maupiti Island*, Metro Cross*, MicroLeague Wrestling*, MICROprose Formula One Grand Prix*, MidWinter*, Mig-29 Fulcrum*, Missile Command*, Mortville Manor*, The

Muscle Cars-The Duel: Test Drive II Car Disk*, The Navigator*, Night Shift*, North & South*, NVDI 5*, Obsession*, Oh No! More Lemmings*, OIDS*, Onslaught*, Operation: Cleanstreets*, Operation Thunderbolt*, Outzone*, Paris - Dakar*, The Pawn*, Play and Read: Part One*, Play and Read: Part Four*, Power Drift*, Predator 2*, A Prehistoric Tale*, ProShow Plus*, Race Drivin'*, Rainbow Island*, Reach for the Skies*, Red Storm Rising*, Rick Dangerous*, Risky Woods*, Roadwar 2000*, Robinson's Requiem*, Rock N Roll Clams*, Rogue*, Rorke's Drift*, Rotox*, RVF Honda*, Scramble Spirits*, Shadow Dancer*, Shanghai*, Shuttle - The Space Flight Simulator*, Sid Meier's Civilization*, Sid Meier's Railroad Tycoon*, Silent Service*, Silent Service II*, Skate Wars*, Sky Chase*, Sleepwalker*, Space Ace*, Space Cutter*, Space Harrier II*, Space Quest II*, Speedball 2*, Spitfire 40*, Spirit of Excalibur*, STalker 3*, Starglider*, Star Quake*, Steel Empire*, Stormball*, Strikefleet*, Strip Poker II*, ST Star Raiders*, Stunt Track Racer*, Sub Battle Simulator*, Substation*, Sundog*, The SuperCars - Test Drive II Car Disk*, Team Suzuki*, Team Yankee*, Teenage Mutant Hero Turtles*, Terrorpods*. Their Finest Hour - The Battle of Britain*, Their Finest Missions - Volume One*, Thunderhawk AH-73M*, Thunder Jaws*, Time*, Torvak the Warrior*, Total Eclipse*, Tracker/ST*, Trio 1*, Tusker*, TV Sports Football*, Twin World*, Typhoon Thompson*, Utopia - The Creation of a Nation*, WallStreet*, War in the Gulf*, Warlock - the Avenger*, Welltris*, WindWalker*, Winter Games*, Word Perfect*, Word Up*, World Karate Championship*, WWF European Rampage Tour*, Xiphos*, Yolanda - the Ultimate Challenge*, Will Harvey's Zany Golf*, Zone Warrior*, Zynaps*,

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5457. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-01-05 23:36:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601051533140.8578-100000@onyx.spiritone.com>
Source record: 9834
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5458. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-01-05 23:42:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601051536370.8578-100000@onyx.spiritone.com>
Source record: 9835
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5459. Re: Has anyone in the UK got a 4MB+ Atari Mega STE for sale?

Newsgroup: comp.sys.atari.st
Date: 2006-01-06 03:11:39 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dpkn5b$9v8$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9836

"Coda" <smeg_007@hotmail.com> wrote in message
news:1136293231.144990.277500@g49g2000cwa.googlegroups.com...

techie_alison wrote:
> Mmmm, sounds interesting that philosophy.
>
> Any takers for a completely original IBM PC+Cassette Interface, LIM board,
> 10Mb Hard Card, WD EGA graphics adapter, IBM EGA monitor, external IBM
> expansion bus 3.5" 720K FDD.
>
> Yours for £10,000, £3000 off original list price, IBM PC was £7,000 alone
in
> 1982. I've been saving it for years and years waiting for the price to go
> back up.
>
> Hi Ron <waves> :-)

>I think so many people feel the same way but are afraid to say so (well
>Steve DOES have a reputation for ripping peoples heads off and spitting
>down their necks, well verbally that is).

>You go girl :-)

>Coda.

Ello,

Oh I'm far too well behaved and innocent to cause arguments. ;-) Steve did
try and sell me a book for £10 + P+P which I ended up getting from Steve
Adam in Austrailia <waves>. (it says £16.95 on the back, published in 1987,
it's been around the world that book)

Aly

5460. Re: Has anyone in the UK got a 4MB+ Atari Mega STE for sale?

Newsgroup: comp.sys.atari.st
Date: 2006-01-06 06:18:41 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <5Znvf.195857$V7.113028@news-server.bigpond.net.au>
Source record: 9837

> Oh I'm far too well behaved and innocent to cause arguments. ;-) Steve did
> try and sell me a book for ï¿½10 + P+P which I ended up getting from Steve
> Adam in Austrailia <waves>. (it says ï¿½16.95 on the back, published in 1987,
> it's been around the world that book)
>
> Aly

<waves> back ;)

Steve A.

5461. Serial port redirection?

Newsgroup: comp.sys.atari.st
Date: 2006-01-06 16:52:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.06.16.52.09.762265@charter.net>
Source record: 9838

Guys, is there any software out there that will step in, take any software
looking for serial port 1 and redirect it to another (faster) serial port?

--
_/_/_/

5462. Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-06 18:39:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200601061939.a22437@b.maus.de>
Source record: 9840

Hi,

does anyone know a recent laser printer that will work on the parallel
port of an ordinary ST?
A friend of mine bought one (a HP 3xxx) and is unable to make it work,
though there is no problem if hooked to a PC.

As he is living 400 miles from me, I'm unable to give him real help by
the phone.

Any information concerning the HP 3000 series or about any laser
printer that definitely works with ST is welcome. The capability to
print graphics is undispensable because of Signum!2.

Thanks

Und TTschï¿½
ps

5463. Re: AtariIRC v2.04 released

Newsgroup: comp.sys.atari.st
Date: 2006-01-06 21:03:55 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.01.06.21.03.55.433456@nosspamatari-source.com>
Source record: 9839

On Mon, 02 Jan 2006 14:51:04 -0500, lp wrote:

> in article 64nhr1p8uomepheglf2jdi878i3cu5btib@4ax.com, George Nakos wrote on
> 1/2/06 2:56 AM:
>
>>> Thanks Lonny. What are some good Atari chat rooms I can go to. The ones I
>>> have
>>> gone to in the past usually have no one else in them.
>>
>> Well, if you can connect to a IRCnet server, you can join #atariscne.
>> Lots and lots of people there
>
> Timing has a lot to do with it since so many are in different time zones it
> can become busy at times and totally dead at times. For me, about 4pm EST
> is when the channel is at it's peak visitor count.

Additionally stealth.net doesn't work for many us users. Try
irc1.us.ircnet.net and us.ircnet.org. One of those always works from my
locations. And #atariscne on ircnet is the only place to be ;) Please
note the misspelling of "scene" is intentional (though I don't know how it
originated!)

Thanks,
Mark

5464. Re: AtariIRC v2.04 released

Newsgroup: comp.sys.atari.st
Date: 2006-01-06 22:19:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.06.22.19.05.470785@charter.net>
Source record: 9841

On Fri, 06 Jan 2006 16:03:55 -0500, Mark D wrote:

> On Mon, 02 Jan 2006 14:51:04 -0500, lp wrote:
>
>> in article 64nhr1p8uomepheglf2jdi878i3cu5btib@4ax.com, George Nakos wrote on
>> 1/2/06 2:56 AM:
>>
>>>> Thanks Lonny. What are some good Atari chat rooms I can go to. The ones I
>>>> have
>>>> gone to in the past usually have no one else in them.
>>>
>>> Well, if you can connect to a IRCnet server, you can join #atariscne.
>>> Lots and lots of people there
>>
>> Timing has a lot to do with it since so many are in different time zones it
>> can become busy at times and totally dead at times. For me, about 4pm EST
>> is when the channel is at it's peak visitor count.
>
> Additionally stealth.net doesn't work for many us users. Try
> irc1.us.ircnet.net and us.ircnet.org. One of those always works from my
> locations. And #atariscne on ircnet is the only place to be ;) Please
> note the misspelling of "scene" is intentional (though I don't know how it
> originated!)
>
> Thanks,
> Mark

IRC just must hate me, is all I can figure out. I seem to have the worst
luck trying to connect. Mark, I used the 2 servers you listed above and
got this for both:

--- Looking up newserver..
--- Unknown host. Maybe you misspelled it?
Cycling to next server in us.ircnet.org...
--- Disconnected ().
--- Looking up newserver..
--- Unknown host. Maybe you misspelled it?
Cycling to next server in us.ircnet.org...
--- Disconnected ().
--- Looking up newserver..
--- Unknown host. Maybe you misspelled it?
Cycling to next server in us.ircnet.org...
--- Disconnected ().
--- Looking up newserver..
--- Unknown host. Maybe you misspelled it?

```
--- Disconnected ().
--- Looking up newserver..
--- Unknown host. Maybe you misspelled it?
Cycling to next server in irc1.us.ircnet.org...
--- Disconnected ().
--- Looking up newserver..
--- Unknown host. Maybe you misspelled it?
```

Any ideas? Would love to join #atariscne again. Used to lurk there a lot back in the late 90's. :-)

```
--
_/_/_/
```

5465. Re: Serial port redirection?

Newsgroup: comp.sys.atari.st
Date: 2006-01-06 22:44:34 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43bef13a$0$10679$afc38c87@news.optusnet.com.au>
Source record: 9842

Ronald J. Hall wrote:
> Guys, is there any software out there that will step in, take any software
> looking for serial port 1 and redirect it to another (faster) serial port?
>

I think there was an app that could be used with freeze dried years ago
on the Falcon. BUT it could only work up to 19,200. I can't remember
what it was called tho. Alzheimer's?

Mark

5466. Re: Falcon and Recording to SCSI Tape Drive

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 01:14:14 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <czEvf.2099$qw4.1157@bignews5.bellsouth.net>
Source record: 9843

You may be correct.

BTW, Is a Driver required for a Iomega jaz or Zip Drive when using it
on a Atari ST-Falcon?

Or do these work, as is with HD Driver, or ExtenDos?

If a Driver is required, Did these types of Drives come with
an Atari Driver? (Which I doubt) Or where does one get
the correct driver at?

I have seen posts in this group in the past about using the JAZ and ZIP
drives with Ataris.

Does HD Driver see these Devices as Hard Drives?

I have never used one of these drives before, I know that they are
re-moveable.
I have heard folks refer to Cartridges when talking about these drives.
What type of Media do these actually use?

I may want to get one or two of these, if I can do D2D with them.
So any details one could pass along about these drives, especially
what software is needed to use them. Would be a big help.

Thanks,
PHANTOMM

"djuro pucaric" <malo.morgen@nowhere.com> wrote in message
news:dpef1s$di1$2@ss405.t-com.hr...
>i don't think you can d2d record onto tape...only hdd and removable
>such as iomega jaz or zip...
>
>
> On 30 Dec 2005 14:42:35 , "Phantom" wrote:
>>Greetings,
>>
>>
>>Got a question about using SCSI Tape Drives on a fairly Stock
>>Falcon to do Direct to Tape recording.
>>
>>Using HD Driver, will this work with most SCSI Tape Drives?
>>
>>I have a HP Tape Drive, that has been used for storage on an
>>Atari.
>>
>>Would it be reliable to record Music to it?

>>
>>
>>Thoughts?
>>
>>
>>phantomm@bellsouth.net
>>
>>
>>
>>.
>
> ---
> proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60
> ---

5467. Re: Is myatari.net ka-put?

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 02:12:42 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ZpFvf.2399$qw4.484@bignews5.bellsouth.net>
Source record: 9844

Isn't there a fix for the Spam problem?

"Tha Welshgit" <steve.sweet@btopenworld.com> wrote in message
news:dp9sko$s67$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> Hi there
>
> No they haven't thrown in anything. The forum is down at the moment as
> its being constantly spammed, Magazine production is slow due to lack
> of human resources.
>
>
> --
>
>
> Regards, Steve. S.
>
> "lp" <GfA@MiNT.Net> wrote in message
> news:BFDD8A97.221EB%GfA@MiNT.Net...
>>I submitted an article to http://www.myatari.net/ way back in July of
>>2005
>> and so far no real response. Have they thrown in the towel? Anyone
>> know?
>>
>> --
>> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your
>> mind...]
>> Atari Team
>> http://setiathome.berkeley.edu/team_display.php?teamid=30472
>> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
>> Hades060]
>>
>>
>
>

5468. CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 06:07:31 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <5SIvf.3914$qw4.49@bignews5.bellsouth.net>
Source record: 9845

Greetings,

Have a few Questions about Cubase Audio Falcon.

A while back I acquired a Original Box Set of Cubase Audio for the
Falcon.
All disks and manuals are Original. I have the Original Dongle and 2 DSP
Clocks.

Here are the titles of the disks......
Each disk has the original label with picture or etc.

These are in a folder in one of the 3
Ring NoteBook Manuals.

Cubase Audio Falcon
Cubase Audio Falcon 2.02
Atari Falcon Audio 2.06 Update
Cubase Falcon Additional-1
Cubase Falcon Additional-2

The Following are not in any type of order

Cubase Cue Trax
Cubase Falcon Dig. Interface v. 1.00.00
Steinberg/Jones Additionals 3
Cubase Studio Module
Cubase Program Disk v. 2.01.00
Cubase Program Disk v. 2.03.00
Cubase Atari Falcon 2.04 Program Disk
Creative Input Cubase Utilities
Cubase Score2.0 Additional 2
Steinberg M.M.C. IBM/ATARI
Steinberg's Cubase Utilities for Atari
Steinberg/Jones D Maker
Steinberg/Jones Atari Drum Patterns
Steinberg/Jones Additionals 1
Steinberg/Jones Additionals 2
Steinberg/Jones Studio Module 1.04
Cubase Studio Module
Cubase Additional Disk v.2.01.00
Cubase Atari Falcon Additional Disk
Steinberg M.ROS
Cubase Score

I have two 3 ring Original Manuals with Cubase Info and manuals from the various disks above. Also a Paperback manual for Cubase Score.

I've used Cubase before, with a DSP Clock, but most all of the disks I got in this boxed set are new to me.
I've not had time to read up on the manuals, or check out the disks.

Questions......

Is Cubase Score and Cubase Audio Falcon two different programs?

What is the latest version of Cubase Audio Falcon and Cubase Score if its a different program?

Can one still get updates to Cubase Audio Falcon and related programs from Steinberg?

Can one still get Cubase related hardware for the Falcon from Steinberg?

Correct me if I am wrong, but I think there is 2 versions of Cubase, one for the Falcon and one
for the Atari ST/STE/Mega?

If so, would like to know the latest versions of both.

Are there any Web Sites devoted to Cubase?

Also looking to buy or trade for the following Falcon hardware:
JamPRO
JamIN
JamOUT
FAD (Falcon Audio Digital)
Falcon Analog 4 or 8
SRC Sampler
Falcon S/PDIF DAT Interface

Any help is appreciated, E-mail me if you happen to have one or more of the above items for sale
or trade.

phantomm@bellsouth.net

5469. Re: Is myatari.net ka-put?

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 06:38:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43bf62f2c2c063@comcast.net>
Source record: 9704

>I submitted an article to http://www.myatari.net/ way back in July of 2005
>and so far no real response. Have they thrown in the towel? Anyone know?

Not as far as I know. I have been in contact with them in the last few months
and have submitted 3 articles. I see they have not been releasing thr mag on a
monthly basis. I have some more articles planned anyway.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5470. Re: HAPPY NEW YEAR!

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 06:40:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43bf62f2c2c064@comcast.net>
Source record: 9703

>Hello Edward,
> GO BUCKS!!!!!!!! Beat Notre Dame!!!!! Ohhhhhhhhh, wait guess we all ready
>did.
>
>Happy New Year to you to Edward.
>
>Thanks,

Well there is always next year. :) Same to you and yours Carey...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5471. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 06:42:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43bf62f2c2c065@comcast.net>
Source record: 9705

>Hi,
>
>does anyone know a recent laser printer that will work on the parallel
>port of an ordinary ST?
>A friend of mine bought one (a HP 3xxx) and is unable to make it work,
>though there is no problem if hooked to a PC.
>
>As he is living 400 miles from me, I'm unable to give him real help by
>the phone.
>
>Any information concerning the HP 3000 series or about any laser
>printer that definitely works with ST is welcome. The capability to
>print graphics is undispensable because of Signum!2.
>
>Thanks
>
>Und TTschoe
>ps

My Hades has the same printer port as a ST I believe. I was able to get my wife's HP LaserJet 2100 to work. I was using NVDI 5 which has a number of other HP Laserjet drives in it. I did not try any graphics, but the text came out fine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5472. Re: Serial port redirection?

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 07:01:22 UTC
From: rs.mac-kein-spam-@t-online.de
Message-ID: <1h8sb8c.1lvu17616kyuk0N%rs.mac-kein-spam-@t-online.de>
Source record: 9846

Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au> wrote:

> I think there was an app that could be used with freeze dried years ago
> on the Falcon. BUT it could only work up to 19,200. I can't remember
> what it was called tho. Alzheimer's?

HSModem, fine for any serial port on falcon

Regards, Robert
--
-= DOIT-Hardware FAQs =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5473. Re: Falcon and Recording to SCSI Tape Drive

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 07:16:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200601070816.a22498@b.maus.de>
Source record: 9699

Salve commonly, Phantom <phantomm@bellsouth.net> wrote:

> Or do these work, as is with HD Driver

WYGIWYN

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

5474. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 07:18:58 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4298a4F1hvpl8U1@individual.net>
Source record: 9847

Peter Schneider wrote:

> does anyone know a recent laser printer that will work on the parallel
> port of an ordinary ST?
> A friend of mine bought one (a HP 3xxx) and is unable to make it work,
> though there is no problem if hooked to a PC.

Any HP that can be connected to the parallel port should work. According
to HP's specification the LaserJet 3000 does not have a parallel I/O
interface but only an USB interface. You can add a parellel HP EIO card
and can then connect the printer to the Atari's parallel port.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5475. Re: CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 07:49:23 UTC
From: DylanSOB <dylansob@gmail.com>
Message-ID: <7oKvf.2359$WY5.2323@newsread2.news.pas.earthlink.net>
Source record: 9848

Check out ebay for the FDI:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=7380339171&ssPageName=ADME:B:SS:US:1

2.06 is the last update for CAF from Steinberg and they no longer
support anything on the Atari Platform. It looks like you have
everything one would need for running Cubase on a Falcon. Score is Midi
only with no audio recording and I'm not sure if it will run on a
Falcon. CAF will only run on a Falcon.

Good Luck

Phantom wrote:
> Greetings,
>
> Have a few Questions about Cubase Audio Falcon.
>
>
> A while back I acquired a Original Box Set of Cubase Audio for the
> Falcon.
> All disks and manuals are Original. I have the Original Dongle and 2 DSP
> Clocks.
>
> Here are the titles of the disks......
> Each disk has the original label with picture or etc.
>
> These are in a folder in one of the 3
> Ring NoteBook Manuals.
> --
> Cubase Audio Falcon
> Cubase Audio Falcon 2.02
> Atari Falcon Audio 2.06 Update
> Cubase Falcon Additional-1
> Cubase Falcon Additional-2
>
> The Following are not in any type of order
> --
> Cubase Cue Trax
> Cubase Falcon Dig. Interface v. 1.00.00
> Steinberg/Jones Additionals 3
> Cubase Studio Module
> Cubase Program Disk v. 2.01.00
> Cubase Program Disk v. 2.03.00
> Cubase Atari Falcon 2.04 Program Disk
> Creative Input Cubase Utilities

> Cubase Score2.0 Additional 2
> Steinberg M.M.C. IBM/ATARI
> Steinberg's Cubase Utilities for Atari
> Steinberg/Jones D Maker
> Steinberg/Jones Atari Drum Patterns
> Steinberg/Jones Additionals 1
> Steinberg/Jones Additionals 2
> Steinberg/Jones Studio Module 1.04
> Cubase Studio Module
> Cubase Additional Disk v.2.01.00
> Cubase Atari Falcon Additional Disk
> Steinberg M.ROS
> Cubase Score
>
> I have two 3 ring Original Manuals with Cubase Info and manuals from the
> various disks above. Also a Paperback manual for Cubase Score.
>
> I've used Cubase before, with a DSP Clock, but most all of the disks I
> got in this boxed set are new to me.
> I've not had time to read up on the manuals, or check out the disks.
>
> Questions......
> --
> Is Cubase Score and Cubase Audio Falcon two different programs?
>
>
> What is the latest version of Cubase Audio Falcon and Cubase Score if
> its a different program?
>
> Can one still get updates to Cubase Audio Falcon and related programs
> from Steinberg?
>
>
> Can one still get Cubase related hardware for the Falcon from Steinberg?
>
>
> Correct me if I am wrong, but I think there is 2 versions of Cubase, one
> for the Falcon and one
> for the Atari ST/STE/Mega?
>
> If so, would like to know the latest versions of both.
>
>
> Are there any Web Sites devoted to Cubase?
>
> Also looking to buy or trade for the following Falcon hardware:
> JamPRO
> JamIN
> JamOUT
> FAD (Falcon Audio Digital)

> Falcon Analog 4 or 8
> SRC Sampler
> Falcon S/PDIF DAT Interface
>
> Any help is appreciated, E-mail me if you happen to have one or more of
> the above items for sale
> or trade.
>
> phantomm@bellsouth.net
>
>
>
>
>
>
>
>

5476. Re: Falcon and Recording to SCSI Tape Drive

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 09:37:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <429ge8F1i9dddU1@individual.net>
Source record: 9700

Phantom wrote:

> BTW, Is a Driver required for a Iomega jaz or Zip Drive when using it
> on a Atari ST-Falcon?

Several hard disk drivers may work, but HDDRIVER is the only one
supporting special ZIP/JAZ functions like sleep mode or password protection.

> Does HD Driver see these Devices as Hard Drives?

Yes, just like any other removable media drive. ZIP/JAZ drives are
nothing special compared with other SCSI drives except for some
additional functions like password protection.

> I have heard folks refer to Cartridges when talking about these drives.
> What type of Media do these actually use?

The special removable media manufactured for these drives.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5477. Re: Falcon and Recording to SCSI Tape Drive

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 09:40:29 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <429gjeF1gnoi7U1@individual.net>
Source record: 9701

Uwe Seimet wrote:

> Yes, just like any other removable media drive. ZIP/JAZ drives are
> nothing special compared with other SCSI drives except for some
> additional functions like password protection.

By the way, with the Falcon or an ST with IDE interface you can also use
the ATAPI version of the ZIP drive instead of the SCSI version. As far
as I can remember the ZIP was available for both SCSI and ATAPI.
You can *not* use the parallel port version.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5478. Help: Atari Mouse and Falcon video adapter wtd

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 12:00:48 UTC
From: Michael Brooke <Mike@abc.com>
Message-ID: <dpoahglj1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9702

Hello

I managed to find a bargain priced Falcon just before Christmas on Ebay (UK), it had a 'Buy now' of ï¿½125 so I brought it :-) after losing on several auctions as prices approached ï¿½300 recently, only downside is that it is French so the keyboard as AZERTY and only 1 MB of rma is onboard.

But now to my story of sadness.... all I can do is see a screen image (TV) as I have no Mouse, or a Falcon video Adapter would someone on here not too many hours from Hampshire, UK, let me pick up an Atari compatible mouse and an Atari Falcon Video adapter? give me a price as I'd love to get this going ASAP

Even better if someone has a 4 meg card for it as well

Thanks (don't reply to this)

Please email me at: Brookefamily 'at' mikeandtish.com

5479. Re: Serial port redirection?

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 13:41:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.07.13.41.21.681675@charter.net>
Source record: 9706

On Sat, 07 Jan 2006 08:01:22 +0100, Robert Schaffner wrote:

> Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au> wrote:
>
>> I think there was an app that could be used with freeze dried years ago
>> on the Falcon. BUT it could only work up to 19,200. I can't remember
>> what it was called tho. Alzheimer's?
>
> HSModem, fine for any serial port on falcon
>
>
> Regards, Robert

Hmm, okay. I guess I should have been more specific in my first post guys.
What I had in mind was the faster ports on a Mega STe. So would HSModem
intercept between, say BBS software hard-coded for serial port 1, and fool
that software into thinking its getting serial port 1 when its actually
one of the faster ports?

Thanks.

--
_/_/_/

5480. Re: AtariIRC v2.04 released

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 13:45:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.07.13.45.16.174834@charter.net>
Source record: 9707

On Fri, 06 Jan 2006 18:28:51 -0500, lp wrote:

> I'm no guru at internet problems, but I think there is a situation where
> some service attempts to do a reverse lookup on the hostname your end
> supplies, and if your ISP fails to put the entries into it's DNS tables,
> this sort of thing can happen. Note some wording may be off here, I read
> something to this effect on some IRC trouble shooting page somewhere. ;-))
>
> As Mark said, stealth is like a yo-yo, works sometimes, then goes for weeks
> or months not working. However I can get on the other ones he mentioned.

I was afraid of something like that. Charter seems to suck vacuum in some
aspects, but I love their hi-speed cable service, and its the only game in
town here (no DSL available). Heck, I even got a "you're blacklisted" msg
from Xchat one night just trying to logon to a couple of those servers.

--
_/_/_/

5481. Re: CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 17:42:49 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <n4Tvf.42179$X25.1211185@news20.bellglobal.com>
Source record: 9708

hey phantom ,make time and read up on these ,why don't you have time . i've spent three years doing so and its great , its not a program a person can rush right into ,you're a fool not to spent any time at it. makes music production alot easier and if the user desires"breaks it down"on any level , utilizies all functions ...showing hiden areas where we can manipulate and self generate creativness. now my next step is to write my own applications for use within the programs known as .mod ' s.

charles
whats so important other than what you've intended on doing .

5482. Re: CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 18:06:04 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <NnTvf.12949$0y2.9158@bignews2.bellsouth.net>
Source record: 9709

"DylanSOB" <dylansob@gmail.com> wrote in message
news:7oKvf.2359$WY5.2323@newsread2.news.pas.earthlink.net...
> Check out ebay for the FDI:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=7380339171&ssPageName=ADME:B:SS:US:1

Yes, I looked at this. Wouldn't mind having one of those.

I also have Emagics Logic Atari with the LOG3 Cart and UNITOR II Cart.
Can these Carts be used with Cubase Audio or SCORE for MIDI stuff?

>
> 2.06 is the last update for CAF from Steinberg and they no longer
> support anything on the Atari Platform. It looks like you have
> everything one would need for running Cubase on a Falcon. Score is
> Midi only with no audio recording and I'm not sure if it will run on a
> Falcon. CAF will only run on a Falcon.
>
> Good Luck
>
>
> Phantom wrote:
>> Greetings,
>>
>> Have a few Questions about Cubase Audio Falcon.
>>
>>
>> A while back I acquired a Original Box Set of Cubase Audio for the
>> Falcon.
>> All disks and manuals are Original. I have the Original Dongle and 2
>> DSP Clocks.
>>
>> Here are the titles of the disks......
>> Each disk has the original label with picture or etc.
>>
>> These are in a folder in one of the 3
>> Ring NoteBook Manuals.
>> --
>> Cubase Audio Falcon
>> Cubase Audio Falcon 2.02
>> Atari Falcon Audio 2.06 Update
>> Cubase Falcon Additional-1
>> Cubase Falcon Additional-2
>>
>> The Following are not in any type of order

>> --
>> Cubase Cue Trax
>> Cubase Falcon Dig. Interface v. 1.00.00
>> Steinberg/Jones Additionals 3
>> Cubase Studio Module
>> Cubase Program Disk v. 2.01.00
>> Cubase Program Disk v. 2.03.00
>> Cubase Atari Falcon 2.04 Program Disk
>> Creative Input Cubase Utilities
>> Cubase Score2.0 Additional 2
>> Steinberg M.M.C. IBM/ATARI
>> Steinberg's Cubase Utilities for Atari
>> Steinberg/Jones D Maker
>> Steinberg/Jones Atari Drum Patterns
>> Steinberg/Jones Additionals 1
>> Steinberg/Jones Additionals 2
>> Steinberg/Jones Studio Module 1.04
>> Cubase Studio Module
>> Cubase Additional Disk v.2.01.00
>> Cubase Atari Falcon Additional Disk
>> Steinberg M.ROS
>> Cubase Score
>>
>> I have two 3 ring Original Manuals with Cubase Info and manuals from
>> the
>> various disks above. Also a Paperback manual for Cubase Score.
>>
>> I've used Cubase before, with a DSP Clock, but most all of the disks
>> I
>> got in this boxed set are new to me.
>> I've not had time to read up on the manuals, or check out the disks.
>>
>> Questions......
>> ---
>> Is Cubase Score and Cubase Audio Falcon two different programs?
>>
>>
>> What is the latest version of Cubase Audio Falcon and Cubase Score if
>> its a different program?
>>
>> Can one still get updates to Cubase Audio Falcon and related programs
>> from Steinberg?
>>
>>
>> Can one still get Cubase related hardware for the Falcon from
>> Steinberg?
>>
>>
>> Correct me if I am wrong, but I think there is 2 versions of Cubase,
>> one for the Falcon and one

>> for the Atari ST/STE/Mega?
>>
>> If so, would like to know the latest versions of both.
>>
>>
>> Are there any Web Sites devoted to Cubase?
>>
>> Also looking to buy or trade for the following Falcon hardware:
>> JamPRO
>> JamIN
>> JamOUT
>> FAD (Falcon Audio Digital)
>> Falcon Analog 4 or 8
>> SRC Sampler
>> Falcon S/PDIF DAT Interface
>>
>> Any help is appreciated, E-mail me if you happen to have one or more
>> of the above items for sale
>> or trade.
>>
>> phantomm@bellsouth.net
>>
>>
>>
>>
>>
>>
>>

5483. Re: CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 18:10:54 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <jsTvf.12954$0y2.12376@bignews2.bellsouth.net>
Source record: 9710

I am, making time. But my plate is already full. I got Emagics Logic
with
Log3 cart and Unitor II cart around the same time as the
Cubase Audio Falcon stuff.

I have used it in the past, just never had the complete docs and
extra stuff for it.

phantomm@bellsouth.net

"charles copp" <charles.copp@sympatico.ca> wrote in message
news:n4Tvf.42179$X25.1211185@news20.bellglobal.com...
> hey phantom ,make time and read up on these ,why don't you have time .
> i've
> spent three years doing so and its great , its not a program a person
> can
> rush right into ,you're a fool not to spent any time at it. makes
> music
> production alot easier and if the user desires"breaks it down"on any
> level
> , utilizies all functions ...showing hiden areas where we can
> manipulate
> and self generate creativness. now my next step is to write my own
> applications for use within the programs known as .mod ' s.
>
> charles
> whats so important other than what you've intended on doing .
>
>

5484. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 20:19:56 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-F8FD05.15195707012006@netnews.asp.att.net>
Source record: 9711

In article <200601061939.a22437@b.maus.de>,
Peter_Schneider@b.maus.de (Peter Schneider) wrote:

> Hi,
>
> does anyone know a recent laser printer that will work on the parallel
> port of an ordinary ST?
> A friend of mine bought one (a HP 3xxx) and is unable to make it work,
> though there is no problem if hooked to a PC.
>
> As he is living 400 miles from me, I'm unable to give him real help by
> the phone.
>
> Any information concerning the HP 3000 series or about any laser
> printer that definitely works with ST is welcome. The capability to
> print graphics is undispensable because of Signum!2.
>
> Thanks
>
> Und TTsch&#65533;
> ps

I would think any HP that has a parallel port would work. All are
backwards compatible with PCL5.

5485. Re: Ping: Frank Szymanski

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 21:08:38 UTC
From: "Frank P. Szymanski" <usenetposting@arcor.de>
Message-ID: <43c101b8$0$20785$9b4e6d93@newsread4.arcor-online.net>
Source record: 9719

>Frank, had a brainstorm about hardware.
>Too confusing to post.
>Your mailed bounced, likely spamblocked.
>rustynutt"shift-2" hotmaildotcom
>Mike

Hi Mike,

still here.

You've got mail. :-)

Regards,

Frank

5486. Re: Serial port redirection?

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 21:10:27 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <4LPx0mID5CwDFwxB@dev.null.davjam.org>
Source record: 9712

On Fri, 6 Jan 2006, Ronald J. Hall <dark_lord@charter.net> wrote:-

>
>Guys, is there any software out there that will step in, take any software
>looking for serial port 1 and redirect it to another (faster) serial port?

Possibly. It all depends on the software that's writing to the serial port. If it's using the BIOS/XBIOS routines, it should be possible to alter the mapping of the serial devices so what it thinks is serial port 1 (MFP) is actually one of the faster ports on either a Falcon, a TT, or a Mega STE. In theory, it should be a very quick, and probably no more than 5 minute, SMOP[0][1]. Doesn't mean that it really will be though.

On the other hand, if it's writing straight to the MFP, bypassing the routines to gain a little extra speed, the answer is probably no.

[0] Small Matter Of Programming. The nice way of describing what to laymen should be simple job, but often turns out to be rather complex.

[1] I have an idea how this could be implemented, including a method of swapping back to the proper device layout, but no way to actually test this out[2]. My idea would be to swap the entries for the serial port 1 and the faster serial port in the Bconin_vec, Bconout_vec, Bconstat_vec, and Bcostat_vec tables. Setting a cookie, if one isn't already present, to show they've been swapped is probably a good idea as well.

[2] Both my Atari machines are in storage and not easily accessible.

Regards, And have a Happy New Year
David Bolt

--
Member of Team Acorn checking nodes at 50 Mnodes/s: http://www.distributed.net/
AMD1800 1Gb WinXP/SUSE 9.3 | AMD2400 256Mb SuSE 9.0 | A3010 4Mb RISCOS 3.11
AMD2400(32) 768Mb SUSE 10.0 | RPC600 129Mb RISCOS 3.6 | Falcon 14Mb TOS 4.02
AMD2600(64) 512Mb SUSE 10.0 | A4000 4Mb RISCOS 3.11 | STE 4Mb TOS 1.62

5487. FS: Syquest EZ135 SCSI Drive - UK

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 21:39:39 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <dppceq$7ji$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9714

Hello,

I don't know if this would be useful to anyone. We're moving house in a few weeks time into a studio flat so my old clutter is a no-no.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8748340308

Thanks,

TA

5488. AFL Football!

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 21:42:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.07.21.42.41.216527@charter.net>
Source record: 9713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

3 days left in the AFL Football tourney on The DarkForce! BBS folks...

You've still got time to enter into a division and make it into the playoffs.

One lucky player will take home a $25 prize! :-)

--
_/_/_/

5489. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 22:04:14 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43c03acb_2@x-privat.org>
Source record: 9715

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/winovl01.zip
(50.717 bytes) Is a module fï¿½r the Browser Highwire.
With this module you can use your Windows' "sockets" when running MagiC PC

ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq166g.zip
(17.578 bytes) German Resource file(s) for AtarICQ 0.166

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/zview/zview7_g.zip
(6.836 bytes) German resource for Zview b7

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/zweath_g.zip
(3.796 bytes) German rsource for Zweather 1.0

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
```

Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5490. Atari BBS's

Newsgroup: comp.sys.atari.st
Date: 2006-01-07 23:05:32 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.01.07.23.05.31.611740@nosspamatari-source.com>
Source record: 9716

Hey everyone,

I've been looking around and it looks pretty definitive that there's a resurgence interest in BBS's in general and on Atari's. This is what I've learned as kind of a wrapup for other people.

There are several ways to connect an Atari BBS to the internet. One, at http://www.coldwinterknights.net is STiNGadel. I was a bit skeptical but this simplistic BBS is rather addictive in design and obviously reliable in that it's still up since the announcement back in July of 2005. Unlike other Atari BBS's it's truly multi-line and now multi-line on the internet.

Darkforce BBS is now up, telnet://bbs.darkforce.org. This is a BBS express BBS and uses a different strategy. Basically just a device that is a simulated modem that converts it to telnet. One side consists of a serial port, the other side is an ethernet cable. I think the device is setup with a web browser on a pc or something. This also works QUITE well and the darkforce BBS is alive right now.

Then there's my BBS, Atari-source.com BBS which was running on octopus bbs. If it ever comes back up, it'll be at telnet://bbs.atari-source.com. Now, I always liked Octopus because the ENTIRE BBS is fully scriptable using a VERY slick scripting language. It also fully supports fidonet mail AND I managed to compile the internet fido mailer, Binkd on my falcon and it works tested with fidotel bbs. Thus I expect to be able to bring the atari-source.com bbs back up sometime and actually be a full fido hub. Believe it or not, there's still atari activity in fido message groups.

Recoding octopus was my first C project ever. I have like 30 copies of the source lying around with different modifications and some of the code is not high quality, and the telnet conversion is only as finished as it needs to be for proof of concept purposes. I never tested the multi-line features (though octopus supports it!) and many things don't work. After my current work on SUM and http://dev.sparemint.org I'm going to go back to polishing octopus to be a useable product, then I'm going to make a web guide to kind of show off just how powerful it is. I don't think people even understand just how amazing of a bbs package this is. I'll also be using CVS as with GIM and SUM it's really helped out the development. I just have to figure out how to isolate that source from GNU source of GIM and SUM because Koos Kuil, the original author, wished for it to not be made GNU GPL even though it is now freeware.

One of the problem with telnet bbs's is the fact that the bbs is no longer using a modem. Most things interacting aren't designed for this. Thus you'll need a special internet mailer (which we have now) if you're going

to do that, and any doors or file transfer tools will need to understand and use the tcp connection. I don't even know if it's possible to hand off an open tcp connection from one application to another but I suspect it is!

Because of this, file transfer and doors don't work yet on octopus (and probably not on stingadel). Darkforce chose the perhaps cooler solution and converted the serial to ethernet directly so everything works, but he loses easy multi-line ability, and loses a very fast bbs made possible through telnet and direct ethernet.

So in addition to giving Kudos to the STingadel author and Ronald for their ingenuity, I just wanted to let people know that they can expect the following... eventually ;)

Octopus will have full internet based fido support with a guide.
It will have fully working internet based file transfers (for telnet terminals that support zmodem like hyperterminal).
I'll be making an installation guide for octopus on
http://www.atari-source.org
I don't even know what doors exist for the Atari but perhaps if we can't get our hands on the source code maybe the serial i/o can be redirected.

Anyway.. This is vintage cool for sure ;)

Thanks,
Mark

5491. Re: AFL Football!

Newsgroup: comp.sys.atari.st
Date: 2006-01-08 02:18:03 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43c074bf$0$30771$afc38c87@news.optusnet.com.au>
Source record: 9717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:
> 3 days left in the AFL Football tourney on The DarkForce! BBS folks...
>
> You've still got time to enter into a division and make it into the playoffs.
>
> One lucky player will take home a $25 prize! :-)
>

Australian Football League? Been over for about 4 months;-)

Mark

5492. Re: Serial port redirection?

Newsgroup: comp.sys.atari.st
Date: 2006-01-08 02:30:43 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43c077b7$0$28249$afc38c87@news.optusnet.com.au>
Source record: 9718

Ronald J. Hall wrote:
> On Sat, 07 Jan 2006 08:01:22 +0100, Robert Schaffner wrote:
>
>
>>Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au> wrote:
>>
>>
>>>>I think there was an app that could be used with freeze dried years ago
>>>>on the Falcon. BUT it could only work up to 19,200. I can't remember
>>>>what it was called tho. Alzheimer's?
>>
>>HSModem, fine for any serial port on falcon
>>
>>
>>Regards, Robert
>
>
> Hmm, okay. I guess I should have been more specific in my first post guys.
> What I had in mind was the faster ports on a Mega STe. So would HSModem
> intercept between, say BBS software hard-coded for serial port 1, and fool
> that software into thinking its getting serial port 1 when its actually
> one of the faster ports?
>

The app I mentioned could redirect. The Falcon does not have a low speed
(MFP) port. So this app redirected to serial 1 (SCC). However it did not
go beyond 19,200 (MFP speeds).
Hsmodem is only a serial port patch. use it in conjunction with
Steno/Stalker or similar you can talk to any avaliable port at full speed.

Mark

5493. Re: Atari BBS's

Newsgroup: comp.sys.atari.st
Date: 2006-01-08 13:41:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.08.13.41.48.819620@charter.net>
Source record: 9720

On Sat, 07 Jan 2006 18:05:32 -0500, Mark D wrote:

> Hey everyone,

Hey! :-)

> I've been looking around and it looks pretty definitive that there's a
> resurgence interest in BBS's in general and on Atari's. This is what I've
> learned as kind of a wrapup for other people.

I think so too - thanks for the summation!

> There are several ways to connect an Atari BBS to the internet. One, at
> http://www.coldwinterknights.net is STiNGadel. I was a bit skeptical but
> this simplistic BBS is rather addictive in design and obviously reliable
> in that it's still up since the announcement back in July of 2005. Unlike
> other Atari BBS's it's truly multi-line and now multi-line on the internet.

I've logged in there a couple of times and its pretty impressive what he's
done with it.

> Darkforce BBS is now up, telnet://bbs.darkforce.org. This is a BBS
> express BBS and uses a different strategy. Basically just a device that
> is a simulated modem that converts it to telnet. One side consists of a
> serial port, the other side is an ethernet cable. I think the device is
> setup with a web browser on a pc or something. This also works QUITE well
> and the darkforce BBS is alive right now.

You can use a PC with any java compliant web browser, or you can also
telnet directly into the device through a local port. Both work great.

<snip>

> Because of this, file transfer and doors don't work yet on octopus (and
> probably not on stingadel). Darkforce chose the perhaps cooler solution
> and converted the serial to ethernet directly so everything works, but he
> loses easy multi-line ability, and loses a very fast bbs made possible
> through telnet and direct ethernet.

Exactly. Thats the part I hate. Its also why I've been trying to find ways
to redirect serial port output/input. I've got a Mega STe, so I've got the
faster serial ports. The Lantronix UDS10 serial converter supports speeds
up to 115k so thats ready as well. I just can't figure out how to get my
software, BBS Express ST, which is hard-coded to serial port 1, to see the
faster ports. Of course this does not solve multi-line capability. I doubt
Express will ever do that.

> So in addition to giving Kudos to the STingadel author and Ronald for
> their ingenuity, I just wanted to let people know that they can expect the
> following... eventually ;)

Mark, you get Octopus doing all that and I'll be tempted to switch! :-)

BTW, I have to give credit where credit is due - the 8bit crowd from
comp.sys.atari.8bit are the ones who gave me the idea for using the
Lantronix UDS10, seems several there use it for their BBSs as well as for
directly FTP'ing and telneting with their trusty 'ole 8bits... :-)

<snip>

> Anyway.. This is vintage cool for sure ;)
>
> Thanks,
> Mark

Way vintage cool! :-)

--
_/_/_/

5494. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-08 13:46:42 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <346dnRc7c-hVilzeRVnyvw@eclipse.net.uk>
Source record: 9721

>
> I would think any HP that has a parallel port would work. All are
> backwards compatible with PCL5.
>

I understood that some of the later HP printers were PCL6 only....

I

5495. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-08 18:03:21 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <42d2f9F1hg8meU1@individual.net>
Source record: 9722

David Wade wrote:

> I understood that some of the later HP printers were PCL6 only....

But PCL6 is backwards compatible to PCL5, isn't it?

--

Dr. Uwe Seimet http://www.linkbylink.net/

5496. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-08 23:10:14 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <EKadnXVbF9V1BlzeRVnygA@eclipse.net.uk>
Source record: 9723

Sorry NO!. See http://www.csgnetwork.com/hppclhist.html. The 3000 series seems to support both 5 and 6 though. I wonder if they need to be set in pcl5 mode ?

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message news:42d2f9F1hg8meU1@individual.net...
> David Wade wrote:
>
> > I understood that some of the later HP printers were PCL6 only....
>
> But PCL6 is backwards compatible to PCL5, isn't it?
>
> --
> --
> Dr. Uwe Seimet http://www.linkbylink.net/

5497. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2006-01-09 00:43:30 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <dpsbjhmdm1@reader2.panix.com>
Source record: 9724

If you really want higher modem port speeds, see the Atari Workshop for an RSVE, from the author of HSmodem. Four wires to connect, three chips on a small board, and an ST will do 115200. This circuit, it is said, works for the Modem 1 Port of a MegaSTE or TT, which it should, since it connects to to the MFP. Yes, this is a top post. Get a bigger monitor.

Jerome Mathevet <jerome.mathevet@frsdfsee.fr> writes:

: In message <1133561108.418888.174680@g47g2000cwa.googlegroups.com>
: "Coda" <smeg_007@hotmail.com> wrote:

: > You seriously underestimate the power of an 8mhz 68k. The problem with
: > the MSTE's serial port is that the chips ARE NOT the same. Although
: > they are pin and signal compatible, they are entirely different
: > revisions of the same chip. If you lift a SCC from a TT and place it in
: > the MSTE then voila, 230K.

: I strongly suspect this has all to do with how much buffer there is on the
: UART. Asking the processor to respond too often to interrupts will lead to
: the unreliability described earlier. However, if the CPU is requested for
: moving not several bytes but many more, there should be no problem. A
: workaround would be to design a cartridge providing a new serial interface,
: with UART endowed with a much larger buffer. The usefulness of this in this
: day and age remains to be seen though.

: --
: J�r�me Mathevet

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5498. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-09 02:40:50 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dpsifipr1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9725

Hi Dude

I used a Laserjet 5L with my system for some while mainly with papyrus and other NVDI /GDOS applications.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

> Hi,
>
> does anyone know a recent laser printer that will work on the parallel
> port of an ordinary ST?
> A friend of mine bought one (a HP 3xxx) and is unable to make it work,
> though there is no problem if hooked to a PC.
>
> As he is living 400 miles from me, I'm unable to give him real help by
> the phone.
>
> Any information concerning the HP 3000 series or about any laser
> printer that definitely works with ST is welcome. The capability to
> print graphics is undispensable because of Signum!2.
>
> Thanks
>
> Und TTsch�
> ps
>

5499. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-09 06:42:01 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <42eesqF1iabp5U1@individual.net>
Source record: 9726

David Wade wrote:
> Sorry NO!. See http://www.csgnetwork.com/hppclhist.html. The 3000 series
> seems to support both 5 and 6 though. I wonder if they need to be set in
> pcl5 mode ?

That's interesting. Did you find any information on the available
interfaces of the 3000. I found that is does not have a parallel
interface but only USB, which would of course mean that you cannot use
it with an Atari regardless of the PCL level.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5500. Grafikkarte, wer kennt sie?

Newsgroup: comp.sys.atari.st
Date: 2006-01-09 12:05:43 UTC
From: mega-hz <mega-hz@t-online.de>
Message-ID: <dptj4v$2am$01$1@news.t-online.com>
Source record: 9727

Hallo Leute, ich habe hier eine seltene Grafikkarte fï¿½r den Mega-ST,
sie hat nen MEGA-BUS Steckverbinder und soll heissen:
CHROMA von Omega Computersysteme. Leider habe ich keine Treiber, ausser ein
Demo auf ner Diskette. Mit dieser Demo macht sie zwar ein Bild, allerdings
gibt es nicht mehr.
Wer kennt sie oder weiss, wo man noch Soft dafï¿½r bekommt?
hier ein Bild davon: http://mega-hz.no-ip.com/CHROMA.jpg
Gruï¿½,
Wolfram.

5501. Re: Grafikkarte, wer kennt sie?

Newsgroup: comp.sys.atari.st
Date: 2006-01-09 12:07:37 UTC
From: mega-hz <mega-hz@t-online.de>
Message-ID: <dptj83$2id$01$1@news.t-online.com>
Source record: 9728

Here again in english:

Who knows this graphiccard and has drivers for it?
Picture is here: http://mega-hz.no-ip.com/CHROMA.jpg

"mega-hz" <mega-hz@t-online.de> schrieb im Newsbeitrag
news:dptj4v$2am$01$1@news.t-online.com...
> Hallo Leute, ich habe hier eine seltene Grafikkarte fï¿½r den Mega-ST,
> sie hat nen MEGA-BUS Steckverbinder und soll heissen:
> CHROMA von Omega Computersysteme. Leider habe ich keine Treiber, ausser
ein
> Demo auf ner Diskette. Mit dieser Demo macht sie zwar ein Bild, allerdings
> gibt es nicht mehr.
> Wer kennt sie oder weiss, wo man noch Soft dafï¿½r bekommt?
> hier ein Bild davon: http://mega-hz.no-ip.com/CHROMA.jpg
> Gruï¿½,
> Wolfram.
>
>
>

5502. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-09 23:02:27 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <boedndyVu7wZdl_eRVnygw@eclipse.net.uk>
Source record: 9729

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:42eesqF1iabp5U1@individual.net...
> David Wade wrote:
> > Sorry NO!. See http://www.csgnetwork.com/hppclhist.html. The 3000 series
> > seems to support both 5 and 6 though. I wonder if they need to be set in
> > pcl5 mode ?
>
> That's interesting. Did you find any information on the available
> interfaces of the 3000. I found that is does not have a parallel
> interface but only USB, which would of course mean that you cannot use
> it with an Atari regardless of the PCL level.
>

Like many of the HP printers there is a slot into which an optional
parallell adaptor can be plugged.
See:-

http://h20000.www2.hp.com/bizsupport/TechSupport/Document.jsp?lang=en&cc=us&objectID=c00491908

&

http://www.hp.com/hpinfo/newsroom/press/2005/051017a.html

It seems a bit odd but in many situations its better to have a network
interface on a printer rather than a centronics port

> --
> --
> Dr. Uwe Seimet http://www.linkbylink.net/

5503. Re: CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-09 23:12:15 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <43c2ecf5$0$31589$636a55ce@news.free.fr>
Source record: 9730

"Phantom" <phantomm@bellsouth.net> a crit dans le message de news:
5SIvf.3914$qw4.49@bignews5.bellsouth.net...

> Questions......
> ----------
> Is Cubase Score and Cubase Audio Falcon two different programs?

I remember that Cubase Score is included into CAF.

> What is the latest version of Cubase Audio Falcon and Cubase Score if
> its a different program?

Last Cubase Audio update is 2.06.

> Can one still get updates to Cubase Audio Falcon and related programs
> from Steinberg?

No, for Steinberg, Atari computers is a very old story.

> Can one still get Cubase related hardware for the Falcon from Steinberg?

No, I don't think.

> Correct me if I am wrong, but I think there is 2 versions of Cubase, one
> for the Falcon and one
> for the Atari ST/STE/Mega?

Yes, Cubase Audio is very dedicated to the Falcon (except Cubase Audio for
CBX-D5).

> Any help is appreciated, E-mail me if you happen to have one or more of
> the above items for sale
> or trade.

I 've just bought an original Cubase Audio box and modified the Falcon
inputs.

I planned to enhance (hack) Cubase audio to provide new useful features for
me.
I 've already done a little patch which enables the 49170 Hz recording with
CAF.
But at the moment, I'm busy with Studio Son improvements...

DOCs

5504. Re: CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-10 04:34:38 UTC
From: DylanSOB <dylansob@gmail.com>
Message-ID: <yPGwf.1082$Hd4.1011@newsread1.news.pas.earthlink.net>
Source record: 9731

Let us know what CAF hacks or Studio Son improvements you make, some of
us would love to see new updates for Falcon hard disk recording,
especially with a CT60

DylanSOB
USA

DOCs wrote:

>
> I 've just bought an original Cubase Audio box and modified the Falcon
> inputs.
>
> I planned to enhance (hack) Cubase audio to provide new useful features for
> me.
> I 've already done a little patch which enables the 49170 Hz recording with
> CAF.
> But at the moment, I'm busy with Studio Son improvements...
>
> DOCs

5505. Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.st
Date: 2006-01-10 05:19:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.10.05.19.02.422743@charter.net>
Source record: 9732

Does anyone know if there was a version of LORD for Atari BBSs? If so,
where can I download or buy it? Thanks!

--
_/_/_/

5506. Re: Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.st
Date: 2006-01-10 14:51:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.10.14.51.22.18024@charter.net>
Source record: 9733

On Tue, 10 Jan 2006 00:19:02 -0500, Ronald J. Hall wrote:

>
> Does anyone know if there was a version of LORD for Atari BBSs? If so,
> where can I download or buy it? Thanks!

Argh, of course I meant "Legend Of The Red Dragon". :-(

--
_/_/_/

5507. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-10 17:15:02 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <42i8bmF1h5uujU1@individual.net>
Source record: 9734

David Wade wrote:

> It seems a bit odd but in many situations its better to have a network
> interface on a printer rather than a centronics port

A network interface has several advantages, e.g. higher speed, more
intelligence and, of course, if one has several computers they can all
use the same printer without depending on another computer acting as
printer server.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5508. Re: CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-10 17:42:28 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <43c3f196$0$19430$626a14ce@news.free.fr>
Source record: 9735

Currently, I'm working on Resampling and Filtering into Studio Son.
Now, my code is optimized enough to perform a quick treatement.
My work is done to work on 68030 and 56001.
The Resampling process is currently done with a Linear Interpolation
followed by an optionnal Digital Low Pass Filter.
This work is done with only one DSP program to increase the process.

The Filter optimization is remaining, but it's a simpliest version of
Resampling.

Also, I'm correcting little bugs of Studio Son.

For Cubase Audio, I have ideas but I don't want to tell more because it's a
future work.

I received requests about CT60, but at the moment, it's not my first
problem.

DOCs

"DylanSOB" <dylansob@gmail.com> a crit dans le message de news:
yPGwf.1082$Hd4.1011@newsread1.news.pas.earthlink.net...
> Let us know what CAF hacks or Studio Son improvements you make, some of
> us would love to see new updates for Falcon hard disk recording,
> especially with a CT60
>
> DylanSOB
> USA
>
>
> DOCs wrote:
>
> >
> > I 've just bought an original Cubase Audio box and modified the Falcon
> > inputs.
> >
> > I planned to enhance (hack) Cubase audio to provide new useful features
for
> > me.
> > I 've already done a little patch which enables the 49170 Hz recording
with
> > CAF.
> > But at the moment, I'm busy with Studio Son improvements...
> >
> > DOCs

>

5509. Re: CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-10 17:42:28 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <43c3f163$0$19513$626a14ce@news.free.fr>
Source record: 9736

Currently, I'm working on Resampling and Filtering into Studio Son.
Now, my code is optimized enough to perform a quick treatement.
My work is done to work on 68030 and 56001.
The Resampling process is currently done with a Linear Interpolation
followed by an optionnal Digital Low Pass Filter.
This work is done with only one DSP program to increase the process.

The Filter optimization is remaining, but it's a simpliest version of
Resampling.

Also, I'm correcting little bugs of Studio Son.

For Cubase Audio, I have ideas but I don't want to tell more because it's a
future work.

I received requests about CT60, but at the moment, it's not my first
problem.

DOCs

"DylanSOB" <dylansob@gmail.com> a crit dans le message de news:
yPGwf.1082$Hd4.1011@newsread1.news.pas.earthlink.net...
> Let us know what CAF hacks or Studio Son improvements you make, some of
> us would love to see new updates for Falcon hard disk recording,
> especially with a CT60
>
> DylanSOB
> USA
>
>
> DOCs wrote:
>
> >
> > I 've just bought an original Cubase Audio box and modified the Falcon
> > inputs.
> >
> > I planned to enhance (hack) Cubase audio to provide new useful features
for
> > me.
> > I 've already done a little patch which enables the 49170 Hz recording
with
> > CAF.
> > But at the moment, I'm busy with Studio Son improvements...
> >
> > DOCs

>

5510. Re: CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-10 17:53:11 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <9wSwf.6832$Pq4.156305@news20.bellglobal.com>
Source record: 9737

hey docs could you email me about getting a copy of studio son?

is it mega ste or st compatible?

charles.copp@sympatico.ca

5511. Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-10 21:32:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.10.21.32.12.968305@charter.net>
Source record: 9738

I recently picked up some old Atari magazines in an auction on Ebay. The seller was nice enough to throw in some extra "goodies". This included a Supercharger by Talon Tech. I've never used one of these before. Anyone have any idea where I might acquire some software and docs for it?

Thanks much.

--
_/_/_/

5512. Re: Mega STE serial ports?

Newsgroup: comp.sys.atari.st
Date: 2006-01-10 21:39:52 UTC
From: "Frank P. Szymanski" <usenetposting@arcor.de>
Message-ID: <43c55f51$0$21023$9b4e6d93@newsread2.arcor-online.net>
Source record: 9745

>No its not. The MegaSte's serial port is not reliable above 56k, while

That's not true. A MSTE is always capable of doing 115k at 16Mhz.

Regards,

Frank

5513. sinclap here

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 04:33:09 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1136953989.428341.105950@f14g2000cwb.googlegroups.com>
Source record: 9739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

Just checking in.....

How about that new MacBook Pro?

5514. Re: CUBASE AUDIO for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 07:04:21 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <43c4ad19$0$27711$626a14ce@news.free.fr>
Source record: 9740

You can find my first release 2.08b (only in French):

http://files.dhs.nu/files_msx/std208b.zip

Be careful, it's a beta release !
There is a volume bug when you filters monophonic files.
The filters are not optimized.

DOCs

"charles copp" <charles.copp@sympatico.ca> a crit dans le message de news:
9wSwf.6832$Pq4.156305@news20.bellglobal.com...
> hey docs could you email me about getting a copy of studio son?
>
> is it mega ste or st compatible?
>
> charles.copp@sympatico.ca
>
>

5515. Help with .GIF/.JPG

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 16:32:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601110826280.23855-100000@onyx.spiritone.com>
Source record: 9741

Where can I get/download software allowing create/edit/display .GIF or .JPG files? E-Mail.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5516. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 18:29:01 UTC
From: Frank213 <skyrunner@freemail.gr>
Message-ID: <dq3ipi$1vjs$1@ulysses.noc.ntua.gr>
Source record: 9742
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

"Bruce K. Gros" <eaten_arm@yahoo.ca> wrote in message
news:1134980004.081423.178510@z14g2000cwz.googlegroups.com...
> The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of
> an Intel CPU and a very weak OS and GUI.
>
> The AMIGA always was a REAL computer.Powerful, great architecture,
> superb custom chips and a superior OS and GUI.
>
> So better throw away your ST fast, because STs are crap and should be
> dumped in the bin as fast as possible !!!
>
I'll second that

5517. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 18:55:12 UTC
From: Hawk <taoHawk2003@yahoo.com>
Message-ID: <11sal76b5u8581@corp.supernews.com>
Source record: 9743
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

Frank213 wrote:
> "Bruce K. Gros" <eaten_arm@yahoo.ca> wrote in message
> news:1134980004.081423.178510@z14g2000cwz.googlegroups.com...
>
>>The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of
>>an Intel CPU and a very weak OS and GUI.
>>
>>The AMIGA always was a REAL computer.Powerful, great architecture,
>>superb custom chips and a superior OS and GUI.
>>
>>So better throw away your ST fast, because STs are crap and should be
>>dumped in the bin as fast as possible !!!
>>
>
> I'll second that
>
>

You guys crack me up with the retro trolling. :D Next thing you know,
people will be taunting former TI-99/4A users.

(*>

5518. New PC with a familiar look

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 19:20:12 UTC
From: Ed <lener@vt.edu>
Message-ID: <dq3lpd$i7g$1@solaris.cc.vt.edu>
Source record: 9744

Saw some news coverage today of a new "Zero FootPrint PC" from a company called Cybernet being marketed at the 2006 Consumer Electronics Show. It is an all-in-one case design that I found quite reminiscent of the Atari ST/STE/Falcon. Yet another example of Atari computers being well ahead of their time?

Company webpage is at http://www.cybernetman.com/

5519. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 20:08:27 UTC
From: Frank213 <skyrunner@freemail.gr>
Message-ID: <dq3ok0$2fej$1@ulysses.noc.ntua.gr>
Source record: 9747
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

"Hawk" <taoHawk2003@yahoo.com> wrote in message
news:11sal76b5u8581@corp.supernews.com...
> Frank213 wrote:
>> "Bruce K. Gros" <eaten_arm@yahoo.ca> wrote in message
>> news:1134980004.081423.178510@z14g2000cwz.googlegroups.com...
>>
>>>The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of
>>>an Intel CPU and a very weak OS and GUI.
>>>
>>>The AMIGA always was a REAL computer.Powerful, great architecture,
>>>superb custom chips and a superior OS and GUI.
>>>
>>>So better throw away your ST fast, because STs are crap and should be
>>>dumped in the bin as fast as possible !!!
>>>
>>
>> I'll second that
>
> You guys crack me up with the retro trolling. :D Next thing you know,
> people will be taunting former TI-99/4A users.
>
>
> (*>

HAHAHA yeah ain't it fun? a bunch of 30-40 year-olds with no life babbling
about ancient computers? ahhahahHAHA shit...

5520. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 20:09:37 UTC
From: Frank213 <skyrunner@freemail.gr>
Message-ID: <dq3om6$2fi1$1@ulysses.noc.ntua.gr>
Source record: 9748
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

"Hawk" <taoHawk2003@yahoo.com> wrote in message
news:11sal76b5u8581@corp.supernews.com...
> Frank213 wrote:
>> "Bruce K. Gros" <eaten_arm@yahoo.ca> wrote in message
>> news:1134980004.081423.178510@z14g2000cwz.googlegroups.com...
>>
>>>The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of
>>>an Intel CPU and a very weak OS and GUI.
>>>
>>>The AMIGA always was a REAL computer.Powerful, great architecture,
>>>superb custom chips and a superior OS and GUI.
>>>
>>>So better throw away your ST fast, because STs are crap and should be
>>>dumped in the bin as fast as possible !!!
>>>
>>
>> I'll second that
>
> You guys crack me up with the retro trolling. :D Next thing you know,
> people will be taunting former TI-99/4A users.
>
>
> (*>
Btw my Amstrad CPC 464 could piss all over any 8-bit computer of its time.
Screw Commodore 64s and 128s and the whole Atari line!!! Hahahha
FLAMEBAIT!!!! Bring 'em on!

5521. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 20:18:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.11.20.18.09.966430@charter.net>
Source record: 9746

On Wed, 11 Jan 2006 20:29:01 +0200, Frank213 wrote:

>
> "Bruce K. Gros" <eaten_arm@yahoo.ca> wrote in message
> news:1134980004.081423.178510@z14g2000cwz.googlegroups.com...
>> The ATARI ST was just a cheap would-be PC with an 68000 CPU instead of
>> an Intel CPU and a very weak OS and GUI.
>>
>> The AMIGA always was a REAL computer.Powerful, great architecture,
>> superb custom chips and a superior OS and GUI.
>>
>> So better throw away your ST fast, because STs are crap and should be
>> dumped in the bin as fast as possible !!!
>>
> I'll second that

Nobody asked you. :-)

--
_/_/_/

5522. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 20:19:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.11.20.19.34.654932@charter.net>
Source record: 9749

On Wed, 11 Jan 2006 22:08:27 +0200, Frank213 wrote:

> HAHAHA yeah ain't it fun? a bunch of 30-40 year-olds with no life babbling
> about ancient computers? ahhahahHAHA shit...

You forgot the part about babbling about things you don't know about. :-)

--
_/_/_/

5523. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 20:24:57 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <rQdxf.18953$W03.511524@news20.bellglobal.com>
Source record: 9750

did thsat nasty "goonie" show up again asking us to throw out our old ataris
?
o' boy ...he's not environmentally friendly now is he?
well i like all computers , whats wrong with our st's anyhow?

charles

5524. Re: Is myatari.net ka-put?

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 21:43:09 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dq3u5d$ms1$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9751

Hi Lonny

It gets killed pretty quick, if i see it i email Shiuming who gets it nailed

--

Regards, Steve. S.
"lp" <GfA@MiNT.Net> wrote in message news:BFE4DACF.2283B%GfA@MiNT.Net...
> in article ZpFvf.2399$qw4.484@bignews5.bellsouth.net, Phantom wrote on
> 1/6/06 9:12 PM:
>
>> Isn't there a fix for the Spam problem?
>
> I was on the forum just before it went offline, didn't notice any spam.
> Go figure.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>

5525. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 22:16:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.11.22.16.14.426532@charter.net>
Source record: 9752

On Wed, 11 Jan 2006 22:09:37 +0200, Frank213 wrote:

> Btw my Amstrad CPC 464 could piss all over any 8-bit computer of its time.
> Screw Commodore 64s and 128s and the whole Atari line!!! Hahahha
> FLAMEBAIT!!!! Bring 'em on!

Sounds more to me like "FLAME-BROILED", as in your brain is cooked friend. :-)

--
_/_/_/

5526. Re: Help: Atari Mouse and Falcon video adapter wtd

Newsgroup: comp.sys.atari.st
Date: 2006-01-11 22:30:22 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1137018622.257081.151750@o13g2000cwo.googlegroups.com>
Source record: 9753

Michael Brooke wrote:

> I managed to find a bargain priced Falcon just before Christmas on Ebay
> (UK), it had a 'Buy now' of □125 so I brought it :-) after losing on
> several auctions as prices approached £300 recently, only downside is
> that it is French so the keyboard as AZERTY and only 1 MB of rma is onboard.
>
>
> But now to my story of sadness.... all I can do is see a screen image
> (TV) as I have no Mouse, or a Falcon video Adapter would someone on here
> not too many hours from Hampshire, UK, let me pick up an Atari
> compatible mouse and an Atari Falcon Video adapter? give me a price as
> I'd love to get this going ASAP
>
> Even better if someone has a 4 meg card for it as well
>
> Thanks (don't reply to this)

Well, I'll reply here anyhow.

Atari mice are getting a bit hard to find and can be costly. A better idea is to use an Eiffel (http://satantronic.atari.sk/) or PeST (was here: http://www.cps-electronics.co.uk/web/closed.htm , but the site seems to be down -- try contacting "Exxos" on this forum) and a PS2 mouse.

As for a video adapter, note that there are two types -- ST monitor style and VGA monitor style. Best Electronics in California has both (as may others). There is a fellow on EBay from Poland (Jurekdudek) selling them for a little over $20US. (I have not done business with him myself).

Now to the memory card. 4Mb cards are pretty common -- in fact, I have one lying around. 14Mb cards are (at least were recently) being made here: http://www.volny.cz/boban07/RAM_kartice/ . They are around $50US.

If you fully outfit your Falcon with PeST/VGA/14Mb, you'll probably spend another $100US or so, but I think you'd find it worthwhile. Substituting a mouse from Ebay and a 4 Mb card from someone's spare box would probably cut your cost down to $50.

Galen

5527. Re: Help with .GIF/.JPG

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 01:19:52 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.01.12.01.19.52.473247@nospammmmatari-source.com>
Source record: 9754

On Wed, 11 Jan 2006 08:32:11 -0800, Bravo Sierra Computers wrote:

> Where can I get/download software allowing create/edit/display .GIF or
> .JPG files? E-Mail.

Zview.. Papillon... are you sure you use atari's?

Mark

5528. Re: New PC with a familiar look

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 04:26:11 UTC
From: mail@freeman-studio.com
Message-ID: <1137039971.459416.229460@g14g2000cwa.googlegroups.com>
Source record: 9755

Ed wrote:
> Saw some news coverage today of a new "Zero FootPrint PC" from a company
> called Cybernet being marketed at the 2006 Consumer Electronics Show. It
> is an all-in-one case design that I found quite reminiscent of the Atari
> ST/STE/Falcon. Yet another example of Atari computers being well ahead
> of their time?
>
> Company webpage is at http://www.cybernetman.com/

The ST case was *much* more stylish, I think! The really funny thing is
how the site seems to think that the design is so revolutionary! I
guess they've never seen an Atari, Commodore, or even an Apple computer
for that matter.

Mike Freeman
mike [at] freeman-studio [dot] com

5529. Re: New PC with a familiar look

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 04:37:32 UTC
From: taxman <taxman@iinet.net.au>
Message-ID: <43c5dd06$0$12631$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 9756

I'd get one, just so it would be similar to the good old days..

"Ed" <lener@vt.edu> wrote in message news:dq3lpd$i7g$1@solaris.cc.vt.edu...
| Saw some news coverage today of a new "Zero FootPrint PC" from a company
| called Cybernet being marketed at the 2006 Consumer Electronics Show. It
| is an all-in-one case design that I found quite reminiscent of the Atari
| ST/STE/Falcon. Yet another example of Atari computers being well ahead
| of their time?
|
| Company webpage is at http://www.cybernetman.com/

5530. Re: New PC with a familiar look

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 04:59:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.12.04.59.43.748026@charter.net>
Source record: 9757

On Thu, 12 Jan 2006 12:37:32 +0800, taxman wrote:

> I'd get one, just so it would be similar to the good old days..

Or take it to the ultimate level - install ARAnyM on it! :-)

--
_/_/_/

5531. Re: Help with .GIF/.JPG

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 07:19:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43c608a65ebbf0@comcast.net>
Source record: 9759

>On Wed, 11 Jan 2006 08:32:11 -0800, Bravo Sierra Computers wrote:
>
>> Where can I get/download software allowing create/edit/display .GIF or
>> .JPG files? E-Mail.
>
>Zview.. Papillon... are you sure you use atari's?
>
>Mark
Phototip is what I use mostly to edit GIF, JPG and other files. View, at the
moment, is very good for viewing.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5532. Re: New PC with a familiar look

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 07:32:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43c608a65ebbf1@comcast.net>
Source record: 9758

>Saw some news coverage today of a new "Zero FootPrint PC" from a company
>called Cybernet being marketed at the 2006 Consumer Electronics Show. It
>is an all-in-one case design that I found quite reminiscent of the Atari
>ST/STE/Falcon. Yet another example of Atari computers being well ahead
>of their time?
>
>Company webpage is at http://www.cybernetman.com/

Yeah, I kind of see what you mean. Still, I like the ST/STe/Falcon look
better, but it is nice to see something like this. Who knows, maybe the
designers used to own or saw one of the Atari computers.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5533. Re: sinclap here

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 07:33:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43c608a65ebbf2@comcast.net>
Source record: 9760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

```
>Just checking in.....
>
>How about that new MacBook Pro?

If you are talking about the Intel thing, I think it stinks.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone
```

5534. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 07:43:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43c608a65ebbf3@comcast.net>
Source record: 9761

>
>I recently picked up some old Atari magazines in an auction on Ebay. The
>seller was nice enough to throw in some extra "goodies". This included a
>Supercharger by Talon Tech. I've never used one of these before. Anyone
>have any idea where I might acquire some software and docs for it?
>
>Thanks much.

I have seen the docs on the Internet on one of the Atari sites. I wanted to get one of these, but never found one. It was a device that had a PC chip in it and allow an Atari to run PC programs or something like that. From what I remember there were two version, a 286 version and a 386 version.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5535. Re: Help with .GIF/.JPG

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 13:20:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200601121420.a22941@b.maus.de>
Source record: 9764

Salve commonly, Bravo Sierra Computers <atari@aracnet.com> wrote:

> Where can I get/download software allowing create/edit/display .GIF or
> .JPG files?

<http://www.jaapan.de/en/uptodate.php?page=image> is your friend!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

5536. Re: New PC with a familiar look

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 15:00:50 UTC
From: swe@atari.org
Message-ID: <Cauxf.7$76.9975@news.siol.net>
Source record: 9762

Ed wrote:

> Saw some news coverage today of a new "Zero FootPrint PC" from a company
> called Cybernet being marketed at the 2006 Consumer Electronics Show. It
> is an all-in-one case design that I found quite reminiscent of the Atari
> ST/STE/Falcon. Yet another example of Atari computers being well ahead
> of their time?

Well it also look similar as MTX, Enterprise, Amstrad etc.. :)

5537. Re: New PC with a familiar look

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 15:02:48 UTC
From: swe@atari.org
Message-ID: <ycuxf.8$76.9873@news.siol.net>
Source record: 9763

> The ST case was *much* more stylish, I think! The really funny thing is
> how the site seems to think that the design is so revolutionary! I
> guess they've never seen an Atari, Commodore, or even an Apple computer
> for that matter.

Exactly. And that years ago there was EuroPC in similar case as well, so
PC line machine 15y ago, not what they say that progress now allow this ;)
If u ask me, it just oversized laptop...

Janez

5538. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 16:22:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.12.16.22.13.979276@charter.net>
Source record: 9765

On Thu, 12 Jan 2006 08:43:08 +0100, Edward S. Baiz Jr. wrote:

> I have seen the docs on the Internet on one of the Atari sites. I wanted to
> get one of these, but never found one. It was a device that had a PC chip in
> it and allow an Atari to run PC programs or something like that. From what I
> remember there were two version, a 286 version and a 386 version.

Hi Edward, thanks for the reply. Can you remember which site it was? I've
googled a couple of times but came up empty. Thanks!

--
_/_/_/

5539. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 17:01:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601120858240.20499-100000@onyx.spiritone.com>
Source record: 9766
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5540. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 17:04:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601120901420.20499-100000@onyx.spiritone.com>
Source record: 9767
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to
Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone
info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for
the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if
Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5541. Re: New PC with a familiar look

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 18:54:12 UTC
From: Atari_mark <Mark@not-telling.com>
Message-ID: <43c6a5c6$0$23297$db0fefd9@news.zen.co.uk>
Source record: 9768

The rear of the PC certainly reminds me of my Falcon.

Next a 'PCstacy' will come out.... oh yeah, they are here and called
laptops.

:)

Mark

"Ed" <lener@vt.edu> wrote in message news:dq3lpd$i7g$1@solaris.cc.vt.edu...
> Saw some news coverage today of a new "Zero FootPrint PC" from a company
> called Cybernet being marketed at the 2006 Consumer Electronics Show. It
> is an all-in-one case design that I found quite reminiscent of the Atari
> ST/STE/Falcon. Yet another example of Atari computers being well ahead
> of their time?
>
> Company webpage is at http://www.cybernetman.com/

5542. Re: Help with .GIF/.JPG

Newsgroup: comp.sys.atari.st
Date: 2006-01-12 20:30:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200601122130.a22973@b.maus.de>
Source record: 9769

Salve commonly, Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:

> View, at the moment, is very good for viewing.

<http://rosin-datentechnik.de/rosin-online/english/software.html> is
your friend! Look'n See is simply the best viewer for Ataris...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

5543. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 00:17:50 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1137111470.059220.194600@z14g2000cwz.googlegroups.com>
Source record: 9770

Uwe Seimet wrote:
> David Wade wrote:
>
> > I understood that some of the later HP printers were PCL6 only....
>
> But PCL6 is backwards compatible to PCL5, isn't it?
>

HP printers that have PCL5 appear to work fine on Ataris, whose NVDI actually sends PCL3 and PCL4 compliant commands. (Of course, that means you need to have a parallel port.) PCL6 is not backwards compatible.

Galen

5544. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 09:15:10 UTC
From: John Whitelock <johnfw@netspace.net.au>
Message-ID: <dq7qp4$41o$1@otis.netspace.net.au>
Source record: 9771

Peter Schneider wrote:

> Hi,
>
> does anyone know a recent laser printer that will work on the parallel
> port of an ordinary ST?

I use Brother Laser Printer, it does not understand the Epson codes from STWriter but will print normal pica. Marcel the other WP I use has no problem with this Brother printer.

John

5545. Re: Help with .GIF/.JPG

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 09:42:01 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060113094551168O7-derryck@cixcoukinvalid>
Source record: 9772

On 2006-01-12 20:30:00 +0000, Fidel-Sebastian_Hunrichse-Lara@b.maus.de
(Fidel-Sebastian Hunrichse-Lara) said:

> <http://rosin-datentechnik.de/rosin-online/english/software.html> is
> your friend! Look'n See is simply the best viewer for Ataris...

There's some extra modules on my web site BTW- I don't know if they're
also included with the main distribution.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5546. Re: New PC with a familiar look

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 11:39:00 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1137152340.353264.279930@z14g2000cwz.googlegroups.com>
Source record: 9773

I agree. If I had more money than sense, I'd buy one and only put
linux/Aranym and maybe STeem on it. Unfortunately I don't, so I bought
a mac instead ;-)

5547. Re: New PC with a familiar look

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 11:40:48 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1137152448.095721.124690@f14g2000cwb.googlegroups.com>
Source record: 9774

The grey/black one is OK, but theres also a white one. Looks nice...

5548. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 11:43:37 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43c79269$0$29207$8fcfb975@news.wanadoo.fr>
Source record: 9775

"Ronald J. Hall" <dark_lord@charter.net> a crit dans le message de news:
pan.2006.01.10.21.32.12.968305@charter.net...
>
> I recently picked up some old Atari magazines in an auction on Ebay. The
> seller was nice enough to throw in some extra "goodies". This included a
> Supercharger by Talon Tech. I've never used one of these before. Anyone
> have any idea where I might acquire some software and docs for it?
>

Are you talking about that supercharger?
http://perso.wanadoo.fr/gtello/supch_e.htm

If so, I have what you need!
Only two versions I think: NECV30 (8086 +) and 286 (rare! whit a
daughter board with a 286 plugged into the 8086 slot!).

Guillaume.

5549. Re: Help: Atari Mouse and Falcon video adapter wtd

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 13:52:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <G5-dndQuT8DFLVrenZ2dnUVZ8t2dnZ2d@pipex.net>
Source record: 9776

"Galen" <atarigalen@yahoo.com> wrote in message
news:1137018622.257081.151750@o13g2000cwo.googlegroups.com...

Michael Brooke wrote:

> I managed to find a bargain priced Falcon just before Christmas on Ebay
> (UK), it had a 'Buy now' of ?125 so I brought it :-) after losing on
> several auctions as prices approached ?300 recently, only downside is
> that it is French so the keyboard as AZERTY and only 1 MB of rma is
> onboard.
>
>
> But now to my story of sadness.... all I can do is see a screen image
> (TV) as I have no Mouse, or a Falcon video Adapter would someone on here
> not too many hours from Hampshire, UK, let me pick up an Atari
> compatible mouse and an Atari Falcon Video adapter? give me a price as
> I'd love to get this going ASAP
>
> Even better if someone has a 4 meg card for it as well
>
> Thanks (don't reply to this)

Well, I'll reply here anyhow.

Atari mice are getting a bit hard to find and can be costly. A better idea is to use an Eiffel (http://satantronic.atari.sk/) or PeST (was here: http://www.cps-electronics.co.uk/web/closed.htm , but the site seems to be down -- try contacting "Exxos" on this forum) and a PS2 mouse.

As for a video adapter, note that there are two types -- ST monitor style and VGA monitor style. Best Electronics in California has both (as may others). There is a fellow on EBay from Poland (Jurekdudek) selling them for a little over $20US. (I have not done business with him myself).

Now to the memory card. 4Mb cards are pretty common -- in fact, I have one lying around. 14Mb cards are (at least were recently) being made here: http://www.volny.cz/boban07/RAM_kartice/ . They are around $50US.

If you fully outfit your Falcon with PeST/VGA/14Mb, you'll probably spend another $100US or so, but I think you'd find it worthwhile. Substituting a mouse from Ebay and a 4 Mb card from someone's spare box would probably cut your cost down to $50.

Galen

Just as a note, CPS site is closed down, Pest pages have been moved to http://pest.atari.org Other CPS based kits will also be moved over to atari.org when I get time :S

Chris

5550. Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 14:07:43 UTC
From: Mikael Larsson <despen@no.spam.hotmail.com>
Message-ID: <pan.2006.01.13.14.07.43.3980@no.spam.hotmail.com>
Source record: 9777

about 15 years ago I had a Atari ST 512. Which I upgraded to a the crazy 1024 mb ram.

I remember dreaming about gettinga harddisk for it?

What differnt harddisk were there??

If I want to get a new used Atari ST, what differnt harddisk should I look for?

Mikael

5551. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 15:21:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.13.15.21.09.280511@charter.net>
Source record: 9778

On Fri, 13 Jan 2006 15:07:43 +0100, Mikael Larsson wrote:

> about 15 years ago I had a Atari ST 512. Which I upgraded to a the crazy
> 1024 mb ram.
>
> I remember dreaming about gettinga harddisk for it?
>
> What differnt harddisk were there??
>
> If I want to get a new used Atari ST, what differnt harddisk should I look
> for?
>
> Mikael

Hi Mikael! A hard disk is definitely a "dream" for the way your Atari computer will work.

Try to find a slightly older SCSI drive in an external case, with a power supply. Depending on what TOS version you wind up with, will determine how much of the drives space it can see/use.

To me, the the hardest part is finding a HD adapter/controller like ICDs Link2. They are no longer made, AFAIK.

If not that, perhaps you can find one of the older Atari branded models like the Megafile 20, 30, or 60. They are pretty old now but every now and then you can find one in good shape.

If you can get something like a Mega STE, Falcon, or one of the Atari clones, you will have a SCSI controller already onboard. The Mega STEs controller is somewhat limited though.

The Falcon and Atari clones can use IDE hard drives as well.

I'd check the For sale/swap places on Atari web sites, as well as the newsgroups and definitely Ebay. Always lots of different things on Ebay.

--
_/_/_/

5552. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 15:42:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.13.15.42.09.98701@charter.net>
Source record: 9779

On Fri, 13 Jan 2006 12:43:37 +0100, Guillaume Tello wrote:

> Are you talking about that supercharger?
> http://perso.wanadoo.fr/gtello/supch_e.htm
>
> If so, I have what you need!
> Only two versions I think: NECV30 (8086 +) and 286 (rare! whit a
> daughter board with a 286 plugged into the 8086 slot!).
>
> Guillaume.

Yep, thats it. I've not taken it apart (yet) to see whats inside though.

Since I'm not familiar with it at all, I'd like to ask - does it take over
your whole system, in other words you boot into a DOS or Windows
environment, or can you boot up into Atari, as normal, and then access it?

Thanks much!

--
_/_/_/

5553. Re: Help with .GIF/.JPG

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 17:10:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200601131810.a23034@b.maus.de>
Source record: 9780

Salve commonly, Derryck Croker <derryck@cix.co.uk.invalid> wrote:

> There's some extra modules on my web site

... & PixArt 4.52!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

5554. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 18:24:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200601131924.a23038@b.maus.de>
Source record: 9781

Salve commonly, Ronald J. Hall <dark_lord@charter.net> wrote:

> does it take over your whole system

Nope! It's completely autonomic...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

5555. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 18:34:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200601131934.a23039@b.maus.de>
Source record: 9782

Salve commonly, Mikael Larsson <despen@no.spam.hotmail.com> wrote:

> 1024 mb ram.
^^
Really? I dont't think so... may be Kbytes!

> What differnt harddisk were there??

<http://www.jaapan.de/en/uptodate.php?page=util> is your friend!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

5556. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 21:49:13 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43c82059$1_3@x-privat.org>
Source record: 9783

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-186_g.zip
(53.210 bytes) German Resource file(s) for Mymail 1.86

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

5557. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-13 23:12:18 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1137193938.353440.49210@f14g2000cwb.googlegroups.com>
Source record: 9784

John Whitelock wrote:

> I use Brother Laser Printer, it does not understand the Epson codes from
> STWriter but will print normal pica. Marcel the other WP I use has no
> problem with this Brother printer.
>
What model is your Brother printer? Until just recently the Brother
had IBM Proprinter and PCL 4 emulation. Also, are you using NVDI?

(Note: Modern Brother printers have only PCL 6 emulation. I do not
know how compatible that is with Ataris.)

Galen

5558. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 07:01:38 UTC
From: Mikael Larsson <despen@no.spam.hotmail.com>
Message-ID: <pan.2006.01.14.07.01.35.444961@no.spam.hotmail.com>
Source record: 9785

Den Fri, 13 Jan 2006 19:34:00 +0100 skrev Fidel-Sebastian Hunrichse-Lara:

> Salve commonly, Mikael Larsson <despen@no.spam.hotmail.com> wrote:
>
>> 1024 mb ram.
> ^^
> Really? I dont't think so... may be Kbytes!

Yes, you are right, my bad, sorry.

>
>> What differnt harddisk were there??
>
> <http://www.jaapan.de/en/uptodate.php?page=util> is your friend!
>
Thanks!! Good page.

Mikael

5559. Re: Help with .GIF/.JPG

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 09:02:08 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060114090558500073-derryck@cixcoukinvalid>
Source record: 9786

On 2006-01-13 17:10:00 +0000, Fidel-Sebastian_Hunrichse-Lara@b.maus.de
(Fidel-Sebastian Hunrichse-Lara) said:

>> There's some extra modules on my web site
>
> ... & PixArt 4.52!

:-)

I've got an English version of MagiCMacX on my hard drive which I must
upload to the site one day; it just replaces the original German app.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5560. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 09:33:11 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43c8c556$0$20174$8fcfb975@news.wanadoo.fr>
Source record: 9787

"Ronald J. Hall" <dark_lord@charter.net> a crit dans le message de news:
pan.2006.01.13.15.42.09.98701@charter.net...
> Since I'm not familiar with it at all, I'd like to ask - does it take over
> your whole system, in other words you boot into a DOS or Windows
> environment, or can you boot up into Atari, as normal, and then access it?

You boot under TOS. Then, at any time you like, you launch ABIO.TOS and
you boot your Supercharger under MS-DOS (you can have a dos partition with
the PC system on it or just boot with floppies).
Under DOS you have a key combination or a little tool called TOS.COM to
go back to Atari. And then, next time you run ABIO.TOS you find your
supercharger in the same state as you left it: under dos or windows.
If you use ABIO.ACC, when you swap from PC to Atari, the PC goes on
working (no pause!).

Guillaume.

5561. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 09:57:07 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43c8caf1$0$19701$8fcfb975@news.wanadoo.fr>
Source record: 9789

"Ronald J. Hall" <dark_lord@charter.net> a crit dans le message de news:
pan.2006.01.14.09.57.49.955349@charter.net...

> That certainly sounds interesting! Does the file on your site,
> "SUPERCHG.ZIP" contain all thats needed? (Besides DOS or Windows of
> course)

No, not at all.
But tell me, what machine will be the Host? (STE, TT, ???)

Guillaume.

5562. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 09:57:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.14.09.57.49.955349@charter.net>
Source record: 9788

On Sat, 14 Jan 2006 10:33:11 +0100, Guillaume Tello wrote:

> You boot under TOS. Then, at any time you like, you launch ABIO.TOS and
> you boot your Supercharger under MS-DOS (you can have a dos partition with
> the PC system on it or just boot with floppies).
> Under DOS you have a key combination or a little tool called TOS.COM to
> go back to Atari. And then, next time you run ABIO.TOS you find your
> supercharger in the same state as you left it: under dos or windows.
> If you use ABIO.ACC, when you swap from PC to Atari, the PC goes on
> working (no pause!).
>
> Guillaume.

That certainly sounds interesting! Does the file on your site,
"SUPERCHG.ZIP" contain all thats needed? (Besides DOS or Windows of course)

Thanks!

--
_/_/_/

5563. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 10:55:54 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43c8d8b5$0$29226$8fcfb975@news.wanadoo.fr>
Source record: 9791

"Ronald J. Hall" <dark_lord@charter.net> a crit dans le message de news:
pan.2006.01.14.10.57.13.881423@charter.net...
> Okay. More than likely, a Mega STe. I've got a CT60 Falcon and a Mega ST
> as well but the Mega runs my BBS, and the Falcon is my personal "pet"...so
> they are pretty tied up... :-)

Ok, contact me by e-mail, I'll prepare you the ZIP file with the tools
needed.

Guillaume.

5564. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 10:57:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.14.10.57.13.881423@charter.net>
Source record: 9790

On Sat, 14 Jan 2006 10:57:07 +0100, Guillaume Tello wrote:

>
> "Ronald J. Hall" <dark_lord@charter.net> a ï¿½crit dans le message de news:
> pan.2006.01.14.09.57.49.955349@charter.net...
>
>> That certainly sounds interesting! Does the file on your site,
>> "SUPERCHG.ZIP" contain all thats needed? (Besides DOS or Windows of
>> course)
>
> No, not at all.
> But tell me, what machine will be the Host? (STE, TT, ???)
>
> Guillaume.

Okay. More than likely, a Mega STe. I've got a CT60 Falcon and a Mega ST
as well but the Mega runs my BBS, and the Falcon is my personal "pet"...so
they are pretty tied up... :-)

Thanks.

--
_/_/_/

5565. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 10:59:08 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43c8d977$0$21269$8fcfb975@news.wanadoo.fr>
Source record: 9792

For those reading this with passion (hem...) the Supercharger can emulate CGA and Hercules Graphics. But, disassembling the software, I could see that the "Olivetti" graphic mode was planned to be supported. Never ended... You can try SETVIDEO C (for CGA), SETVIDEO H (for hercules) but also the undocumented SETVIDEO O (for olivetti).

Guillaume.

5566. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 13:22:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2eCdndtFOqhkZ1XeRVny1g@eclipse.net.uk>
Source record: 9793

"Galen" <atarigalen@yahoo.com> wrote in message
news:1137193938.353440.49210@f14g2000cwb.googlegroups.com...
>
> John Whitelock wrote:
>
> > I use Brother Laser Printer, it does not understand the Epson codes from
> > STWriter but will print normal pica. Marcel the other WP I use has no
> > problem with this Brother printer.
> >
> What model is your Brother printer? Until just recently the Brother
> had IBM Proprinter and PCL 4 emulation. Also, are you using NVDI?
>
> (Note: Modern Brother printers have only PCL 6 emulation. I do not
> know how compatible that is with Ataris.)
>

As discussed earlier its not good. You need PCL5 or less. PCL6 is not
backwords compatible.

> Galen
>

5567. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 14:25:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43c90baa6758c3@comcast.net>
Source record: 9797

>about 15 years ago I had a Atari ST 512. Which I upgraded to a the crazy
>1024 mb ram.
>
>I remember dreaming about gettinga harddisk for it?
>
>What differnt harddisk were there??
>
>If I want to get a new used Atari ST, what differnt harddisk should I look
>for?
>
>Mikael

It you can find a Link2 then you could hook any SCSI drive to your ST with
ease. I have one for my STe and it has been working great for about 4 years
now.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5568. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 14:30:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43c90baa6758c4@comcast.net>
Source record: 9796

>On Thu, 12 Jan 2006 08:43:08 +0100, Edward S. Baiz Jr. wrote:
>
>> I have seen the docs on the Internet on one of the Atari sites. I wanted to
>> get one of these, but never found one. It was a device that had a PC chip in
>> it and allow an Atari to run PC programs or something like that. From what I
>> remember there were two version, a 286 version and a 386 version.
>
>Hi Edward, thanks for the reply. Can you remember which site it was? I've
>googled a couple of times but came up empty. Thanks!

Not sure, but I think it was the University of Michigan site.
http://www.umich.edu/~archive/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5569. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 14:31:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43c90baa6758c5@comcast.net>
Source record: 9798

>On Fri, 13 Jan 2006 12:43:37 +0100, Guillaume Tello wrote:
>
>> Are you talking about that supercharger?
>> http://perso.wanadoo.fr/gtello/supch_e.htm
>>
>> If so, I have what you need!
>> Only two versions I think: NECV30 (8086 +) and 286 (rare! whit a
>> daughter board with a 286 plugged into the 8086 slot!).
>>
>> Guillaume.
>
>Yep, thats it. I've not taken it apart (yet) to see whats inside though.
>
>Since I'm not familiar with it at all, I'd like to ask - does it take over
>your whole system, in other words you boot into a DOS or Windows
>environment, or can you boot up into Atari, as normal, and then access it?
>
>Thanks much!

You mean you actually have one? You lucky dog.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5570. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 16:11:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.14.16.10.59.940765@charter.net>
Source record: 9794

On Sat, 14 Jan 2006 11:55:54 +0100, Guillaume Tello wrote:

> Ok, contact me by e-mail, I'll prepare you the ZIP file with the tools
> needed.
>
> Guillaume.

Done. And thanks! :-)

--
_/_/_/

5571. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 19:34:44 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Pkcyf.64427$Lb1.50278@bignews3.bellsouth.net>
Source record: 9795

"Guillaume Tello" <houten.van@wanadoo.fr> wrote in message
news:43c8d977$0$21269$8fcfb975@news.wanadoo.fr...
> For those reading this with passion (hem...) the Supercharger can
> emulate CGA and Hercules Graphics. But, disassembling the software, I
> could see that the "Olivetti" graphic mode was planned to be
> supported. Never ended... You can try SETVIDEO C (for CGA), SETVIDEO H
> (for hercules) but also the undocumented SETVIDEO O (for olivetti).
>
> Guillaume.
>

One neat feature of the supercharger is that the Ram in the supercharger
its self can be used
in normal Atari mode, for a RAM Disk or whatever.

You can have a 4meg machine and use the 512K in the SuperCharger as a
Ram Disk.

There is also a socket for a Co-Processor.
I used one out of a old 286 computer in mine. I don't have the 286
upgrade, but would like
to find one, or a 386/486 if they were made. I have seen advertisements
for the sell of
the 386 and 486 versions. But don't know if they were ever made.

I have the original disks and manual which is fairly thick.
I've used it some, but mostly use the FalconSpeed board or ATonce 386SX
in my MegaSTe.

phantomm@bellsouth.net

5572. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 20:45:01 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <42t66dF1kjmqcU1@individual.net>
Source record: 9649

Edward S. Baiz Jr. wrote:

> It you can find a Link2 then you could hook any SCSI drive to your ST with
> ease. I have one for my STe and it has been working great for about 4 years
> now.

Just to be a bit more precise: The Link2 only supports SCSI devices that
do not require the computer to have a SCSI ID of its own. It will work
with most devices, but there are some that expect the computer to have a
SCSI ID, e.g. some optical memory devices, but also some hard disk
drives manufactured by IBM and Quantum (and probably others). These
devices will only work with a LINK96 or LINK97 adapter.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5573. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 20:46:39 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <rNSdnUoOCZqt_lTeRVnytg@eclipse.net.uk>
Source record: 9650

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:42t66dF1kjmqcU1@individual.net...
> Edward S. Baiz Jr. wrote:
>
> > It you can find a Link2 then you could hook any SCSI drive to your ST
with
> > ease. I have one for my STe and it has been working great for about 4
years
> > now.
>
> Just to be a bit more precise: The Link2 only supports SCSI devices that
> do not require the computer to have a SCSI ID of its own. It will work
> with most devices, but there are some that expect the computer to have a
> SCSI ID, e.g. some optical memory devices, but also some hard disk
> drives manufactured by IBM and Quantum (and probably others). These
> devices will only work with a LINK96 or LINK97 adapter.
>

Doesn't the TT's built in SCSI adaptor support that?

> --
> ---
> Dr. Uwe Seimet http://www.linkbylink.net/

5574. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 20:51:41 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <42t6itF1kkgskU1@individual.net>
Source record: 9651

David Wade wrote:

> Doesn't the TT's built in SCSI adaptor support that?

Yes, it does, and the Falcon's SCSI hardware does as well, but in both cases hardware support is not enough. Initiator identification must also be supported by the hard disk driver. That's the reason why TT and Falcon cannot boot from drives that require initiator identification. The initial question was referring to a hard disk for the ST, and for the ST the choice of the Link adapter matters.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5575. Re: sinclap here

Newsgroup: comp.sys.atari.st
Date: 2006-01-14 23:41:48 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1137282108.381297.96800@g43g2000cwa.googlegroups.com>
Source record: 9652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

why?

5576. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-15 01:32:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.15.01.32.23.953089@charter.net>
Source record: 9653

On Sat, 14 Jan 2006 15:31:52 +0100, Edward S. Baiz Jr. wrote:

> You mean you actually have one? You lucky dog.

Don't know if it even works or not, just got the software from another helpful Atarian, but yep, I got one.

Odd too - I won an auction on Ebay for some Atari magazines and the guy threw in a bunch of extra stuff, like a Migraph hand scanner, Golden Image finger/pointer scanner with DPaint 3 from EA, and the Supercharger.

Love when that happens. :-)

--
_/_/_/

5577. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-15 01:33:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.15.01.33.20.294737@charter.net>
Source record: 9654

On Sat, 14 Jan 2006 15:30:36 +0100, Edward S. Baiz Jr. wrote:

>>Hi Edward, thanks for the reply. Can you remember which site it was? I've
>>googled a couple of times but came up empty. Thanks!
>
> Not sure, but I think it was the University of Michigan site.
> http://www.umich.edu/~archive/

Thanks, got the stuff from another helpful Atarian! :-)

--
_/_/_/

5578. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-15 09:14:56 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <dqd3qg$1jh$1@gateix.bernstein.loc>
Source record: 9662

Hi,

> One neat feature of the supercharger is that the Ram in the supercharger
> its self can be used
> in normal Atari mode, for a RAM Disk or whatever.
>
> You can have a 4meg machine and use the 512K in the SuperCharger as a
> Ram Disk.

Or you can use the toolbox lib and write software which uses the V30 as a
additional CPU for some calculations.

Regards
Michael

5579. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-15 14:00:37 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <dqdki5$6vf$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9655

"Mikael Larsson" <despen@no.spam.hotmail.com> wrote in message
news:pan.2006.01.13.14.07.43.3980@no.spam.hotmail.com...
> about 15 years ago I had a Atari ST 512. Which I upgraded to a the crazy
> 1024 mb ram.
>
> I remember dreaming about gettinga harddisk for it?
>
> What differnt harddisk were there??
>
> If I want to get a new used Atari ST, what differnt harddisk should I look
> for?
>
> Mikael
>

Hi Mikael,

Exxos and I have some things Atari hard disk related in the pipeline. Time, enthusiasm, and other commitments being the main stumbling block at the moment.

We're aiming for a transparant IDE interface to begin with. The IDE/CF coding is firmware/hardware complete, and the ACSI side is mostly hardware completed, the firmware coding still has to be finished. The SCSI bit comes next but is relatively straightforward. Most of the IDE/SCSI implementation is quite straightforward as once the electrical side of getting the commands/data back and forth is established, it's literally just a case of getting things in the right places at the right times and converting responses between the differing standards. Data is easy, the responses are a little more involved. The one I'm stuck on at the moment with standard ACSI (not hosted SCSI Uwe) is how the drive size and specs are determined, I'm guessing this is coded into the boot block. Time is the limiting factor as well as moving house atm.

Once we have finally developed the skills here the original project can be expanded upon.

There are things happening out there Mikael but with stumbling blocks and lack of hardware side documentation, as well as lots-of-enthusiastic-brains on the job, it's slow progress.

eBay is definitely the place to watch for the time being though. :-)

5580. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-15 15:52:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.15.15.52.40.433922@charter.net>
Source record: 9656

On Sun, 15 Jan 2006 14:00:37 +0000, techie_alison wrote:

> Hi Mikael,
>
> Exxos and I have some things Atari hard disk related in the pipeline. Time,
> enthusiasm, and other commitments being the main stumbling block at the
> moment.

<snip>

Thats great news guys! I've thought for a long time that a current and
supported HD interface was really needed.

Thanks for your support. :-)

--
_/_/_/

5581. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-15 17:09:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <42vduoF1l5hjjU1@individual.net>
Source record: 9657

techie_alison wrote:

> a little more involved. The one I'm stuck on at the moment with standard
> ACSI (not hosted SCSI Uwe) is how the drive size and specs are determined,

Remember what I (I think) I mentioned about determining the size of
drives connected to the ACSI bus: The hard disk driver will take care of
this, and it is not the concern of the ACSI-related hardware to
provide any special functions for this.
All you have to do is implement the ACSI/SCSI command set, anything else
will be handled by the hard disk drivers.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5582. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-15 19:17:37 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <dqe74h$4t$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9658

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:42vduoF1l5hjjU1@individual.net...
> techie_alison wrote:
>
> > a little more involved. The one I'm stuck on at the moment with
standard
> > ACSI (not hosted SCSI Uwe) is how the drive size and specs are
determined,
>
> Remember what I (I think) I mentioned about determining the size of
> drives connected to the ACSI bus: The hard disk driver will take care of
> this, and it is not the concern of the ACSI-related hardware to
> provide any special functions for this.
> All you have to do is implement the ACSI/SCSI command set, anything else
> will be handled by the hard disk drivers.
>
> --
> ---
> Dr. Uwe Seimet http://www.linkbylink.net/

Yes but there is no ACSI command for determining drive size. Let's assume
that we're not going to be using your drivers for a moment, so no SCSI
support, just a plain old RLL on the end of the controller running with
Atari's bog standard implementation. Bug free or not it can still determine
the size of that drive when there is no documented
electrical-sequence-of-1's-and-0s to do it.

I can't implement a 3rd party hardware solution if the computer throws
something at it and it doesn't repond correctly. With most of these
hardware things alot of it is trial and error as manufacturers will fall
back on their drivers at every turn. ie, Implementing a wireless solution
with the custom chips out there has to be one of the hardest things to do as
the manufacturers insist that you pay extorniate investment fees to their
name, and then the documentation you receive is non-existant, read the
sci.electronics groups. The corporate market is not open and is highly
protective of it's internal interfacing and source code. If I was a
gigantic manufacturer I'd have paid Atari £250,000 for detailed hardware
documentation and would have finished this 3 months ago.

It's a bit like putting a teenage driver in a car with no wheels on it.

I'm at the point now where I just couldn't care less after banging my head
against a wall, hence, no interface. If it's that simple then I'd be
grateful if someone else would do it and I'll pay them £50 for a little
retail box which requires no soldering, programming of GAL chips and

fiddling about. Just something which plugs into that ACSI port and gives me
mass storage without third party drivers and specialist hacks.

I have no enthusiasm to do this anymore when all that ends up is argument
without facts.

5583. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-15 19:35:45 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <dqe86h$70n$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9659

"techie_alison" <retro@dial.pipex.com> wrote in message
news:dqe74h$4t$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
>
> "Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
> news:42vduoF1l5hjjU1@individual.net...
> > techie_alison wrote:
> >
> > > a little more involved. The one I'm stuck on at the moment with
> standard
> > > ACSI (not hosted SCSI Uwe) is how the drive size and specs are
> determined,
> >
> > Remember what I (I think) I mentioned about determining the size of
> > drives connected to the ACSI bus: The hard disk driver will take care of
> > this, and it is not the concern of the ACSI-related hardware to
> > provide any special functions for this.
> > All you have to do is implement the ACSI/SCSI command set, anything else
> > will be handled by the hard disk drivers.
> >
> > --
> > --
> > Dr. Uwe Seimet http://www.linkbylink.net/
>
> Yes but there is no ACSI command for determining drive size. Let's assume
> that we're not going to be using your drivers for a moment, so no SCSI
> support, just a plain old RLL on the end of the controller running with
> Atari's bog standard implementation. Bug free or not it can still
determine
> the size of that drive when there is no documented
> electrical-sequence-of-1's-and-0s to do it.
>
> I can't implement a 3rd party hardware solution if the computer throws
> something at it and it doesn't repond correctly. With most of these
> hardware things alot of it is trial and error as manufacturers will fall
> back on their drivers at every turn. ie, Implementing a wireless solution
> with the custom chips out there has to be one of the hardest things to do
as
> the manufacturers insist that you pay extorniate investment fees to their
> name, and then the documentation you receive is non-existant, read the
> sci.electronics groups. The corporate market is not open and is highly
> protective of it's internal interfacing and source code. If I was a
> gigantic manufacturer I'd have paid Atari £250,000 for detailed hardware
> documentation and would have finished this 3 months ago.

>
> It's a bit like putting a teenage driver in a car with no wheels on it.
>
> I'm at the point now where I just couldn't care less after banging my head
> against a wall, hence, no interface. If it's that simple then I'd be
> grateful if someone else would do it and I'll pay them £50 for a little
> retail box which requires no soldering, programming of GAL chips and
> fiddling about. Just something which plugs into that ACSI port and gives
me
> mass storage without third party drivers and specialist hacks.
>
> I have no enthusiasm to do this anymore when all that ends up is argument
> without facts.
>
>

To add to this, <calms down>, if the Atari drivers issue a command of '1'
for example, then I have to tell my interface what to do. It's more that
for each of the ACSI/SCSI commands I have to 'interface' these to whatever
mass storage device is on the other end. So I need to know EXACTLY what
data and commands are going back and forth, and I have to entirely
understand those commands explicitly. If I can't calculate every possible
eventuality or possible blip then the interface will be unreliable with some
byte at some point amongst billions of transferred bytes. This is not
acceptable.

5584. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-15 23:56:10 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <F72dnShnFqg9fFfenZ2dnUVZ8qWdnZ2d@eclipse.net.uk>
Source record: 9660

> Yes but there is no ACSI command for determining drive size. Let's assume
> that we're not going to be using your drivers for a moment, so no SCSI
> support, just a plain old RLL on the end of the controller running with
> Atari's bog standard implementation. Bug free or not it can still
determine
> the size of that drive when there is no documented
> electrical-sequence-of-1's-and-0s to do it.
>
No it can't. For RLL onto ASCI there was a noxious file that contained the
cyl/track/sector data for each type of drive.
How it got encoded onto the drive I don't know, but it did. I don't have a
SCSI (actually SASI) to MFM/RLL controller any more to experiment!

Dave
G4UGM

5585. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 02:03:25 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1137377005.082027.48070@z14g2000cwz.googlegroups.com>
Source record: 9661

Allison,

I dont know if you have seen the IDE Devil, you may want to check out the work that has been done on this project. He has put the projet on hold due to lack of time(hope it doesnt die). Jookie has made alot of progress and his adapter is 85% functional. Maybe combine forces and get it working.

Here is a link to what he has:

http://neuron.tuke.sk/~nohaj/acsi-avr-ide/project_more_detailed_info/

AO

5586. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 02:49:50 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.16.02.49.49.325447@charter.net>
Source record: 9663

On Fri, 13 Jan 2006 15:07:43 +0100, Mikael Larsson wrote:

> about 15 years ago I had a Atari ST 512. Which I upgraded to a the crazy
> 1024 mb ram.
>
> I remember dreaming about gettinga harddisk for it?
>
> What differnt harddisk were there??
>
> If I want to get a new used Atari ST, what differnt harddisk should I look
> for?
>
> Mikael

Don't know if this is still there or not, but Best Electronics has this
listed:

"Atari ST SCSI Adapter Cable This 2 1/2 foot DB19 Male to DB50 pin SCSI
adapter cable has the required interface electronics molded into the DB50
connector end of the cable. This cable will allow you to connect up to
your Atari ST systems most SCSI devices like Hard Drives and CD ROM's.
This adapter cable requires that Parity be disabled and 5 volt be present
on pin #26 of the SCSI device you are going to connect up to your Atari ST
system. This adapter cable works with the latest versions of Atari HDX 5
or above, ExtendDOS and so on. Adapter cable only, with no software.
CB102773 $75.00"

and in their hard driver section:

"For Atari 520ST/520STFM/1040ST/Mega 2 - 4/Stacy/MegaSTE/TT Computers,
External SCSI Hard Drives! These Best External ST Hard Drives are
Manufactured by Best Electronics using Recycled External Drive cases and
"Pulled" from Working Equipment Hard Drive Mechanisms! Each External Hard
Drive is "Lock and Load" Ready to plug into your ST DB19 pin External Hard
Drive port! Hard Drive Capacities in stock range from 200 - 500 Megabytes
to 1 Gig! Atari ST External Hard Drive case with internal Power
Supply/Fan, 110 Volt Power Cord, SCSI In and Out Connectors, 2 1/2 foot
SCSI Adapter Cable (with built interface electronics) to Atari DMA Port.
When you order, please tell us which ST Computer/TOS you have, so we can
Customize the Hard Drive Boot Software to your exact ST System. CB103091
CALL or E-Mail"

HTHs.

--
_/_/_/

```
_/ Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"_/
_/ The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org_/
_/_/_/
```

5587. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 03:09:45 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <Z7Eyf.218077$V7.162428@news-server.bigpond.net.au>
Source record: 9664

Hi Ali,

> > > > a little more involved. The one I'm stuck on at the moment with
> > standard
> > > > > ACSI (not hosted SCSI Uwe) is how the drive size and specs are
> > determined,

But there is a SCSI command that returns the drive size.
(And other info, I think)

Of course, that's SCSI., not ACSI... But... I think
most Atari HD driver software probably deals in SCSI
commands, and not ACSI as such.

Which commands are available is determined 100%
by the hardware that is connected. So... If you have
a SCSI drive connected to the ACSI port via a host adapator,
(as far as I know) the host adaptor will simply pass through
any commands directly to the SCSI drive. So, it's the SCSI
drive which interprets and responds to commands.

So, Ali... here's a thought for you. Find a SCSI
drive that works with the (free) HD Driver of your choice,
then find out what SCSI commands that drive provides,
then provide the same set of commands.

You might even get away with just the standard
ACSI commands plus, maybe.. the Read Capacity
command. But.. Read Capacity is a 10 byte command,
so I don't know if that will actually work. Actually,
I can't see why it wouldn't... hmm. It's been too long ;)

> > Yes but there is no ACSI command for determining drive size. Let's assume
> > that we're not going to be using your drivers for a moment, so no SCSI
> > support, just a plain old RLL on the end of the controller running with
> > Atari's bog standard implementation. Bug free or not it can still
> determine
> > the size of that drive when there is no documented
> > electrical-sequence-of-1's-and-0s to do it.
> >

I agree with the Dr. There never was an ACSI command
drive size, probably because when the ACSI command set
was made the drives didn't know their own size.

ACSI never changed, but SUPRA/ICD etc. simply
started using 'proper' SCSI commands as the drives

that supported them came into use.

So.. It's only a software issue.. If your hardware
emulates a basic SCSI command set (less basic that ACSI,
though) then any decent HD driver should be able to
access your hardware.

The ICD software came with a little utility that
I assume ICD had first written for in-house use.
It allows you to send *any* SCSI command to
any device and observe the results and sense data.

> > the manufacturers insist that you pay extorniate investment fees to their
> > name, and then the documentation you receive is non-existant, read the
> > sci.electronics groups.

Bastards!

Steve.

5588. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 06:46:50 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <430tqrF1kr5rqU1@individual.net>
Source record: 9665

techie_alison wrote:

> Yes but there is no ACSI command for determining drive size. Let's assume

This does not matter. If your hardware implements all the mandatory SCSI commands that can be executed by devices connected to the ACSI port (i.e. the lower SCSI command classes) there is nothing more to do on your side. The hard disk driver software will take care of the rest.

The mandatory commands for hard disk devices listed in the SCSI-3 specification and available with ACSI are: $01, $03, $04, $08, $0A, $12, $1B, $1D, $1E. Those only available with real SCSI are: $25, $28, $2A, $2F, $35.
So for an ACSI emulation only 9 commands have to be implemented and $25 (READ CAPACITY) is not needed at all. Note, however, that with these 9 commands you can only access the first GByte of a drive. In order to access more than that you also have to implement the other 5 commands. If you do not do this and your hardware only supports 1 GByte I doubt that there will be much interest in it because current IDE drives are much larger and most users will want to access more than just the first GByte.

Actually I cannot say more than that because it's as easy as that. You are thinking about issues that will be handled by the hard disk driver software and do not have to be handled by your hardware. The only thing your hardware is responsible for is properly implementing the mandatory SCSI commands and it must properly refuse (correct SCSI error message) any non-mandatory command that is not implemented. Everything else will work then.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5589. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 06:49:04 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <430tv0F1kr5rqU2@individual.net>
Source record: 9666

David Wade wrote:

> No it can't. For RLL onto ASCI there was a noxious file that contained the

You mean the WINCAP.TXT (or something like this) file. Note that this
file was only relevant for old versions of AHDI, not for any other hard
disk driver. Even the old RLL drives can be handled without using such a
file.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5590. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 06:59:50 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <430uj6F1k72l0U1@individual.net>
Source record: 9667

Steve Adam wrote:

> So, Ali... here's a thought for you. Find a SCSI
> drive that works with the (free) HD Driver of your choice,
> then find out what SCSI commands that drive provides,
> then provide the same set of commands.

It's easier than that: Any SCSI drive must implement the mandatory hard disk device SCSI commands listed in the SCSI specification. I have listed them in my last posting. These are the commands HDDRIVER and other drivers use.

> You might even get away with just the standard
> ACSI commands plus, maybe.. the Read Capacity
> command. But.. Read Capacity is a 10 byte command,
> so I don't know if that will actually work. Actually,
> I can't see why it wouldn't... hmm. It's been too long ;)

It does not work with ACSI unless one is using a Link compatible adapter. But even without this command hard disk software is able to determine the drive size.
But let me say this once again: The 10-byte-SCSI-commands are required to access more than 1 GByte of a drive.

> The ICD software came with a little utility that
> I assume ICD had first written for in-house use.
> It allows you to send *any* SCSI command to
> any device and observe the results and sense data.

You can also do that with the SCSI Driver interface implemented by HDDRIVER and CBHD. HDDRIVER even includes a tool that lists commands and their results using SYS_MON.
There is no need at all to guess these commands, though, because the SCSI specification explains them in detail and also lists the commands that have to be implemented.

In the last two years or so three people have contacted me because they wanted to design an IDE to SCSI/ACSI converter. None of them was willing to have a close look at the IDE and SCSI specifications. This is bad because without thorough knowledge about these protocols one cannot design the required hardware.
All that I could say about the requirements (and much more that is relevant) is listed in detail in those documentations. They are the reference, not a piece of software like HDDRIVER. HDDRIVER, like any other driver, does nothing more but rely on the propler implementation of these commands.

Finally note that an application may send any SCSI command to a hard disk driver using the SCSI Driver. This means it is not sufficient to implement your own choice of commands instead of what the SCSI specification mandates. An adapter must cops with any command, execute those that are mandatory properly, and refuse those that are not implemented properly, i.e. with a proper SCSI error message.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5591. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 08:07:34 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1137398854.810525.95520@g43g2000cwa.googlegroups.com>
Source record: 9668

Sorry for step into (I'm a layman) but I would like to learn ;) You are saying that commands $25, $28, $2A, $2F, $35 which are not in the ACSI standard can be sent to any hardware through the ACSI port aren't you? And it doesn't matter how the drivers determine the disk sizes, if the hardware can respond to these commands (plus the ACSI ones) then everything will be fine.

5592. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 09:10:24 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43cb62e4$0$6642$8fcfb975@news.wanadoo.fr>
Source record: 9669

"Michael Bernstein" <michael@mbernstein.de> a crit dans le message de news:
dqd3qg$1jh$1@gateix.bernstein.loc...
> Hi,
>
>> One neat feature of the supercharger is that the Ram in the supercharger
>> its self can be used
>> in normal Atari mode, for a RAM Disk or whatever.
>>
>> You can have a 4meg machine and use the 512K in the SuperCharger as a
>> Ram Disk.

That can be 1Mb according to the amount of RAM in the Supercharger.

> Or you can use the toolbox lib and write software which uses the V30 as a
> additional CPU for some calculations.

An example is given in my web page
http://perso.wanadoo.fr/gtello/supch_e.htm#copro

(or in french http://perso.wanadoo.fr/gtello/supch_f.htm#copro).

Guillaume.
>
> Regards
> Michael

5593. Software to interface with Laserdisc player

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 12:42:38 UTC
From: xxx <recorder@inwind.it>
Message-ID: <43cb94bc$0$329$5fc30a8@news.tiscali.it>
Source record: 9670

Anyone has it ?
I'm looking for that kind of software that was used to play Dragon's Lair or
Space Ace directly from the Sofware Corner version of this laserdisc game.
This software managed to play the laserdisc.
Thanks
Alessandro

5594. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 14:44:31 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <dqgbge$jm1$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9671

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:430tqrF1kr5rqU1@individual.net...
> techie_alison wrote:
>

I'm coming around to your way of thinking Uwe, in that just forgetting the strict ACSI adherance and going for the subset which includes the basic and additional commands.

From a financial standpoint I stand to recoup my costs if releasing a standard SCSI host adapter per-se, as opposed to an IDE hybrid. That doesn't stop me writing a version which manages a low-cost SCSI <> IDE adapter however, which allows a CF card slot to be hidden in the 'casing'.

My real aim here is to be able to use my ST for MIDI without having to listen to a HDD. As for buying a Link2, far far too expensive.

A new readily available SCSI host adapter with 'extras', with the code at hand, and which isn't sold at prices bordering on extortion. Nice thought.. We're onto the high-MIPS microcontrollers now with lots of I/O so we've sorted that one out.

5595. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 15:04:40 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.01.16.15.04.40.352100@nosspamatari-source.com>
Source record: 9672

On Mon, 16 Jan 2006 14:44:31 +0000, techie_alison wrote:

> A new readily available SCSI host adapter with 'extras', with the code at
> hand, and which isn't sold at prices bordering on extortion. Nice thought..
> We're onto the high-MIPS microcontrollers now with lots of I/O so we've
> sorted that one out.

The extortionate prices are only charged by those trying to make a living
or supplement their income on these low volume production runs. The only
reason the Link's are so expensive now is because they're rare and
everyone knows it. Laws of supply and demand are such a pain ;)

Thanks,
Mark

5596. Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 15:08:57 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.01.16.15.08.57.33433@nosspamatari-source.com>
Source record: 9673

Hey guys,

I don't know if you've ever seen the M5485EVB but it's the motorola evaluation board system. It's just an IO setup in a nice Mini ITX form factor. Comes with Ethernet, PCI, USB 2.0, graphics chipset and more. It takes several different configurations of Coldfire chip + RAM on system on chip modules.
The whole shebang costs between $900 and $1200 with different options.

Now understand, I love the idea of a home-made coldfire machine that solves our needs perfectly, but MiNT already runs on the evaluation hardware... Why not just call this evaluation board a hardware platform for us? It boots linux too ;) Why not just have everyone buy this.. Perhaps we could get a run of 100 of them at discount from motorola. Seems easy enough to me. Why waste years and years in unnecessary hardware development? Or do people do the hardware because they're afraid of the software ;)

Thanks,
Mark

5597. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 17:28:57 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4323epF1l9e2uU1@individual.net>
Source record: 9674

Joe Iron wrote:

> Sorry for step into (I'm a layman) but I would like to learn ;) You are
> saying that commands $25, $28, $2A, $2F, $35 which are not in the ACSI
> standard can be sent to any hardware through the ACSI port aren't you?

No, not by any hardware, but only by adapters comptable to the ICD Link,
like LiNK96/97. These adapters implement a proprietary protocol
extension, which provides for sending any SCSI command via ACSI.
Additionally, the hard disk driver must support this proprietary method,
i.e. you need both: An ICD compatible adapter and the software that
knows how the proprietary protocol works. Information about this
protocol is readily available, everybody who has contacted me knows
about it. It is quite simple: If one wants to send a 10-or-more-byte
command one simply send an additional byte $1F as the first command
byte, followed by the actual command bytes. This way any SCSI command
can be sent via ACSI, but this only works with ICD compatible adapters.

HDDRIVER makes use of this proprietary extension, and other drivers to
as well. Most drivers do, actually, except AHDI.

> And it doesn't matter how the drivers determine the disk sizes, if the
> hardware can respond to these commands (plus the ACSI ones) then
> everything will be fine.

Everything will even be fine without these additional commands. In other
words: If a hard disk driver wants to determine the disk size it can do
so without these additional commands. But a hard disk driver can *not*
access more than the first GByte of a drive with these additional commands.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5598. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 17:31:18 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4323j6F1l9e2uU2@individual.net>
Source record: 9675

techie_alison wrote:

> I'm coming around to your way of thinking Uwe, in that just forgetting the
> strict ACSI adherance and going for the subset which includes the basic and
> additional commands.

Just go for SCSI as far as the command set is concerned, forget ACSI.
ACSI is only relevant in terms of the bus protocol required by the
hardware. The software protocol is irrelevant, i.e. there is no use in
trying to mimic the behavior of RLL drives.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5599. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 17:33:48 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4323nsF1l9e2uU3@individual.net>
Source record: 9676

Mark D wrote:

> The extortionate prices are only charged by those trying to make a living
> or supplement their income on these low volume production runs. The only
> reason the Link's are so expensive now is because they're rare and
> everyone knows it. Laws of supply and demand are such a pain ;)

The fact that several people have tried to design Link adapters or
IDE/SCSI adapters of their own for the last few years, but nobody of
them has yet presented a working device, shows that this is probably not
so trivial. The Link adapters are most likely worth their price.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5600. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 18:29:14 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <jOSdnQtNUKNjeFbeRVnygw@eclipse.net.uk>
Source record: 9677

> Additionally, the hard disk driver must support this proprietary method,
> i.e. you need both: An ICD compatible adapter and the software that
> knows how the proprietary protocol works. Information about this
> protocol is readily available, everybody who has contacted me knows
> about it. It is quite simple: If one wants to send a 10-or-more-byte
> command one simply send an additional byte $1F as the first command
> byte, followed by the actual command bytes. This way any SCSI command
> can be sent via ACSI, but this only works with ICD compatible adapters.
>

What about the TT interface. As this is "real scsi" can these commands be
sent?

> HDDRIVER makes use of this proprietary extension, and other drivers to
> as well. Most drivers do, actually, except AHDI.
>

5601. HP 1320 ST compatible?

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 18:56:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200601161956.a23277@b.maus.de>
Source record: 9681

Hi,

may the above quoted laser printer be used as an output device hooked
to an ordinary ST?

And what about graphics?

Thank you for any information

Und TTschï¿½
ps

5602. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 19:03:23 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4328vrF1lqgg8U1@individual.net>
Source record: 9678

David Wade wrote:

> What about the TT interface. As this is "real scsi" can these commands be
> sent?

Yes, TT and Falcon (and the Milan as well) have a standard SCSI
interface. Any command can be sent without restriction. They also
support receiving of SCSI commands. You can, for instance, connect two
TTs/Falcons to the same bus (with different SCSI ID, of course) and then
can send SCSI commands from one computer to the other. The SCSI Driver
specification covers this topic. HDDRIVER is the only driver, though,
implementing this feature.
The simplest use of this feature can be observed if you reboot one of
the computers. Assume that you have connected a TT and a Falcon via SCSI
and you reboot the TT. In this case HDDRIVER running on the Falcon will
not only display the available hard disk drives, but it will also
detected the TT and display it like any other SCSI device. The same
applies when running HDDRUTIL's ID check. In the HDDRIVER 8 manual there
is a screenshot showing the output. (In the Device Check chapter.)
Something like this is displayed by the Falcon if the Falcon has SCSI ID
6 and the TT has SCSI ID 7:

```
Bus 1: Atari SCSI
00:00: QUANTUM TRB850S 0403 Direct Access
06:00: Atari Falcon HDDRIVER 0817 Processor
07:00: Atari TT HDDRIVER 0817 Processor
```

All in all one can implement proprietary SCSI commands with this
feature, e.g. for a SCSI network. Nobody has ever shown any interest in
this, though.

```
--
------------------------------------------------------------------------
Dr. Uwe Seimet http://www.linkbylink.net/
```

5603. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 20:25:25 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <432dplF1lr54dU1@individual.net>
Source record: 9680

Ronald J. Hall wrote:

> I bet it would be pretty fast too, wouldn't it!

Yes, it would be the fastest possible network for TT and Falcon because
the SCSI bus is the fastest interface both have in common.
It would not work for any other Atari machine, though, because the only
existing implementation for the SCSI Driver's target interface are the
one in HDDRIVER for TT and Falcon. The restricted ACSI hardware does not
support this feature, and as far as the Milan is concerned the Milan's
SCSI Driver does not implement it.
In any case, writing code using this feature requires profound knowledge
in the SCSI protocol in order to properly implement the code required
for the callbacks called during the SCSI interrupt.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5604. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 20:28:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.16.20.28.31.402890@charter.net>
Source record: 9679

On Mon, 16 Jan 2006 20:03:23 +0100, Uwe Seimet wrote:

> All in all one can implement proprietary SCSI commands with this
> feature, e.g. for a SCSI network. Nobody has ever shown any interest in
> this, though.

I bet it would be pretty fast too, wouldn't it!

--
_/_/_/

5605. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 21:30:33 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43cc1077$0$1026$626a14ce@news.free.fr>
Source record: 9682

We already thought to this EVB...
The problem was the price for everybody...

What is the price you could get from Freescale if you order 100 ???

Maybe a good question....

Mark D wrote:
> Hey guys,
>
> I don't know if you've ever seen the M5485EVB but it's the motorola
> evaluation board system. It's just an IO setup in a nice Mini ITX
> form factor. Comes with Ethernet, PCI, USB 2.0, graphics chipset and
> more.
> It takes several different configurations of Coldfire chip + RAM on
> system on chip modules.
> The whole shebang costs between $900 and $1200 with different options.
>
> Now understand, I love the idea of a home-made coldfire machine that
> solves our needs perfectly, but MiNT already runs on the evaluation
> hardware... Why not just call this evaluation board a hardware
> platform for us? It boots linux too ;) Why not just have everyone
> buy this.. Perhaps we could get a run of 100 of them at discount from
> motorola. Seems easy enough to me. Why waste years and years in
> unnecessary hardware development? Or do people do the hardware
> because they're afraid of the software ;)
>
> Thanks,
> Mark

5606. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 22:06:39 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.01.16.22.06.37.433129@nosspamatari-source.com>
Source record: 9683

On Mon, 16 Jan 2006 22:30:33 +0100, Rodolphe Czuba wrote:

> We already thought to this EVB...
> The problem was the price for everybody...
>
> What is the price you could get from Freescale if you order 100 ???
>
> Maybe a good question....
>

Well now you can't be serious right? ACP machine will probably cost $1200
right? (even though the CPU itself is $25). EVB is $930 and best SOM
(5485 with MMU and 200MHz) is $365 (or $390). This makes total price of:
$1295. How much cheaper can a custom solution go?

Mark

>
>
>
> Mark D wrote:
>> Hey guys,
>>
>> I don't know if you've ever seen the M5485EVB but it's the motorola
>> evaluation board system. It's just an IO setup in a nice Mini ITX
>> form factor. Comes with Ethernet, PCI, USB 2.0, graphics chipset and
>> more.
>> It takes several different configurations of Coldfire chip + RAM on
>> system on chip modules.
>> The whole shebang costs between $900 and $1200 with different options.
>>
>> Now understand, I love the idea of a home-made coldfire machine that
>> solves our needs perfectly, but MiNT already runs on the evaluation
>> hardware... Why not just call this evaluation board a hardware
>> platform for us? It boots linux too ;) Why not just have everyone
>> buy this.. Perhaps we could get a run of 100 of them at discount from
>> motorola. Seems easy enough to me. Why waste years and years in
>> unnecessary hardware development? Or do people do the hardware
>> because they're afraid of the software ;)
>>
>> Thanks,
>> Mark

5607. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 22:12:59 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <dqh5pb$rq8$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9684

"Steve Adam" <Steve.adam62@NSPM.gmail.com> wrote in message
news:Z7Eyf.218077$V7.162428@news-server.bigpond.net.au...
> Hi Ali,
>

> Steve.
>

<waves> to Steve, who knows far far too much ;-)

private joke there ppl.

5608. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-16 23:37:16 UTC
From: malo.morgen@nowhere.com
Message-ID: <dqhanc$c1o$1@ss405.t-com.hr>
Source record: 9685

I guess it would be har5d to find decent megafile 20, 30, or 60 Mb drive, maybe you could find acsi->scsi adapter like Link
and external scsi hdd...

On 13 Jan 2006 15:07:43 , Mikael Larsson wrote:
>about 15 years ago I had a Atari ST 512. Which I upgraded to a the crazy
>1024 mb ram.
>
>I remember dreaming about gettinga harddisk for it?
>
>What differnt harddisk were there??
>
>If I want to get a new used Atari ST, what differnt harddisk should I look
>for?
>
>Mikael
>
>.

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

5609. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 01:02:21 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <90eb1$43cc421d$3ea319e7$14651@news.chello.nl>
Source record: 9686

Mark D wrote:
> On Mon, 16 Jan 2006 22:30:33 +0100, Rodolphe Czuba wrote:
>
>
>>We already thought to this EVB...
>>The problem was the price for everybody...
>>
>>What is the price you could get from Freescale if you order 100 ???
>>
>>Maybe a good question....
>>
>
>
> Well now you can't be serious right? ACP machine will probably cost $1200
> right? (even though the CPU itself is $25). EVB is $930 and best SOM
> (5485 with MMU and 200MHz) is $365 (or $390). This makes total price of:
> $1295. How much cheaper can a custom solution go?
>
> Mark
>

I would happily pay that amount for such a machine.

I dont care abour the casing. I probably will screw the bourd
on top of my desk and put a glass bowl over it.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5610. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 05:17:29 UTC
From: users <notlikely@hotmail.com>
Message-ID: <2006011716172950073%notlikely@hotmailcom>
Source record: 9687

On 2006-01-15 01:25:58 +1100, "Edward S. Baiz Jr." <edbaizjr@comcast.net> said:

>> about 15 years ago I had a Atari ST 512. Which I upgraded to a the crazy
>> 1024 mb ram.
>>
>> I remember dreaming about gettinga harddisk for it?
>>
>> What differnt harddisk were there??
>>
>> If I want to get a new used Atari ST, what differnt harddisk should I look
>> for?
>>
>> Mikael
>
> It you can find a Link2 then you could hook any SCSI drive to your ST
> with ease. I have one for my STe and it has been working great for
> about 4 years now.

I threw out some adscsi ICD adapters just yesterday - thought no-one
would want one any more, never used in their boxes too.

5611. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 05:31:55 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.01.17.05.31.55.420970@nospammmmatari-source.com>
Source record: 9688

On Tue, 17 Jan 2006 02:02:21 +0100, Henk Robbers wrote:

> Mark D wrote:
>> On Mon, 16 Jan 2006 22:30:33 +0100, Rodolphe Czuba wrote:
>>
>>
>>>We already thought to this EVB...
>>>The problem was the price for everybody...
>>>
>>>What is the price you could get from Freescale if you order 100 ???
>>>
>>>Maybe a good question....
>>>
>>
>>
>> Well now you can't be serious right? ACP machine will probably cost $1200
>> right? (even though the CPU itself is $25). EVB is $930 and best SOM
>> (5485 with MMU and 200MHz) is $365 (or $390). This makes total price of:
>> $1295. How much cheaper can a custom solution go?
>>
>> Mark
>>
>
> I would happily pay that amount for such a machine.
>
> I dont care abour the casing. I probably will screw the bourd
> on top of my desk and put a glass bowl over it.

Yeah I mean. I know it seems steep, but people perfectly happily pay
$800 plus for a PC or $3000 for a mac. Is $1300 really unreasonable?

I say hell yeah, why not declare this a supported platform and build
a software foundation for coldfire while the real machine is being
built.

People who think the price is too steep can just not buy it and wait
to support hardware developers.. And everyone with the cash to buy
the EVB will buy the acp anyway ;) I know I probably would...
but then I like to sell stuff to finance these things.

Thanks,
Mark

5612. Re: Graffiti Genlock Software + Schematics

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 06:00:17 UTC
From: users <notlikely@hotmail.com>
Message-ID: <2006011717001789 30%notlikely@hotmailcom>
Source record: 9689

I have yet another genlock called "ST-PAL" it appears to be french
made, and works a treat.

On 2005-05-15 06:42:08 +1000, "Phantom" <phantomm@bellsouth.net> said:

> Thanks for the info..
> Great source of information.
>
> I did a search just for Genlock in those archives and
> found some interesting info on other Genlocks I didn"t
> know about.
>
>
> The Fresco, was the other Genlock that I couldn't remember the name of.
>
> Some software was also suppose to be developed for these.
>
> Not sure what it was suppose to do as most Genlocks
> don't need software to work.
>
> However the Graffiti, does have a small Auto folder Clock.Prg.
>
> (I'm still searching in my tons of Docs for the Genlock(s) review).
>
>
> If anyone does have the software for Fresco and Graffiti by
> Titan Designs, Do contact me and or post some info about
> it here.
>
> phantomm@bellsouth.net
>
> .
>
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.05.13.03.47.58.530923@charter.net...
>> On Thu, 12 May 2005 22:33:01 -0400, Phantom wrote:
>>
>>> Anyone have info on any other Genlocks produced by Titan Designs?
>>>
>>> phantomm@bellsouth.net
>>
>> Barry, I did another search on Google and found this link:
>>
>> http://www.atariarchives.org/cfn/09/09/02/0389.php
>>

>> Its "Atari Explorer Online: 6-Feb-94 #0302", as stored by
>> atariarchives.org (thank goodness for them!).
>>
>> Here is the relevant section:
>>
>> --
>> Titan Designs Ltd. for 1994 has not slacked off of product design for
>> the Atari at all. Information reaches me from all sorts of people,
>> this time an old friend from California called me one night to talk
>> about the catalog he received from the UK. I asked him to send me a
>> copy and he promptly sent one out to me. In it I found reference to
>> items I had not heard about before, specifically, some items referred
>> to as the Graffiti and Fresco video genlocks, and the Expose
>> Digitizer. These products, as much as possible reflect their
>> commitment to "the entire Atari range of products, especially as we
>> ensure compatibility of all our products with the existing Atari ST
>> computers wherever possible."
>>
>> This is good news, especially for existing ST owners, who like me,
>> have held on to their older machines because they did not have any
>> income to spend on new ones, or they were waiting to see what would
>> follow on to the Falcon030. For those of us who can't wait for a
>> "possible" new Atari computer in the volatile '94 computer market,
>> there are some decent Falcon030 enhancements that really put it past
>> the TT030, namely the Eagle Sonic, and Mighty Eagle Sonic cards.
>>
>> These cards are available in the UK, (also through Titan) and may soon
>> be available in the USA from dealers like STeve's Software and the
>> other great guys out there. Some people have claimed that there is
>> only about a 143% increase in speed with these cards, but this may be
>> due to the benchmarks being run in STRAM, and with fast RAM, like on a
>> TT030, even larger speedups should be forthcoming. I won't quote this
>> as being gospel as I cannot verify any figures. Fast RAM and a 32MHz
>> clock rate should really do wonders with a stock Falcon030.
>>
>> I am awaiting more info on the digitizers and and genlocks, but for
>> now I do have the price of the Graffiti genlock device which runs
>> about 153.15 UKP. (1 UKP = 1.50 US make it cost about $225.25.) Not
>> bad. This one is designed to work with the ST/STe line, and as SOON as
>> I get the info I will write up a press release for you all.
>>
>> Titan also carries the Reflex graphics cards, which are now at lower
>> prices, ~$250. These cards allow an ST/STe to use full page monitors,
>> and overscan on existing Atari monitors. These cards have been for
>> sale for quite some time, and I won't bore you with the specs, but
>> they are definitely worth the price. OK, here is the Titan address so
>> you can get more info, or if you are a dealer you can call them on
>> product availability.
>>
>> TITAN Designs Ltd.

>> 6 Witherford Way, Selly Oak
>> Birmingham 829 4AX
>> UK
>>
>> Tel:021-414-1630 Contact them!
>> ---
>>
>> Hope this helps some! :-)

5613. Re: Can I connect a non ATARI monitor to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 07:13:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43cc9c2813fedb0@comcast.net>
Source record: 9697

>I have been looking for a ATARI ST/E to buy and they almost always sells
>with a monitor. But monitors are heavy and therefore the shipping is
>expensive, now I wonder can you connect a PC monitor to the ATARI and
>still get high resoultion?
>
>Mikael

Yes, it is possible to connect an Atari ST(e) to a PC VGA monitor. For use in color, I use an old piece of Atari hardware called Video Key. It connects to the ST and has a composite-video out port on it. I just connect that to a video converter and from there to a PC monitor. It works fine for low and med res, but for high res there is a simple adaptor that plugs right into the ST that goes directly to the PC monitor. That works great also.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5614. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 07:15:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43cc9c2813fedb1@comcast.net>
Source record: 9696

>Hey guys,
>
>I don't know if you've ever seen the M5485EVB but it's the motorola
>evaluation board system. It's just an IO setup in a nice Mini ITX form
>factor. Comes with Ethernet, PCI, USB 2.0, graphics chipset and more.
>It takes several different configurations of Coldfire chip + RAM on system
>on chip modules.
> The whole shebang costs between $900 and $1200 with different options.
>
>Now understand, I love the idea of a home-made coldfire machine that
>solves our needs perfectly, but MiNT already runs on the evaluation
>hardware... Why not just call this evaluation board a hardware platform
>for us? It boots linux too ;) Why not just have everyone buy this..
>Perhaps we could get a run of 100 of them at discount from motorola.
>Seems easy enough to me. Why waste years and years in unnecessary
>hardware development? Or do people do the hardware because they're afraid
>of the software ;)
>
>Thanks,
>Mark

Yeah, I would love to have this maching right now also.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5615. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 07:17:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43cc9c2813fedb2@comcast.net>
Source record: 9694

>On Mon, 16 Jan 2006 22:30:33 +0100, Rodolphe Czuba wrote:
>
>> We already thought to this EVB...
>> The problem was the price for everybody...
>>
>> What is the price you could get from Freescale if you order 100 ???
>>
>> Maybe a good question....
>>
>
>Well now you can't be serious right? ACP machine will probably cost $1200
>right? (even though the CPU itself is $25). EVB is $930 and best SOM
>(5485 with MMU and 200MHz) is $365 (or $390). This makes total price of:
>$1295. How much cheaper can a custom solution go?
>
>Mark

Actually I would pay $1295 for a new machine. That beats the $4000 I payed for
the Hades I have.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5616. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 07:19:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43cc9c2813fedb3@comcast.net>
Source record: 9695

>>> Well now you can't be serious right? ACP machine will probably cost $1200
>>> right? (even though the CPU itself is $25). EVB is $930 and best SOM
>>> (5485 with MMU and 200MHz) is $365 (or $390). This makes total price of:
>>> $1295. How much cheaper can a custom solution go?
>>>
>>> Mark
>>>
>>
>> I would happily pay that amount for such a machine.
>>
>> I dont care abour the casing. I probably will screw the bourd
>> on top of my desk and put a glass bowl over it.
>
>Yeah I mean. I know it seems steep, but people perfectly happily pay
>$800 plus for a PC or $3000 for a mac. Is $1300 really unreasonable?
>
>I say hell yeah, why not declare this a supported platform and build
>a software foundation for coldfire while the real machine is being
>built.
>
>People who think the price is too steep can just not buy it and wait
>to support hardware developers.. And everyone with the cash to buy
>the EVB will buy the acp anyway ;) I know I probably would...
>but then I like to sell stuff to finance these things.
>
>Thanks,
>Mark

I agree, let's have it now. It happily runs Mint, so why not. I emailed some
of the people on the project on how it was going and never received an answer.
Anyone else try?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5617. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 07:22:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43cc9c2813fedb4@comcast.net>
Source record: 9698

>On Sat, 14 Jan 2006 15:31:52 +0100, Edward S. Baiz Jr. wrote:
>
>> You mean you actually have one? You lucky dog.
>
>Don't know if it even works or not, just got the software from another
>helpful Atarian, but yep, I got one.
>
>Odd too - I won an auction on Ebay for some Atari magazines and the guy
>threw in a bunch of extra stuff, like a Migraph hand scanner, Golden Image
>finger/pointer scanner with DPaint 3 from EA, and the Supercharger.
>
>Love when that happens. :-)

Again, you lucky dog. I tried so hard to get one of those and just could not find one available. Now, on the Hades, I use Software PC and that work fine. It will run most any 286 and some 386 applications.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5618. Re: HP 1320 ST compatible?

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 07:26:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43cc9c2813fedb5@comcast.net>
Source record: 9599

>Hi,
>
>may the above quoted laser printer be used as an output device hooked
>to an ordinary ST?
>
>And what about graphics?
>
>Thank you for any information
>
>Und TTschoe
>ps

Well I hooked my wife's HP2100 to my Hades which has the same printer port on a ST and it worked. Of course I was using NVDI 5 and a generic HP laser printer driver that is supplied with NVDI 5. The text came out fine, but did not try to print any graphics. A ST can run NVDI 5, so that may be an option for you.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5619. Can I connect a non ATARI monitor to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 07:45:31 UTC
From: Mikael Larsson <despen@no.spam.hotmail.com>
Message-ID: <pan.2006.01.17.07.45.31.18256@no.spam.hotmail.com>
Source record: 9690

I have been looking for a ATARI ST/E to buy and they almost always sells with a monitor. But monitors are heavy and therefore the shipping is expensive, now I wonder can you connect a PC monitor to the ATARI and still get high resoultion?

Mikael

5620. Re: Can I connect a non ATARI monitor to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 08:22:12 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <dqi9ehllj1@gemini.csx.cam.ac.uk>
Source record: 9691

"Mikael Larsson" <despen@no.spam.hotmail.com> wrote in message
news:pan.2006.01.17.07.45.31.18256@no.spam.hotmail.com...
>I have been looking for a ATARI ST/E to buy and they almost always sells
> with a monitor. But monitors are heavy and therefore the shipping is
> expensive, now I wonder can you connect a PC monitor to the ATARI and
> still get high resoultion?
>
> Mikael

Yes you can, you will need an ST-VGA adaptor and you will only be able to
use High resolution.
Several Atari outlets stock them, the first one that comes to mind is Atari
Workshop http://www.atari-workshop.co.uk or check with you usual Atari
supplier.

Stephen Moss

5621. Re: Can I connect a non ATARI monitor to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 09:04:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <19idnfWUtIxEL1HeRVny2A@pipex.net>
Source record: 9692

"Mikael Larsson" <despen@no.spam.hotmail.com> wrote in message
news:pan.2006.01.17.07.45.31.18256@no.spam.hotmail.com...
>I have been looking for a ATARI ST/E to buy and they almost always sells
> with a monitor. But monitors are heavy and therefore the shipping is
> expensive, now I wonder can you connect a PC monitor to the ATARI and
> still get high resoultion?
>
> Mikael
>

I think you can use a ST-high res with a small adapter with a normal PC
monitor, if you want med or low then you will either need a scan converter
box or a multisync monitor which supports 15khz scanrates.

HTH
Chris

5622. Mega STE parts

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 09:31:54 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43ccb96f$0$18326$8fcfb975@news.wanadoo.fr>
Source record: 9693

Hello,

I'm looking for ram expansions for MegaSTE (>4Mb!) or a graphic card (VME).

Has anyone such a thing?

Guillaume.

5623. Connect the atari to internet?

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 15:26:41 UTC
From: Mikael Larsson <despen@no.spam.hotmail.com>
Message-ID: <pan.2006.01.17.15.26.41.426117@no.spam.hotmail.com>
Source record: 9600

Hmmm.. I hope I don't bore you all to tears with my questions. I have another question, how do you connect to internet with a atari? Are there network cards?

Mikael

5624. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 16:00:36 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <43cd14a8c8b20@adelphia.net>
Source record: 9611

To everyone,
I could not agree more with everyone in this post. It is long overdue that we have some sort of major hardware revamping. Who ever comes out with the first Atari replacement will most likely be the first to get my money. Course I would make a more educated decision once one of these computers is out and see how completion is coming on the other computer as well. But I have supported the Falcon upgrades right down to CTPCI or the Supervidel and will continue to do so even if an Atari clone replacement comes out. I have every piece of new hardware that has come out in DUPLICATE (YES thats twice!!!) And plan to never give up any of this hardware at all. But I would pay 1200 or 1300 for a new computer as well. But if Rodolphe can do it for half or even less than that GREAT you have my money Rodolphe. COUNT ME IN!!!!

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. Bus Speed with 14 megs STRam
CT60 68060RC50 Rev. 6 @ 97.5 mhz FPU and PMMU built in.
Kingston 512 Megs PC133 SDRam
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
EtherNAT 10/100 mbit/sec 2 USB 1.1 ports
CTPCI adapter from Czuba Tech
SuperVIDEL Video Card with 256 Megs DDR SDRam

5625. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 16:08:30 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43cd165e$0$21306$8fcfb975@news.wanadoo.fr>
Source record: 9601

About the Supercharger 286,

It was called "SCplus 286", and made by the same Beta Systems team.
Here are three pictures of it:
1) http://perso.wanadoo.fr/gtello/scplus_c.jpg
the old mother board on the left with the NEC V30 off and replaced by a
connector to the two daughter boards on the right.

2) http://perso.wanadoo.fr/gtello/scplus_b.jpg
the first part of the daughter board, a kinf of interface between the NEC
V30 logic and the 286 one?

3) http://perso.wanadoo.fr/gtello/scplus_a.jpg
the second aprt of the daughter board with, in the upper left corner the FPU
287 and maybe, the 286 (the square on the left with no marks on it).

The guy who owns this piece of hardware told me that it doesn't work. A
pity!

Guillaume.

5626. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 18:46:48 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43cd3b95$0$22676$626a14ce@news.free.fr>
Source record: 9602

????

I read here that your price is 1200 $
Very expensive !

I cannot think that some of you are rady to pay a such amount for just a CF machine.

OK, the CF CPU is around 30$...

I consider that a good price should be less than 300 $.

If you can go under 300$ at Freescale, that's good...
If not, you can buy it at 1200$ but this will never be an official replacement of the atari...because 99% of the atarians will not be able to pay a such amount of money .

Just for your info, I was already spoken with Didier Mequignon about how to do a atari machine clone in the better and faster way around a CF...
Some things have been decided... (by example to put the old MFP chip to reduce the work on the TOS !).
Now I need time to check all ideas from several developers...and select some technologic choices...
I have good contacts with some big US brockers...to get CF, MFP, DSP and other things at a good price...

Now it will nextly be time to work !

Who is ready to work with me to help on software, documentation, communication...and so on... ??

Regards

Mark D wrote:
> On Mon, 16 Jan 2006 22:30:33 +0100, Rodolphe Czuba wrote:
>
>> We already thought to this EVB...
>> The problem was the price for everybody...
>>
>> What is the price you could get from Freescale if you order 100 ???
>>
>> Maybe a good question....
>>
>
> Well now you can't be serious right? ACP machine will probably cost
> $1200 right? (even though the CPU itself is $25). EVB is $930 and
> best SOM (5485 with MMU and 200MHz) is $365 (or $390). This makes

> total price of: $1295. How much cheaper can a custom solution go?
>
> Mark
>
>
>>
>>
>>
>> Mark D wrote:
>>> Hey guys,
>>>
>>> I don't know if you've ever seen the M5485EVB but it's the motorola
>>> evaluation board system. It's just an IO setup in a nice Mini ITX
>>> form factor. Comes with Ethernet, PCI, USB 2.0, graphics chipset
>>> and more.
>>> It takes several different configurations of Coldfire chip + RAM on
>>> system on chip modules.
>>> The whole shebang costs between $900 and $1200 with different
>>> options.
>>>
>>> Now understand, I love the idea of a home-made coldfire machine that
>>> solves our needs perfectly, but MiNT already runs on the evaluation
>>> hardware... Why not just call this evaluation board a hardware
>>> platform for us? It boots linux too ;) Why not just have everyone
>>> buy this.. Perhaps we could get a run of 100 of them at discount
>>> from motorola. Seems easy enough to me. Why waste years and years
>>> in unnecessary hardware development? Or do people do the hardware
>>> because they're afraid of the software ;)
>>>
>>> Thanks,
>>> Mark

5627. CT63

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 20:17:22 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43cd5107$0$22950$626a14ce@news.free.fr>
Source record: 9603

The CT63 are ready : I will get them in few days...
The 060 were localised and ordered... Should be here the first week of February.

So, the shipping of the orders will begin in February...
As always, you will receive an email when your packet is shipped.

Bye

5628. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 20:20:25 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1137529236.5555.22.camel@linuxbox>
Source record: 9604

tir, 17,.01.2006 kl. 19.46 +0100, skrev Rodolphe Czuba:
> ????
>
> I read here that your price is 1200 $
> Very expensive !
>
> I cannot think that some of you are rady to pay a such amount for just a CF
> machine.
>
> OK, the CF CPU is around 30$...
>
> I consider that a good price should be less than 300 $.
>
> If you can go under 300$ at Freescale, that's good...
> If not, you can buy it at 1200$ but this will never be an official
> replacement of the atari...because 99% of the atarians will not be able to
> pay a such amount of money .
>
> Just for your info, I was already spoken with Didier Mequignon about how to
> do a atari machine clone in the better and faster way around a CF...
> Some things have been decided... (by example to put the old MFP chip to
> reduce the work on the TOS !).
> Now I need time to check all ideas from several developers...and select some
> technologic choices...
> I have good contacts with some big US brockers...to get CF, MFP, DSP and
> other things at a good price...
>
> Now it will nextly be time to work !
>
> Who is ready to work with me to help on software, documentation,
> communication...and so on... ??

You can count me in. I will help with FreeMiNT/XaAES for sure.

The past few weeks I've been going back on forth on getting a PegasosII machine, with only one target in mind, to port FreeMiNT/XaAES. And now that this design is open and downloadable from Power.org, perhaps it can be used? And if there is one dude who can, it is you, Rodolphe.

Ofcourse, porting our system to a PPC is a lot of work, I think a lot more than a CF based machine would require. But the net result will be a better faster hardware-base I think. How do you, and others, feel about that?

In anycase, we need new hardware! So I would welcome any new hardware
that can provide us with a 'new hope'...

Best Regards,
Odd Skancke

5629. Re: Connect the atari to internet?

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 20:40:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.17.20.40.02.935492@charter.net>
Source record: 9605

On Tue, 17 Jan 2006 16:26:41 +0100, Mikael Larsson wrote:

> Hmmm.. I hope I don't bore you all to tears with my questions. I have
> another question, how do you connect to internet with a atari? Are there
> network cards?
>
> Mikael

It would probably help everyone reply to you if you told us what Atari you have, if you have a HD, how much RAM, etc, etc. (if you already posted this and I missed it - I apologise).

Using software like STing and an external serial modem is how many do it for direct dial-up.

If you're not talking about dial-up, then there are several more options.

You can use a Lantronix UDS10 serial to LAN converter box to do text, like ftp, telnet, etc... Its a bit expensive though.

Rory sells the EtherNEC - a network card in a box, that plugs into the cartridge port of any ST, TT, or Falcon. Its quite a bit faster than dial up speeds, but not as fast as a true network card connection.

If you have a CT60, the EtherNAT will be out soon that will offer true network card speeds.

There are other options as well - I'm sure others will post them here.

Once connected, you can use software like CAB or Highwire to browse, Newsie for newsgroups, Mymail or Newsie for mail, AtarIRC, AtarICQ, and other good software.

HTHs.

--
_/_/_/

5630. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 20:44:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.17.20.44.03.739518@charter.net>
Source record: 9606

On Mon, 16 Jan 2006 23:37:16 +0000, djuro pucaric wrote:

> I guess it would be har5d to find decent megafile 20, 30, or 60 Mb drive, maybe you could find acsi->scsi adapter like Link
> and external scsi hdd...
>
>
> On 13 Jan 2006 15:07:43 , Mikael Larsson wrote:
>>about 15 years ago I had a Atari ST 512. Which I upgraded to a the crazy
>>1024 mb ram.
>>
>>I remember dreaming about gettinga harddisk for it?
>>
>>What differnt harddisk were there??
>>
>>If I want to get a new used Atari ST, what differnt harddisk should
>> I look
>>for?
>>
>>Mikael
>>
>>.
>
> ---
> proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60
> ---

I'd still check Best Electronics - or B&C Computervision. They both have options, I believe...

--
_/_/_/

5631. Re: HP 1320 ST compatible?

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 20:54:54 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1137531294.695881.123670@o13g2000cwo.googlegroups.com>
Source record: 9607

Peter Schneider wrote:
> Hi,
>
> may the above quoted laser printer be used as an output device hooked
> to an ordinary ST?
>
> And what about graphics?
>
> Thank you for any information

The HP website notes DOS compatibility, PCL5e, and a parallel port, so it should work. (These are typically the three things you look for.) A basic ST should be able to get text output in a typewriter style font, and should make use of those programs that have "HP Laser" or "HP Deskjet" drivers. Add NVDI or SpeedoGDos and the printer should be able to handle most Atari programs. (The exceptions are those that assume an Epson 9-pin is attached. Fortunately, these programs are usually pre-1990 and thus are now rarely used.)

P.S.: If you buy it, please post if it works. I'm 95% certain it will, but I haven't checked a recent HP printer personally.

Galen

5632. Re: Can I connect a non ATARI monitor to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 21:09:47 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <-dCdnUrG2vW1wFDeRVny0A@eclipse.net.uk>
Source record: 9608

"Mikael Larsson" <despen@no.spam.hotmail.com> wrote in message
news:pan.2006.01.17.07.45.31.18256@no.spam.hotmail.com...
> I have been looking for a ATARI ST/E to buy and they almost always sells
> with a monitor. But monitors are heavy and therefore the shipping is
> expensive, now I wonder can you connect a PC monitor to the ATARI and
> still get high resoultion?
>
> Mikael
>

As others have said yes, you can get hi-res fairly easily.. However if you want to play games then a CRT based PC monitor is no good on its own. What you really need is something that runs TV type Video, preferably via RGB. You can then get (or make) an Atari Video to "scart" lead. I use an Phillips CM8833, but there are several other monitors available. I guess something like this

http://www.microdirect.co.uk/ProductInfo.aspx?ProductID=9359&GroupID=420

not sure to wacth the response ....

Other options are are an external TV RGB to VGA converter, but these seem both rare and expensive.You can also use a video capture device to route the video through a PC. Whilst these work, you don't always get a goos picture....

Hope this helps,

Dave.

5633. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 21:15:42 UTC
From: Mark Of The <mark@none>
Message-ID: <Ve-dndmc07fiw1DeRVn-og@wideopenwest.com>
Source record: 9609

users wrote:
> On 2006-01-15 01:25:58 +1100, "Edward S. Baiz Jr."
> <edbaizjr@comcast.net> said:
>
>>> about 15 years ago I had a Atari ST 512. Which I upgraded to a the crazy
>>> 1024 mb ram.
>>>
>>> I remember dreaming about gettinga harddisk for it?
>>>
>>> What differnt harddisk were there??
>>>
>>> If I want to get a new used Atari ST, what differnt harddisk should I
>>> look
>>> for?
>>>
>>> Mikael
>>
>>
>> It you can find a Link2 then you could hook any SCSI drive to your ST
>> with ease. I have one for my STe and it has been working great for
>> about 4 years now.
>
>
> I threw out some adscsi ICD adapters just yesterday - thought no-one
> would want one any more, never used in their boxes too.

Never heard of Ebay, huh?

5634. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 21:46:59 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43cd65d3$0$6910$91cee783@newsreader02.highway.telekom.at>
Source record: 9610

Mark Of The wrote:

> Never heard of Ebay, huh?

Who cares about ebay.

Best Regards,

Daniel Mandic

5635. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 22:26:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.17.22.26.00.824082@charter.net>
Source record: 9612

On Tue, 17 Jan 2006 17:00:36 +0100, Carey Christenson wrote:

> To everyone,
> I could not agree more with everyone in this post. It is long overdue that
> we have some sort of major hardware revamping. Who ever comes out with the
> first Atari replacement will most likely be the first to get my money. Course
> I would make a more educated decision once one of these computers is out and
> see how completion is coming on the other computer as well. But I have supported
> the Falcon upgrades right down to CTPCI or the Supervidel and will continue
> to do so even if an Atari clone replacement comes out. I have every piece of
> new hardware that has come out in DUPLICATE (YES thats twice!!!) And plan to
> never give up any of this hardware at all. But I would pay 1200 or 1300 for
> a new computer as well. But if Rodolphe can do it for half or even less than
> that GREAT you have my money Rodolphe. COUNT ME IN!!!!
>
> Thanks,

Seconded...

--
_/_/_/

5636. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 22:26:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.17.22.26.52.878527@charter.net>
Source record: 9613

On Tue, 17 Jan 2006 21:46:59 +0000, Daniel Mandic wrote:

> Mark Of The wrote:
>
>> Never heard of Ebay, huh?
>
>
> Who cares about ebay.
>
>
>
> Best Regards,
>
> Daniel Mandic

I certainly do. I wouldn't have been able to get half the Atari stuff that
I've got if not for access to Ebay.

--
_/_/_/

5637. Re: Mega STE parts

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 23:17:49 UTC
From: xor <xornet8@hotmail.com>
Message-ID: <1137539869.182792.143320@f14g2000cwb.googlegroups.com>
Source record: 9614

you can try and atari dealer for this stuff but it will cost you, or
you can usually find them on ebay. If I remember correctly the ste
memory chips are just standard 30pin simms, which are pretty common, or
at least they used to be.

dealers:

http://www.myatari.com/
http://www.best-electronics-ca.com/

ebay:

http://cgi.ebay.com/Crazy-Dots-VME-ATARI-TT-MEGA-STE_W0QQitemZ8252678345QQcategoryZ3528QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

http://cgi.ebay.com/Extension-RAM-4-Mo-pour-Atari-STE_W0QQitemZ8750281050QQcategoryZ113189QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

http://cgi.ebay.com/4mb-memory-ram-kit-Atari-520-1040-ST-E-STE-EASY-FIT_W0QQitemZ8252011864QQcategoryZ1250QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

5638. Re: Connect the atari to internet?

Newsgroup: comp.sys.atari.st
Date: 2006-01-17 23:48:33 UTC
From: malo.morgen@nowhere.com
Message-ID: <dqjvog$618$1@ss405.t-com.hr>
Source record: 9615

sure, modem or lan...

look for ethernec, stik, sting, iconnect, etc. on google

On 17 Jan 2006 16:26:41 , Mikael Larsson wrote:
>Hmmm.. I hope I don't bore you all to tears with my questions. I have
>another question, how do you connect to internet with a atari? Are there
>network cards?
>
>Mikael
>.

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

5639. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 00:50:00 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <bbbd3$43cd90b8$3ea319e7$28206@news.chello.nl>
Source record: 9616

```
Rodolphe Czuba wrote:
ice...
>
> Now it will nextly be time to work !
>
> Who is ready to work with me to help on software, documentation,
> communication...and so on... ??
>

I'll extend AHCC with a CF target, not too difficult.
Using AHCC would mean that CF software could be produced
on a TT.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
```

5640. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 00:57:58 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.01.18.00.57.56.265093@nospammmmatari-source.com>
Source record: 9617

On Tue, 17 Jan 2006 19:46:48 +0100, Rodolphe Czuba wrote:

> ????
>
> I read here that your price is 1200 $
> Very expensive !
>
> I cannot think that some of you are rady to pay a such amount for just a CF
> machine.
>
> OK, the CF CPU is around 30$...
>
> I consider that a good price should be less than 300 $.
>
> If you can go under 300$ at Freescale, that's good...
> If not, you can buy it at 1200$ but this will never be an official
> replacement of the atari...because 99% of the atarians will not be able to
> pay a such amount of money .
>
> Just for your info, I was already spoken with Didier Mequignon about how to
> do a atari machine clone in the better and faster way around a CF...
> Some things have been decided... (by example to put the old MFP chip to
> reduce the work on the TOS !).
> Now I need time to check all ideas from several developers...and select some
> technologic choices...
> I have good contacts with some big US brockers...to get CF, MFP, DSP and
> other things at a good price...
>
> Now it will nextly be time to work !
>
> Who is ready to work with me to help on software, documentation,
> communication...and so on... ??
>
> Regards

I would be happy to help with documentation or simple coding. I can't do
anything complex unfortunately. I can do lots of mint development
and help with a CF optimized mint distribution.

Thanks,
Mark

5641. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 01:31:40 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.01.18.01.31.37.12855@nospammmmatari-source.com>
Source record: 9618

On Tue, 17 Jan 2006 08:19:26 +0100, Edward S. Baiz Jr. wrote:

>
>>>> Well now you can't be serious right? ACP machine will probably cost $1200
>>>> right? (even though the CPU itself is $25). EVB is $930 and best SOM
>>>> (5485 with MMU and 200MHz) is $365 (or $390). This makes total price of:
>>>> $1295. How much cheaper can a custom solution go?
>>>>
>>>> Mark
>>>>
>>>
>>> I would happily pay that amount for such a machine.
>>>
>>> I dont care abour the casing. I probably will screw the bourd
>>> on top of my desk and put a glass bowl over it.
>>
>>Yeah I mean. I know it seems steep, but people perfectly happily pay
>>$800 plus for a PC or $3000 for a mac. Is $1300 really unreasonable?
>>
>>I say hell yeah, why not declare this a supported platform and build
>>a software foundation for coldfire while the real machine is being
>>built.
>>
>>People who think the price is too steep can just not buy it and wait
>>to support hardware developers.. And everyone with the cash to buy
>>the EVB will buy the acp anyway ;) I know I probably would...
>>but then I like to sell stuff to finance these things.
>>
>>Thanks,
>>Mark
>
> I agree, let's have it now. It happily runs Mint, so why not. I emailed some
> of the people on the project on how it was going and never received an answer.
> Anyone else try?

To further add to this interesting ideal.

1. The M5485EVB is Mini ITX form factor which means it will fit in an
absolutely huge amount of available cases.
2. The M5485EVB - which I thought was just the evaluation board itself
ALSO COMES WITH the M5845CFE. This is a 200MHz (equal to the M5475 266MHz
in power) coldfire SOM with 64MB of DDR and 16MB of flash, as well as
a graphics controller and USB Host.

This means the total cost for the coldfire system is $850.

The only PROBLEM I see with this system is that there doesn't seem to be a way to get it with more than 64MB of ram.. still 64MB is a good start.

Thanks,
Mark

5642. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 01:34:44 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1137548084.156333.318570@f14g2000cwb.googlegroups.com>
Source record: 9619

I am unfortunately not able to help out with the actual work to adapt MiNT to run on PPC, but if someone would be aiming for that - I would try and support the project any way I would be able to.

Regards,

/Joakim

5643. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 16:17:31 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <dqlpmrtrk1@gateix.bernstein.loc>
Source record: 9628

Hi,

> The past few weeks I've been going back on forth on getting a PegasosII
> machine, with only one target in mind, to port FreeMiNT/XaAES.
> Ofcourse, porting our system to a PPC is a lot of work, ...

I had made my own thougts about making a Atari environment with the
pegasos board. But my goal was to reuse as much code as possible to
spare time. As a result a have a different way:

I glue together linux drivers (for bios), a little bit oy my own code and the
emulator of aranym. Inside the emulator i will run EmuTOS without BIOS
and XBIOS. The BIOS trap will be handled instead of my own code which
calls the linux drivers. With this way i can reuse much of the still existing
linux drivers.

Inside this "Atari" i can run FreeMiNT from EmuTOS. I see no reason why
to start with MiNT because MiNT contains no drivers (no BIOS). The same
is with the AES. Because these parts are hardware independant, we can
leave a port of this parts for a later version. In my opinion it is much more
important to have a base for access the hardware.

Best Regards
Michael

5644. Black Beauty...

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 21:01:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.18.21.01.57.697935@charter.net>
Source record: 9620

Sorry for the low-quality picture, but this should still give everyone an idea about what my Falcon looks like now, after some "minor" changes:

Wizztronics rack case
425 watt ATX PS
CT60 @ 95mhz
256 megs SDRAM
16 megs ST RAM
Wizztronics IDE HD controller
80 gig Maxtor HD
Plextor 4/12/32 CDRW
DEKA keyboard interface
FreeKeys case
NEC 3D multisync monitor (with multisync gizmo)
Running MINT/Thing

I wired everything so that controls like the on/off switch, CT60 on/off switch, reset button, power and HD LEDs are all up front on the case.

Using Krylon Fuzion paint for plastic (as recommended here and at Atariage), I painted the monitor, keyboard case, floppy drive faceplate, and CDRW faceplate.

My wife is jealous of the attention it has gotten/gets...

I like it. :-)

http://www.atariage.com/forums/index.php?act=Attach&type=post&id=46927

--
_/_/_/

5645. Re: Black Beauty...

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 21:12:48 UTC
From: DylanSOB <dylansob@gmail.com>
Message-ID: <kbyzf.6486$WY5.4726@newsread2.news.pas.earthlink.net>
Source record: 9621

How did you wire the power switch of the Falcon Rack to the CT60? I
have the same rack, but a problem with that switch and the CT60.

Ronald J. Hall wrote:
> Sorry for the low-quality picture, but this should still give everyone an
> idea about what my Falcon looks like now, after some "minor" changes:
>
> Wizztronics rack case
> 425 watt ATX PS
> CT60 @ 95mhz
> 256 megs SDRAM
> 16 megs ST RAM
> Wizztronics IDE HD controller
> 80 gig Maxtor HD
> Plextor 4/12/32 CDRW
> DEKA keyboard interface
> FreeKeys case
> NEC 3D multisync monitor (with multisync gizmo)
> Running MINT/Thing
>
> I wired everything so that controls like the on/off switch, CT60 on/off
> switch, reset button, power and HD LEDs are all up front on the case.
>
> Using Krylon Fuzion paint for plastic (as recommended here and at
> Atariage), I painted the monitor, keyboard case, floppy drive faceplate,
> and CDRW faceplate.
>
> My wife is jealous of the attention it has gotten/gets...
>
> I like it. :-)
>
> http://www.atariage.com/forums/index.php?act=Attach&type=post&id=46927
>

5646. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 21:14:37 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <sayzf.150722$k76.127286@bignews6.bellsouth.net>
Source record: 9622

"Guillaume Tello" <houten.van@wanadoo.fr> wrote in message
news:43cd165e$0$21306$8fcfb975@news.wanadoo.fr...
> About the Supercharger 286,
>
> It was called "SCplus 286", and made by the same Beta Systems team.
> Here are three pictures of it:
> 1) http://perso.wanadoo.fr/gtello/scplus_c.jpg
> the old mother board on the left with the NEC V30 off and replaced by
> a connector to the two daughter boards on the right.
>
> 2) http://perso.wanadoo.fr/gtello/scplus_b.jpg
> the first part of the daughter board, a kinf of interface between the
> NEC V30 logic and the 286 one?
>
> 3) http://perso.wanadoo.fr/gtello/scplus_a.jpg
> the second aprt of the daughter board with, in the upper left corner
> the FPU 287 and maybe, the 286 (the square on the left with no marks
> on it).
>
> The guy who owns this piece of hardware told me that it doesn't work.
> A pity!
>
> Guillaume.
>

First time I have ever seen a 286 version.

They did advertise a 386 and even a 486 version.
Wonder if those were ever made.
From the first photo, I can't tell if he has a 512K version or a 1 meg
version.
I notice that there are only 4 Ram chips on the main board.
The one I have has chips in all the sockets. I think I have a 1meg
version.
It has been awhile since I have used it. I do have it setup on a hard
drive, along
with the Spectre GCR software. Up on boot up, you can choose from a
menu to
run DOS, MAC system 6, or TOS. (With the Spectre GCR cart installed).

I have used it on a 4meg 1040 STe TOS 1.62 and it works well.
It would be possible to access the Net with the SuperCharger in DOS
using
Net Tamer. There is a version for pre-286 chips, as well as a 286, and
a 386/486

version. It does E-Mail, FTP, News, TelNet, and Web in Text mode.
I think there is a Graphic version for Web Browsing if you are using a
386 or better.

It's been awhile since I have used it, but its a interesting program to
use on a Atari ST-
Falcon with a PC hardware board.

phantomm@bellsouth.net

5647. Re: Black Beauty...

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 22:46:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.18.22.46.20.387747@charter.net>
Source record: 9623

On Wed, 18 Jan 2006 21:12:48 +0000, DylanSOB wrote:

> How did you wire the power switch of the Falcon Rack to the CT60? I
> have the same rack, but a problem with that switch and the CT60.

So did I. I tried breaking a 12v that was in the harness leading to the CT60 but that didn't work. What would happen was that the I could turn the switch on and sometimes the CT60 would come on, sometimes it wouldn't. Also for turning it off - sometimes it would go off and sometimes it wouldn't. Many times the switch would wind up in an on or off position, but the state of the machine would be just the opposite. Also, if the power went off to the machine from the outlet (say a power outage or even unplugging it/plugging it in) then the computer would come on.

What I finally did was this, I opened up the ATX power supply case itself, (unplugged of course - important safety tip!), and there you'll find 3 wires coming in, 2 hots and the ground. The on/off switch thats built into the power supply itself breaks one hot lead. I ran 2 wires from the on/off switch on the Wizztronics case into the power supply and broke the other hot lead. This way, its a true ON/OFF to the CT60. It works great like this.

I'm sorry for the very non-technical description - I'm not an electrician but this does work for me.

If you like, I could take it apart, take a picture, and e-mail it to you?

Just let me know! :-)

--
_/_/_/

5648. Re: sinclap here

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 23:12:58 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <nVzzf.150760$k76.114782@bignews6.bellsouth.net>
Source record: 9624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

That ole Bot still running????

<sinclap@yahoo.com> wrote in message
news:1137282108.381297.96800@g43g2000cwa.googlegroups.com...
> why?
>

5649. Re: Can I connect a non ATARI monitor to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 23:50:36 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1137628236.621479.117210@o13g2000cwo.googlegroups.com>
Source record: 9625

Mikael Larsson wrote:
> I have been looking for a ATARI ST/E to buy and they almost always sells
> with a monitor. But monitors are heavy and therefore the shipping is
> expensive, now I wonder can you connect a PC monitor to the ATARI and
> still get high resoultion?
>
Here's some instructions from a well known Atarian (lightly edited) on
how to make a cable. It is also possible to purchase these from
several sources as has been previously noted.

Galen

- - - - -
Atari ST to VGA adapter

Claes Holmerup
17 Aug 1998

You can use an SVGA monitor with an adapter cable (which is rather easy

to assemble) to get a monochrome picture. Some old VGA monitors may
work,
but all SVGA should work as far as I know.

Here's how you make your adapter:

Atari (13-pin DIN) SVGA (15-pin HD D-type)
------------------ -----------------------
11 (Monochrome output) 1,2,3 (Red, Green, Blue inputs)**
12 (Vertical sync) 14 (Vertical sync)
9 (Horizontal sync) 13 (Horizontal sync)
13 (Ground) 4,5,6,7,8,10,11 (Various grounds)
4 (Monochrome detect) short to ground (pin 13 on ST)

The trick here is that the monochrome signal is fed to all the inputs
on
the SVGA-monitor, which gives you a very nice monochrome picture. Even
though the monitor in fact is a color monitor, you won't be able to see

a color picture because of the construction of the computer (and the
monitor). If you get your hands on a monitor which handles frequencies
down to 15kHz, it's a whole new deal - then you should be able to build

yourself a cable with a switch between mono and color (a little more
complicated, involving a 4-way switch, but possible all the same). Just

about no modern monitors go lower than 30kHz, so in most cases there is

no other choice than mono - but since most useful programs (IMHO) run
in
monochrome, it's the best alternative anyway...

Good luck!
Claes

**Editor's Note: The ST output is a bit higher than the 0.7V expected by the VGA monitor, so some sets of instructions call for an inline 4K7 resistor. If your monitor can handle 1V input (most modern ones can), the resistor is not needed.

5650. Re: Black Beauty...

Newsgroup: comp.sys.atari.st
Date: 2006-01-18 23:57:42 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1137628662.513051.129410@z14g2000cwz.googlegroups.com>
Source record: 9626

I wired the power switch directly to the CT60 and quickly switch the switch on and then off. The CT60 notices the change and turns itself on or off as required.

Galen

5651. Re: Black Beauty...

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 00:00:22 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1137628822.565163.139570@z14g2000cwz.googlegroups.com>
Source record: 9627

Very nice. My setup is similar (although 425W is WAY more than the Falcon will ever use). What do you mean by the "Wizztronics IDE HD controller"? Is that the 2 drive IDE connector? If so, how did you wire the drives?

Galen

5652. New Desktop

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 02:58:30 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.01.19.02.58.30.696670@nosspamatari-source.com>
Source record: 9629

Hello guys,

I wanted to write up a little post on my interest in starting a new desktop. I think that even Jinnee leaves much to be desired for our file interaction and the desktop is truly the heart and soul of the atari experience. Jinnee is in my opinion the best we have, but it is expensive, not free, and likely not going to be developed further.

Now we have teradesk. An open source desktop. It's truly great in my opinion, rock solid, small footprint, and fills a void on older constrained systems. This is why I think a teradesk fork is what the doctor ordered.

Tentatively, I think the name xDesk is pretty cool. I'd like to bundle it or tie it to XaAES as much as possible, as I really like the feel of a truly unified GUI. Now that we have the CT60, there's virtually no limit to memory consumption. It should be small and fast but quite featureful using XFCE as a kind of model.

Some things I would like to see:
Truecolor desktop backgrounds in any format using zView codecs to render.
Truecolor icons in any format, but most importantly truecolor SVG and PNG. I would tend to want a stock icon set of the tango project as, quite frankly, they're gorgeous: http://tango-project.org/Tango_Desktop_Project

With the exception of drives which are links, the desktop will house REAL files and REAL folders and will be /users_home_folder/Desktop just like on gnome.

SVG has the added benefit of producing icons that look good now at 640x480 and later when we have larger resolutions on falcons. (or on Aranym, Hades and Milan).

The icons should also be anti-aliased if it helps their appearance.

3 styles of navigation.. OSX style with the multipaned window view, Nautilus/Atari style spatial navigation, and a full featured browser style navigation. The navigation styles could be loaded via plugins to reduce resources.

Anti-aliased fonts. This'll need changes to NVDI/FVDI but that could be done soon.

OSX/Gdesklets style bouncing icon starterbar on the bottom of the screen. Perhaps a scriptable desktop widget system to complement that.

Samba network browsing and URI parsing. Highwire should be able to be loaded and html be viewed within the desktop browser windows.

A very elegant preferences system. Perhaps a redo of cpx's? Or maybe an embrace and extension of CPX's.

Tight freemint integration with package addition/removal built into preferences and perhaps a full application management/change tracking system. You could tell the desktop that you're about to install an application. It'll track the changes and provide a method for you to uninstall later.

Basically I want every element of the system to look and feel modern and beautiful when running in truecolor. Right now, when I use truecolor it's a very complicated affair to even tell! I have to run zweather, which has truecolor icons, or kronos whose opengl test is obvious when truecolor. To me this is understandable given how things were for so long, but at the same time I think we should work hard to make the supervidel (and aranym) more rewarding. If you ever look at screenshots of amigaos and morphos it'll probably make you sad because it's so beautiful. I want that for us too.

So that's that. I think our biggest weakness in the atari world is a lack of organization, drive, and a sense of urgency. To assure you all that I'm not a hypocrite, I recognize that I do this exact thing too.

We have a LOT of programmers around. I'd love for as many of them as possible to help. Therefore if the community likes the idea, and the manpower is available and the project happens, I'd like to manage the project and organize the milestone releases, etc. Additionally, I can host the cvs server, orient new developers who'd like to help but don't know where to start, documentation, quality control, etc. I'd also help with the coding to the maximum extent that I can.

People I'd love to have help:
ozk: bug hunting, general stability fixes and optimization. The work you've done to XaAES is no less than astounding. Perhaps assurance that someday it can be built on PPC?
Zorro: I like your style and I think zview/zweather is awesome, we'd need you to implement SVG support and recommend ways to implement zview codecs for such a heavy load. Would it cache every icon? etc.
Eric Reboux: Busy with myaes I'm sure, but the xgem look is fantastic and I'd like to implement the fonts, gradients, shadows, etc.

Basically anyone whose done any GEM work at all and understands C can get involved. A desktop is just a glorified GEM application after all! I've left many perhaps even better qualified people out of that list, but this is the kind of thing that will benefit from many hands and many minds.

A commercial quality desktop is really the final frontier for an OSS GEM environment!

PLEASE COMMENT ON THIS THREAD! Good or bad opinion, and everyone who CAN help please comment on how much you WILL help. I'd like to establish right from the start whether the project is worth it or possible rather than waste our time. I know there's enough demand for such a desktop, but the important question is how much time the gifted developers can spare

from their current projects and lives and if they want to.

Thanks,
Mark

5653. Re: sinclap here

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 03:24:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.19.03.24.39.614422@charter.net>
Source record: 9630

On Wed, 18 Jan 2006 18:12:58 -0500, Phantom wrote:

> That ole Bot still running????
>
>
> <sinclap@yahoo.com> wrote in message
> news:1137282108.381297.96800@g43g2000cwa.googlegroups.com...
>> why?
>>

Its self-replicating... <grin>

--
_/_/_/

5654. Re: Black Beauty...

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 03:33:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.19.03.33.36.956446@charter.net>
Source record: 9631

On Wed, 18 Jan 2006 16:00:22 -0800, Galen wrote:

> Very nice. My setup is similar (although 425W is WAY more than the
> Falcon will ever use). What do you mean by the "Wizztronics IDE HD
> controller"? Is that the 2 drive IDE connector? If so, how did you
> wire the drives?
>
> Galen

Agreed. 425 watts is way high as far as what is necessary. However, I had it as a spare so I used what I had. If I had found the need to buy one, I surely wouldn't have bought one that large. Although I do have the CT60, RAM, CDRW, HD, floppy, etc, etc,...

Yes, it is the 2 IDE drive adapter. No need to wire anything - I simply hooked up a spare 80 gig Maxtor IDE HD that I had, via a standard IDE cable. Works straight out of the box. The adapter itself plugs straight into the original HD header on the Falcons MB. I'm not using the original 2.5" inch drive. (although I could have)

Or was that what you meant?

--
_/_/_/

5655. Re: Black Beauty...

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 03:34:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.19.03.34.11.702095@charter.net>
Source record: 9632

On Wed, 18 Jan 2006 15:57:42 -0800, Galen wrote:

> I wired the power switch directly to the CT60 and quickly switch the
> switch on and then off. The CT60 notices the change and turns itself
> on or off as required.
>
> Galen

I like my way better. :-)

--
_/_/_/

5656. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 04:50:27 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <nUEzf.220476$V7.158280@news-server.bigpond.net.au>
Source record: 9633

> <waves> to Steve, who knows far far too much ;-)

Isn't it dangerous to know too much? I'd better
learn to dodge bullets and avoid dark aly's thoughts.

By the way, I hope you don't lose too much
interest in that IDE<-> SCSI thing. I'm starting
to get interested myself, though I'm not in a position
to help in any way.

Steve.

5657. Re: sinclap here

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 05:03:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.19.05.03.02.530065@charter.net>
Source record: 9634

On Thu, 19 Jan 2006 04:11:36 +0000, Rustynutt wrote:

> Thought it is was "packed" many years ago.
>
> Nice Rack BTW :)

Thanks!

--
_/_/_/

5658. Re: New Desktop

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 05:43:44 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.01.19.05.43.44.60067@nosspamatari-source.com>
Source record: 9635

On Wed, 18 Jan 2006 23:53:02 -0500, lp wrote:

> in article pan.2006.01.19.02.58.30.696670@nosspamatari-source.com, Mark D
> wrote on 1/18/06 9:58 PM:
>
> Not for, not against. Just no interest in a desktop app.
> This seems like a continuation of the disorganization. Which is it you
> want, a desktop or a machine? I don't think there is that many people at
> the level of expertise you are suggesting to split amongst projects.

What do you use currently? Do you think it's good enough?

Thanks,
Mark

5659. Re: New Desktop

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 06:23:55 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.01.19.06.23.55.264802@nosspamatari-source.com>
Source record: 9636

On Thu, 19 Jan 2006 01:06:50 -0500, lp wrote:

> in article pan.2006.01.19.05.43.44.60067@nosspamatari-source.com, Mark D
> wrote on 1/19/06 12:43 AM:
>
>> What do you use currently? Do you think it's good enough?
>
> What I use now does not in any way inhibit my ability to get done what I
> need to get done. It works for me.

Same situation for me, I guess I was just looking to make it more
asthetically pleasing because that matters to me. I really like Jinnee
too, I wish it could just get extended instead.

Thanks,
Mark

5660. Re: New Desktop

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 06:59:12 UTC
From: mail@freeman-studio.com
Message-ID: <1137653952.668170.54860@g44g2000cwa.googlegroups.com>
Source record: 9637

Mark,

I love the idea, and agree wholeheartedly! While I enjoy using my Falcon more than any other system, I do agree that there are a lot more desktop features that I'd like to see added, most of which you mentioned. And since Thing and Jinnee obviously aren't very active projects, and the whole concept behind Teradesk is a simple TOS-like desktop with multitasking-friendly features rather than a full-blown modern one like you (and I) want, your option is the only one left, as far as I can see.

I know from the posts so far that a lot of people here seem to be content with what's out there. This worries me a bit. Whenever most people are content with what's there, nothing new happens. When nothing new happens, things get more and more stale, old, and far behind other platforms. By the time we wake up and see the need to modernize, we're so far behind that it'll take an even more monumental undertaking than if we'd started now. This is just my opinion, of course, but if you think about it, isn't it true?

Unfortunately, I can't help much from a programming aspect (as I'm not a programmer), but I'll do what I can. Hopefully we'll actually get some people on board with this!

Mike Freeman
mike [at] freeman-studio [dot] com

5661. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 07:04:44 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <gSGzf.220587$V7.51348@news-server.bigpond.net.au>
Source record: 9639

I've got a question for you Dr. Uwe.

Do you think a SCSI<->IDE converter
would have any broader application?

I mean, would anyone outside of the Atari
community be likely to have an interest?

I think the answer is probably 'No', especially
since the transfer rate is likely to be slow.

However, if there is likely to be a broader
interest in such a product it might offer
Alison more incentive to do it ;)

Actually, a more useful product might be
to do the conversion in the other direction,
and allow a SCSI drive to be read by a
standard IDE port. Every PC has IDE
ports, but not all have SCSI adaptors.

This is probably not a practical idea, though,
since the device would have to provide data
at a very high speed and it would probably
be easier just to buy a SCSI card for the PC.

Steve.

5662. Website update

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 07:10:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.19.07.10.45.708723@charter.net>
Source record: 9638

For those who are interested, I've updated my website with more pics of my highly modified Falcon CT60.

Just follow the Atari links.

When you're bored and don't have anything better to do... :-)

--
_/_/_/

5663. Re: New Desktop

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 07:13:56 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <U_Gzf.220591$V7.23809@news-server.bigpond.net.au>
Source record: 9640

Hi Mark,

In my opinion it's always a good thing to work
on improving anything, especially if it's an area of
special interest. That is, something you'll love doing.
You might come up with something original and
useful. I guess the sign of success is when Microsoft
'borrows' you ideas for Windows 2010 or whatever.

So.. go for it. Of course, if you need volunteers
to help I suppose you have to find some more true
believers ;)

I'm not volunteering, btw ;) I'm officially an ex
atarian now, since my ST/e has gone to a better home.

Steve.

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2006.01.19.02.58.30.696670@nosspamatari-source.com...
> Hello guys,
>
> I wanted to write up a little post on my interest in starting a new
> desktop. I think that even Jinnee leaves much to be desired for our file
> interaction and the desktop is truly the heart and soul of the atari
> experience. Jinnee is in my opinion the best we have, but it is
> expensive, not free, and likely not going to be developed further.
[...]

5664. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 07:38:16 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43cf41c9$0$18330$8fcfb975@news.wanadoo.fr>
Source record: 9641

"Phantom" <phantomm@bellsouth.net> a crit dans le message de news:
sayzf.150722$k76.127286@bignews6.bellsouth.net...
> First time I have ever seen a 286 version.
>
> They did advertise a 386 and even a 486 version.
> Wonder if those were ever made.
> From the first photo, I can't tell if he has a 512K version or a 1 meg
> version.

512k, as you said, only 4 chips on the main board.
But on a daughter board, you can see DRAM chips. Ram accessed via HIMEM
I believe.

> I have used it on a 4meg 1040 STe TOS 1.62 and it works well.

I had problems with my Mega STE building the DMA chain correctly.
I have a DMA HD Syquest 44(lancom), the CDAR (dma too) and then a kind
of "link" interface with a 160Mb SCSI drive.

Plugging the Supercharger in first position, as said in the manual,
would not work at MS Boot-> crash.
I spent lot of time trying to debug the program, no result.
Then I had the idea of changing the order, and after lots of plugs, I
had it working this way:
Syquest -> CDAR -> Supercharger -> Link -> SCSI Drive.

> It would be possible to access the Net with the SuperCharger in DOS using
> Net Tamer. There is a version for pre-286 chips, as well as a 286, and a
> 386/486
> version. It does E-Mail, FTP, News, TelNet, and Web in Text mode.

Yes but what if you have the ADSL with USB or Ethernet and a poor Atari
with a serial output?

Guillaume.

5665. Re: Supercharger software?

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 11:15:30 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43cf74b5$0$21270$8fcfb975@news.wanadoo.fr>
Source record: 9642

>> 3) http://perso.wanadoo.fr/gtello/scplus_a.jpg
>> the second aprt of the daughter board with, in the upper left corner the
>> FPU 287 and maybe, the 286 (the square on the left with no marks on it).

Looking at this last board, you can see that it could be plugged into an
ISA slot, am I right?
Looks like Beta Systems started developing the 286 board, with tests
into a real PC, then plugged it into the Supercharger.

Guillaume.

5666. Re: New Desktop

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 16:37:41 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <43cfc066$0$1695$626a14ce@news.free.fr>
Source record: 9643

Hi Mark,

> I wanted to write up a little post on my interest in starting a new
> desktop.

Some months ago, I had the same idea.

> I think that even Jinnee leaves much to be desired for our file
> interaction and the desktop is truly the heart and soul of the atari
> experience. Jinnee is in my opinion the best we have, but it is
> expensive, not free, and likely not going to be developed further.

I hate to announce something if I'm not sure but, after months(years?)
of negotiation and tons of mails, there is *maybe* a possibility that I
can buy the sources of Jinnee!

Off course, if I get the source code(I cross the fingers), the first
thing that I will do, is to put Jinnee under GPL.

> Now we have teradesk. An open source desktop. It's truly great in my
> opinion, rock solid, small footprint, and fills a void on older
> constrained systems. This is why I think a teradesk fork is what the
> doctor ordered.

The doctor did a bad diagnosis :)

> Some things I would like to see:
> Truecolor desktop backgrounds in any format using zView codecs to render.
> Truecolor icons in any format,

We have the same idea.

> but most importantly truecolor SVG...

Aarghh !! Do you know the CPU time needed to read (and to convert to a
raster) a vectorial SVG?

Absolutely no usable on our computer (even on a 68060).

> I would tend to want a stock icon set of the tango project as, quite
> frankly, they're gorgeous: http://tango-project.org/Tango_Desktop_Project

I think that we *must* keep our personality.

> With the exception of drives which are links, the desktop will house REAL
> files and REAL folders and will be /users_home_folder/Desktop just like on
> gnome.

I totally agree with that.

> The icons should also be anti-aliased if it helps their appearance.

The anti-aliased icons need the transparency support in the VDI...
Actually only NVDI5 handles that.

> 3 styles of navigation.. OSX style with the multipaned window view,
> Nautilus/Atari style spatial navigation, and a full featured browser style
> navigation. The navigation styles could be loaded via plugins to reduce
> resources.

My idea is to put (in option) a "navigation frame" like zview.

Nothing more, nothing less... I don't want to transform jinnee in a
monster that need tons of ram.

> OSX/Gdesklets style bouncing icon starterbar on the bottom of the screen.
> Perhaps a scriptable desktop widget system to complement that.

Well, if I get the source, I hope that others developers will help me :)

> Samba network browsing and URI parsing.

And FTP network browsing too.

Another feature that I want is the abstract access to various archives(
lzh, zip, tgz, ...).

> Highwire should be able to be
> loaded and html be viewed within the desktop browser windows.

Hey dude, we are on Atari :)

> Tight freemint integration with package addition/removal built into
> preferences and perhaps a full application management/change tracking
> system. You could tell the desktop that you're about to install an
> application. It'll track the changes and provide a method for you to
> uninstall later.

I don't agree.

I want a Atari desktop usable on almost every 'modern' OS(I mean MiNT
and Magic).. I don't want a KDE/Gnome like with things such RPM
handling, etc...

Tiny, fast and powerful are the good words to describe that I would want.

> If you ever look at screenshots of amigaos and morphos
> it'll probably make you sad because it's so beautiful. I want that for us
> too.

Me too :)

> We have a LOT of programmers around.

??

> People I'd love to have help:
> ozk: bug hunting, general stability fixes and optimization. The work
> you've done to XaAES is no less than astounding. Perhaps assurance that
> someday it can be built on PPC?

I let Ozk to answer.

> Zorro: I like your style and I think zview/zweather is awesome, we'd need
> you to implement SVG support and recommend ways to implement zview codecs
> for such a heavy load.

Very easy to do.

> Would it cache every icon? etc.

Off course, we can't to decode every icons in realtime :)

> Eric Reboux: Busy with myaes I'm sure, but the xgem look is fantastic and
> I'd like to implement the fonts, gradients, shadows, etc.

Eric gives sometimes a hand in MyAES but he doesn't code anymore for our
system :/

> I know there's enough demand for such a desktop

I'm sure that many Atarians wait a new modern desktop !

>, but
> the important question is how much time the gifted developers can spare
> from their current projects and lives and if they want to.

I hope only that we don't must to make this desktop from scratch.

Ciao,
Zorro

5667. Re: New Desktop

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 16:41:28 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.01.19.16.41.26.43809@nospammmmatari-source.com>
Source record: 9644

On Thu, 19 Jan 2006 17:37:41 +0100, Zorro wrote:

> Hi Mark,
>
>> I wanted to write up a little post on my interest in starting a new
>> desktop.
>
> Some months ago, I had the same idea.
>
>
>> I think that even Jinnee leaves much to be desired for our file
>> interaction and the desktop is truly the heart and soul of the atari
>> experience. Jinnee is in my opinion the best we have, but it is
>> expensive, not free, and likely not going to be developed further.
>
> I hate to announce something if I'm not sure but, after months(years?)
> of negotiation and tons of mails, there is *maybe* a possibility that I
> can buy the sources of Jinnee!
>
> Off course, if I get the source code(I cross the fingers), the first
> thing that I will do, is to put Jinnee under GPL.
>
>
>> Now we have teradesk. An open source desktop. It's truly great in my
>> opinion, rock solid, small footprint, and fills a void on older
>> constrained systems. This is why I think a teradesk fork is what the
>> doctor ordered.
>
> The doctor did a bad diagnosis :)
>
>
>> Some things I would like to see:
>> Truecolor desktop backgrounds in any format using zView codecs to render.
>> Truecolor icons in any format,
>
> We have the same idea.
>
>
>> but most importantly truecolor SVG...
>
> Aarghh !! Do you know the CPU time needed to read (and to convert to a
> raster) a vectorial SVG?
>
> Absolutely no usable on our computer (even on a 68060).

>
>
>> I would tend to want a stock icon set of the tango project as, quite
>> frankly, they're gorgeous: http://tango-project.org/Tango_Desktop_Project
>
> I think that we *must* keep our personality.
>
>
>> With the exception of drives which are links, the desktop will house REAL
>> files and REAL folders and will be /users_home_folder/Desktop just like on
>> gnome.
>
> I totally agree with that.
>
>
>> The icons should also be anti-aliased if it helps their appearance.
>
> The anti-aliased icons need the transparency support in the VDI...
> Actually only NVDI5 handles that.
>
>
>> 3 styles of navigation.. OSX style with the multipaned window view,
>> Nautilus/Atari style spatial navigation, and a full featured browser style
>> navigation. The navigation styles could be loaded via plugins to reduce
>> resources.
>
> My idea is to put (in option) a "navigation frame" like zview.
>
> Nothing more, nothing less... I don't want to transform jinnee in a
> monster that need tons of ram.
>
>
>> OSX/Gdesklets style bouncing icon starterbar on the bottom of the screen.
>> Perhaps a scriptable desktop widget system to complement that.
>
> Well, if I get the source, I hope that others developers will help me :)
>
>
>> Samba network browsing and URI parsing.
>
> And FTP network browsing too.
>
> Another feature that I want is the abstract access to various archives(
> lzh, zip, tgz, ...).
>
>
>> Highwire should be able to be
>> loaded and html be viewed within the desktop browser windows.
>
> Hey dude, we are on Atari :)

>
>
>> Tight freemint integration with package addition/removal built into
>> preferences and perhaps a full application management/change tracking
>> system. You could tell the desktop that you're about to install an
>> application. It'll track the changes and provide a method for you to
>> uninstall later.
>
> I don't agree.
>
> I want a Atari desktop usable on almost every 'modern' OS(I mean MiNT
> and Magic).. I don't want a KDE/Gnome like with things such RPM
> handling, etc...
>
> Tiny, fast and powerful are the good words to describe that I would want.
>
>
>> If you ever look at screenshots of amigaos and morphos
>> it'll probably make you sad because it's so beautiful. I want that for us
>> too.
>
> Me too :)
>
>
>> We have a LOT of programmers around.
>
> ??
>
>
>> People I'd love to have help:
>> ozk: bug hunting, general stability fixes and optimization. The work
>> you've done to XaAES is no less than astounding. Perhaps assurance that
>> someday it can be built on PPC?
>
> I let Ozk to answer.
>
>
>> Zorro: I like your style and I think zview/zweather is awesome, we'd need
>> you to implement SVG support and recommend ways to implement zview codecs
>> for such a heavy load.
>
> Very easy to do.
>
>
>> Would it cache every icon? etc.
>
> Off course, we can't to decode every icons in realtime :)
>
>
>

>> Eric Reboux: Busy with myaes I'm sure, but the xgem look is fantastic and
>> I'd like to implement the fonts, gradients, shadows, etc.
>
> Eric gives sometimes a hand in MyAES but he doesn't code anymore for our
> system :/
>
>
>> I know there's enough demand for such a desktop
>
> I'm sure that many Atarians wait a new modern desktop !
>
>
>>, but
>> the important question is how much time the gifted developers can spare
>> from their current projects and lives and if they want to.
>
> I hope only that we don't must to make this desktop from scratch.
>

Zorro,

You must understand, I didn't even fathom the concept that we would be able to get the sourcecode to Jinnee! If that's possible absolutely positively I think we should use it! If we had the source to Jinnee (which I already consider quite close to perfection), the addons could be done just by you and me, there'd be no need to involve everyone because it wouldn't be so massive of a project. Out of curiosity, how much $$ are we talking about? hundreds of US$, thousands? Perhaps we could start a paypal donation center. I think a lot of people would donate a lot of money for a chance for open source jinnee.

Thanks,
Mark

5668. Re: New Desktop

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 17:35:04 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <43cfcdd9$0$1691$626a14ce@news.free.fr>
Source record: 9645

Hi,

> If we had the source to Jinnee
> (which I already consider quite close to perfection), the addons could be
> done just by you and me, there'd be no need to involve everyone because it
> wouldn't be so massive of a project.

Right !

We need also a good designer to draw some 'atari specific' icons :)

> Out of curiosity, how much $$ are we
> talking about? hundreds of US$, thousands?

500 Euros.

Now, I awaits a confirmation' mail from my "English to German"
translator(hi Sascha ;))

> Perhaps we could start a
> paypal donation center. I think a lot of people would donate a lot of
> money for a chance for open source jinnee.

Nope, I will be my contribution to the (remaining) Atarians.

Ciao,
Zorro

5669. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 17:42:18 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <43a1bqF1m9dhkU1@individual.net>
Source record: 9646

In article <43cd3b95$0$22676$626a14ce@news.free.fr>,
Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote:
>
>Just for your info, I was already spoken with Didier Mequignon about how to
>do a atari machine clone in the better and faster way around a CF...
>Some things have been decided... (by example to put the old MFP chip to
>reduce the work on the TOS !).

AFAIK, the MFP is EOL (at least at Motorola/Freescale, ST does not list it
also). That means that you will not get a lead-free version of the MFP, so
you can't build a new design containing the MFP that is ROHS compliant -
which is required if you want to sell the board to european customers after
Jul 1 2006.

I think emulating the required MFP functionality in some FPGA might be a
better solution.

cu
Michael
--
Some people have no repect of age unless it is bottled.

5670. Re: Black Beauty...

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 17:53:37 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11svkh1ebi6d6fd@corp.supernews.com>
Source record: 9647

On 18 Jan 2006 15:57:42 , "Galen" wrote:
>I wired the power switch directly to the CT60 and quickly switch the
>switch on and then off. The CT60 notices the change and turns itself
>on or off as required.
>
>Galen
>
>.
I pulled the old (large) power switch out and used the front of Radio
Shack's smallest project box to mount a momentary micro switch in the
same switch opening. The box and the switch are black and look like
they were made for it! I also used the headphone jack on the front
to mount an on/off switch for the CT60.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

5671. Re: sinclap here

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 18:08:06 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-B9B33F.13080619012006@nr-tor01.bellnexxia.net>
Source record: 9648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

In article <nVzzf.150760$k76.114782@bignews6.bellsouth.net>,
"Phantom" <phantomm@bellsouth.net> wrote:

> That ole Bot still running????

the Petey Sinclair Random-Bullshit Generator has been stuck in an
endless loop for about 15 years now, running on an old Power Computing
clone down in the bowels of Dell's corporate offices. Its programmers
still can't stop it from going around in circles :)
--
making Usenet safer - one troll at a time!

5672. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 18:37:28 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <43a4i6F1lpap3U1@individual.net>
Source record: 9550

Steve Adam wrote:

> Do you think a SCSI<->IDE converter
> would have any broader application?

Yes, and that's why converters like this already exist. There is no need to design a new one, one can simply buy an existing one. There are actually users who have such an adapter (ACARD AEC-7720U, for instance) and use it with HDDRIVER.

> I think the answer is probably 'No', especially
> since the transfer rate is likely to be slow.

The transfer rate does not have to be slow. There is no reason why you would lose any speed when using such a converter.

> Actually, a more useful product might be
> to do the conversion in the other direction,
> and allow a SCSI drive to be read by a
> standard IDE port. Every PC has IDE
> ports, but not all have SCSI adaptors.

I doubt that a PC user would be intersted in this, because instead of buying an expensive SCSI drive and connect it to an IDE converter it makes much more sense to directly connect a stock IDE drive to a PC.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5673. CTLink project

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 19:32:57 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43cfe96f$0$12434$636a15ce@news.free.fr>
Source record: 9551

Hello,

The CTlink project was started a long time ago now...
After several months thinking I will finish the design (stills only the CPLD to code and the PCB routing around this CPLD), I realized three thru things :
1 - The power of MSTE, TT & standard F030 is too low to allow to really use Ethernet 100Mbits... Even 10Mbits and USB (12Mbits) will dramatically decrease the performance of these machines.
2 - Pre-orders are only 16 cards for MSTE, 25 for TT and 61 for F030. For the first 41, a second card is needed to adapt to VME. 41 is not enough to get a good price. And 61 on falcon is not terrible.
3 - I do not find motivation to finish this design (and win a bit money is not one).
4 - I need more time for some other projects I consider more important and really more motivating (CTPCI & new motherboard).

So, I decided to cancel the CTLink project.
The schematics and notes will be put into a ZIP file and everybody will be able to download.
There is no copyrights on this and if one of you want to finish I will be happy for atari communauty.

I strongly encourage Falcon user to buy CT63 + EtherNAT card that is actually produced by NATURE.
I have yet 7 CT63 in stock and may produce more if some falcon owners decide to go to 060.

Bye

PS : I will send back money nextly to people that already pay for CTLink, except if they inform me they want I keep money for an other project.

Rodolphe Czuba

5674. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 20:17:12 UTC
From: Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de>
Message-ID: <dqolj0$1h0$00$1@news.t-online.com>
Source record: 9549

Hi Steve!

SA>Do you think a SCSI<->IDE converter would have any broader applicati=
on?

There are such converters readily available. I've got two of those in
my Ataris (one in the Milan, one in the CT2B Falcon) to drive some
decent IDE harddisks.

With best regards
Ekkehard

5675. Let them know that you are Atarian too

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 20:19:27 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <BFF5B2DF.10C15%vlg@o2.pl>
Source record: 9552

http://www.frappr.com/?a=myfrappr

5676. Re: Harddisk for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 20:36:42 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <uLSzf.220967$V7.41616@news-server.bigpond.net.au>
Source record: 9553

Ah... Thanks for the reply, and you too Ekkehard.

Steve.

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:43a4i6F1lpap3U1@individual.net...
> Steve Adam wrote:
>
> > Do you think a SCSI<->IDE converter
> > would have any broader application?
>
> Yes, and that's why converters like this already exist. There is no need
> to design a new one, one can simply buy an existing one. There are
> actually users who have such an adapter (ACARD AEC-7720U, for instance)
> and use it with HDDRIVER.
>
> > I think the answer is probably 'No', especially
> > since the transfer rate is likely to be slow.
>
> The transfer rate does not have to be slow. There is no reason why you
> would lose any speed when using such a converter.
>
> > Actually, a more useful product might be
> > to do the conversion in the other direction,
> > and allow a SCSI drive to be read by a
> > standard IDE port. Every PC has IDE
> > ports, but not all have SCSI adaptors.
>
> I doubt that a PC user would be intersted in this, because instead of
> buying an expensive SCSI drive and connect it to an IDE converter it
> makes much more sense to directly connect a stock IDE drive to a PC.
>
> --
> ---
> Dr. Uwe Seimet http://www.linkbylink.net/

5677. Re: New Desktop

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 20:53:22 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.01.19.20.53.19.967734@nospammmmatari-source.com>
Source record: 9554

On Thu, 19 Jan 2006 18:35:04 +0100, Zorro wrote:

> Hi,
>
>> If we had the source to Jinnee
>> (which I already consider quite close to perfection), the addons could be
>> done just by you and me, there'd be no need to involve everyone because it
>> wouldn't be so massive of a project.
>
> Right !
>
> We need also a good designer to draw some 'atari specific' icons :)
>
>
>> Out of curiosity, how much $$ are we
>> talking about? hundreds of US$, thousands?
>
> 500 Euros.
>
> Now, I awaits a confirmation' mail from my "English to German"
> translator(hi Sascha ;))
>
>
>> Perhaps we could start a
>> paypal donation center. I think a lot of people would donate a lot of
>> money for a chance for open source jinnee.
>
> Nope, I will be my contribution to the (remaining) Atarians.

You're a saint :)

Thanks,
Mark

5678. Atari Falcon CT60 on eBay!

Newsgroup: comp.sys.atari.st
Date: 2006-01-19 22:13:05 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <dqp2i0klk1@news7.svr.pol.co.uk>
Source record: 9555

Hi All

Finally got round to sending my eBay advert in, you find it under Vintage Computing!

Thanks all those who responded to my initial posting here.

Neil :-)

5679. Re: Atari Falcon CT60 on eBay!

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 00:43:29 UTC
From: taxman <taxman@iinet.net.au>
Message-ID: <43d0322a$0$4336$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 9556

how about providing a link

"Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message
news:dqp2i0klk1@news7.svr.pol.co.uk...
| Hi All
|
| Finally got round to sending my eBay advert in, you find it under Vintage
| Computing!
|
| Thanks all those who responded to my initial posting here.
|
| Neil :-)
|
|

5680. Re: New Desktop

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 01:25:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.20.01.25.24.489867@charter.net>
Source record: 9557

On Thu, 19 Jan 2006 11:41:28 -0500, Mark D wrote:

> Zorro,
>
> You must understand, I didn't even fathom the concept that we would be
> able to get the sourcecode to Jinnee! If that's possible absolutely
> positively I think we should use it! If we had the source to Jinnee
> (which I already consider quite close to perfection), the addons could be
> done just by you and me, there'd be no need to involve everyone because it
> wouldn't be so massive of a project. Out of curiosity, how much $$ are we
> talking about? hundreds of US$, thousands? Perhaps we could start a
> paypal donation center. I think a lot of people would donate a lot of
> money for a chance for open source jinnee.
>
> Thanks,
> Mark

I would certainly donate.

--
_/_/_/

5681. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 09:41:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <fsednRndfNhDMk3eRVny1g@pipex.net>
Source record: 9558

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:43b63e12870d20@comcast.net...
>>> So better throw away your ST fast, because STs are crap and should be
>>> dumped in the bin as fast as possible !!!
>>
>>There seems to be a small group of people who want to throw STs in the
>>garbage bin...with a much larger group standing in line to retrive them.
>>

*looks at pile of resurrected ST's" what rubbish :P

Chris

5682. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 09:42:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <IOadnYfoKvChLU3eRVny0Q@pipex.net>
Source record: 9559
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

```
>
> HAHAHA yeah ain't it fun? a bunch of 30-40 year-olds with no life babbling
> about ancient computers? ahhahahHAHA shit...
>

Im a few years younger than 30 so BLEHHH on you!

Chris
```

5683. Re: Website update

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 10:49:35 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <zNOdnWDFu6qpXU3eRVnygQ@pipex.net>
Source record: 9560

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.01.19.07.10.45.708723@charter.net...
>
> For those who are interested, I've updated my website with more pics of my
> highly modified Falcon CT60.
>
> Just follow the Atari links.
>
> When you're bored and don't have anything better to do... :-)
>
> --
> _/_/_/_

5684. Papyrus questions

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 11:33:55 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1137756835.040647.57140@g49g2000cwa.googlegroups.com>
Source record: 9561

I've just obtained Papyrus from Ebay. A couple of questions:
- How can I backup the original disks?
- Does anybody has the RSC files translated to English?

Thanks in advance.

5685. ST parallel interface

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 14:11:58 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <OMKdncrJ_fflck3eRVny3w@pipex.net>
Source record: 9562

Hey all,

Was thinking back to the good old days of controlling stuff from the parallel port. I know years ago I did a 12x6 led array which was controled from STOS, just using the LPRINT command to control address/data levels on the led matrix.

Was thinking of a small plug in box which would plug into the parallel port, will house some LED's for a indication that the port is active, then offering either a larger LED matrix box, or another box for controlling mains equipment etc, anything is possible really. The parallel interface will become the "host interface", which will decode commands and give probably a output set of 16 ports. Could even be used on the PC, even though most have gone USB now anyway.

Was half thinking aloud about this since its something ive had in mind for a while now, so just seeing if they would be any interest in doing a small production run of the things. The host itself isn't going to cost much to build and develop so its going to be pretty cheap *I think*. Depending on what people are wanting to control then it depends on cost of building some form of "output box", either holding power mosfets for controlling 12V motors/lamps etc, or relays for controlling mains equipment.

Was just a though about if there would be interest in it, controlling stuff from computers is always fun ;-)

Chris

5686. ATTENTION: Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 14:24:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601200620480.19956-100000@onyx.spiritone.com>
Source record: 9563
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Atari Goods from oblivion, step up and buy a
minimum of $100.00 of ANY Games/Software in my Classic Atari 8 Bit and/or
Atari ST Catalogs and get 20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org 5 updated Catalogs!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5687. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 14:28:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601200625190.19956-100000@onyx.spiritone.com>
Source record: 9564
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5688. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 14:31:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601200628370.19956-100000@onyx.spiritone.com>
Source record: 9566
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5689. Re: ST parallel interface

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 14:57:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.20.14.57.12.654890@charter.net>
Source record: 9565

On Fri, 20 Jan 2006 14:11:58 +0000, exxos wrote:

> Hey all,
>
> Was thinking back to the good old days of controlling stuff from the
> parallel port. I know years ago I did a 12x6 led array which was controled
> from STOS, just using the LPRINT command to control address/data levels on
> the led matrix.
>
> Was thinking of a small plug in box which would plug into the parallel port,
> will house some LED's for a indication that the port is active, then
> offering either a larger LED matrix box, or another box for controlling
> mains equipment etc, anything is possible really. The parallel interface
> will become the "host interface", which will decode commands and give
> probably a output set of 16 ports. Could even be used on the PC, even though
> most have gone USB now anyway.
>
> Was half thinking aloud about this since its something ive had in mind for a
> while now, so just seeing if they would be any interest in doing a small
> production run of the things. The host itself isn't going to cost much to
> build and develop so its going to be pretty cheap *I think*. Depending on
> what people are wanting to control then it depends on cost of building some
> form of "output box", either holding power mosfets for controlling 12V
> motors/lamps etc, or relays for controlling mains equipment.
>
> Was just a though about if there would be interest in it, controlling stuff
> from computers is always fun ;-)
>
> Chris

Reminds me of the "Robotic" kit that sold for the ST for awhile, or the
X10 stuff that controls household appliances.

I'd be interested in a modern version that would run on all Atari models.

What about software? Thanks.

--
_/_/_/

5690. Re: ST parallel interface

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 18:22:35 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <AaqdneXeCvCAt0zenZ2dnUVZ8qCdnZ2d@pipex.net>
Source record: 9567

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.01.20.14.57.12.654890@charter.net...
> On Fri, 20 Jan 2006 14:11:58 +0000, exxos wrote:
>
>> Hey all,
>>
>> Was thinking back to the good old days of controlling stuff from the
>> parallel port. I know years ago I did a 12x6 led array which was
>> controled
>> from STOS, just using the LPRINT command to control address/data levels
>> on
>> the led matrix.
>>
>> Was thinking of a small plug in box which would plug into the parallel
>> port,
>> will house some LED's for a indication that the port is active, then
>> offering either a larger LED matrix box, or another box for controlling
>> mains equipment etc, anything is possible really. The parallel interface
>> will become the "host interface", which will decode commands and give
>> probably a output set of 16 ports. Could even be used on the PC, even
>> though
>> most have gone USB now anyway.
>>
>> Was half thinking aloud about this since its something ive had in mind
>> for a
>> while now, so just seeing if they would be any interest in doing a small
>> production run of the things. The host itself isn't going to cost much to
>> build and develop so its going to be pretty cheap *I think*. Depending
>> on
>> what people are wanting to control then it depends on cost of building
>> some
>> form of "output box", either holding power mosfets for controlling 12V
>> motors/lamps etc, or relays for controlling mains equipment.
>>
>> Was just a though about if there would be interest in it, controlling
>> stuff
>> from computers is always fun ;-)
>>
>> Chris
>
> Reminds me of the "Robotic" kit that sold for the ST for awhile, or the
> X10 stuff that controls household appliances.
>
> I'd be interested in a modern version that would run on all Atari models.

>
> What about software? Thanks.

I can do software but it can only be in STOS, which unfortunatly will not run in any multi-os :-(I could publish the control docs for it should there be anyone who would want to write software for it... Will have to see if I can find someone before I consider the hardware as I think it could become problematic having being limited on one program running :-\

chris

5691. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 20:03:11 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43d141ff$0$6911$91cee783@newsreader02.highway.telekom.at>
Source record: 9568
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

exxos wrote:

cient computers? ahhahahHAHA shit...
> >

No, here it already hurts him. :-)

>
> Im a few years younger than 30 so BLEHHH on you!
>
> Chris

Just another victim.

Best Regards,

Daniel Mandic

P.s.: Even the ST is already smoother then the PC. Not to mention other
great Videomachines. DAD or DAA or even AAA.

5692. Re: Papyrus questions

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 22:04:26 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndt2nja.pti.nospam@localhost.localdomain>
Source record: 9569

```
On 2006-01-20, Joe Iron <vas.jozsef@karatnet.hu> wrote:
> I've just obtained Papyrus from Ebay. A couple of questions:
> - How can I backup the original disks?
> - Does anybody has the RSC files translated to English?
>
> Thanks in advance.
>

Which version is it ?
```

5693. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-20 23:03:33 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-1822D5.18033320012006@netnews.asp.att.net>
Source record: 9570

In article <pan.2006.01.16.15.08.57.33433@nosspamatari-source.com>,
Mark D <mducksub@nosspamatari-source.com> wrote:

> Hey guys,
>
> I don't know if you've ever seen the M5485EVB but it's the motorola
> evaluation board system. It's just an IO setup in a nice Mini ITX form
> factor. Comes with Ethernet, PCI, USB 2.0, graphics chipset and more.
> It takes several different configurations of Coldfire chip + RAM on system
> on chip modules.
> The whole shebang costs between $900 and $1200 with different options.
>
> Now understand, I love the idea of a home-made coldfire machine that
> solves our needs perfectly, but MiNT already runs on the evaluation
> hardware... Why not just call this evaluation board a hardware platform
> for us? It boots linux too ;) Why not just have everyone buy this..
> Perhaps we could get a run of 100 of them at discount from motorola.
> Seems easy enough to me. Why waste years and years in unnecessary
> hardware development? Or do people do the hardware because they're afraid
> of the software ;)
>
> Thanks,
> Mark

A large FPGA would do the trick too. Useable development boards for them
are a bit cheaper.

5694. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 07:00:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43d1debe92f891@comcast.net>
Source record: 9577

>????
>
>I read here that your price is 1200 $
>Very expensive !
>
>I cannot think that some of you are rady to pay a such amount for just a CF
>machine.
>
>OK, the CF CPU is around 30$...
>
>I consider that a good price should be less than 300 $.
>
>If you can go under 300$ at Freescale, that's good...
>If not, you can buy it at 1200$ but this will never be an official
>replacement of the atari...because 99% of the atarians will not be able to
>pay a such amount of money .
>
>Just for your info, I was already spoken with Didier Mequignon about how to
>do a atari machine clone in the better and faster way around a CF...
>Some things have been decided... (by example to put the old MFP chip to
>reduce the work on the TOS !).
>Now I need time to check all ideas from several developers...and select some
>technologic choices...
>I have good contacts with some big US brockers...to get CF, MFP, DSP and
>other things at a good price...
>
>Now it will nextly be time to work !
>
>Who is ready to work with me to help on software, documentation,
>communication...and so on... ??
>
>Regards

You can count in me also. I am not a programmer, but I will do what I can.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5695. Re: Connect the atari to internet?

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 07:02:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43d1debe92f892@comcast.net>
Source record: 9579

>Hmmm.. I hope I don't bore you all to tears with my questions. I have
>another question, how do you connect to internet with a atari? Are there
>network cards?
>
>Mikael

I have two Atari computers connected to the Internet using network cards. I
have a Hades060 (Atari clone) that using a PCI network card and a STe that
uses a network card that connects through the cartridge port. Both work great.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5696. Re: Papyrus questions

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 07:07:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43d1debe92f893@comcast.net>
Source record: 9578

>I've just obtained Papyrus from Ebay. A couple of questions:
>- How can I backup the original disks?
>- Does anybody has the RSC files translated to English?
>
>Thanks in advance.

What version do you have? I have and use version X. I thought there was some English versions of the RSC files on the Net, but I am not positive.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5697. 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 08:10:35 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43d1ec7b$0$18341$8fcfb975@news.wanadoo.fr>
Source record: 9571

Hi,

It's a pleasure for me to announce the release of a 3D package
based on ARAnyM. This package includes many applications that
are related to 3D modelling and production of synthesis images.

More can be found on the following links :

[French]

<http://helijah.free.fr/Pack_3D/Pack_3D.html>

[English]

<http://babel.altavista.com/translate.dyn?lp=fr_en&doit=done&url=http://helijah.free.fr/Pack_3D/Pack_3D.html>

[German]

<http://babel.altavista.com/translate.dyn?lp=fr_de&doit=done&url=http://helijah.free.fr/Pack_3D/Pack_3D.html>

[Spanish]

<http://babel.altavista.com/translate.dyn?lp=fr_es&doit=done&url=http://helijah.free.fr/Pack_3D/Pack_3D.html>

[Italian]

<http://babel.altavista.com/translate.dyn?lp=fr_it&doit=done&url=http://helijah.free.fr/Pack_3D/Pack_3D.html>

This 3D package works similarly on 3 OS/platforms including
Windows, Linux and MacOSX.

Have fun :)

Please report your comments. You're welcome.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5698. Re: Laser printer for ST?

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 09:51:14 UTC
From: John Whitelock <johnfw@netspace.net.au>
Message-ID: <dqsvr5$1q8j$1@otis.netspace.net.au>
Source record: 9572

David Wade wrote:

>
> "Galen" <atarigalen@yahoo.com> wrote in message
> news:1137193938.353440.49210@f14g2000cwb.googlegroups.com...
>>
>> John Whitelock wrote:
>>
>> > I use Brother Laser Printer, it does not understand the Epson codes
>> > from
>> > STWriter but will print normal pica. Marcel the other WP I use has no
>> > problem with this Brother printer.
>> >
>> What model is your Brother printer? Until just recently the Brother
>> had IBM Proprinter and PCL 4 emulation. Also, are you using NVDI?
>>
>> (Note: Modern Brother printers have only PCL 6 emulation. I do not
>> know how compatible that is with Ataris.)
>>
>
> As discussed earlier its not good. You need PCL5 or less. PCL6 is not
> backwords compatible.
>
>> Galen
>>
Sorry, not sure if that is a question for me.

The Brother is a HL 1440. My Atari is a 1989 520ST upgraded to 4MB RAM.
Marcel 2.3 WP with the HPLJET.PRD printer driver (one of the ones included
with the program which I bought from CyberSTrider many years ago).

John

5699. Re: Papyrus questions

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 09:56:29 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1137837389.260375.64420@g49g2000cwa.googlegroups.com>
Source record: 9573

I think 3.something. I have also PapyrusGOLD. I don't even now what is
the difference.

5700. Re: Can I connect a non ATARI monitor to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 10:45:30 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <dqt3ca$5ct$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9574

"Mikael Larsson" <despen@no.spam.hotmail.com> wrote in message
news:pan.2006.01.17.07.45.31.18256@no.spam.hotmail.com...
> I have been looking for a ATARI ST/E to buy and they almost always sells
> with a monitor. But monitors are heavy and therefore the shipping is
> expensive, now I wonder can you connect a PC monitor to the ATARI and
> still get high resoultion?
>
> Mikael
>

Buy an LCD television with a VGA input on it (most have them). Then with a
little switch box you can toggle between low+med (scart) and high (vga).

But otherwise, high-res is all you will actually be getting on a PC monitor.
All you need is a cable which is wired up appropriately. The mono signal
from the ST goes straight to the VGA RGB lines.

5701. Re: Atari Falcon CT60 on eBay!

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 11:12:35 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <dqt4j9pne1@news6.svr.pol.co.uk>
Source record: 9575

Hi Taxman

I did think about that, but having just gone through the 6 pages of forms and used my Atari to transfer my digi-cam pics to floppy disk because this old Win95 PC can't read Compact Flash cards in its PCMCIA port - I couldn't be bothered to go back in to eBay to get it!

Look under Vintage Computing, type in "Atari Falcon CT60" and I bet you'll get to the requisite page! Not having seen another one advertised on it for months.

Neil :-)
"taxman" <taxman@iinet.net.au> wrote in message
news:43d0322a$0$4336$5a62ac22@per-qv1-newsreader-01.iinet.net.au...
> how about providing a link
>
> "Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message
> news:dqp2i0klk1@news7.svr.pol.co.uk...
> | Hi All
> |
> | Finally got round to sending my eBay advert in, you find it under
Vintage
> | Computing!
> |
> | Thanks all those who responded to my initial posting here.
> |
> | Neil :-)
> |
> |
>
>

5702. Latest Mint Kernel

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 11:47:07 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1137844027.849445.100510@g47g2000cwa.googlegroups.com>
Source record: 9576

Where to download the latest (1.16.3) Mint kernel from?
Atari-Source.org always denies to access the files :(

5703. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 21:29:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.21.21.29.17.276584@charter.net>
Source record: 9580

On Sat, 21 Jan 2006 08:00:02 +0100, Edward S. Baiz Jr. wrote:

>>Who is ready to work with me to help on software, documentation,
>>communication...and so on... ??
>>
>>Regards
>
> You can count in me also. I am not a programmer, but I will do what I can.

Same here, I'm not programmer but I'll be perfectly willing to do what I
can.

--
_/_/_/

5704. Re: Coldfire Machine

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 21:30:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.21.21.30.18.25451@charter.net>
Source record: 9581

On Sat, 21 Jan 2006 16:29:17 -0500, Ronald J. Hall wrote:

> On Sat, 21 Jan 2006 08:00:02 +0100, Edward S. Baiz Jr. wrote:
>
>>>Who is ready to work with me to help on software, documentation,
>>>communication...and so on... ??
>>>
>>>Regards
>>
>> You can count in me also. I am not a programmer, but I will do what I can.
>
> Same here, I'm not programmer but I'll be perfectly willing to do what I
> can.

Ugh. Like working on syntax! "I'm not programmer"... :-)

--
_/_/_/

5705. Re: Latest Mint Kernel

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 21:50:50 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1137880254.14585.13.camel@linuxbox>
Source record: 9582

lør, 21,.01.2006 kl. 07.43 -0500, skrev lp:
> in article 1137844027.849445.100510@g47g2000cwa.googlegroups.com, Joe Iron
> wrote on 1/21/06 6:47 AM:
>
> > Where to download the latest (1.16.3) Mint kernel from?
> > Atari-Source.org always denies to access the files :(
>
> http://sparemint.atariforge.net/sparemint/mint/kernel/1.16.1/

Yes, this will get you the latest 1.16.1 beta release. If you havent
installed MiNT before, I would do the following;

1. Install EasyMiNT
2. Get the 1.16.1 beta at the above link, read the docs on how to
upgrade an EasyMiNT installation.
3. Get the latest alpha release from xaaes.atari.org, it contains the
current 1.16 kernel, 1.16.cur.

Best Regards,
Odd Skancke

5706. Re: Latest Mint Kernel

Newsgroup: comp.sys.atari.st
Date: 2006-01-21 23:30:48 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.01.21.23.30.48.748049@nosspamatari-source.com>
Source record: 9583

On Sat, 21 Jan 2006 22:50:50 +0100, Odd Skancke wrote:

> lï¿½r, 21,.01.2006 kl. 07.43 -0500, skrev lp:
>> in article 1137844027.849445.100510@g47g2000cwa.googlegroups.com, Joe Iron
>> wrote on 1/21/06 6:47 AM:
>>
>> > Where to download the latest (1.16.3) Mint kernel from?
>> > Atari-Source.org always denies to access the files :(
>>
>> http://sparemint.atariforge.net/sparemint/mint/kernel/1.16.1/
>
> Yes, this will get you the latest 1.16.1 beta release. If you havent
> installed MiNT before, I would do the following;
>
> 1. Install EasyMiNT
> 2. Get the 1.16.1 beta at the above link, read the docs on how to
> upgrade an EasyMiNT installation.
> 3. Get the latest alpha release from xaaes.atari.org, it contains the
> current 1.16 kernel, 1.16.cur.
>

Yeah,

This is a better solution for the newbie. But in a little bit the
atari-source.org problems should be fixed. Someone needs to tell me this
stuff ;)

Thanks,
Mark

5707. Re: Latest Mint Kernel

Newsgroup: comp.sys.atari.st
Date: 2006-01-22 08:06:30 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1137917190.098376.327000@f14g2000cwb.googlegroups.com>
Source record: 9584

Thanks Mark,

Working fine now...

5708. Spot the ST on Roger Waters Ca Ira Interview on AOL Music

Newsgroup: comp.sys.atari.st
Date: 2006-01-22 20:16:35 UTC
From: skweekyfeet <btakeawaywiltshire@blueyonder.co.uk>
Message-ID: <vqp7t1d0s2ulqhunnbnqaf3pe13ebr4rfc@4ax.com>
Source record: 9585

And listen to a good chunk of this fabulous piece too
http://music.aol.com/?sem=1&ncid=AOLMUS00170000000007

5709. Re: Spot the ST on Roger Waters Ca Ira Interview on AOL Music

Newsgroup: comp.sys.atari.st
Date: 2006-01-22 21:38:23 UTC
From: Simon <nospam@no.spam>
Message-ID: <43d3fb63$0$2126$626a14ce@news.free.fr>
Source record: 9586

skweekyfeet wrote:
> And listen to a good chunk of this fabulous piece too
> http://music.aol.com/?sem=1&ncid=AOLMUS00170000000007

You can see him using the ST and talking a little about it in the
making-of DVD of the deluxe English version of Ca Ira.

Cheers
Simon

5710. A-ONE #08-03

Newsgroup: comp.sys.atari.st
Date: 2006-01-23 00:53:37 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1137977617.706790.321940@z14g2000cwz.googlegroups.com>
Source record: 9587

```
A-ONE #0803 01/20/06

~ GPL 3 Public Release! ~ People Are Talking! ~ Word Perfect
Office!
~ More Compute Mags Up! ~ Russian Tycoon Scam! ~ Playstation
Twitch!
~ UK Student Site Hacked ~ IE 7 Flushes History! ~ Google, US
Clash!
~ Fed Spammer Pleads! ~ Adult Rating System! ~ New eBay
Service!

-* Hard Drive Capacity Boosted! *-
-* Phishing Attacks Hit All-Time High! *-
-* Maine Touts Recycling Computer Monitors! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

5711. Re: Papyrus questions

Newsgroup: comp.sys.atari.st
Date: 2006-01-23 14:36:53 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060123144048168O7-derryck@cixcoukinvalid>
Source record: 9588

On 2006-01-21 07:07:12 +0000, "Edward S. Baiz Jr." <edbaizjr@comcast.net> said:

> I thought there was some English versions of the RSC files on the Net

Since R.O.M. produce(d) Papyrus in English along with German, I don't
think that's likely TBH.

--

Cheers

Derryck

5712. Re: Papyrus questions

Newsgroup: comp.sys.atari.st
Date: 2006-01-23 15:41:26 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1138030886.662246.91840@g49g2000cwa.googlegroups.com>
Source record: 9589

Yes, but Papyrus for TOS was produced only in German. For windows there
is english version of Papyrus.

5713. Re: Papyrus questions

Newsgroup: comp.sys.atari.st
Date: 2006-01-23 22:56:12 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndtanoc.2o1.nospam@localhost.localdomain>
Source record: 9590

On 2006-01-23, Derryck Croker <derryck@cix.co.uk.invalid> wrote:
> On 2006-01-21 07:07:12 +0000, "Edward S. Baiz Jr." <edbaizjr@comcast.net> said:
>
>> I thought there was some English versions of the RSC files on the Net
>
> Since R.O.M. produce(d) Papyrus in English along with German, I don't
> think that's likely TBH.
>

I got Papyrus X from 16/32 systems
(http://www.1632-sales.zenwebhosting.com)

English !

--

Martin Tarenskeen

5714. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 14:17:27 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.s3vzbdnmknc94k@81-174-209-95.pth-as2.dial.plus.net>
Source record: 9591

I installed this on windows XP. It looks beautiful thanks for all
your work. My question is this - when I tried to run some of my other
programs by
copying them to the "programm" folder they just wouldn't work. Am I missing
something or is it necessary to have Aranym specially configured for office
& DTP programs?
Papyrus versions 4, 5 & 7 wouldn't run. Calamus SL96 tried to load but was
unuseable, DAs Layout also no go. Atari Works loads, starts a new document
but the menu options are then grayed out making them inaccessible.
Harlekin III loads and appears to work.
Any suggestions would be appreciated. I do have NVDI 5 (a legitimate
copy) so
I could use that if it helps things along. Also would using Tos 4.04
improve
compatibility with earlier programs?
Does anyone else have experience with this?

regards
Maurice

5715. CT news

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 14:34:28 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43d658a2$0$7352$626a14ce@news.free.fr>
Source record: 9593

CT60 forum :
www.dhs.nu

Sega Master System emulator running on CT60 by Peter Persson :
http://hem.passagen.se/shoggoth/
http://hem.passagen.se/shoggoth/sms/sp-f030-2006-01-21.zip

Interview of amiga demo maker speaking about 060, CT60, PPC on Amiga and CF
:
http://www.dhs.nu/special-kalms.php

Regards
And thanks to Peter Persson for the work on CT60 and the news.

5716. How resolution is determined

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 14:36:09 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1138113369.096052.268790@g43g2000cwa.googlegroups.com>
Source record: 9592

Hi,

Before I change my current configuration (NVDI, NAES, NTHING, MINT) my plan was to play with Aranym first. But I absolutely confused. I tried FVDI, XAAES, TERADESK, MINT. How the screen resolution and color depth is determined? There are configuration items in FVDI.sys, XAAES.cfg and also options in TERADESK. What should I set in these files to get 1024x768x65535?

Thanks,
Jozsi

5717. Reviews for new Retro-Computing book

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 17:01:53 UTC
From: Variant Press <variant@commodorebook.com>
Message-ID: <24tBf.22$2D7.5@fe23.lga>
Source record: 9594

Read the history of the battle for home computer dominance in "On the Edge: The Spectacular Rise and Fall of Commodore". Topics include Sinclair, Atari, IBM, Apple, Macintosh, MSX, Texas Instruments, Tandy, and the 6502 microprocessor. Full reviews are available here:

http://www.commodorebook.com/view.php?content=reviews

"He destroyed me, he destroyed my family, he did all kinds of terrible things, but he gave me a chance to do something nobody else would give me necessarily. I can remember that and I thank him for it." - Commodore PET Engineer Chuck Peddle on founder Jack Tramiel

"God, what an incredible thing we did." - Commodore-Amiga Engineer R.J. Mical

- Browse the book online
- View the table of contents
- Shipping rates are still discounted!

United States and Canada (5-10 days): $3.50 (was $7.50)
International 2-6 weeks: $5.50 (was $9.50)
International 6-10 days: $17.50 (was $21.50)

www.commodorebook.com

5718. Re: sinclap here

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 17:16:17 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1138122977.654729.194230@z14g2000cwz.googlegroups.com>
Source record: 9595
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

Nope generated from Atari 8 bit. Who needs cutting edge...

5719. Re: How resolution is determined

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 17:50:22 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.01.24.17.50.22.708162@nospammmmatari-source.com>
Source record: 9596

On Tue, 24 Jan 2006 06:36:09 -0800, Joe Iron wrote:

> Hi,
>
> Before I change my current configuration (NVDI, NAES, NTHING, MINT) my
> plan was to play with Aranym first. But I absolutely confused. I tried
> FVDI, XAAES, TERADESK, MINT. How the screen resolution and color depth
> is determined? There are configuration items in FVDI.sys, XAAES.cfg and
> also options in TERADESK. What should I set in these files to get
> 1024x768x65535?
>
> Thanks,
> Jozsi

In fvdi.sys set resolution to 1024x768@16 (there's examples in there). In XaAES, I think you can just leave it alone, but if it's being strange, just set it to video=27. As for teradesk's config, I didn't even know it had a resolution setting but it shouldn't change your situation. Check out the afros disk for more info on getting things setup properly.

Thanks,
Mark

5720. Re: Dungeon Master Clone

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 20:27:46 UTC
From: Mickael Pointier <nobody@wantspam.net>
Message-ID: <11td30ppo8o4c9d@corp.supernews.com>
Source record: 9597

> Hi All ST Fans !
>
> Does anyone remember an ST Demo witch included a nice Dungeon Master clone
?

The Phaleon GigaDemo perhaps ?
http://www.defence-force.org/computing/atari/demos/index.htm

5721. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 21:34:19 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43d69d5b$0$20159$8fcfb975@news.wanadoo.fr>
Source record: 9598

Hi,

Maurice wrote:
> I installed this on windows XP. It looks beautiful thanks for all
> your work.

Thanks for your kind words :)

> My question is this - when I tried to run some of my other
> programs by
> copying them to the "programm" folder they just wouldn't work. Am I missing
> something or is it necessary to have Aranym specially configured for office
> & DTP programs?

Beware that copying a program is not equivalent to its installation.

> Papyrus versions 4, 5 & 7 wouldn't run. Calamus SL96 tried to load but was
> unuseable, DAs Layout also no go. Atari Works loads, starts a new document
> but the menu options are then grayed out making them inaccessible.
> Harlekin III loads and appears to work.
> Any suggestions would be appreciated.

You may ask questions on the ARAnyM's mailing list to share your
experience with other users at : <http://aranym.atari.org/>.

> I do have NVDI 5 (a legitimate
> copy) so
> I could use that if it helps things along.

NVDI is a commercial product that can't be placed in a free package.

> Also would using Tos 4.04
> improve
> compatibility with earlier programs?

Yes, it may ... You're right. Please test and report about it.

> Does anyone else have experience with this?

You will meet other users on the ARAnyM's users list :)

Anyway, you know that if ARAnyM hasn't reached the "1.0" version
number, that means that it is still under strong testing stage.

Please let us know about your testings.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5722. Re: sinclap here

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 21:47:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.24.21.47.20.221920@charter.net>
Source record: 9449

On Tue, 24 Jan 2006 09:16:17 -0800, sinclap@yahoo.com wrote:

> Nope generated from Atari 8 bit. Who needs cutting edge...

You do. Good Japanese steel, with the edge rolled/folded about 400 times.

It would do the world a favor... :-)

--
_/_/_/

5723. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 23:28:50 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <43d6b75a$0$20776$9b4e6d93@newsread4.arcor-online.net>
Source record: 9450

Hi Francois!

> Please report your comments. You're welcome.

I tried it for about 5 seconds (yes!!!) and I got a fatal crash in aranym.

What I did is this:
Scroll up and down on the teradesk window using window widgets. Could reproduce it 3 times in a row. Now that I opened my emailer, it wont happen anymore, instead I get bus errors, crashing the desktop, etc.

So whose fault is this now? Aranym? MyAES? Aranym MiNT Kernel? fvdi? libSDL? Windows XP?

Only God knows! Sorry, I dont even manage to test this. This is what I have been criticizing about aranym forever and this is exactly what prevents me from reporting bugs.

If I send in such a bug report as this one, it is too easy to say: Not our fault.

Really, it was my fastest crash ever!

And most annyoing: aranym hooks the mouse then. Hard to get it back (but possible).

Maybe I manage to run it for longer than five minutes. If I do, I will let you know about the programs and how I like those.

Cheers, Ingo =;=>

5724. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-24 23:46:18 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <43d6bb6c$0$21028$9b4e6d93@newsread2.arcor-online.net>
Source record: 9451

Hi Francois!

Oh, yet another thing:

I do understand you love your language (all French people do and try to avoid any other language as much as possible ;-)) but really, such a collection would have been much cooler and easier to use for all of us if it was in English and not French...

And starting CAB also freezes things here. zview, eb_model and qed work fine, though.

Cheers, Ingo =;->

5725. Re: Papyrus questions

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 07:39:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200601250839.a52290@ll.maus.de>
Source record: 9466

Hallo Edward S. Baiz,

>I have and use version X.

A little question: I found a problem in Papyrus X when using the options for the dialoges. Papyrus crashes and freezes my PowerBook (MacOS 8.6 with MagiCMac 6.2) when saving the changed options for the "dialog". With MacOS X and MagiCMacX Papyrus doesn`t crash, but the options "dialog" can not be calles from the menu directly. What happens, if you change the behavior of the dialogs for the buttons "OK", "Cancel" vs. "Accept", "Back" and save these changes?

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

5726. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 07:58:07 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43D72F8F.3090504@atari.org>
Source record: 9452

Hi Ingo,

Ingo Schmidt wrote:
>> Please report your comments. You're welcome.
>
> I tried it for about 5 seconds (yes!!!) and I got a fatal crash in aranym.
>
> What I did is this:
> Scroll up and down on the teradesk window using window widgets. Could
> reproduce it 3 times in a row. Now that I opened my emailer, it wont
> happen anymore, instead I get bus errors, crashing the desktop, etc.
>
> So whose fault is this now? Aranym? MyAES? Aranym MiNT Kernel? fvdi?
> libSDL? Windows XP?
>
> Only God knows! Sorry, I dont even manage to test this. This is what I
> have been criticizing about aranym forever and this is exactly what
> prevents me from reporting bugs.
>
> If I send in such a bug report as this one, it is too easy to say: Not
> our fault.
>
> Really, it was my fastest crash ever!
>
> And most annyoing: aranym hooks the mouse then. Hard to get it back (but
> possible).
>
> Maybe I manage to run it for longer than five minutes. If I do, I will
> let you know about the programs and how I like those.

Well ... I'm not responsible for the Windows version. I personally
built the Linux and MacOSX versions for the Pack_3D configuration.

I know that there's problems with the Windows version. I think that
it is related to the usage of a too old SDL library when building
the Windows ARAnyM version (SDL.DLL).

In any case there doesn't seem to have such problems with Linux or OSX.

What you can do is to report problems on <http://aranym.atari.org/> in
the users mailing list.

You know that ARAnyM hasn't reached the "1.0" number version, and that
we really need to hear feedback from users.

Thanks for giving a try to the Pack_3D configuration :)

We look forward to hear from you.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5727. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 08:15:35 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43D733A7.2020607@atari.org>
Source record: 9453

Hi Ingo,

Ingo Schmidt wrote:
> Oh, yet another thing:
>
> I do understand you love your language (all French people do and try to
> avoid any other language as much as possible ;-)) but really, such a
> collection would have been much cooler and easier to use for all of us
> if it was in English and not French...

I know that the Pack_3D is mainly localized in French. It has a kind
of "French touch" :) But you know that most softwares that are included
in the package have the corresponding configuration for other languages.

In any case, if you don't find your mother tongue language, that is
almost available for all softwares, the RSC editor "Interface" is
present in the package, so that you can translate programs for your
personal usage. You may also contribute for the translation of
softwares, so that other ATARI users can benefit from you work :)

Did you hear of <http://atari.transaction.free.fr/> WEB site ?

> And starting CAB also freezes things here. zview, eb_model and qed work
> fine, though.

CAB freezes ARAnyM only for the Windows supported platform. It is
not the case for the Linux and OSX versions that I personally
maintain. The precise problem should be related in the ARAnyM's
users list, so that you have answers from Windows maintainers.

Thanks for giving a try the Pack_3D configuration.

We hope to hear from you :)

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5728. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 08:34:27 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43d736c4$1@sune250-cri-s01>
Source record: 9454

Maurice wrote:

Hello

I have compil Windows Aranym version, I know there is some problems with
it, perhaps link with option I have to try recompil it with specific
option, as I know cab crash when start on windows and not in other
versions, it come with truetype font, I think it's because, I have not
compil with NFvdi option, I have to test it.
I can't test on XP, I test it on.

> I installed this on windows XP. It looks beautiful thanks for all
> your work. My question is this - when I tried to run some of my other
> programs by
> copying them to the "programm" folder they just wouldn't work. Am I missing
> something or is it necessary to have Aranym specially configured for office
> & DTP programs?
No, other software work like this, but some software could possible not
like Hostfs. To see if it is you can try to copy it on C drive to see,
if it come with this or not.
> Papyrus versions 4, 5 & 7 wouldn't run.
I don't know if it work, I have test version 2, 8 and 10
2 work, and 8 and 10 can be run but not work correctly because we can't
edit anything, this a myaes trouble (or a possible bug in Papyrus, if it
can't find NAES or Magic (I have to try to put a cookie to see if it is
this soon!))

>Calamus SL96 tried to load but was
> unuseable, DAs Layout also no go.
Francois which version do you use?
>Atari Works loads, starts a new document
> but the menu options are then grayed out making them inaccessible.
Perhaps an myaes trouble, I have not this software to test.
> Harlekin III loads and appears to work.
> Any suggestions would be appreciated. I do have NVDI 5 (a legitimate
> copy) so
> I could use that if it helps things along. Also would using Tos 4.04
> improve
> compatibility with earlier programs?
> Does anyone else have experience with this?
Yes of course a lot of software access directly to video, and not like
fvdi for this, but for speed the only way is fVDI, that is it not bad at
all, and work well with a lot of applications.

>
> regards

> Maurice
>
If you wan't to answer me directly by mail, don't foget to remove BIDON.
from my email address, I need feedback for software test, for MyAeS that
I developp.

Olivier

5729. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 08:37:02 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43d7375f$1@sune250-cri-s01>
Source record: 9455

>
> And starting CAB also freezes things here. zview, eb_model and qed work
> fine, though.

Yes I know, just remove truetype folder, and it work, I have to
recompilate Aranym with other options, there is something wrong in my
compil, it work fine on linux and osx. Sorry

Olivier

5730. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 08:43:20 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43d738d9$1@sune250-cri-s01>
Source record: 9456

Ingo Schmidt wrote:
> Hi Francois!
>
> Oh, yet another thing:
>
> I do understand you love your language (all French people do and try to
> avoid any other language as much as possible ;-)) but really, such a
> collection would have been much cooler and easier to use for all of us
> if it was in English and not French...

For Inshape III, unfortunatly there is only french version, someone should do translation (ressource and 100 pages of doc!), but never do it because he is dead some weeks after have the Inshape package. There no ask for this, and work is to big, to do only for fun unfortunatly. So no version of Inshape except in french.

Olivier

5731. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 09:26:43 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43D74453.60608@atari.org>
Source record: 9457

Hi Olivier,

OL wrote :
> I have compil Windows Aranym version, I know there is some problems with
> it, perhaps link with option I have to try recompil it with specific
> option, as I know cab crash when start on windows and not in other
> versions, it come with truetype font, I think it's because, I have not
> compil with NFvdi option, I have to test it.
> I can't test on XP, I test it on.

The problem with TrueType fonts is related to the fact that ARAnyM
really needs the latest SDL library for freeType2 support. Do you know
that the SDL.DLL library that is present in the Pack_3D configuration is
about 10 times bigger than the current SDL.DLL 1.2.9 Win32 version ?
This is due in my understanding, to the fact that the latest versions
take much better advantage of Windows APIs.

There's no real need to add nfVDI building switch for freeType2 support.
It should work really great if you just update SDL, and build ARAnyM
again from it.

The current CVS version of ARAnyM really need an uptodate SDL version.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5732. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 09:44:50 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43d74743$1@sune250-cri-s01>
Source record: 9458

Francois LE COAT wrote:
> Hi Olivier,
>
> OL wrote :
>
>> I have compil Windows Aranym version, I know there is some problems
>> with it, perhaps link with option I have to try recompil it with
>> specific option, as I know cab crash when start on windows and not in
>> other versions, it come with truetype font, I think it's because, I
>> have not compil with NFvdi option, I have to test it.
>> I can't test on XP, I test it on.
>
>
> The problem with TrueType fonts is related to the fact that ARAnyM
> really needs the latest SDL library for freeType2 support. Do you know
> that the SDL.DLL library that is present in the Pack_3D configuration is
> about 10 times bigger than the current SDL.DLL 1.2.9 Win32 version ?
> This is due in my understanding, to the fact that the latest versions
> take much better advantage of Windows APIs.
>
> There's no real need to add nfVDI building switch for freeType2 support.
> It should work really great if you just update SDL, and build ARAnyM
> again from it.
>
> The current CVS version of ARAnyM really need an uptodate SDL version.

I have test with new version, this is alway's the same, cab still freeze.

Olivier

5733. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 10:39:16 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <dr7kgj$vb3$1@upsn250.cri.u-psud.fr>
Source record: 9459

Hi Olivier,

OL wrote :
> Francois LE COAT wrote:
>> OL wrote :
>>
>>> I have compil Windows Aranym version, I know there is some problems
>>> with it, perhaps link with option I have to try recompil it with
>>> specific option, as I know cab crash when start on windows and not in
>>> other versions, it come with truetype font, I think it's because, I
>>> have not compil with NFvdi option, I have to test it.
>>> I can't test on XP, I test it on.
>>
>> The problem with TrueType fonts is related to the fact that ARAnyM
>> really needs the latest SDL library for freeType2 support. Do you know
>> that the SDL.DLL library that is present in the Pack_3D configuration is
>> about 10 times bigger than the current SDL.DLL 1.2.9 Win32 version ?
>> This is due in my understanding, to the fact that the latest versions
>> take much better advantage of Windows APIs.
>>
>> There's no real need to add nfVDI building switch for freeType2 support.
>> It should work really great if you just update SDL, and build ARAnyM
>> again from it.
>>
>> The current CVS version of ARAnyM really need an uptodate SDL version.
>
> I have test with new version, this is alway's the same, cab still freeze.

Well, then bad luck :(It is not the place to report such a bug.

Anyway, when you update SDL with CygWin, do you choose a stable version
or the current version ? Current should be preferred to stable version.

I hope it can help.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5734. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 13:30:23 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43d77c1f$1@sune250-cri-s01>
Source record: 9460

```
Francois LE COAT wrote:
> Hi Olivier,
>
> OL wrote :
>
>> Francois LE COAT wrote:
>>
>>> OL wrote :
>>>
>>>> I have compil Windows Aranym version, I know there is some problems
>>>> with it, perhaps link with option I have to try recompil it with
>>>> specific option, as I know cab crash when start on windows and not
>>>> in other versions, it come with truetype font, I think it's because,
>>>> I have not compil with NFvdi option, I have to test it.
>>>> I can't test on XP, I test it on.
>>>
>>>
>>> The problem with TrueType fonts is related to the fact that ARAnyM
>>> really needs the latest SDL library for freeType2 support. Do you know
>>> that the SDL.DLL library that is present in the Pack_3D configuration is
>>> about 10 times bigger than the current SDL.DLL 1.2.9 Win32 version ?
>>> This is due in my understanding, to the fact that the latest versions
>>> take much better advantage of Windows APIs.
>>>
>>> There's no real need to add nfVDI building switch for freeType2 support.
>>> It should work really great if you just update SDL, and build ARAnyM
>>> again from it.
>>>
>>> The current CVS version of ARAnyM really need an uptodate SDL version.
>>
>>
>> I have test with new version, this is alway's the same, cab still freeze.
>
>
> Well, then bad luck :( It is not the place to report such a bug.
>
> Anyway, when you update SDL with CygWin, do you choose a stable version
> or the current version ? Current should be preferred to stable version.

A cvs version, as you do for MacOS or Linux, it should be CVS version
from 10 january 2006. Without this aranym.sys couldn't run with old
official 0.9 version.

I have actually no time to spend for this, I have already relate this to
Johan. I'm not sure to have do good options (I just add JIT option to
```

default), if I try add opengl option Aranym crash at start.

I can't do more, for a year I'm not in the developper mailling list of Aranym, because I have no time to spend for it, because all my time is for MyAeS, and it's enough for me!

So for the moment Windows user should know, there probably bug comming with specific windows version, cab couldn't work (except remove truetype font folder) or use highwire!

Olivier

5735. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 14:21:01 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1138198861.626348.10850@o13g2000cwo.googlegroups.com>
Source record: 9461

Hi!

While it is interesting circumstance it is just by pure chance. As an original author of the FreeType2 support in fVDI I can safely tell you that it cannot relate to SDL library version ARAnyM is compiled against. It does not attempt to use any NF (host OS) stuff in there. It should work the same way on any m68k box out there.

That said I should also warn you that the vector font support in fVDI is not mature enough and a lot of apps have problems with that. fVDI is open-source and so you can contribute to bug fixing and improving its compatibility.

PLEASE PEOPLE! REPORT BUGS IN OUT ARANYM MAILING LISTS! Read http://aranym.sf.net for more information.

Regards

STanda

Francois LE COAT wrote:
> The problem with TrueType fonts is related to the fact that ARAnyM
> really needs the latest SDL library for freeType2 support. Do you know
> that the SDL.DLL library that is present in the Pack_3D configuration is
> about 10 times bigger than the current SDL.DLL 1.2.9 Win32 version ?
> This is due in my understanding, to the fact that the latest versions
> take much better advantage of Windows APIs.
>
> There's no real need to add nfVDI building switch for freeType2 support.
> It should work really great if you just update SDL, and build ARAnyM
> again from it.
>
> The current CVS version of ARAnyM really need an uptodate SDL version.
>
> Best regards,
>
> -- François LE COAT
> Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org

5736. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 14:46:00 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43D78F28.2060007@atari.org>
Source record: 9462

Hi Olivier,

OL wrote :
> Francois LE COAT wrote:
>> OL wrote :
>>> Francois LE COAT wrote:
>>>> OL wrote :
>>>>
>>>>> I have compil Windows Aranym version, I know there is some problems
>>>>> with it, perhaps link with option I have to try recompil it with
>>>>> specific option, as I know cab crash when start on windows and not
>>>>> in other versions, it come with truetype font, I think it's
>>>>> because, I have not compil with NFvdi option, I have to test it.
>>>>> I can't test on XP, I test it on.
>>>>
>>>> The problem with TrueType fonts is related to the fact that ARAnyM
>>>> really needs the latest SDL library for freeType2 support. Do you know
>>>> that the SDL.DLL library that is present in the Pack_3D
>>>> configuration is
>>>> about 10 times bigger than the current SDL.DLL 1.2.9 Win32 version ?
>>>> This is due in my understanding, to the fact that the latest versions
>>>> take much better advantage of Windows APIs.
>>>>
>>>> There's no real need to add nfVDI building switch for freeType2
>>>> support.
>>>> It should work really great if you just update SDL, and build ARAnyM
>>>> again from it.
>>>>
>>>> The current CVS version of ARAnyM really need an uptodate SDL version.
>>>
>>> I have test with new version, this is alway's the same, cab still
>>> freeze.
>>
>> Well, then bad luck :(It is not the place to report such a bug.
>>
>> Anyway, when you update SDL with CygWin, do you choose a stable version
>> or the current version ? Current should be preferred to stable version.
>
> A cvs version, as you do for MacOS or Linux, it should be CVS version
> from 10 january 2006.

It doesn't seem that you know how to upgrade CygWin. And that's what I
don't understand about what you're doing under Windows. It is not the
same thing at all, than under Linux or MacOSX, indeed.

What you have to do is to call "Setup.exe" that is available on :

<http://www.cygwin.com/>

and to ask to the FTP installation GUI to upgrade the development (and SDL) packages.

> Without this aranym.sys couldn't run with old official 0.9 version.
>
> I have actually no time to spend for this,

We just ask you to build a Windows executable ... No more than that ;)

> I have already relate this to
> Johan.

You know that it is not a bug of fVDI indeed. Otherwise it wouldn't work under Linux and OSX. No ... The problem is related to your devel environment.

> I'm not sure to have do good options (I just add JIT option to
> default),

That's fine like that. Just add JIT options, and that's fine. My building options under Linux look like :

```
./autogen.sh --enable-jit-compiler --enable-jit-fpu CFLAGS="-march=i686
-funroll-loops -fexpensive-optimizations" CXXFLAGS="-march=i686
-funroll-loops -fexpensive-optimizations"
```

You can do a similar build under CygWin. GCC should be 4.x, is it ?

> if I try add opengl option Aranym crash at start.

We ask you to build a standard package. Nothing more. No OpenGL.

> I can't do more, for a year I'm not in the developper mailling list of
> Aranym, because I have no time to spend for it, because all my time is
> for MyAeS, and it's enough for me!

If you're working on MyAeS, and use ARAnyM for it, it would be better that you have a working version of ARAnyM. The current version of ARAnyM is quite stable, as you could test under Linux. It would be a good thing for you, first to have a correct GygWin devel environment, to (second) build a working version of ARAnyM. You will then be able to debug MyAeS under Windows.

And we all need a working version of ARAnyM under Windows, to insert it in the Pack_3D configuration.

Please we need it ! And it is affordable for your devel skills :)

> So for the moment Windows user should know, there probably bug comming
> with specific windows version, cab couldn't work (except remove truetype
> font folder) or use highwire!

Did you read all bug reports from Ingo Schmidt ? The Windows version
that you built is almost not usable. You should care about it ;)

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5737. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 16:12:37 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43D7A375.2040700@BIDON.utbm.fr>
Source record: 9463

>>
>>
>> A cvs version, as you do for MacOS or Linux, it should be CVS version
>> from 10 january 2006.
>
>
> It doesn't seem that you know how to upgrade CygWin. And that's what I
> don't understand about what you're doing under Windows. It is not the
> same thing at all, than under Linux or MacOSX, indeed.
>
> What you have to do is to call "Setup.exe" that is available on :
>
> <http://www.cygwin.com/>

No, I'm not stupid, I use cygwin for long time ago, my update should
date of 2 weeks only! This is enough! It's strange like people think
when there is an update, older version can't be good for what they work
before.

So please not said me how use cygwin, I use it for first port of Aranym
on windows, authors at this time not think a version like this could
appear so fast, they not plane do it before 1 year, if I remember!

For a long time cygwin was very difficult to update for me (stop near 20
times before finish and take near 1 day for this!), now I have install
it in half an hour!
>
> and to ask to the FTP installation GUI to upgrade the development (and
> SDL) packages.
>
>> Without this aranym.sys couldn't run with old official 0.9 version.
>>
>> I have actually no time to spend for this,
>
>
> We just ask you to build a Windows executable ... No more than that ;)
>
>> I have already relate this to Johan.
>
>
> You know that it is not a bug of fVDI indeed. Otherwise it wouldn't
> work under Linux and OSX. No ... The problem is related to your devel
> environment.

So if you are so good try to do better I have no time for this.

But it can be an fvdi bug, or aranym bug or anything else, really I
don't know how you can said this, bug are sometime so strange!

All here is developpement (emutos, aranym, fvdi, myaes) except perhaps
Mint that looks very stable.
>
>> I'm not sure to have do good options (I just add JIT option to default),
>
>
> That's fine like that. Just add JIT options, and that's fine. My
> building options under Linux look like :
>
> ./autogen.sh --enable-jit-compiler --enable-jit-fpu CFLAGS="-march=i686
> -funroll-loops -fexpensive-optimizations" CXXFLAGS="-march=i686
> -funroll-loops -fexpensive-optimizations"
Notice code optimisation, should not change anything in bug, and is
expected to add new bugs, I prefer default option comming with configure
notice too that --enable-jit-fpu is done by default.
>
> You can do a similar build under CygWin. GCC should be 4.x, is it ?

The default one on cygwin: 3.4.4

>
>> if I try add opengl option Aranym crash at start.
>
>
> We ask you to build a standard package. Nothing more. No OpenGL.
>
>> I can't do more, for a year I'm not in the developper mailling list of
>> Aranym, because I have no time to spend for it, because all my time is
>> for MyAeS, and it's enough for me!
>
>
> If you're working on MyAeS, and use ARAnyM for it, it would be better
> that you have a working version of ARAnyM. The current version
> of ARAnyM is quite stable, as you could test under Linux. It would
> be a good thing for you, first to have a correct GygWin devel
> environment, to (second) build a working version of ARAnyM. You will
> then be able to debug MyAeS under Windows.

I develop under Linux, windows version is only at work, and I suppose I
have other things to do than debug myaes at work!

>
> And we all need a working version of ARAnyM under Windows, to insert
> it in the Pack_3D configuration.
>
> Please we need it ! And it is affordable for your devel skills :)
>
>> So for the moment Windows user should know, there probably bug comming
>> with specific windows version, cab couldn't work (except remove
>> truetype font folder) or use highwire!

>
>
> Did you read all bug reports from Ingo Schmidt ? The Windows version
> that you built is almost not usable. You should care about it ;)

It work not so bad except this, because I can even launch Papyrus 10 and load vectorial fonts without trouble, but Papyrus unfortunatly not work correctly (can't edit), but this is a known trouble comming with myaes! (nothing is perfect!)

Now it's not to me to said if Windows version is conform or not to what it should, this should be do, with the official realease and not a develop version, as we use it, I suppose when Aranym team will look to do this official release, they will try to compil in most target possible to test, as they alway's do (For Windows Petr do it generally), and alway's there is specific fix, and correction bugs. If they not do it, it's because they thing it's not time for this (not finish), and because it's an hard and long work, impossible to do all month. We only use an CVS version, because there was done a very interesting work on it.

Olivier

5738. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 16:13:35 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43d7a260$1@sune250-cri-s01>
Source record: 9464

>>
>>
>> A cvs version, as you do for MacOS or Linux, it should be CVS version
>> from 10 january 2006.
>
>
> It doesn't seem that you know how to upgrade CygWin. And that's what I
> don't understand about what you're doing under Windows. It is not the
> same thing at all, than under Linux or MacOSX, indeed.
>
> What you have to do is to call "Setup.exe" that is available on :
>
> <http://www.cygwin.com/>

No, I'm not stupid, I use cygwin for long time ago, my update should
date of 2 weeks only! This is enough! It's strange like people think
when there is an update, older version can't be good for what they work
before.

So please not said me how use cygwin, I use it for first port of Aranym
on windows, authors at this time not think a version like this could
appear so fast, they not plane do it before 1 year, if I remember!

For a long time cygwin was very difficult to update for me (stop near 20
times before finish and take near 1 day for this!), now I have install
it in half an hour!
>
> and to ask to the FTP installation GUI to upgrade the development (and
> SDL) packages.
>
>> Without this aranym.sys couldn't run with old official 0.9 version.
>>
>> I have actually no time to spend for this,
>
>
> We just ask you to build a Windows executable ... No more than that ;)
>
>> I have already relate this to Johan.
>
>
> You know that it is not a bug of fVDI indeed. Otherwise it wouldn't
> work under Linux and OSX. No ... The problem is related to your devel
> environment.

So if you are so good try to do better I have no time for this.

But it can be an fvdi bug, or aranym bug or anything else, really I
don't know how you can said this, bug are sometime so strange!

All here is developpement (emutos, aranym, fvdi, myaes) except perhaps
Mint that looks very stable.
>
>> I'm not sure to have do good options (I just add JIT option to default),
>
>
> That's fine like that. Just add JIT options, and that's fine. My
> building options under Linux look like :
>
> ./autogen.sh --enable-jit-compiler --enable-jit-fpu CFLAGS="-march=i686
> -funroll-loops -fexpensive-optimizations" CXXFLAGS="-march=i686
> -funroll-loops -fexpensive-optimizations"
Notice code optimisation, should not change anything in bug, and is
expected to add new bugs, I prefer default option comming with configure
notice too that --enable-jit-fpu is done by default.
>
> You can do a similar build under CygWin. GCC should be 4.x, is it ?

The default one on cygwin: 3.4.4

>
>> if I try add opengl option Aranym crash at start.
>
>
> We ask you to build a standard package. Nothing more. No OpenGL.
>
>> I can't do more, for a year I'm not in the developper mailling list of
>> Aranym, because I have no time to spend for it, because all my time is
>> for MyAeS, and it's enough for me!
>
>
> If you're working on MyAeS, and use ARAnyM for it, it would be better
> that you have a working version of ARAnyM. The current version
> of ARAnyM is quite stable, as you could test under Linux. It would
> be a good thing for you, first to have a correct GygWin devel
> environment, to (second) build a working version of ARAnyM. You will
> then be able to debug MyAeS under Windows.

I develop under Linux, windows version is only at work, and I suppose I
have other things to do than debug myaes at work!

>
> And we all need a working version of ARAnyM under Windows, to insert
> it in the Pack_3D configuration.
>
> Please we need it ! And it is affordable for your devel skills :)
>
>> So for the moment Windows user should know, there probably bug comming
>> with specific windows version, cab couldn't work (except remove
>> truetype font folder) or use highwire!

>
>
> Did you read all bug reports from Ingo Schmidt ? The Windows version
> that you built is almost not usable. You should care about it ;)

It work not so bad except this, because I can even launch Papyrus 10 and load vectorial fonts without trouble, but Papyrus unfortunatly not work correctly (can't edit), but this is a known trouble comming with myaes! (nothing is perfect!)

Now it's not to me to said if Windows version is conform or not to what it should, this should be do, with the official realease and not a develop version, as we use it, I suppose when Aranym team will look to do this official release, they will try to compil in most target possible to test, as they alway's do (For Windows Petr do it generally), and alway's there is specific fix, and correction bugs. If they not do it, it's because they thing it's not time for this (not finish), and because it's an hard and long work, impossible to do all month. We only use an CVS version, because there was done a very interesting work on it.

Olivier

5739. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-25 17:55:50 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43D7BBA6.2080102@atari.org>
Source record: 9465

Hi Olivier,

OL wrote:
>>> A cvs version, as you do for MacOS or Linux, it should be CVS version
>>> from 10 january 2006.
>>
>> It doesn't seem that you know how to upgrade CygWin. And that's what I
>> don't understand about what you're doing under Windows. It is not the
>> same thing at all, than under Linux or MacOSX, indeed.
>>
>> What you have to do is to call "Setup.exe" that is available on :
>>
>> <http://www.cygwin.com/>
>
> No, I'm not stupid, I use cygwin for long time ago, my update should
> date of 2 weeks only! This is enough! It's strange like people think
> when there is an update, older version can't be good for what they work
> before.
>
> So please not said me how use cygwin, I use it for first port of Aranym
> on windows, authors at this time not think a version like this could
> appear so fast, they not plane do it before 1 year, if I remember!
>
> For a long time cygwin was very difficult to update for me (stop near 20
> times before finish and take near 1 day for this!), now I have install
> it in half an hour!

So then, you do your best. I think that the main reason why ARAnyM
doesn't work under Windows is that CygWin is now obsolete. I recently
heard that there's a new commercial devel environment that take place
of CygWin that is much more efficient. CygWin seems to be abandoned
and not suitable for our kind of developments :(

>> and to ask to the FTP installation GUI to upgrade the development (and
>> SDL) packages.
>>
>>> Without this aranym.sys couldn't run with old official 0.9 version.
>>>
>>> I have actually no time to spend for this,
>>
>> We just ask you to build a Windows executable ... No more than that ;)
>>
>>> I have already relate this to Johan.
>>
>> You know that it is not a bug of fVDI indeed. Otherwise it wouldn't

>> work under Linux and OSX. No ... The problem is related to your devel
>> environment.
>
> So if you are so good try to do better I have no time for this.

I already maintained Linux and MacOSX versions for this work. Sorry
but I can't do anything more. I have no special affinities with
Windows either :P

> But it can be an fvdi bug, or aranym bug or anything else, really I
> don't know how you can said this, bug are sometime so strange!
>
> All here is developpement (emutos, aranym, fvdi, myaes) except perhaps
> Mint that looks very stable.

CygWin is obsolete :(

>>> I'm not sure to have do good options (I just add JIT option to default),
>>
>> That's fine like that. Just add JIT options, and that's fine. My
>> building options under Linux look like :
>>
>> ./autogen.sh --enable-jit-compiler --enable-jit-fpu
>> CFLAGS="-march=i686 -funroll-loops -fexpensive-optimizations"
>> CXXFLAGS="-march=i686 -funroll-loops -fexpensive-optimizations"
>>
> Notice code optimisation, should not change anything in bug, and is
> expected to add new bugs, I prefer default option comming with configure
> notice too that --enable-jit-fpu is done by default.

What a nonsense ! Sorry but optimizations are taking a great importance.

>> You can do a similar build under CygWin. GCC should be 4.x, is it ?
>
> The default one on cygwin: 3.4.4

That's why I tell you that CygWin is now obsolete.

>>> if I try add opengl option Aranym crash at start.
>>
>> We ask you to build a standard package. Nothing more. No OpenGL.
>>
>>> I can't do more, for a year I'm not in the developper mailling list
>>> of Aranym, because I have no time to spend for it, because all my
>>> time is for MyAeS, and it's enough for me!
>>
>> If you're working on MyAeS, and use ARAnyM for it, it would be better
>> that you have a working version of ARAnyM. The current version
>> of ARAnyM is quite stable, as you could test under Linux. It would
>> be a good thing for you, first to have a correct GygWin devel
>> environment, to (second) build a working version of ARAnyM. You will
>> then be able to debug MyAeS under Windows.
>

> I develop under Linux, windows version is only at work, and I suppose I
> have other things to do than debug myaes at work!

Windows is useless. There's no reward to develop in such an OS.
This is so messy ! Forget it !

>> And we all need a working version of ARAnyM under Windows, to insert
>> it in the Pack_3D configuration.
>>
>> Please we need it ! And it is affordable for your devel skills :)
>>
>>> So for the moment Windows user should know, there probably bug
>>> comming with specific windows version, cab couldn't work (except
>>> remove truetype font folder) or use highwire!
>>
>> Did you read all bug reports from Ingo Schmidt ? The Windows version
>> that you built is almost not usable. You should care about it ;)
>
> It work not so bad except this, because I can even launch Papyrus 10 and
> load vectorial fonts without trouble, but Papyrus unfortunatly not work
> correctly (can't edit), but this is a known trouble comming with myaes!
> (nothing is perfect!)

I'm aware of the Papyrus problem. It's not an important thing.
It will be fixed. I'm confident :)

> Now it's not to me to said if Windows version is conform or not to what
> it should, this should be do, with the official realease and not a
> develop version, as we use it, I suppose when Aranym team will look to
> do this official release, they will try to compil in most target
> possible to test, as they alway's do (For Windows Petr do it generally),
> and alway's there is specific fix, and correction bugs. If they not do
> it, it's because they thing it's not time for this (not finish), and
> because it's an hard and long work, impossible to do all month. We only
> use an CVS version, because there was done a very interesting work on it.

So. Please ATARI peoples, stop using Windows, and don't complain
anymore about it. We do our best, but it is so messy that no warranties
of any kind can be given on the correct usage of the Windows port !

Linux is free and available from everywhere. It's friendly :)

Stop playing with fire, and migrate to Linux. It's such a reliable
operating system !

And remember that we're all gods ;)

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph describer, 3D Modeller)
http://eureka.atari.org

5740. Re: sinclap here

Newsgroup: comp.sys.atari.st
Date: 2006-01-26 06:13:08 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1138255988.685338.244230@o13g2000cwo.googlegroups.com>
Source record: 9467
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

Why? Very thin laptop with lots of backorders that will take Q3 to
catch up.

Now that iTunes has rolled over Napster, who's next?

I give Steve a year to be CEO of Disney.

5741. Re: CT63

Newsgroup: comp.sys.atari.st
Date: 2006-01-26 06:47:04 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <03sgt1p7f43qgc52b1ahpmf650lakst8v0@4ax.com>
Source record: 9468

On Tue, 17 Jan 2006 21:17:22 +0100, "Rodolphe Czuba"
<rodolphe.Beurkcaca.spam.czuba@free.fr> wrote:

>The CT63 are ready : I will get them in few days...
>The 060 were localised and ordered... Should be here the first week of
>February.
>
>So, the shipping of the orders will begin in February...
>As always, you will receive an email when your packet is shipped.
>
>Bye
>

Yay!

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5742. Re: CT news

Newsgroup: comp.sys.atari.st
Date: 2006-01-26 06:59:34 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1138258774.718022.126500@g44g2000cwa.googlegroups.com>
Source record: 9469

> Sega Master System emulator running on CT60 by Peter Persson :
> http://hem.passagen.se/shoggoth/
> http://hem.passagen.se/shoggoth/sms/sp-f030-2006-01-21.zip

Actually, the emulator was originally written by Charles MacDonald, but
I've ported and adapted it for the Atari.

I've discovered a nasty bug in the sound emulation part, which
sometimes turns off the internal IDE drive, and can probably cause all
sorts of bad things. A new version will be out soon. Sorry for this.

-- Peter

5743. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-26 09:43:02 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43d8985a$1@sune250-cri-s01>
Source record: 9470

>
> What a nonsense ! Sorry but optimizations are taking a great importance.
>
>>> You can do a similar build under CygWin. GCC should be 4.x, is it ?
>>
>>
>> The default one on cygwin: 3.4.4

No why? I still use Mandriva 2005, and Aranym work fine for me, and if
I'm true by default it's gcc 3.xxx on it.

When I see all updates of cygwin, I think it's not stop dev!

Olivier

5744. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-26 10:44:40 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43d8a6c8$1@sune250-cri-s01>
Source record: 9472

Ingo Schmidt wrote:
> Hi Francois!
>
>> Please report your comments. You're welcome.
>
>
> I tried it for about 5 seconds (yes!!!) and I got a fatal crash in aranym.
>
> What I did is this:
> Scroll up and down on the teradesk window using window widgets. Could
> reproduce it 3 times in a row. Now that I opened my emailer, it wont
> happen anymore, instead I get bus errors, crashing the desktop, etc.
>
> So whose fault is this now? Aranym? MyAES? Aranym MiNT Kernel? fvdi?
> libSDL? Windows XP?
>
> Only God knows! Sorry, I dont even manage to test this. This is what I
> have been criticizing about aranym forever and this is exactly what
> prevents me from reporting bugs.
>
> If I send in such a bug report as this one, it is too easy to say: Not
> our fault.
>
> Really, it was my fastest crash ever!
>
> And most annyoing: aranym hooks the mouse then. Hard to get it back (but
> possible).
>
> Maybe I manage to run it for longer than five minutes. If I do, I will
> let you know about the programs and how I like those.
>
>
> Cheers, Ingo =;=>
For this you can try to replace cygwin1.dll by this:
http://olivier.landemarre.free.fr/cygwin1.zip

Olivier

5745. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-26 10:50:07 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43D8A95F.7090501@atari.org>
Source record: 9471

Hi Olivier,

OL wrote :
>> What a nonsense ! Sorry but optimizations are taking a great importance.
>>
>>>> You can do a similar build under CygWin. GCC should be 4.x, is it ?
>>>
>>> The default one on cygwin: 3.4.4

That's why I asked you if you were using "stable" or "current" versions.

> No why? I still use Mandriva 2005, and Aranym work fine for me, and if
> I'm true by default it's gcc 3.xxx on it.

Yes, on my dual-G4, because I'm working with OSX.3.9, it is GCC 3.3.x.
And it is not an uptodate system ... I don't want to migrate to Intel :P

But on my P4, I installed Mandriva 2006 (Cooker), and it is uptodate
with GCC 4.0.2 :) We're really taking benefit from GCC 4.x on x86
archies.

> When I see all updates of cygwin, I think it's not stop dev!

I wish you were right !

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5746. ATTENTION: Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2006-01-26 13:44:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601260541110.19154-100000@onyx.spiritone.com>
Source record: 9475
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Atari Goods from oblivion, step up and buy a
minimum of $100.00 of ANY Games/Software in my Classic Atari 8 Bit and/or
Atari ST Catalogs and get 20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org 5 updated Catalogs!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5747. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-01-26 13:47:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601260545120.19154-100000@onyx.spiritone.com>
Source record: 9473
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5748. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-01-26 13:50:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601260547420.19154-100000@onyx.spiritone.com>
Source record: 9474
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5749. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-27 10:35:33 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43d9f625$1@sune250-cri-s01>
Source record: 9476

Here a new compil version of Aranym with more optimisations

http://olivier.landemarre.free.fr/aranymexe.zip (2,5Mo)

And if you have not already update it yesterday there is alway's
cygwin1.dll here working with 64bit proc

http://olivier.landemarre.free.fr/cygwin1.zip (700Ko)

Olivier

5750. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-27 15:48:30 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <43da3fef$0$20775$9b4e6d93@newsread4.arcor-online.net>
Source record: 9477

Hi Olivier!

> Here a new compil version of Aranym with more optimisations

Which optimizations?

> And if you have not already update it yesterday there is alway's
> cygwin1.dll here working with 64bit proc

I have updated my whole cygwin, so I didn't need this one, but thanks a
lot anyway!

Cheers, Ingo =;->

5751. GemGT2, Capy Game & Graoumf tracker updated for CT60 !!

Newsgroup: comp.sys.atari.st
Date: 2006-01-27 19:15:58 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43da7175$0$26604$636a55ce@news.free.fr>
Source record: 9478

I announced those on atari.org and dhs.nu. Files can be downloaded from our page (http://yescrew.atari.org) or from DHS pages (http://www.dhs.nu).

Janez V.

5752. Freekeys wiring diagram?

Newsgroup: comp.sys.atari.st
Date: 2006-01-28 02:01:10 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.28.02.01.10.123581@charter.net>
Source record: 9479

Hey gang. I've got a Freekeys replacement keyboard setup that I bought used. 2 of the wires on the cable connection to the case plug have come loose and need to be resoldered.

Can anyone tell me how the wiring goes on this? (which color wire to which pin? There are only 5 of them I believe. The wires are red, bluce, white, and black. It appears there are 2 blacks.

Thanks.

--
_/_/_/

5753. Re: Papyrus questions

Newsgroup: comp.sys.atari.st
Date: 2006-01-28 09:08:56 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060128091252168 07-derryck@cixcoukinvalid>
Source record: 9480

On 2006-01-25 07:39:00 +0000, Martin_Elsaesser@ll.maus.de (Martin Elsï¿½sser) said:

> With MacOS
> X and MagiCMacX Papyrus doesn`t crash, but the options "dialog" can not be
> calles from the menu directly. What happens, if you change the behavior of
> the dialogs for the buttons "OK", "Cancel" vs. "Accept", "Back" and save
> these changes?

PowerMac G5 and MagiCMacX 1.2 here, and you're quite right about the "Dialog" dialog box - one has to choose another option from the cascading menu, and then get to the "Dialog" popup from there. Funnily enough, I had this working perfectly the first time I tried!

The actual choices don't seem to "stick" either, from what I can see.

Overall, I'm not too impressed by the presentation of this program (English version). There's still some untranslated German and as for some of the dialog box and button texts...

--

Cheers

Derryck

5754. Re: Who is interested by an IDE adapter for STE ?

Newsgroup: comp.sys.atari.st
Date: 2006-01-28 18:00:04 UTC
From: badak <badak0@free.fr>
Message-ID: <43dbb0aa$0$301$626a14ce@news.free.fr>
Source record: 9482

did you send an email to IDEPROJECT@FREE.FR ? it's the only way if you are interested.

thanks
Bastien

"Ronald J. Hall" <dark_lord@charter.net> a crit dans le message de news:
pan.2006.01.28.18.06.30.678463@charter.net...
> On Sat, 28 Jan 2006 10:29:56 +0100, badak wrote:
>
>> (It's not the project but if you are interested for an IDE adapter for
>> MegaSTE or TT, tell me too)
>
> I know I already mentioned myself in the Atariage forums, but I'll repeat
> it again here. I'd be interested in one for my Mega STe. :-)
>
> --
> _/_/_/_

5755. Re: Who is interested by an IDE adapter for STE ?

Newsgroup: comp.sys.atari.st
Date: 2006-01-28 18:06:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.28.18.06.30.678463@charter.net>
Source record: 9481

On Sat, 28 Jan 2006 10:29:56 +0100, badak wrote:

> (It's not the project but if you are interested for an IDE adapter for
> MegaSTE or TT, tell me too)

I know I already mentioned myself in the Atariage forums, but I'll repeat
it again here. I'd be interested in one for my Mega STe. :-)

--
_/_/_/

5756. Re: Who is interested by an IDE adapter for STE ?

Newsgroup: comp.sys.atari.st
Date: 2006-01-28 20:41:34 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <drgktu$hv9$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9483

"badak" <badak0@free.fr> wrote in message
news:43dbb0aa$0$301$626a14ce@news.free.fr...
> did you send an email to IDEPROJECT@FREE.FR ? it's the only way if you
are
> interested.
>
> thanks
> Bastien
>
>
>
> "Ronald J. Hall" <dark_lord@charter.net> a crit dans le message de news:
> pan.2006.01.28.18.06.30.678463@charter.net...
> > On Sat, 28 Jan 2006 10:29:56 +0100, badak wrote:
> >
> >> (It's not the project but if you are interested for an IDE adapter for
> >> MegaSTE or TT, tell me too)
> >
> > I know I already mentioned myself in the Atariage forums, but I'll
repeat
> > it again here. I'd be interested in one for my Mega STe. :-)
> >
> > --
> >
_/_/_/

and you'll find the other 50% buying on impulse alone when the product is waved in front of them.

But otherwise, let's see it, make it happen. :-)

5757. Re: Who is interested by an IDE adapter for STE ?

Newsgroup: comp.sys.atari.st
Date: 2006-01-28 21:49:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.01.28.21.49.33.187451@nosspamatari-source.com>
Source record: 9485

On Sat, 28 Jan 2006 20:41:34 +0000, techie_alison wrote:

> "badak" <badak0@free.fr> wrote in message
> news:43dbb0aa$0$301$626a14ce@news.free.fr...
>> did you send an email to IDEPROJECT@FREE.FR ? it's the only way if you
> are
>> interested.
>>
>> thanks
>> Bastien
>>
>>
>>
>> "Ronald J. Hall" <dark_lord@charter.net> a ï¿½crit dans le message de news:
>> pan.2006.01.28.18.06.30.678463@charter.net...
>> > On Sat, 28 Jan 2006 10:29:56 +0100, badak wrote:
>> >
>> >> (It's not the project but if you are interested for an IDE adapter for
>> >> MegaSTE or TT, tell me too)
>> >
>> > I know I already mentioned myself in the Atariage forums, but I'll
> repeat
>> > it again here. I'd be interested in one for my Mega STe. :-)
>> >
>> > --
>> >
> _/_/_/_

> It comes across as perhaps a little pressurising and unfriendly. People are
> fickle. You'll find that over 50% will simply disappear when you launch it,
> and you'll find the other 50% buying on impulse alone when the product is
> waved in front of them.
>
> But otherwise, let's see it, make it happen. :-)

I've thought about this and for me it highly depends on cost. Can you produce the board for $25 or $100? Because it makes a difference on justification. I already have to spend 10bazillion $ on CTPCI, SuperVidel, etc because... well.. I love my falcon, but SCSI drives are dime a dozen these days and I have plenty of scsi goodness on my tt and mega ste's. And this project isn't even for TT or mega ste. Naturally there's the problem where we're probably going to run out of scsi drives that work on these old interfaces but I think we're a ways away from that. To top it all off, should I really be buying hardware for computers I haven't used enough? (My TT's and Mega STe). I wish electricity was free.

Thanks,
Mark

5758. Re: Who is interested by an IDE adapter for STE ?

Newsgroup: comp.sys.atari.st
Date: 2006-01-28 21:57:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.28.21.57.35.453030@charter.net>
Source record: 9484

On Sat, 28 Jan 2006 19:00:04 +0100, badak wrote:

> did you send an email to IDEPROJECT@FREE.FR ? it's the only way
> if you are interested.
>
> thanks
> Bastien

I have now. :-)

--
_/_/_/

5759. Re: Who is interested by an IDE adapter for STE ?

Newsgroup: comp.sys.atari.st
Date: 2006-01-28 23:36:04 UTC
From: fried.man@sympatico.ca
Message-ID: <1138491364.864323.144790@f14g2000cwb.googlegroups.com>
Source record: 9486

I would be interested for my Mega STE as well.
Thanks, Mark
Ronald J. Hall wrote:
> On Sat, 28 Jan 2006 10:29:56 +0100, badak wrote:
>
> > (It's not the project but if you are interested for an IDE adapter for
> > MegaSTE or TT, tell me too)
>
> I know I already mentioned myself in the Atariage forums, but I'll repeat
> it again here. I'd be interested in one for my Mega STe. :-)
>
> --
> _/_/_/_

5760. Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-29 18:04:21 UTC
From: Roderick Hero <hearena@advancedsl.com.ar>
Message-ID: <1138557861.142164.228780@g49g2000cwa.googlegroups.com>
Source record: 9487

Hi!

Does anybody know if there´s a way to boot a MSA file stored on the ST
HDD directly without writting it onto a floppy?

Thanks!

Facundo

5761. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-30 00:00:54 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.01.30.00.00.54.783594@nospammmmatari-source.com>
Source record: 9488

On Sun, 29 Jan 2006 10:04:21 -0800, Roderick Hero wrote:

> Hi!
>
> Does anybody know if thereï¿½s a way to boot a MSA file stored on the ST
> HDD directly without writting it onto a floppy?
>
> Thanks!
>
> Facundo

Such a tool would be marvelous. But as far as I know, nonexistent.

Thanks,
Mark

5762. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-30 02:46:18 UTC
From: Roderick Hero <hearena@advancedsl.com.ar>
Message-ID: <1138589177.955193.234850@g43g2000cwa.googlegroups.com>
Source record: 9489

Although I think it´s possible to develop.... some days ago I found
some demo on the net (shit, I dont remember it´s name nor the crowd!)
that was distributed in MSA format, and for real Ataris, a .TOS file
was included as a loader....

Hey coders!! Give us your experienced opinion!!!

Facundo

Mark D wrote:
> On Sun, 29 Jan 2006 10:04:21 -0800, Roderick Hero wrote:
>
> > Hi!
> >
> > Does anybody know if there´s a way to boot a MSA file stored on the ST
> > HDD directly without writting it onto a floppy?
> >
> > Thanks!
> >
> > Facundo
>
> Such a tool would be marvelous. But as far as I know, nonexistent.
>
> Thanks,
> Mark

5763. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-30 06:28:38 UTC
From: BMaedicke@t-online.de
Message-ID: <1h9yv95.7dvhcb3tit0mN%BMaedicke@t-online.de>
Source record: 9490

Mark D <mducksub@nospammmmatari-source.com> wrote:

> Such a tool would be marvelous. But as far as I know, nonexistent.

You try DIMFILE?
Look here: <http://atarihr.atari.org/datoteke.html>

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

5764. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-30 08:44:02 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43ddd082$1@sune250-cri-s01>
Source record: 9491

Ingo Schmidt wrote:
> Hi Olivier!
>
>> Here a new compil version of Aranym with more optimisations
>
>
> Which optimizations?

by default there is no optimisation I have add an -O2 and some other

Olivier

5765. Re: 3D ARAnyM versatile package

Newsgroup: comp.sys.atari.st
Date: 2006-01-30 08:44:44 UTC
From: OL <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <43ddd0ab$1@sune250-cri-s01>
Source record: 9492

Ingo Schmidt wrote:

> Hi Olivier!
>
>> Here a new compil version of Aranym with more optimisations
>
>
> Which optimizations?
I forget, I have compil from i386 to i686

Olivier

5766. Re: Papyrus questions

Newsgroup: comp.sys.atari.st
Date: 2006-01-30 16:49:16 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <AprDf.64132$C%3.40969@bignews2.bellsouth.net>
Source record: 9493

"Martin Tarenskeen" <nospam@telebyte.nl> wrote in message
news:slrndtanoc.2o1.nospam@localhost.localdomain...
> On 2006-01-23, Derryck Croker <derryck@cix.co.uk.invalid> wrote:
>> On 2006-01-21 07:07:12 +0000, "Edward S. Baiz Jr." <edbaizjr@comcast.net>
>> said:
>>
>>> I thought there was some English versions of the RSC files on the Net
>>
>> Since R.O.M. produce(d) Papyrus in English along with German, I don't
>> think that's likely TBH.
>>
>
> I got Papyrus X from 16/32 systems
> (http://www.1632-sales.zenwebhosting.com)
>
> English !
>
> --
>
> Martin Tarenskeen

Regarding Papyrus:

I have all original Papyrus Gold v.5 which is the color version IIRC.

I've not really used it yet, and was wondering if it is worth upgrading to
the X version or
a version below X?

What are some of the biggest improvements over say version 5?

phantomm@bellsouth.net

5767. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-30 21:22:00 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <drm01o$m5h$1@gateix.bernstein.loc>
Source record: 9494

Hi!

> Does anybody know if there=B4s a way to boot a MSA file stored on the ST
> HDD directly without writting it onto a floppy?=20

I am acutally write a (simple) program which allows to read or write such disk images on a Atari. I want also add a MetaDOS driver which should allow to mount such images and access them like any other drives.

I dont want add booting from images because I think, it is not easy. While booting from such an image i need to have access to the HDD. But to have access to the HDD i need the harddisk driver to be present wich is normaly the case if i have booted from HDD.

Best regards
Michael

5768. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-31 18:13:38 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.01.31.18.13.37.39042@caramail-NOSPAM.com>
Source record: 9495

Le Mon, 30 Jan 2006 22:22:00 +0100, Michael Bernstein a ï¿œcritï¿œ:

>> Does anybody know if there=B4s a way to boot a MSA file stored on the ST
>> HDD directly without writting it onto a floppy?=20
>
> I am acutally write a (simple) program which allows to read or write such
> disk images on a Atari. I want also add a MetaDOS driver which should allow
> to mount such images and access them like any other drives.

Yeah, should be quite simple to do. And don't forget a program/accessory
to change the "mounted" floppy image.

> I dont want add booting from images because I think, it is not easy. While
> booting from such an image i need to have access to the HDD. But to have
> access to the HDD i need the harddisk driver to be present wich is normaly
> the case if i have booted from HDD.

Most autoboot floppies are games and demos, which are likely to take over
the system, hence crashing/preventing any further access to any hard disk
you could have. So you should be able to run the program in boot sector,
but not much more.

With a 68030 or higher processor with a PMMU, it might be possible to
create a virtual ST address space, so any hardware access could be
redirected softly, but it is something that needs much more work. Well, it
would be an ST emulator, using main CPU to run the program instead of an
emulated 68000.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

5769. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-01-31 22:42:43 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <DJRDf.232458$V7.70901@news-server.bigpond.net.au>
Source record: 9496

Patrice Mandin wrote:
> Le Mon, 30 Jan 2006 22:22:00 +0100, Michael Bernstein a ï¿œcrit :
>
>
>>>Does anybody know if there=B4s a way to boot a MSA file stored on the ST
>>>HDD directly without writting it onto a floppy?=20
>>
>>I am acutally write a (simple) program which allows to read or write such
>>disk images on a Atari. I want also add a MetaDOS driver which should allow
>>to mount such images and access them like any other drives.
>
>
> Yeah, should be quite simple to do. And don't forget a program/accessory
> to change the "mounted" floppy image.
>
>
>>I dont want add booting from images because I think, it is not easy. While
>>booting from such an image i need to have access to the HDD. But to have
>>access to the HDD i need the harddisk driver to be present wich is normaly
>>the case if i have booted from HDD.
>
>
> Most autoboot floppies are games and demos, which are likely to take over
> the system, hence crashing/preventing any further access to any hard disk
> you could have. So you should be able to run the program in boot sector,
> but not much more.
>
> With a 68030 or higher processor with a PMMU, it might be possible to
> create a virtual ST address space, so any hardware access could be
> redirected softly, but it is something that needs much more work. Well, it
> would be an ST emulator, using main CPU to run the program instead of an
> emulated 68000.
>
What about redirecting the floppy to a ramdisk? I.e. load the file from
the hard drive, into memory then warm boot the ST? Obviously won't work
without a fair bit of ram, and multi disk games would be a problem to.
Especially considering most of the PP stuff etc, is packed all ready.

Mark

5770. Atari CT60 on eBay - again!

Newsgroup: comp.sys.atari.st
Date: 2006-01-31 22:51:56 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <drop8v$6oh$1@newsg2.svr.pol.co.uk>
Source record: 9497

Hi All

On again, as now I've found out how to work the auction process!

Starting at 250UKP not a bad price surely for such a beast?

Regards

Neil :-)

PS Look under Vintage Computing

5771. Re: Atari CT60 on eBay - again!

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 00:32:31 UTC
From: xor <xornet8@hotmail.com>
Message-ID: <1138753951.628230.268130@f14g2000cwb.googlegroups.com>
Source record: 9498

Neil Chester wrote:
> Hi All
>
> On again, as now I've found out how to work the auction process!
>
> Starting at 250UKP not a bad price surely for such a beast?
>
> Regards
>
> Neil :-)
>
> PS Look under Vintage Computing

Maybe it didnt sell because you limit your market to Leeds?

just a thought.

5772. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 14:50:55 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1138805455.022811.254020@g49g2000cwa.googlegroups.com>
Source record: 9399

Hi!

Patrice Mandin wrote:
> > I am acutally write a (simple) program which allows to read or write such
> > disk images on a Atari. I want also add a MetaDOS driver which should allow
> > to mount such images and access them like any other drives.
>
> Yeah, should be quite simple to do. And don't forget a program/accessory
> to change the "mounted" floppy image.

Perhaps even better approach would be to write a BetaDOS's cluster.dos
replacement where certain file types would behave as folders simply
(.msa, .zip, ...). It should be quite easy to write using avf.sf.net
virtual filesystem implementation and aranym.sf.net hostfs filesystem
implementation (when you port its core to m68k - should not be
difficult). But it would be quite slow I can imagine.

This is not even easily possible under MiNT .xfs as the filesystems
there are not stackable (in the sense that you could access a file that
is on the ext2 inside a .zip packed .msa). At least if I am not
mistaken.

with regards

STanda

5773. Falcon RAM card + 16MB SIMM

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 15:05:30 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1138806329.977169.122600@f14g2000cwb.googlegroups.com>
Source record: 9400

Hi!

I just wanted to let you all know that I still have 2 more cards (and perhaps even some more from this March - depending on the demand) of a 16MB Falcon ST-RAM extension cards.

I am only a distributor, Petr Svoboda's site (the author) is: http://www.volny.cz/boban07/RAM_kartice/

The US price is $52 USD (includes the card, 16MB SIMM), shipping is free.

Let me know if you are interested.

Best Regards

STanda

5774. Re: Falcon RAM card + 16MB SIMM

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 15:59:07 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <1138809547.371988.9590@g44g2000cwa.googlegroups.com>
Source record: 9401

I'd have one, If only I could get a reasonably priced Falcon ;)

Alex Holland
Thalion Webshrine
http://thalion.atari.org

5775. Re: Falcon RAM card + 16MB SIMM

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 16:02:22 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <43e0db981caab0@adelphia.net>
Source record: 9409

To everyone,
I have used this same card in a stock Falcon that Mark D boosted up in several areas. CPU 20Mhz., DSP 50Mhz., BUS 20Mhz., Videl 40Mhz., 68882 FPU boosted to 64Mhz. Mark D can vouch for this, the card that the computer was sent to him with had major artifacts and would not boot properly. After changing out the STRam card with this one it worked GREAT!!!!! I also tested this on my CT60 boosted to 25 mhz.!!!! Works Great there. Buy with confidence that it will work great for you.

Thanks,

--
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 25 mhz. Bus Speed with 14 megs STRam
CT60 68060RC50 Rev. 6 @ 97.5 mhz FPU and PMMU built in.
Kingston 512 Megs PC133 SDRam
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
EtherNAT 10/100 mbit/sec 2 USB 1.1 ports
CTPCI adapter from Czuba Tech
SuperVIDEL Video Card with 256 Megs DDR SDRam

5776. Re: Atari CT60 on eBay - again!

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 16:49:51 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1138812591.540832.76610@g49g2000cwa.googlegroups.com>
Source record: 9402

I think you need to start the auction at £1. No reserve.

(Or put a reserve if you are a nervous type ;-))

5777. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 17:44:27 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.02.01.17.44.27.253040@caramail-NOSPAM.com>
Source record: 9403

Le Tue, 31 Jan 2006 22:42:43 +0000, Mark Bedingfield a ï¿œcritï¿œ:

>> Most autoboot floppies are games and demos, which are likely to take
>> over the system, hence crashing/preventing any further access to any
>> hard disk you could have. So you should be able to run the program in
>> boot sector, but not much more.
>>
> What about redirecting the floppy to a ramdisk? I.e. load the file from
> the hard drive, into memory then warm boot the ST? Obviously won't work
> without a fair bit of ram, and multi disk games would be a problem to.
> Especially considering most of the PP stuff etc, is packed all ready.

Even for a ramdisk, you'll need a ramdisk driver, that must be kept
functionning while the game/demo is running. And there is a big
probability it will get overwritten the same way as an hard disk driver.

Only cleanly written software will work with such a setup, or games/demos
that have been patched to use OS functions for disk and memory access.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

5778. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 17:49:26 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.02.01.17.49.24.984802@caramail-NOSPAM.com>
Source record: 9404

Le Wed, 01 Feb 2006 06:50:55 -0800, STanda a ï¿œcritï¿œ:

> This is not even easily possible under MiNT .xfs as the filesystems
> there are not stackable (in the sense that you could access a file that
> is on the ext2 inside a .zip packed .msa). At least if I am not
> mistaken.

Yep, only the root 'U:\' drive allows mount points under MiNT. And this is why filesystems are not mountable/mounted anywhere else.

And there is also the fact that a file opened by a device driver has its handle assigned to the process that opened that device, not the kernel. I tried a while ago to write a loop device for MiNT, and was stuck there: a 'mount' program tells a /dev/loop device to open a file, but when the 'mount' program ends, the opened file is closed, and thus can not be used to mount a filesystem on it.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

5779. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 19:51:46 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <drr3gipqp1@gateix.bernstein.loc>
Source record: 9415

Hi,

> Yeah, should be quite simple to do.

Yes, i dont expect much problems. I need only a BOS driver with read functions. And then i have the full functionality of the desktop for access to the image. This is the reason why my simple program for access directly the image is quite simple.

> And don't forget a program/accessory to change the "mounted" floppy image.

I dont forget it, it was stil on to ToDO list.

Best regards
Michael

5780. Re: Falcon RAM card + 16MB SIMM

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 20:03:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.01.20.03.01.80707@charter.net>
Source record: 9405

On Wed, 01 Feb 2006 07:59:07 -0800, a1_nocrap_exh wrote:

> I'd have one, If only I could get a reasonably priced Falcon ;)
>
> Alex Holland
> Thalion Webshrine
> http://thalion.atari.org

Hi Alex. Just wanted to say that your website is nice!

Anyone ever get Amberstar working on a Falcon? Awesome RPG.

Thanks.

--
_/_/_/

5781. Re: Falcon RAM card + 16MB SIMM

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 20:11:13 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.02.01.20.11.13.920304@nosspamatari-source.com>
Source record: 9406

On Wed, 01 Feb 2006 07:05:30 -0800, STanda wrote:

> Hi!
>
> I just wanted to let you all know that I still have 2 more cards (and
> perhaps even some more from this March - depending on the demand) of a
> 16MB Falcon ST-RAM extension cards.
>
> I am only a distributor, Petr Svoboda's site (the author) is:
> http://www.volny.cz/boban07/RAM_kartice/
>
> The US price is $52 USD (includes the card, 16MB SIMM), shipping is
> free.
>
> Let me know if you are interested.
>
> Best Regards
>
> STanda

These cards are TOP NOTCH btw. Work fine with boosted motherboards on
CT60.

Thanks,
Mark

5782. Re: Direct MSA file loading from a ST

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 20:14:32 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <drr4r8$q39$1@gateix.bernstein.loc>
Source record: 9414

Hi,

> What about redirecting the floppy to a ramdisk? I.e. load the file from
> the hard drive, into memory then warm boot the ST? Obviously won't work
> without a fair bit of ram, and multi disk games would be a problem to.
> Especially considering most of the PP stuff etc, is packed all ready.

I have a nice book about drives on Atari ST (Scheibenkleister). This book
contains a part about a ram disk which was alive after reset and dont need
to boot a driver after reset. And it is possible to boot from this ramdisk. It
was the "Luftschloss" from Claus Brod and Anton Stepper.

Maybe it is possible to use this ideas to load the disk image and use it
after reset to boot from.

Best regards
Michael

5783. Re: Atari CT60 on eBay - again!

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 20:28:59 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <drr58p$6ih$1@news8.svr.pol.co.uk>
Source record: 9407

Hi Guys

After getting a confirmation from eBay here is the URL:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8759780936&ssPageName=A
DME:L:LCA:UK:31

Hope that works!

Neil :-)
"Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message
news:drop8v$6oh$1@newsg2.svr.pol.co.uk...
> Hi All
>
> On again, as now I've found out how to work the auction process!
>
> Starting at 250UKP not a bad price surely for such a beast?
>
> Regards
>
> Neil :-)
>
> PS Look under Vintage Computing
>
>

5784. Re: Atari CT60 on eBay - again!

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 20:48:56 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <drr6e6$b62$1@newsg1.svr.pol.co.uk>
Source record: 9408

I have revised the listing as errors had crept in from another sale I was making at the same time.

I'll post anywhere in Europe.

Thanks for the suggestions

Neil :-)
"Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message news:drr58p$6ih$1@news8.svr.pol.co.uk...
> Hi Guys
>
> After getting a confirmation from eBay here is the URL:
>
>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8759780936&ssPageName=A
> DME:L:LCA:UK:31
>
> Hope that works!
>
> Neil :-)
> "Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message
> news:drop8v$6oh$1@newsg2.svr.pol.co.uk...
> > Hi All
> >
> > On again, as now I've found out how to work the auction process!
> >
> > Starting at 250UKP not a bad price surely for such a beast?
> >
> > Regards
> >
> > Neil :-)
> >
> > PS Look under Vintage Computing
> >
> >
>
>

5785. Januarys' monthly winners!

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 22:39:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.01.22.39.48.109322@charter.net>
Source record: 9410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Winners for the DarkForce BBSs' monthly prize giveaway are:

AFL FOOTBALL - Slor wins the $25.00 cash prize for this game!

ST Magazine - Doc Rotcod wins a free subscription!

Congratulations to our winners! :-)

--
_/_/_/
```

5786. Februarys' prizes!

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 22:42:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.01.22.42.24.40903@charter.net>
Source record: 9411
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
This months prizes are:

Reanimator II - the winner of this game will receive a $25.00 cash prize!

ST Magazine - some lucky Atari caller will win a free subscription!

Good luck to all who call! :-)

--
_/_/_/
```

5787. Re: Januarys' monthly winners!

Newsgroup: comp.sys.atari.st
Date: 2006-02-01 23:41:11 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <xGbEf.336805$0l5.228974@dukeread06>
Source record: 9412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Whoa! How'd I manage that?

Thank you very much!

Thomas

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.02.01.22.39.48.109322@charter.net...
>
> Winners for the DarkForce BBSs' monthly prize giveaway are:
>
> AFL FOOTBALL - Slor wins the $25.00 cash prize for this game!
>
> ST Magazine - Doc Rotcod wins a free subscription!
>
> Congratulations to our winners! :-)
>
> --
> _/_/_/_

5788. Re: Januarys' monthly winners!

Newsgroup: comp.sys.atari.st
Date: 2006-02-02 00:09:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.02.00.09.28.704144@charter.net>
Source record: 9413
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 01 Feb 2006 17:41:11 -0600, Docrotcod wrote:

> Whoa! How'd I manage that?
>
> Thank you very much!
>
> Thomas

One random caller each month will win a free subscription to ST Magazine.

You were apparently more "random" than the others this month. :-)

--
_/_/_/

5789. Reanimator 2 intro and overview

Newsgroup: comp.sys.atari.st
Date: 2006-02-02 03:20:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.02.03.20.08.674352@charter.net>
Source record: 9416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Here is a short intro and overview to Reanimator II, this months prize game on The DarkForce! BBS. You'll have to play often to win! :-)

R e a n i m a t o r

... how did you get here? You can't remember for sure. All you can remember are the sounds... the music of the spheres. You sense that you were cast into this darkness by powerful hands... hands that control your destiny... of someone with a power that you cannot imagine.

You feel a strange surge within you, and you know you have changed somehow... and you suddenly notice the book in your hands. You open it to find spells of which you know nothing... conjurations of the spirits... and the power to reanimate!

Then your become aware of one more thing -- you are not alone... and from the constant probings within your mind, you doubt that they are friendly.

One voice comes thru louder than the rest... it is the voice that belongs to the powerful hands... "Destroy all others!"
"By Enlil, I command thee!!"

In Reanimator,you become a Necromancer at war with other Necromancers. You must maintain a mighty army of undead soldiers in order to prevent other Necromancers from dueling (using powerful spells) against you.

At the same time, you must increase your magical energy, strength, and endurance in order to perform your varied options -- among them is the opportunity to attack other Necromancers. Other choices include the reanimation of the dead to create reinforcements, sending out zombies on search missions (who knows what they will come back with), drinking magical potions, and praying to your gods.

You will need your staff to cast those spells, so hang on tight! Other magical items in your possession are the powerstone (used for storing energy that cannot be lost as long as you are alive), and a crystal ball (used to spy on other Necromancers).

The top _surviving_ reanimator will each month be added to the Hall of Fame. Will your name be written there, N e c r o m a n c e r ?

Good luck all! :-)

--
_/_/_/

5790. Atari stock board

Newsgroup: comp.sys.atari.st
Date: 2006-02-02 08:40:42 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1138869642.093002.139750@z14g2000cwz.googlegroups.com>
Source record: 9417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

Buy on the dips.....

http://www.investorshub.com/boards/board.asp?board_id=5043

5791. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-02-02 10:33:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602020226220.29482-100000@onyx.spiritone.com>
Source record: 9418
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/auctions.html
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5792. FS: ALL Atari Games/Software 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-02-02 10:36:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602020233170.29482-100000@onyx.spiritone.com>
Source record: 9420
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Good Ataris from oblivion, step up and buy a
minimum of $100.00 of ANY Games/Software in my Classic Atari 8 Bit and/or
Atari ST Catalogs and get 20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5793. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-02-02 10:38:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602020237020.29482-100000@onyx.spiritone.com>
Source record: 9419
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5794. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-02-02 10:40:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602020239040.29482-100000@onyx.spiritone.com>
Source record: 9421
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I'm also looking for the ICD Link2! I need to keep the Mega Deal Within the U.S. But buying Link 2's from anywhere! E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5795. Cheap TT for sale

Newsgroup: comp.sys.atari.st
Date: 2006-02-02 20:10:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200602022110.a24814@b.maus.de>
Source record: 9431

Hi,

a friend of mine likes to sell his TT. I think the machine has got 4/4
megs of ST/TT RAM.

It works inside a Tetra tower, there are two hard drives with about
345 megs of space. A Syquest 44 (or 88 meg) drive and a graphics card
by Matrix (256 colours) also belong to the system.

I think there's a CD rom but my friend doesn't think so. We should
have another look to the machine together... Some soft (e.g. CUISINE,
ADIMENS, SIGNUM!4) will be supplied as well. The keyboard is German.

He proposes a price between 100 and 200 Euros and will give a 15 inch
monitor, too.

Handicap: The buyer will have to take it over at Bonn, a small city 20
miles south of Cologne, Western Germany (geographically speaking).
Contacts welcome in French or German (both preferred, for he's
a French living in Germany) or any Latin language.

Anyone interested may contact me and I'll forward the mails to him.

Und TTschï¿½
ps

5796. Re: Atari CT60 on eBay - again!

Newsgroup: comp.sys.atari.st
Date: 2006-02-02 21:50:58 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1138917058.072936.280730@g43g2000cwa.googlegroups.com>
Source record: 9422

I actually built this computer, with the components supplied by Neil.
A lot of time was taken over it, it's one of the neatest Falcons I've
seen IMHO. The ATX power supply is actually in the case! Shame to see
you selling it.

Lyndon

5797. Re: CT news

Newsgroup: comp.sys.atari.st
Date: 2006-02-04 19:10:55 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1139080254.985511.281760@g43g2000cwa.googlegroups.com>
Source record: 9423

Howdy,

New SMS-release. Fixed those nasty bugs and added some features.

Enjoy.

Link: http://hem.passagen.se/shoggoth/

-- Peter

5798. ST BASIC

Newsgroup: comp.sys.atari.st
Date: 2006-02-05 00:44:38 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <QQbFf.16347$s9.9805@bignews8.bellsouth.net>
Source record: 9424

Recently got a bunch of ST Books.

Some are filled with programs in ST Basic.

Was wondering if old ST Basic programs are compatible in GFA Basic?

phantomm@bellsouth.net

5799. Re: ST BASIC

Newsgroup: comp.sys.atari.st
Date: 2006-02-05 17:27:42 UTC
From: Mickael Pointier <nobody@wantspam.net>
Message-ID: <11uccv8amil3384@corp.supernews.com>
Source record: 9425

> > Recently got a bunch of ST Books.
> >
> > Some are filled with programs in ST Basic.
> >
> > Was wondering if old ST Basic programs are compatible in GFA Basic?
>
> Nope, ST basic uses lime numbers, gfa does not.
> Would need recoded.

For what I remember there was a converter able to read ST Basic listings and output .lst files.
Was not entirely compatible, but at least it took care of line numbers and stuff.

Dbug

5800. GFA Basic 3.5 manual + GFA BASIC BOOK on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-02-06 07:51:29 UTC
From: patrick <patrickco@aol.com>
Message-ID: <1139212289.779559.99120@g43g2000cwa.googlegroups.com>
Source record: 9426

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5863605127&viewitem=&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

5801. ST REPLAY ON EBAY!

Newsgroup: comp.sys.atari.st
Date: 2006-02-06 07:54:08 UTC
From: patrick <patrickco@aol.com>
Message-ID: <1139212448.573726.69020@o13g2000cwo.googlegroups.com>
Source record: 9427

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8762324771&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

5802. Cubase with dongle on EBAY -- comes with emagic midi expander

Newsgroup: comp.sys.atari.st
Date: 2006-02-06 07:54:41 UTC
From: patrick <patrickco@aol.com>
Message-ID: <1139212481.049455.102990@z14g2000cwz.googlegroups.com>
Source record: 9428

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8762319425&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

5803. Talespin on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-02-06 07:55:33 UTC
From: patrick <patrickco@aol.com>
Message-ID: <1139212533.199907.161140@g44g2000cwa.googlegroups.com>
Source record: 9429

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8762326393&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

5804. BRAVO SIERRA NEEDS YOUR INPUT!

Newsgroup: comp.sys.atari.st
Date: 2006-02-06 16:41:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602060816180.14923-100000@onyx.spiritone.com>
Source record: 9430
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I'm creating a new Catalog for all my NEW in the BOX/BAG Atari Games/ Software, Hardware & Books for the 8 Bit, ST & Atari Jaguar! Below is a sample. With a 79 Column Width! I'll be seperating all NEW in BOX to one Catalog named NEWINBOX.TXT Each entry will be 79 columns across and should only take one line per entry. WHAT I need to know is can your Computer and viewing software handle Text displayed in 79 Columns? Thanx! ===Ben===

Bravo Sierra Computers All New in the BOX/BAG Catalogs!

Bravo Sierra Computers 16 Bit Atari ST Computer Games/SoftWare Catalog

NIB = NEW IN BOX/BAG!

Title (Alphabetical); Maker; Description; Type (Games, etc.); Price.

1st Mail; GST software; Mail Merge for 1st Word.;.....$20.00 U.S.
Action Fighter; SEGA Arcade Hits/Mindscape; Game.;.....$20.00 U.S.
Afrika Korps; Impressions; English/French/German/Italian. Game.;...$20.00 U.S.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5805. Re: BRAVO SIERRA NEEDS YOUR INPUT!

Newsgroup: comp.sys.atari.st
Date: 2006-02-06 22:11:29 UTC
From: mail@freeman-studio.com
Message-ID: <1139263889.101031.319410@f14g2000cwb.googlegroups.com>
Source record: 9432
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

With the exception of maybe the 8-bitters, any Atari computer can
display 80 column text. Although, since you need a web browser to get
to your site, anyway, why not just do it in HTML? That way it'll format
itself to fit whatever size the web browser's window is.

Mike Freeman
mike [at] freeman-studio [dot] com

5806. Re: BRAVO SIERRA NEEDS YOUR INPUT!

Newsgroup: comp.sys.atari.st
Date: 2006-02-07 07:36:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602062317110.31989-100000@onyx.spiritone.com>
Source record: 9433
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On 6 Feb 2006 mail@freeman-studio.com wrote:

> With the exception of maybe the 8-bitters, any Atari computer can
> display 80 column text. Although, since you need a web browser to get
> to your site, anyway, why not just do it in HTML? That way it'll format
> itself to fit whatever size the web browser's window is.

If I'm going to do this, I need to follow follow the K.I.S.S. method or K.eep I.t S.imple S.tupid! My Web Site is already in HTML. My On-Line Catalogs already use HTML. As far as my Catalogs go, I maintain them in straight ASCII text in a simple Text Editor. ST Writer Elite v.4.8! Available for download, in the Lowest Common Denominator. Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5807. Video Game Summit Slogan Contest

Newsgroup: comp.sys.atari.st
Date: 2006-02-07 13:33:40 UTC
From: Dan Iacovelli <atarivideoclub@yahoo.com>
Message-ID: <1139319220.391696.147930@g47g2000cwa.googlegroups.com>
Source record: 9434
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.ibm.pc.games.action,comp.sys.cbm

For Immediate Release:
2/7/2006

Atari Video Club needs your help making a new slogan for
this years show. So we decided to make a contest out of it.
The winning slogan will be fetaured on selcted items in
our store cafepress.com The person with the winning slogan will
also win a white t-shirt that has the slogan on the back of
the shirt and our new Logo on the front.
here are the rules:
1) slogans are to be orignal and not a parody of of known
slogans.
2)slogans must either include the words "Video Games","Computers"
and "Family fun" or at least reference to the words.
3) theres a limit of three slogans per person
4) Contest is open to everyone!!
5) deadline for enteries in June 2nd,the winning slogan will
be announced on June 13th.
E-mail your contest submitions to the e-mail address listed below
with the subject: Slogan contest.
The 2006 Video Game Summit is on August 12th, 2006 from 9am to 6pm at
the Fairfield inn and Suites (Heron point building), 645 West North
Ave,
Lombard, IL 60148.
Visit the VGS website: http://avc.atari-users.net/VGS.html
For more information about Video Game Summit
contact Daniel Iacovelli at AtariVideoClub@yahoo.com

END PRESS RELEASE

5808. Re: Video Game Summit Slogan Contest

Newsgroup: comp.sys.atari.st
Date: 2006-02-07 14:37:06 UTC
From: Slartibartfast <idigital@gmail.com>
Message-ID: <1139323026.509822.77440@g47g2000cwa.googlegroups.com>
Source record: 9435
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.ibm.pc.games.action,comp.sys.cbm

Dan Iacovelli wrote:
> For Immediate Release:
> 2/7/2006
>
>
> Atari Video Club needs your help making a new slogan for
> this years show. So we decided to make a contest out of it.
> The winning slogan will be fetaured on selcted items in
> our store cafepress.com The person with the winning slogan will
> also win a white t-shirt that has the slogan on the back of
> the shirt and our new Logo on the front.
> here are the rules:
> 1) slogans are to be orignal and not a parody of of known
> slogans.
> 2)slogans must either include the words "Video Games","Computers"
> and "Family fun" or at least reference to the words.
> 3) theres a limit of three slogans per person
> 4) Contest is open to everyone!!
> 5) deadline for enteries in June 2nd,the winning slogan will
> be announced on June 13th.
> E-mail your contest submitions to the e-mail address listed below
> with the subject: Slogan contest.
> The 2006 Video Game Summit is on August 12th, 2006 from 9am to 6pm at
> the Fairfield inn and Suites (Heron point building), 645 West North
> Ave,
> Lombard, IL 60148.
> Visit the VGS website: http://avc.atari-users.net/VGS.html
> For more information about Video Game Summit
> contact Daniel Iacovelli at AtariVideoClub@yahoo.com
>
> END PRESS RELEASE

I was going to suggest something edgey like "ATARI Sux" which would
appeal to the younger generation, although when I read it had to
include "Family fun" I realised it would not be appropriate.

Perhaps "Family fun Video Games and Computers Super Happy Atari Video
Club!", with some kinda hyperactive asian guy promoting it at the
Summit..

5809. Re: Video Game Summit Slogan Contest

Newsgroup: comp.sys.atari.st
Date: 2006-02-07 14:45:30 UTC
From: "atarivideoclub@yahoo.com" <atarivideoclub@yahoo.com>
Message-ID: <1139323530.194789.103440@g44g2000cwa.googlegroups.com>
Source record: 9436
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.ibm.pc.games.action,comp.sys.cbm

the slogan is for the show not the club it self.
thats why the title of the post is Video game summit slogan contest.
all submittions has to be e-mailed btw.

5810. FS: Atari 1040 St FM w screen [Australia]

Newsgroup: comp.sys.atari.st
Date: 2006-02-07 21:02:00 UTC
From: TVS <mawd@ozemail.com.au>
Message-ID: <43e90b37$0$30448$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 9437

For Sale:

Atari 1040St FM w screen
Comes with a number of assorted games/Joystick/Original manual etc...
This machine has had only 2 owners in it's lifetime
best offer.....area.....Newcastle-Australia
purchaser must pickup from premieses
Best offer
e.mail for details
Regards......Graham

5811. Re: Video Game Summit Slogan Contest

Newsgroup: comp.sys.atari.st
Date: 2006-02-08 00:16:36 UTC
From: Knight37 <knight37m@gmail.com>
Message-ID: <Xns9763B9EBA484Bknight37m@130.133.1.4>
Source record: 9438
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.ibm.pc.games.action,comp.sys.cbm

"Dan Iacovelli" <atarivideoclub@yahoo.com> once tried to test me with:

> For Immediate Release:
> 2/7/2006
>
>
> Atari Video Club needs your help making a new slogan for
> this years show. So we decided to make a contest out of it.
> The winning slogan will be fetaured on selcted items in
> our store cafepress.com The person with the winning slogan will
> also win a white t-shirt that has the slogan on the back of
> the shirt and our new Logo on the front.
> here are the rules:
> 1) slogans are to be orignal and not a parody of of known
> slogans.
> 2)slogans must either include the words "Video Games","Computers"
> and "Family fun" or at least reference to the words.

ATARI - We Once Were Synonymous With Video Games Until We Let Nintendo
Steal It From Us.

ATARI - Because Infogrames Was a Stupid Ass Name.

Oops. Not sure that 2nd one will qualify. It's a good one though.

--

Knight37 - http://knightgames.blogspot.com

Once a Gamer, Always a Gamer.

5812. Re: Video Game Summit Slogan Contest

Newsgroup: comp.sys.atari.st
Date: 2006-02-08 03:00:39 UTC
From: Slartibartfast <idigital@gmail.com>
Message-ID: <1139367639.263255.84670@g14g2000cwa.googlegroups.com>
Source record: 9439
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.ibm.pc.games.action,comp.sys.cbm

Knight37 wrote:
> "Dan Iacovelli" <atarivideoclub@yahoo.com> once tried to test me with:
>
> > For Immediate Release:
> > 2/7/2006
> >
> >
> > Atari Video Club needs your help making a new slogan for
> > this years show. So we decided to make a contest out of it.
> > The winning slogan will be fetaured on selcted items in
> > our store cafepress.com The person with the winning slogan will
> > also win a white t-shirt that has the slogan on the back of
> > the shirt and our new Logo on the front.
> > here are the rules:
> > 1) slogans are to be orignal and not a parody of of known
> > slogans.
> > 2)slogans must either include the words "Video Games","Computers"
> > and "Family fun" or at least reference to the words.
>
>
> ATARI - We Once Were Synonymous With Video Games Until We Let Nintendo
> Steal It From Us.
>
>
> ATARI - Because Infogrames Was a Stupid Ass Name.
>
>
> Oops. Not sure that 2nd one will qualify. It's a good one though.

I concede to the brilliance of this poster's slogan and would like to
pre-order a t-shirt with either slogan. Hehe

5813. Re: ST REPLAY ON EBAY!

Newsgroup: comp.sys.atari.st
Date: 2006-02-08 03:15:44 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <PkdGf.1697$UD1.531@bignews2.bellsouth.net>
Source record: 9440

"patrick" <patrickco@aol.com> wrote in message
news:1139212448.573726.69020@o13g2000cwo.googlegroups.com...
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8762324771&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1
>

A version 4 isn't too bad. I was hoping to see a Replay 16!

Phantom

5814. Re: Video Game Summit Slogan Contest

Newsgroup: comp.sys.atari.st
Date: 2006-02-08 04:49:29 UTC
From: larry@portcommodore.com
Message-ID: <1139374169.456916.52800@g44g2000cwa.googlegroups.com>
Source record: 9441
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.ibm.pc.games.action,comp.sys.cbm

The first ones are really tounge in cheek:

"ATARI - Your Father's Video Game System"

"Atari - Family fun from sometime between caveman and XBox"

"Atari: #4 of the Big Three Computer Companies"
(back when it was Radio Shack, Commodore, Apple and Atari)

Now for some better ones:

[VCS 2600 graphic]
Atari 2600
XX Million Happy Customers
(I'm sure someone here has the number sold)

Atari Computers
[Atari 800 graphic]
Four Players - No Waiting!

(Line art of the old ad showing a family playing a 2600)
Atari - Fun for the Whole Family!

5815. CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-08 13:21:00 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43e9f03a$0$21290$8fcfb975@news.wanadoo.fr>
Source record: 9442

Hi,

I have a Mega STE, and, before opening it, i'd like to know if I can plug in
it the fllowing processors:

- un MC 68020 RC16B (2A70N8807)
- un MC 68881 RC16B (2B 81G QEXX8834)

Without soldering, of course....!!!

Guillaume.

5816. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-08 20:22:48 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <44v290F44g6qU1@individual.net>
Source record: 9443

Guillaume Tello wrote:

> I have a Mega STE, and, before opening it, i'd like to know if I can plug in
> it the fllowing processors:
>
> - un MC 68020 RC16B (2A70N8807)
> - un MC 68881 RC16B (2B 81G QEXX8834)
>
> Without soldering, of course....!!!

No, you can't do that, even soldering would not help.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5817. Re: Video Game Summit Slogan Contest

Newsgroup: comp.sys.atari.st
Date: 2006-02-09 04:58:18 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <KZzGf.30558$%i3.21570@trnddc02>
Source record: 9444
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.ibm.pc.games.action,comp.sys.cbm

<larry@portcommodore.com> wrote ...
>
> "Atari: #4 of the Big Three Computer Companies"
> (back when it was Radio Shack, Commodore, Apple and Atari)

I could be wrong, but I thought Atari was #1 for a little while back in the
days before the VIC-20 and C=64.
--
Best regards,

Sam Gillett

Why is the third hand on a watch
called the second hand?

5818. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-02-09 09:42:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602090139440.14607-100000@onyx.spiritone.com>
Source record: 9445
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5819. FS: ALL Atari Games/Software 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-02-09 09:45:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602090142340.14607-100000@onyx.spiritone.com>
Source record: 9446
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Good Ataris from extinction, buy ANY Games/
Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get
20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5820. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-02-09 09:48:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602090146040.14607-100000@onyx.spiritone.com>
Source record: 9447
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5821. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-02-09 09:51:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602090149080.14607-100000@onyx.spiritone.com>
Source record: 9448
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5822. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-09 18:23:16 UTC
From: mail@freeman-studio.com
Message-ID: <1139509396.275609.131990@f14g2000cwb.googlegroups.com>
Source record: 9499

Guillaume Tello wrote:
> Hi,
>
> I have a Mega STE, and, before opening it, i'd like to know if I can plug in
> it the fllowing processors:
>
> - un MC 68020 RC16B (2A70N8807)
> - un MC 68881 RC16B (2B 81G QEXX8834)
>
> Without soldering, of course....!!!
>
> Guillaume.

I don't know about the no soldering part, but from info I found online, the Mega STe was supposed to have had an optional 68881 coprocessor, which means there should be a spot for one somewhere on the motherboard. If it's like the Falcon, you just need to buy the 68881/68882 and pop it in (making sure it's lined up properly, of course). Also, I've heard that you could use a PAK 030 accelerator. That would give you a 68030 running at up to 40MHz. There was also Veloce, I think. You'd definitely need soldering with these, though. Of course, then there's the issue of finding them! Good luck!

Mike Freeman
mike [at] freeman-studio [dot] com

5823. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-09 20:28:18 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1139516898.170540.22830@z14g2000cwz.googlegroups.com>
Source record: 9501

Cue Steve Sweet...

5824. Re: Video Game Summit Slogan Contest

Newsgroup: comp.sys.atari.st
Date: 2006-02-09 20:33:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.09.20.33.18.3519@charter.net>
Source record: 9500
Cross-posted to: alt.games.lynx,comp.sys.atari.st

On Thu, 09 Feb 2006 04:58:18 +0000, Sam Gillett wrote:

>
> <larry@portcommodore.com> wrote ...
>>
>> "Atari: #4 of the Big Three Computer Companies"
>> (back when it was Radio Shack, Commodore, Apple and Atari)
>
> I could be wrong, but I thought Atari was #1 for a little while back in the
> days before the VIC-20 and C=64.

In my heart, its always been #1... :-)

--
_/_/_/

5825. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-09 21:15:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.09.21.15.09.521651@charter.net>
Source record: 9502

On Thu, 09 Feb 2006 12:28:18 -0800, Coda wrote:

> Cue Steve Sweet...

<roflol!>

--
_/_/_/

5826. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-10 14:09:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <samdncp7i40_AnHeRVnytA@pipex.net>
Source record: 9503

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.02.09.21.15.09.521651@charter.net...
> On Thu, 09 Feb 2006 12:28:18 -0800, Coda wrote:
>
>> Cue Steve Sweet...
>
> <roflol!>

Did I missing something again ? :-\

Chris

5827. FA: Atari items

Newsgroup: comp.sys.atari.st
Date: 2006-02-10 17:47:19 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1139593639.609564.10950@o13g2000cwo.googlegroups.com>
Source record: 9504

I have listed a few of my atari itmes on ebay you can check them out
at:

http://search.ebay.com/_W0QQsassZatari_onlyQQhtZ-1

1040 STF, 1040STE, Atari Jaguar and CD unit , ICD ADSCSI plus and more

Thanks, AO

5828. Best selling/most popular game?

Newsgroup: comp.sys.atari.st
Date: 2006-02-10 23:24:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.10.23.24.43.949917@charter.net>
Source record: 9505

Hey guys, I was just poking around Wikipedia and noticed the entry for
Dungeon Master. It says it had 50% penetration of the ST market.

Does that make it the best selling/most popular ST game ever?

I was just curious as to what game holds that spot.

--
_/_/_/

5829. Re: Best selling/most popular game?

Newsgroup: comp.sys.atari.st
Date: 2006-02-10 23:27:48 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1139614068.020501.84900@g44g2000cwa.googlegroups.com>
Source record: 9506

Maybe it was. Off the top of my head, Xenon II is my guess.

More suggestions?

Coda.

5830. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-11 01:12:36 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <oPaHf.1049$S03.301@bignews1.bellsouth.net>
Source record: 9507

"Guillaume Tello" <houten.van@wanadoo.fr> wrote in message
news:43e9f03a$0$21290$8fcfb975@news.wanadoo.fr...
> Hi,
>
> I have a Mega STE, and, before opening it, i'd like to know if I can plug
> in it the fllowing processors:
>
> - un MC 68020 RC16B (2A70N8807)
> - un MC 68881 RC16B (2B 81G QEXX8834)
>
> Without soldering, of course....!!!
>
> Guillaume.
>

The CPU in the MSTE is Socketed and can be easily removed. It is square BTW.
With some upgrades, you have to remove the CPU and place it in another
socket on the
upgrade, which is the case with the Vortex 386SX upgrade.

The Co processor socket is located off the right corner of the 68000 chip.
It is square as well, BTW.
Which is on the left front of the motherboard, at the edge of the board in
fact.

According to the MSTE manual, the MSTE is 68881/2 compatible.

If anyone is using a 68882 in a MSTE, I would like to know if it works
correctly.

The MSTE is a great machine, and is really under-rated.

Putting a 020 in a MSTE is possible in my opinion. Not sure what you would
have to
do to get it to work. I remember some projects using a 020 in a ST. You
might try searching
on google for Atari Hardware pojects and the like, maybe you will stumble on
something useful.

Some 020s were used in early Falcons BTW. You could go to Motorola's site
and see if
they have any info on the 020 and 68000 to see what the differences are.
I have a Motorola 020 Manual, but haven't studied it yet.

Best of Luck.

phantomm@bellsouth.net

5831. Re: ST BASIC

Newsgroup: comp.sys.atari.st
Date: 2006-02-11 01:29:47 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <u3bHf.1050$S03.851@bignews1.bellsouth.net>
Source record: 9508

"Mickael Pointier" <nobody@wantspam.net> wrote in message
news:11uccv8amil3384@corp.supernews.com...
>> > Recently got a bunch of ST Books.
>> >
>> > Some are filled with programs in ST Basic.
>> >
>> > Was wondering if old ST Basic programs are compatible in GFA Basic?
>>
>> Nope, ST basic uses lime numbers, gfa does not.
>> Would need recoded.
>
> For what I remember there was a converter able to read ST Basic listings
> and
> output .lst files.
> Was not entirely compatible, but at least it took care of line numbers and
> stuff.
>
> Dbug
>
>
Thanks for the info.

ST Basic didn't seem to catch on, like Atari 8-bit Basic did.
At least it seems that way to me.

Its good that some type of programming language is still being supported.
GFA Basic, I mean. Isn't GFA somewhat compatible with the PC version or
am I mistaken.

What happened to STOS?

Wasn't it a easy to use language, that gave some real power?

Anyone happen to have the latest version with manuals and some extra
programming modules or etc that they no-longer want?

I'd like to get the Falcon compatible version, that allows access to the
graphics
and sound capability of this machine. I think there were plug ins or
something
like that for the Falcon that allowed one to access different parts of the
machine
easily without alot of programming.

phantomm@bellsouth.net

5832. MAGIC4 and Ease DeskTop

Newsgroup: comp.sys.atari.st
Date: 2006-02-11 01:57:17 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <ftbHf.1056$S03.41@bignews1.bellsouth.net>
Source record: 9509

Greetings,

Need to know what the final version of Magic4 and Ease was?

And if there are updates that still can be gotten for free or pay?

I have at least version 4 of both.

Also, can Ease be used with Geneva instead of NeoDesk?

And how does Ease stack up to other desktop replacements such as
NeoDesk, and Thing?

Will Ease work on a TOS 1.04 MegaST4?

phantomm@bellsouth.net

5833. Re: Best selling/most popular game?

Newsgroup: comp.sys.atari.st
Date: 2006-02-11 07:05:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ed8db0777660@comcast.net>
Source record: 9511

>Hey guys, I was just poking around Wikipedia and noticed the entry for
>Dungeon Master. It says it had 50% penetration of the ST market.
>
>Does that make it the best selling/most popular ST game ever?
>
>I was just curious as to what game holds that spot.

Dungeon Master on the ST was a great experience and I just loved it. To me,
however, the Ultima series was the best.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5834. Re: Video Game Summit Slogan Contest

Newsgroup: comp.sys.atari.st
Date: 2006-02-11 07:07:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ed8db0777661@comcast.net>
Source record: 9512
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.ibm.pc.games.action, comp.sys.cbm

```
>For Immediate Release:
>2/7/2006
>
>
>Atari Video Club needs your help making a new slogan for
>this years show. So we decided to make a contest out of it.
>The winning slogan will be fetaured on selcted items in
>our store cafepress.com The person with the winning slogan will
>also win a white t-shirt that has the slogan on the back of
>the shirt and our new Logo on the front.
>here are the rules:
>1) slogans are to be orignal and not a parody of of known
>slogans.
>2)slogans must either include the words "Video Games","Computers"
>and "Family fun" or at least reference to the words.
>3) theres a limit of three slogans per person
>4) Contest is open to everyone!!
>5) deadline for enteries in June 2nd,the winning slogan will
> be announced on June 13th.
>E-mail your contest submitions to the e-mail address listed below
>with the subject: Slogan contest.
>The 2006 Video Game Summit is on August 12th, 2006 from 9am to 6pm at
>the Fairfield inn and Suites (Heron point building), 645 West North
>Ave,
>Lombard, IL 60148.
>Visit the VGS website: http://avc.atari-users.net/VGS.html
>For more information about Video Game Summit
>contact Daniel Iacovelli at AtariVideoClub@yahoo.com
>
>END PRESS RELEASE

The ones suggested are great but I just it plain:

Atari - Still the BEST....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone
```

5835. Re: MAGIC4 and Ease DeskTop

Newsgroup: comp.sys.atari.st
Date: 2006-02-11 07:09:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ed8db0777662@comcast.net>
Source record: 9510

>
>Greetings,
>
>Need to know what the final version of Magic4 and Ease was?
>
>And if there are updates that still can be gotten for free or pay?
>
>I have at least version 4 of both.
>
>Also, can Ease be used with Geneva instead of NeoDesk?
>
>And how does Ease stack up to other desktop replacements such as
>NeoDesk, and Thing?
>
>Will Ease work on a TOS 1.04 MegaST4?
>
>
>phantomm@bellsouth.net

I have version 5 of Ease and version 6.2 of Magic...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5836. [XCH] 16 Mb TT Ram board

Newsgroup: comp.sys.atari.st
Date: 2006-02-11 15:03:41 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43edfcc9$0$18318$8fcfb975@news.wanadoo.fr>
Source record: 9513

Hello,

I would like to exchange my 16Mb TT Ram board (4x4mb simms included). What I need is to complete my Mega STE with:
- one graphic card
- and one keyboard (TT/MegaSTE)

The TT ram board is fully operational: it was in my TT until this morning, never a single problem with it.

Guillaume.

5837. Re: Best selling/most popular game?

Newsgroup: comp.sys.atari.st
Date: 2006-02-11 15:33:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.11.15.33.40.602585@charter.net>
Source record: 9514

On Sat, 11 Feb 2006 08:05:54 +0100, Edward S. Baiz Jr. wrote:

> Dungeon Master on the ST was a great experience and I just loved it. To me,
> however, the Ultima series was the best.

Loved that series too Edward. I played 3-4-5 to death. I've got 6 but never completed it. VI even runs on my Falcon, and is hard drive installable. I have to say I'm disappointed in the graphics in certain areas of the game though. It looks like whoever ported it over used the original EGA (not VGA) versions for things like character portraits. Very ugly. Far less than what even a standard ST is capable of doing.

I guess 5 is my favorite. There is just something about the story of the Underworld and the Shadow Lords that holds my attention. Other little things as well, like when you do something wrong and the next town you go into has a wanted poster listing you and your party in it. Alas, mine won't run on my Falcon, just on my STs...

See ya.

PS Now that I've got my CT60 Falcon back up and running I guess I'll have to go back and try to finish Ultima VI... :-)

--
_/_/_/

5838. Re: Video Game Summit Slogan Contest

Newsgroup: comp.sys.atari.st
Date: 2006-02-11 20:54:54 UTC
From: "atarivideoclub@yahoo.com" <atarivideoclub@yahoo.com>
Message-ID: <1139691294.058817.17740@o13g2000cwo.googlegroups.com>
Source record: 9515
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.ibm.pc.games.action,comp.sys.cbm

while those slogans are good, I can't accept them for the contest:
1. it has nothing to with the show itself.
2.all entries has to be e -mailed to me(I can't accept them if yu post
them on newsgroups or forums...)

5839. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-11 21:35:21 UTC
From: leaver@alpha.com.au
Message-ID: <43ee5d49_3@news.chariot.net.au>
Source record: 9516

On 10 Feb 2006 20:12:36 , "phantomm" wrote:

>According to the MSTE manual, the MSTE is 68881/2 compatible.
>
>If anyone is using a 68882 in a MSTE, I would like to know if it works
>correctly.

I have an 68882 in my MSTe.

The 68882 works correctly, but some software doesn't. The Pure compilers (both C and Pascal) make the 68000 wait for responses (to commands) which the 68882 does not supply so any program written in them which tries to use the fpu goes into an endless loop. Such programs can, however be patched to run correctly with the 68882.

LATTICE C programs work correctly with the the 68881 or 68882.

To add a 68881 or 68882 to the MSTe you need not only the fpu but also address decoding hardware - usually in the form of a GAL. The socket for this in on the board.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

5840. Re: ST BASIC

Newsgroup: comp.sys.atari.st
Date: 2006-02-13 08:40:14 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <dspgk4$nn4$1@gemini.csx.cam.ac.uk>
Source record: 9517

"phantomm" <phantomm@bellsouth.net> wrote in message
news:u3bHf.1050$S03.851@bignews1.bellsouth.net...
>
> "Mickael Pointier" <nobody@wantspam.net> wrote in message
> news:11uccv8amil3384@corp.supernews.com...
>>> > Recently got a bunch of ST Books.
>>> >
>>> > Some are filled with programs in ST Basic.
>>> >
>>> > Was wondering if old ST Basic programs are compatible in GFA Basic?
>>>
>>> Nope, ST basic uses lime numbers, gfa does not.
>>> Would need recoded.
>>
>> For what I remember there was a converter able to read ST Basic listings
>> and
>> output .lst files.
>> Was not entirely compatible, but at least it took care of line numbers
>> and
>> stuff.
>>
>> Dbug
>>
>>
> Thanks for the info.
>
> ST Basic didn't seem to catch on, like Atari 8-bit Basic did.
> At least it seems that way to me.

I don't think it was that good and there was no compiler, at least the
version that was packed with my ST did not have one which limits it for
producing programs everyone can use.

< cut >

> What happened to STOS?
>
> Wasn't it a easy to use language, that gave some real power?
>
> Anyone happen to have the latest version with manuals and some extra
> programming modules or etc that they no-longer want?

As Lonny stated the souce code has been made available for anyone to tinker
with and is available on the Click Team website or you can download STOS,
Manuals and Extensions such as 3D, Meastro, Missing Link, Cyber and Extra as

well as soem extra code bits for identifying STEEM form the STOS Megademo website at http://www.stos.atari.st. While STOS is primarily centered around creating games you can write applications with it if you wanted to.

> I'd like to get the Falcon compatible version, that allows access to the
> graphics
> and sound capability of this machine. I think there were plug ins or
> something
> like that for the Falcon that allowed one to access different parts of the
> machine
> easily without alot of programming.

There is the Falcon Extension by Anthony Jacques which can be found at http://www.btinternet.com/~AnthonyJ/Atari/index.html that will let you see what is is capable of although there is not complier for it, if you think it would be usefull after you have looked at it let me know as I may still have the complier extensions for it somewhere.
You should note however that you can not use it to produce a program that will run on both the Falcon and ST if it uses uses any commands from the graphics part of the Falcon extension as it causes an error when complied that prevent the program from executing. Even if you place a STOS error trap on the first line of your program you can not trap it as it is something the extension performs before executing your code (the audio part of the extension cause no such error). Anthony said it might be something to do with it setting/not setting things on even boundaries, I did not understand it myself however if you were planing to write for the Falcon only that should not be a problem.
STOS programs written without the Falocn extension will run on the Falcon although IIRC the desktop graphics can get messed up once the program ends requiring a reset, espically if it is run from the HD as IIRC auto folder programs loaded from a floppy are less prone to causing this problem.

Stephen Moss

5841. Atari 1040st faqs

Newsgroup: comp.sys.atari.st
Date: 2006-02-13 16:40:36 UTC
From: Nogard <nogard@cishollywood.com>
Message-ID: <mhd1v1d1hmn1obgjlekf75h9o6j2kuevvl@4ax.com>
Source record: 9518

Before I ask questions that have probably been asked a hundred times,
I was wondering if there was a good web site that had good reqources
for the 1040st? Ive been doing google searches, but I cant seem to
find a definative one.

Thanks in advance,
Chris Ryan

5842. Re: Atari 1040st faqs

Newsgroup: comp.sys.atari.st
Date: 2006-02-13 18:46:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.13.18.46.46.898490@charter.net>
Source record: 9519

On Mon, 13 Feb 2006 08:40:36 -0800, Nogard wrote:

> Before I ask questions that have probably been asked a hundred times,
> I was wondering if there was a good web site that had good reqources
> for the 1040st? Ive been doing google searches, but I cant seem to
> find a definative one.
>
> Thanks in advance,
> Chris Ryan

Here ya go:

http://web.archive.org/web/20041014070904/www.megacom.net/~q-funk/ST/
http://www.atariarchives.org/cfn/06/02.php
http://jens-inge.dyndns.org/html/guide206/INDEX.HTM
http://www.dwade.freeserve.co.uk/atari/main.html

I also have an Atari FAQ section on my BBS (see sig below), although it is
not complete. Its a bit more bother to reach, since as a new user you
would have to go through the registration. Honestly, you can probably get
most of what you need from the links I provided. Unless you just want to
call for a chance at the free monthly prizes. :-)

Other than that, don't hesitate to ask questions here in this newsgroup.
For every wretch that slams you for asking a question they have happened
to have heard before, there will be 3-5 that try hard to help you. :-)

--
_/_/_/

5843. Re: MAGIC4 and Ease DeskTop

Newsgroup: comp.sys.atari.st
Date: 2006-02-13 21:10:22 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0602132203500.21694@feanor>
Source record: 9520

Hi!

ESBJ> I have version 5 of Ease and version 6.2 of Magic...

Right, the same her.

ESBJ> >And if there are updates that still can be gotten for free or pay?

Updates still should be aviable from ASH.

ESBJ> >Will Ease work on a TOS 1.04 MegaST4?

Ease was bundled with MagiC before jinnee came up, but it can be used with
plain TOS as well (tried that long time ago...).

ESBJ> >Also, can Ease be used with Geneva instead of NeoDesk?

It should, but I never tried it. My brother had MagixDesk running
on Geneva, so...

ESBJ> >And how does Ease stack up to other desktop replacements such as
ESBJ> >NeoDesk, and Thing?

What do you mean: "stack up to"? Run on top of?

Regards,

Alexander

5844. [FS] on eBay - 14inch Multisync VDU

Newsgroup: comp.sys.atari.st
Date: 2006-02-13 22:25:21 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <dsr0h4$n7n$1@newsg2.svr.pol.co.uk>
Source record: 9521

Hi All

I have put a Multisync 14inch VDU on eBay. This VDU has a horizontal sync rate of 15-40 kHz and therefore is capable of displaying ST Low as well as ST High. Used with a Falcon it can show most RGB & VGA video modes.

Low starting price as I need to clear some space.

Follow this link:

http://cgi.ebay.co.uk/MICROVITEC-1438-Autoscan-14inch-VDU_W0QQitemZ876599730
7QQcategoryZ174QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

Thanks

Neil :-)
Leeds, UK.

5845. AtarICQ 0.167 is released (important update!)

Newsgroup: comp.sys.atari.st
Date: 2006-02-13 23:00:57 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1139871657.739487.278260@g14g2000cwa.googlegroups.com>
Source record: 9522

Hi all,

Have you been experiencing problems with ICQ last few days? Then keep
on reading!

Recently there have been some serious problems with a couple of ICQ
clients, aICQ being one of them. The problem has been that incoming
messages have not been received properly. It would have seemed like all
your friends were silent all the time. Thanks to some fast research by
Dan, there is now an update which should take care of this issue. If
you use AtarICQ, make sure to grab this update ASAP!

Other noticeable changes in the new release:

* Cleaned up the keyboard evaluation code

* Masked out all messages about oncoming contacts during the first
10s. (Some ppl reported server was lagging this data a bit, hence this
delay was added in order to avoid unnecessary console text)

* Some ICQ (spam) bots are trying to trick ppl to add them to
contact list by sending out signal that "user is online". That would
indicate that we have already added them to your contact list,
something that is not necessarily true. Since aICQ now supports the
server side list directly, some of these attempts will now be detected
and blocked.

* If contact list was empty, the option to "hide separators" would
crash aICQ. Solved by temporarily cancelling the hiding, until contacts
are added.

* In dialog for adding more contacts, the number of allowed chars
for UIN/ screenname has been increased from 10 to 16.

* In MagiC, setting both SELECTEABLE and TOUCHEXIT for an object
will make form_button() wait for the mouse button to be released. This
is now worked around, allowing the setting of auto-away time in
preferences to work smoother under MagiC.

Get the new AtarICQ release here:

http://www.ataricq.org

Regards,

/Joakim

http://www.ataricq.org
http://xaaes.atariforge.net

http://topp.atari-users.net

5846. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-14 08:14:17 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43f19157$0$651$626a54ce@news.free.fr>
Source record: 9523

You do not need to patch the software...

A friend developed a long time ago a program you put int he AUTO folder...
and all software run fine with 882.
I have it ...if you want it.

Regards

David Leaver wrote:
> On 10 Feb 2006 20:12:36 , "phantomm" wrote:
>
>> According to the MSTE manual, the MSTE is 68881/2 compatible.
>>
>> If anyone is using a 68882 in a MSTE, I would like to know if it
>> works correctly.
>
> I have an 68882 in my MSTe.
>
> The 68882 works correctly, but some software doesn't. The Pure
> compilers (both C and Pascal) make the 68000 wait for responses (to
> commands) which the 68882 does not supply so any program written in
> them which tries to use the fpu goes into an endless loop. Such
> programs can, however be patched to run correctly with the 68882.
>
> LATTICE C programs work correctly with the the 68881 or 68882.
>
> To add a 68881 or 68882 to the MSTe you need not only the fpu but also
> address decoding hardware - usually in the form of a GAL. The socket
> for this in on the board.
>
> David
>
> Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia

5847. Re: MAGIC4 and Ease DeskTop

Newsgroup: comp.sys.atari.st
Date: 2006-02-14 19:43:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <koKdnWTeCMJ0r2_eRVnysQ@pipex.net>
Source record: 9524

In message <Pine.LNX.4.62.0602132203500.21694@feanor>, alexb@jupiter.schunter.etc.tu-bs.de said:

>ESBJ> >And how does Ease stack up to other desktop replacements such as
>ESBJ> >NeoDesk, and Thing?
>
>What do you mean: "stack up to"? Run on top of?

No Alex,

The phrase should really be 'measure up to' - i.e. how does it compare...

Regards, /Peter/

5848. Re: MAGIC4 and Ease DeskTop

Newsgroup: comp.sys.atari.st
Date: 2006-02-15 08:36:22 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0602150924070.1305@feanor>
Source record: 9525

Hi!

> The phrase should really be 'measure up to' - i.e. how does it
> compare...

Thanks, Peter!

so:

>> ESBJ> >And how does Ease stack up to other desktop replacements such as
>> ESBJ> >NeoDesk, and Thing?

Well, it's quiet an old desktop, but you won't guess from its appearance.
It definetively less configurable (and modern) than jinnee and others,
missing stuff like *nix access right support, but provides handy features
like directory-tree popups when you hold the mousebutton while pointing to
a (hard)disc icon on the desktop.
It supports most standard stuff such as icons for configurable file/folder
name masks, automatic launch of applications associated with the data file
you want to open.
Not sure, but desktop notes and hotkeys for launcing applications are
featured as well.

Regards,

Alexander

5849. TeraDesk 3.80 is available

Newsgroup: comp.sys.atari.st
Date: 2006-02-15 19:35:52 UTC
From: vdjole@EUnet.yu
Message-ID: <dsvvql$92a$1@news.eunet.yu>
Source record: 9526

Hello;

Version 3.80 of Tera Desktop (TeraDesk) open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

TeraDesk is currently the only open-souce desktop available for 16-bit and
32-bit Atari computers. Developer's goal is to maintain TeraDesk as a small,
simple, fast and reliable desktop, which can run on any TOS-compatible Atari
computer, clone or emulator and which can be be functional and competetive
in the modern multitasking environments and all flavours and versions of
TOS-compatible operating system(s), while keeping, as much as reasonable,
familiarity with the original TOS desktop.

Main new features in this release are related to a capability to pass names
of network objects, such as web pages and ftp sites, via the AV and drag&drop
protocols, and to assign such names as 'document types' to applications.
Supported name prefixes are currently http:, ftp: and mailto:; this enables
e.g. MyMail to work properly with TeraDesk, and makes it possible to open
network targets from the Open... menu/dialog if appropriate applications are
installed.

As a byproduct of these changes, names of network objects can also be assigned
as targets of symbolic links and desktop icons. It is thus possible e.g. to
have icons of favourite internet sites on the desktop.

A considerable number of not-very-obvious bugs has been fixed as well,
most of them related to handling of extremely long paths and filenames
(unfortunately, the bugfix code increased program size by about 1 KB).
See the history file for details.

Another point which may be of interest is that there may be, probably very
soon, Russian, German and French translations of this version of TeraDesk.
Links will be posted on TeraDesk home page as soon as translations become
available.

Users are advised to read the documentation before running the program ;)
Some features of TeraDesk may not be immediately obvious.

Have fun.

5850. HDDRIVER news: English manual

Newsgroup: comp.sys.atari.st
Date: 2006-02-15 20:08:40 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <45hg28F6s18vU1@individual.net>
Source record: 9527

Hello,

As the Atari Workshop website has vanished and I have not been able to
reach Atari Workshop by email I have decided to offer the English
version of HDDRIVER *including the English manual* myself.
I am currently revising and updating the English manual. Users ordering
HDDRIVER 8.1 can now choose between the German, English and French
manual. The French manual only covers HDDRIVER 7, though.
For registered users of HDDRIVER 8.1 the current English manual is also
available separately. Please refer to
http://www.seimet.de/hddriverprices_english.html for details.

Remember that you can pay with PayPal, which ensures that HDDRIVER can
also be ordered conveniently from countries outside the EU without
having to pay high fees for bank transfers or sending the money in cash.

Best regards, Uwe

--

Dr. Uwe Seimet http://www.linkbylink.net/

5851. Re: TeraDesk 3.80 is available

Newsgroup: comp.sys.atari.st
Date: 2006-02-15 20:27:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.15.20.27.12.628890@charter.net>
Source record: 9528

On Wed, 15 Feb 2006 19:35:52 +0000, Djordje Vukovic wrote:

> http://solair.eunet.yu/~vdjole/teradesk.htm

Hmm. I just tried that link and it doesn't work. I did manage to get to:

http://solair.eunet.yu/~vdjole/atari.htm

but I get a "NOT FOUND - The requested URL was not found on this server"
error, when I click on the Teradesk link.

Sorry. :-(

--
_/_/_/

5852. RSVE mod?

Newsgroup: comp.sys.atari.st
Date: 2006-02-15 21:54:10 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.15.21.54.10.82312@charter.net>
Source record: 9529

Anyone actually have the RSVE hardware mod installed?

I'm looking for comments, problems, helpful hints, performance, etc.

Thanks.

--
_/_/_/

5853. Re: TeraDesk 3.80 is available

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 00:46:15 UTC
From: vdjole@EUnet.yu
Message-ID: <dt0i0lful1@news.eunet.yu>
Source record: 9530

On 15 Feb 2006 19:35:52 , Djordje Vukovic wrote:

>Version 3.80 of Tera Desktop (TeraDesk) open-source desktop is available

Accidentally, wrong files were put on the web page. Corrected files were uploaded again about 00:20 h, Feb. 16th (GMT+1). If anyone happened to download the wrong file(s) in the few hours between the intial upload and the upload of the corrected files, please download again.

Sorry for the inconvenience.

Regards;

5854. Re: TeraDesk 3.80 is available

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 06:10:40 UTC
From: BMaedicke@t-online.de
Message-ID: <1haubfz.10hpr251ulu2j6N%BMaedicke@t-online.de>
Source record: 9531

Ronald J. Hall <dark_lord@charter.net> wrote:

> > http://solair.eunet.yu/~vdjole/teradesk.htm

No problem here.
I test it with Firefox on my Mac.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

5855. Megaroids Source Code

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 07:29:46 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <KRVIf.33263$lo3.19213@trnddc07>
Source record: 9532

On the search for the C source code for the Megaroids game for the ST. It was sample code that was made public domain for the Megamax C compiler to demonstrate the capability of the compiler.

Thanks,
Glenn Bruner
glenn.bruner@verizon.net

5856. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 08:24:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602160020180.12237-100000@onyx.spiritone.com>
Source record: 9533
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5857. FS: ALL Atari Games/Software 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 08:27:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602160024240.12237-100000@onyx.spiritone.com>
Source record: 9534
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Good Ataris from extinction, buy ANY Games/
Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get
20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5858. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 08:30:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602160027390.12237-100000@onyx.spiritone.com>
Source record: 9536
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5859. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 08:34:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602160030520.12237-100000@onyx.spiritone.com>
Source record: 9535
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5860. Re: HDDRIVER news: English manual

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 09:50:37 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43f44aea$0$7495$636a55ce@news.free.fr>
Source record: 9537

That's a good decision !!
Internet is here to allow direct sell from small authors/companies...this
business model do not need some distributors...

Regards

Uwe Seimet wrote:
> Hello,
>
> As the Atari Workshop website has vanished and I have not been able to
> reach Atari Workshop by email I have decided to offer the English
> version of HDDRIVER *including the English manual* myself.
> I am currently revising and updating the English manual. Users
> ordering HDDRIVER 8.1 can now choose between the German, English and
> French manual. The French manual only covers HDDRIVER 7, though.
> For registered users of HDDRIVER 8.1 the current English manual is
> also available separately. Please refer to
> http://www.seimet.de/hddriverprices_english.html for details.
>
> Remember that you can pay with PayPal, which ensures that HDDRIVER can
> also be ordered conveniently from countries outside the EU without
> having to pay high fees for bank transfers or sending the money in
> cash.
> Best regards, Uwe

5861. Re: RSVE mod?

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 10:45:10 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C01A1646.123ED%vlg@o2.pl>
Source record: 9538

w poscie pan.2006.02.15.21.54.10.82312@charter.net, Ronald J. Hall od dark_lord@charter.net napisal 15-02-06 22:54:

>
> Anyone actually have the RSVE hardware mod installed?
>
> I'm looking for comments, problems, helpful hints, performance, etc.
>

Ive got one but not installed actually ;)

But hey whats kind of problem you may have, its simple upgrade (?)

PawelK

5862. Re: RSVE mod?

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 15:44:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.16.15.44.41.507793@charter.net>
Source record: 9539

On Thu, 16 Feb 2006 11:45:10 +0100, Pawel Kaznowski wrote:

> Ive got one but not installed actually ;)
>
> But hey whats kind of problem you may have, its simple upgrade (?)
>
> PawelK

Hi Pawel - thanks for replying.

I've got one too. Its still in its package with original docs 'n stuff.
I don't know if it works or not. I remember buying it from Toad Computers
here in the States years ago, although like you, I've never used it.

Now I would like to install it in my Mega ST to try and get the increased
speeds for my BBS.

It does look fairly simple to install. I just have a few questions.

What 5v source from the motherboard would you recommend?

Also, do you know where I can get the pin layout of the MFP chip so I can
find pins 7, 10, and 16? I'm fairly sure I can find the dot for pin #1 and
count from there, but I just wanted to be really sure.

Thanks much!

--
_/_/_/

5863. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 17:17:12 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Fp2Jf.16370$X7.5732@bignews7.bellsouth.net>
Source record: 9540

If you have the time Rodolphe, maybe put it up on one of the better FTP
sites.
This would be a most useful program for anyone installing a FPU in a MSTE.

Thanks for the info.

"Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote in message
news:43f19157$0$651$626a54ce@news.free.fr...
> You do not need to patch the software...
>
> A friend developed a long time ago a program you put int he AUTO folder...
> and all software run fine with 882.
> I have it ...if you want it.
>
> Regards
>
> David Leaver wrote:
>> On 10 Feb 2006 20:12:36 , "phantomm" wrote:
>>
>>> According to the MSTE manual, the MSTE is 68881/2 compatible.
>>>
>>> If anyone is using a 68882 in a MSTE, I would like to know if it
>>> works correctly.
>>
>> I have an 68882 in my MSTe.
>>
>> The 68882 works correctly, but some software doesn't. The Pure
>> compilers (both C and Pascal) make the 68000 wait for responses (to
>> commands) which the 68882 does not supply so any program written in
>> them which tries to use the fpu goes into an endless loop. Such
>> programs can, however be patched to run correctly with the 68882.
>>
>> LATTICE C programs work correctly with the the 68881 or 68882.
>>
>> To add a 68881 or 68882 to the MSTe you need not only the fpu but also
>> address decoding hardware - usually in the form of a GAL. The socket
>> for this in on the board.
>>
>> David
>>
>> Susan and David Leaver 10 Goodparla St,
>> Hawker, ACT 2614
>> Australia
>
>

5864. Re: Megaroids Source Code

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 19:46:42 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <CE4Jf.9635$yK1.8351@news-server.bigpond.net.au>
Source record: 9541

Hi Glenn,

If you get really desperate, I have the listing for the
Macintosh version printed in a book called
"C Programming on the Macintosh" by Terry Ward
published in 1986. ISBN 0-673-18274-6

Steve.

"Glenn" <noemail@nospam.com> wrote in message news:KRVIf.33263$lo3.19213@trnddc07...
> On the search for the C source code for the Megaroids game for the ST. It
> was sample code that was made public domain for the Megamax C compiler to
> demonstrate the capability of the compiler.
>
> Thanks,
> Glenn Bruner
> glenn.bruner@verizon.net
>
>

5865. Re: Megaroids Source Code

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 20:08:48 UTC
From: Steve Adam <Steve.adam62@NSPM.gmail.com>
Message-ID: <kZ4Jf.9639$yK1.1492@news-server.bigpond.net.au>
Source record: 9542

Actually, that's "Programming C on the Macintosh"
and the author's name is Terry A. Ward.

Amazon reports some second hand copies at
very reasonable prices ;)

Steve.

"Steve Adam" <Steve.adam62@NSPM.gmail.com> wrote in message
news:CE4Jf.9635$yK1.8351@news-server.bigpond.net.au...
> Hi Glenn,
>
> If you get really desperate, I have the listing for the
> Macintosh version printed in a book called
> "C Programming on the Macintosh" by Terry Ward
> published in 1986. ISBN 0-673-18274-6
>
> Steve.
>
> "Glenn" <noemail@nospam.com> wrote in message news:KRVIf.33263$lo3.19213@trnddc07...
> > On the search for the C source code for the Megaroids game for the ST. It
> > was sample code that was made public domain for the Megamax C compiler to
> > demonstrate the capability of the compiler.
> >
> > Thanks,
> > Glenn Bruner
> > glenn.bruner@verizon.net
> >
> >

5866. Re: TeraDesk 3.80 is available

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 21:40:29 UTC
From: vdjole@EUnet.yu
Message-ID: <dt2rgbatf1@news.eunet.yu>
Source record: 9543

>On 15 Feb 2006 19:35:52 , Djordje Vukovic wrote:
>
>>Version 3.80 of Tera Desktop (TeraDesk) open-source desktop is available

A correction had to be made to the just-released TeraDesk 3.80- a variable was used uninitialized, which could cause starting of an application to -sometimes- fail with "Command too long" message. As luck would have it, this bug showed up for the first time only after the program has been released, although that particular piece of code has been made about a month ago.

As this was just a single correction and made immediately after the initial release, I did not update the version number; it is still 3.80, but release date is now February 16th.

Hopefully it will be all right now. I apologize for the inconveniences that this repeated releasing might have caused.

Regards;

5867. Re: ST BASIC

Newsgroup: comp.sys.atari.st
Date: 2006-02-16 23:12:08 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <JfkJf.17173$bW.13290@bignews8.bellsouth.net>
Source record: 9546

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:dspgk4$nn4$1@gemini.csx.cam.ac.uk...

snipped.

>> ST Basic didn't seem to catch on, like Atari 8-bit Basic did.
>> At least it seems that way to me.
>
> I don't think it was that good and there was no compiler, at least the
> version that was packed with my ST did not have one which limits it for
> producing programs everyone can use.
>
> < cut >
>
>> What happened to STOS?
>>
>> Wasn't it a easy to use language, that gave some real power?
>>
>> Anyone happen to have the latest version with manuals and some extra
>> programming modules or etc that they no-longer want?
>
> As Lonny stated the souce code has been made available for anyone to
> tinker with and is available on the Click Team website or you can download
> STOS, Manuals and Extensions such as 3D, Meastro, Missing Link, Cyber and
> Extra as well as soem extra code bits for identifying STEEM form the STOS
> Megademo website at http://www.stos.atari.st. While STOS is primarily
> centered around creating games you can write applications with it if you
> wanted to.
>
>
>> I'd like to get the Falcon compatible version, that allows access to the
>> graphics
>> and sound capability of this machine. I think there were plug ins or
>> something
>> like that for the Falcon that allowed one to access different parts of
>> the machine
>> easily without alot of programming.
>
> There is the Falcon Extension by Anthony Jacques which can be found at
> http://www.btinternet.com/~AnthonyJ/Atari/index.html that will let you see
> what is is capable of although there is not complier for it, if you think
> it would be usefull after you have looked at it let me know as I may still
> have the complier extensions for it somewhere.
> You should note however that you can not use it to produce a program that
> will run on both the Falcon and ST if it uses uses any commands from the

> graphics part of the Falcon extension as it causes an error when complied
> that prevent the program from executing. Even if you place a STOS error
> trap on the first line of your program you can not trap it as it is
> something the extension performs before executing your code (the audio
> part of the extension cause no such error). Anthony said it might be
> something to do with it setting/not setting things on even boundaries, I
> did not understand it myself however if you were planing to write for the
> Falcon only that should not be a problem.
> STOS programs written without the Falocn extension will run on the Falcon
> although IIRC the desktop graphics can get messed up once the program ends
> requiring a reset, espically if it is run from the HD as IIRC auto folder
> programs loaded from a floppy are less prone to causing this problem.
>
> Stephen Moss
>

I appreciate the info guys,

I'll take a look at the STOS stuff, I am sort of interested in it and may need compiler
extensions for the Falcon. I remember reading about STOS for the Falcon in ST Format.

I am not sure if it will do what I would like or not.

With Atari 8-bit Basic, I am not a expert, but can program most things that I attempt with it.
I like that machine language routines can be used in it to speed things up and get to what you
want to do without alot of programming. But I'm not a expert at machine language by any means.

I like to mess around with graphics and sound on the ST-Falcon. Especially the Falcon and am
looking for a programming language that will allow me to play around with pictures, sound samples,
music files, video grabs (done with the Expose, VideoMaster Falcon, VIDI ST etc.) and the like.

I'm not looking to do alot of programming, but for example say I want to create a demo to run on
the Falcon that uses nice graphics, sound samples and even some color video. I'd like to find some
programs that already exist to display the graphics and play some music and or samples so that I can
just use those and build onto those and change things around.

It's fairly easy to find examples similar to the above on the Atari 8-bit, but I've never really found
anything like the example given for the Falcon or on the ST/E. Most good Demos for the Falcon
are done in such a way, that I find it hard to learn from.

Although the original Falcon Demo that Atari used, is somewhat helpful. I'm not sure what language
it was done in. But the demo is somewhat similar to what I would like to be able to do, by using
a program or programs as a guide to build on, change, program and etc.

Are there any small programs in any language available that one could use as guides for making
good demos, or messing around with graphics, video, sound samples and music on the Falcon,
as well as the ST/E machines?

phantomm@bellsouth.net

5868. WANTED: MegaST compatible IDE interface.

Newsgroup: comp.sys.atari.st
Date: 2006-02-17 02:44:26 UTC
From: mugorj@gmail.com
Message-ID: <1140144265.979842.52470@z14g2000cwz.googlegroups.com>
Source record: 9544

Hello Guys,

If someone have any spare IDE interface, that will work on my
MegaST 4, please contact me at this e-mail: mugorjNOSPUM@gmail.com

Please remove the NOSPUM.

Thank you very much,
Marcelo.

5869. ST and MSA images back to real disks

Newsgroup: comp.sys.atari.st
Date: 2006-02-17 02:56:41 UTC
From: mugorj@gmail.com
Message-ID: <1140145001.831096.130700@g47g2000cwa.googlegroups.com>
Source record: 9545

Dear Atarians,

I would like to start this message saying that i'm really sorry
to ask something that i'm sure have been answered many times.
I'm completely blind in the Atari ST world. Been an Amiga user
all my life, and now i want to know the ST better.
I have an MegaST 4, and only few days ago i managed to get an
original keyboard. This machine is waiting for about 2 years for this
keyboard, so i can use it ! Now it's time to run some good software.
The problem is my machine is very "vanila". Just one disk
drive.
I have many ST disk images on CD, but i don't now how to make
real floppies out of them.
So i would like to know what's the best, easier, idiot proof
way to create these disks.
I tried some programs on the PC side, like the Makedisk, but
they doesn't work well on the ST. They refuse to boot. And when i read
them from the GEM desk, read errors are reported.
So i would like to know how can i do this from the ST side. Can
i use a null modem cable to access the disk images directly on my PC,
and then create them on the ST drive ?
Is it possible to create a RAMDISK on the ST, without any extra
software, so i can put some images there, and then create the disks ?
I'm really lost here.
Any help will be very much appreciated.

Thanks and Regards,
Marcelo.

5870. Re: ST BASIC

Newsgroup: comp.sys.atari.st
Date: 2006-02-17 14:00:31 UTC
From: swe@atari.org
Message-ID: <6GkJf.167$oj5.71864@news.siol.net>
Source record: 9547

phantomm wrote:

> I appreciate the info guys,
>
> I'll take a look at the STOS stuff, I am sort of interested in it and may
> need compiler
> extensions for the Falcon. I remember reading about STOS for the Falcon
> in ST Format.
>
> I am not sure if it will do what I would like or not.
>
> With Atari 8-bit Basic, I am not a expert, but can program most things
> that I attempt with it.
> I like that machine language routines can be used in it to speed things up
> and get to what you
> want to do without alot of programming. But I'm not a expert at machine
> language by any means.
>
> I like to mess around with graphics and sound on the ST-Falcon. Especially
> the Falcon and am
> looking for a programming language that will allow me to play around with
> pictures, sound samples,
> music files, video grabs (done with the Expose, VideoMaster Falcon, VIDI
> ST etc.) and the like.
>
> I'm not looking to do alot of programming, but for example say I want to
> create a demo to run on
> the Falcon that uses nice graphics, sound samples and even some color
> video. I'd like to find some
> programs that already exist to display the graphics and play some music
> and or samples so that I can
> just use those and build onto those and change things around.
>
> It's fairly easy to find examples similar to the above on the Atari 8-bit,
> but I've never really found
> anything like the example given for the Falcon or on the ST/E. Most good
> Demos for the Falcon
> are done in such a way, that I find it hard to learn from.
>
> Although the original Falcon Demo that Atari used, is somewhat helpful.
> I'm not sure what language
> it was done in. But the demo is somewhat similar to what I would like to
> be able to do, by using
> a program or programs as a guide to build on, change, program and etc.

>
>
> Are there any small programs in any language available that one could use
> as guides for making
> good demos, or messing around with graphics, video, sound samples and
> music on the Falcon,
> as well as the ST/E machines?

I would rather recomend u GFA basic over STOS. As basic is a lot faster, offer structual programing, easy acces to OS and hardware etc.. True, no special ASM routs as in STOS, but easy to include own ones, which can in most cases be better and mre optimised as STOs ones... GFA is some kind of top in basic languages... VERY powerfull and also with great compiler so compiled code is not bad at all...

For any real demo effects u have to learn ASM... Can be done in GFA for example, but code is then sooo weird, ASM looks ultra easy compared to that and u still dont came close to ASM speed.. Maybe u checked my line of GemXXX players for Falcon, they are done in GFA, however all replay routines are ASM (68000 or DSP) since basic simply dont offer so much speed and cycle precision... Still u can do VERY nice and decent stuff from GFA as well, this wasn't meant as spolier :) I can help u with Gfa, im sure Loonny and others will do as well....

janez

5871. Re: ST and MSA images back to real disks

Newsgroup: comp.sys.atari.st
Date: 2006-02-17 16:03:32 UTC
From: mail@freeman-studio.com
Message-ID: <1140192212.279682.191130@g43g2000cwa.googlegroups.com>
Source record: 9548

mugorj@gmail.com wrote:
> So i would like to know what's the best, easier, idiot proof
> way to create these disks.

There is MSA (Magic Shadow Archiver?) on the Atari, as well as ST2DISK. Both might work for you, but I'm not sure if they require a Hard Disk or not. Then there's the problem of getting them from CD to your ST...

> I tried some programs on the PC side, like the Makedisk, but
> they doesn't work well on the ST. They refuse to boot. And when i read
> them from the GEM desk, read errors are reported.

Not sure why this happens, unless you are using the wrong disk type. PC formatted disks (as long as they are the same type as your ST floppy drive - no 1.44mb disks) should be readable on the Atari, but not necessarily the other way around.

> So i would like to know how can i do this from the ST side. Can
> i use a null modem cable to access the disk images directly on my PC,
> and then create them on the ST drive ?
> Is it possible to create a RAMDISK on the ST, without any extra
> software, so i can put some images there, and then create the disks ?

You can download freeware RAMDISK programs on various Atari FTP sites. This might work well for you, if you need it. Otherwise, make sure you have 720k disks (not 1.44mb HD), and either use MAKEDISK on the PC on them, if it will work, or transfer them on the same floppies to the ST and use ST2DISK or MSA. You can also use null-modem transfer, I believe, but I'm not sure how to do this, as I've never needed it.

Hope this helps you!

Mike Freeman
mike [at] freeman-studio [dot] com

5872. Re: ST and MSA images back to real disks

Newsgroup: comp.sys.atari.st
Date: 2006-02-17 16:04:11 UTC
From: mail@freeman-studio.com
Message-ID: <1140192251.759139.109860@g44g2000cwa.googlegroups.com>
Source record: 9349

mugorj@gmail.com wrote:
> So i would like to know what's the best, easier, idiot proof
> way to create these disks.

There is MSA (Magic Shadow Archiver?) on the Atari, as well as ST2DISK. Both might work for you, but I'm not sure if they require a Hard Disk or not. Then there's the problem of getting them from CD to your ST...

> I tried some programs on the PC side, like the Makedisk, but
> they doesn't work well on the ST. They refuse to boot. And when i read
> them from the GEM desk, read errors are reported.

Not sure why this happens, unless you are using the wrong disk type. PC formatted disks (as long as they are the same type as your ST floppy drive - no 1.44mb disks) should be readable on the Atari, but not necessarily the other way around.

> So i would like to know how can i do this from the ST side. Can
> i use a null modem cable to access the disk images directly on my PC,
> and then create them on the ST drive ?
> Is it possible to create a RAMDISK on the ST, without any extra
> software, so i can put some images there, and then create the disks ?

You can download freeware RAMDISK programs on various Atari FTP sites. This might work well for you, if you need it. Otherwise, make sure you have 720k disks (not 1.44mb HD), and either use MAKEDISK on the PC on them, if it will work, or transfer them on the same floppies to the ST and use ST2DISK or MSA. You can also use null-modem transfer, I believe, but I'm not sure how to do this, as I've never needed it.

Hope this helps you!

Mike Freeman
mike [at] freeman-studio [dot] com

5873. Re: ST and MSA images back to real disks

Newsgroup: comp.sys.atari.st
Date: 2006-02-17 16:19:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.17.16.19.20.894260@charter.net>
Source record: 9350

On Fri, 17 Feb 2006 08:03:32 -0800, mail wrote:

<snip>

> You can download freeware RAMDISK programs on various Atari FTP sites.
> This might work well for you, if you need it. Otherwise, make sure you
> have 720k disks (not 1.44mb HD), and either use MAKEDISK on the PC on
> them, if it will work, or transfer them on the same floppies to the ST
> and use ST2DISK or MSA. You can also use null-modem transfer, I
> believe, but I'm not sure how to do this, as I've never needed it.
>
> Hope this helps you!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

I believe its the Ghostlink software that you need for the null-modem
transfer, but like Mike, I've never actually used it either.

--
_/_/_/

5874. SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-17 17:45:54 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <TTnJf.47033$T35.758404@news20.bellglobal.com>
Source record: 9351

Hello everyone,

I have 200 megs of important atari data files stored on a SCSI Maxtor hard drive. I have a Mega ST 4 with Tos 1.4. I can plug my drive directly into my PC and using Gemxplore I can see only the 1st partition. I've downloaded Parcp and couldn't get it working. Tried Atari to PC using Nullmodem 19200 baud (This is way too slow). I now have ARanyM. Unfortunately I'm not sure how to set it up using my SCSI drive. I have 7 partitions. The drive when connected to my ST uses an ICD 'The link 2" adapter along with the ICD software. I'm also running neodesk and warp9. Could someone please help me out with this. Thank you.

RJ

5875. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-17 19:17:18 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.s44s64boknc94k@81-174-208-218.pth-as1.dial.plus.net>
Source record: 9352

Hi
Have you tried setting up Gemulator to read your scsi drive on the pc.
The documents indicate that you should be able to do this ie.: read atari
scsi
drives from the emulated atari desktop and then copy your files directly
on to your PCs hard disc.

Maurice

.On Fri, 17 Feb 2006 17:45:54 -0000, R.Johnson <rayjohnson@mail.com> wrote:

>
> Hello everyone,
>
> I have 200 megs of important atari data files stored on a SCSI Maxtor
> hard
> drive. I have a Mega ST 4 with Tos 1.4. I can plug my drive directly
> into
> my PC and using Gemxplore I can see only the 1st partition. I've
> downloaded
> Parcp and couldn't get it working. Tried Atari to PC using Nullmodem
> 19200
> baud (This is way too slow). I now have ARanyM. Unfortunately I'm not
> sure
> how to set it up using my SCSI drive. I have 7 partitions. The drive
> when
> connected to my ST uses an ICD 'The link 2" adapter along with the ICD
> software. I'm also running neodesk and warp9. Could someone please
> help me
> out with this. Thank you.
>
> RJ
>
>

--

5876. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-02-17 20:35:08 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43f6337c$1_1@x-privat.org>
Source record: 9353

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/gemgt2.lzh
(929.558 bytes) Gem GRAOUMF Tracker Modules Player. Running on Fo30/CT60/63

ftp://chapelie.rma.ac.be/atari/falcon/audio/gemplay.lzh
(1.162.712 bytes) GemPLAY is GEM player for various modules
formats: *.ACE, *.MOD, *.GT2, *.AON, *.SND, *.XMS

ftp://chapelie.rma.ac.be/atari/falcon/audio/graoumf.lzh
(1.059.589 bytes) A 32-voice DSP soundtracker for the Atari Falcon/CT60/CT63

**game**
ftp://chapelie.rma.ac.be/atari/game/capy.lzh
(417.994 bytes) OXYD/Sokoban like maze game. Running on Fo3o(VGA/RGB(?))/TT

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq0167.zip
(148.587 bytes) Nice GEM-based ICQ client for STik/STing/Gluestik/MagicNet

ftp://chapelie.rma.ac.be/atari/internet/mymail-187.zip
(1.393.334 bytes) Nice and powerfull mailclinet for STik/STing/Gluestik/MagicNet

ftp://chapelie.rma.ac.be/atari/internet/mpcstk16.zip
(48.163 bytes) A network bridge for STiK API applications under MagicPC
```

sound-utils
ftp://chapelie.rma.ac.be/atari/sound-utils/mxplay-1.0.0.zip
(547.398 bytes) This is mxPlay 1.0.0, an audio media player
for Atari TT030/Falcon030/Falcon060 computers.

utilities
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera380b.zip
(298.354 bytes) Tera Desktop (TeraDesk) is a replacement for
the ST, STE or TT desktop. It provides more facilities than
the built-in TOS desktops.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5877. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-17 23:13:52 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <dKsJf.3935$ak2.675@bignews4.bellsouth.net>
Source record: 9354

Just a thought, but if you can see the first partition using Gemxplore and can copy the
files from that partition over to the PC, then do that and then delete the files you copied or
move them to a larger partition. Then start on another partition and move those files to the first
partition with TOS, then copy them to the PC and so on.

This will require you to move the drive between systems, until you get all the files copied.
And may take up more time than you would like, but would probably work if there isn't
another way that you can find.

If you had a CDR for the Atari and the proper software, then all you would need to do
is make a CD of the files.

If you still use the Atari, then get the latest CD writing software and a compatible CDR/CDRW
drive. Then you can make all the backups you want and easily transfer to a PC.

Best of Luck,
phantomm@bellsouth.net

"R.Johnson" <rayjohnson@mail.com> wrote in message
news:TTnJf.47033$T35.758404@news20.bellglobal.com...
>
> Hello everyone,
>
> I have 200 megs of important atari data files stored on a SCSI Maxtor hard
> drive. I have a Mega ST 4 with Tos 1.4. I can plug my drive directly
> into
> my PC and using Gemxplore I can see only the 1st partition. I've
> downloaded
> Parcp and couldn't get it working. Tried Atari to PC using Nullmodem
> 19200
> baud (This is way too slow). I now have ARanyM. Unfortunately I'm not
> sure
> how to set it up using my SCSI drive. I have 7 partitions. The drive
> when
> connected to my ST uses an ICD 'The link 2" adapter along with the ICD
> software. I'm also running neodesk and warp9. Could someone please help
> me
> out with this. Thank you.

>
> RJ
>
>

5878. Re: ST and MSA images back to real disks

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 00:02:17 UTC
From: mugorj@gmail.com
Message-ID: <1140220799.960918.321990@o13g2000cwo.googlegroups.com>
Source record: 9355

Hello guys,

Thank you all very much for all your help.
I think the Ghostlink is what i was looking for to transfer
the image files to the Atari.
As i have 4MB of memory, i think that creating a Ramdisk i can
copy some imagefiles there, and then use the tools you guys suggested
to create the real disks from the imagefiles.
I can imagine how boring will be this task, but it's the only
option i can think of right now.
I remember reading someqhere on the Internet, when i was
looking for some info on Ghostlink, that you can read files located on
the PC harddrive, as if they where on the ST, even if you cannot
execute .prg files.
If this is true it's much easier to create the real disks this
way, i think. Hope that the Ghostlink transfer rates aren't too much
slow.
This weekend I'll try to create some disks, and then I'll
report back to you guys what i can achieve.

Thanks again for your invaluable help.

Regards,
Marcelo.

5879. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 00:04:10 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <FqtJf.6293$_D5.401851@news20.bellglobal.com>
Source record: 9356

Thank you Maurice. I tried Gemulator and could not use the program to access my SCSI drive. There is a program they make called Gemxplore which allowed me to access the 1st partition of my drive. I copied those files over. I have to select one file at a time only. Unfortunately I have 6 other partitions or logical drives to copy but Gemxplore doesn't recognize any of them. Even if it coul, I have thousands of files. Selecting one at a time isn't feasable.

Thanks for your reply

R.Johnson

"Maurice " <maurice@abod.co.uk> wrote in message news:op.s44s64boknc94k@81-174-208-218.pth-as1.dial.plus.net...
> Hi
> Have you tried setting up Gemulator to read your scsi drive on the pc.
> The documents indicate that you should be able to do this ie.: read atari
> scsi
> drives from the emulated atari desktop and then copy your files directly
> on to your PCs hard disc.
>
> Maurice
>
> .On Fri, 17 Feb 2006 17:45:54 -0000, R.Johnson <rayjohnson@mail.com>
wrote:
>
> >
> > Hello everyone,
> >
> > I have 200 megs of important atari data files stored on a SCSI Maxtor
> > hard
> > drive. I have a Mega ST 4 with Tos 1.4. I can plug my drive directly
> > into
> > my PC and using Gemxplore I can see only the 1st partition. I've
> > downloaded
> > Parcp and couldn't get it working. Tried Atari to PC using Nullmodem
> > 19200
> > baud (This is way too slow). I now have ARanyM. Unfortunately I'm not
> > sure
> > how to set it up using my SCSI drive. I have 7 partitions. The drive
> > when
> > connected to my ST uses an ICD 'The link 2" adapter along with the ICD
> > software. I'm also running neodesk and warp9. Could someone please
> > help me
> > out with this. Thank you.

> >
> > RJ
> >
> >
>
>
>
> --

5880. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 00:08:13 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <kutJf.6296$_D5.402007@news20.bellglobal.com>
Source record: 9357

Thanks for your reply. I thought about this and started it. Then I realized the 1st partition is so small in comparison to the other partitions. The remaining 6 partitions are 32 megs each. My main partition is only a few megs. Even so, I can only select one file at a time. I have thousands of files to copy. This would take way too long to do. There must be a quicker way. I used to have a SCSI cd burner that I paid $700.00 for. Then it cacked out on me eventually. I would love to have this now!!!

Thanks again for your reply

R.Johnson

"phantomm" <phantomm@bellsouth.net> wrote in message news:dKsJf.3935$ak2.675@bignews4.bellsouth.net...
>
> Just a thought, but if you can see the first partition using Gemxplore and
> can copy the
> files from that partition over to the PC, then do that and then delete the
> files you copied or
> move them to a larger partition. Then start on another partition and move
> those files to the first
> partition with TOS, then copy them to the PC and so on.
>
> This will require you to move the drive between systems, until you get all
> the files copied.
> And may take up more time than you would like, but would probably work if
> there isn't
> another way that you can find.
>
> If you had a CDR for the Atari and the proper software, then all you would
> need to do
> is make a CD of the files.
>
> If you still use the Atari, then get the latest CD writing software and a
> compatible CDR/CDRW
> drive. Then you can make all the backups you want and easily transfer to a
> PC.
>
> Best of Luck,
> phantomm@bellsouth.net
>
>
>
>

> "R.Johnson" <rayjohnson@mail.com> wrote in message
> news:TTnJf.47033$T35.758404@news20.bellglobal.com...
> >
> > Hello everyone,
> >
> > I have 200 megs of important atari data files stored on a SCSI Maxtor
hard
> > drive. I have a Mega ST 4 with Tos 1.4. I can plug my drive directly
> > into
> > my PC and using Gemxplore I can see only the 1st partition. I've
> > downloaded
> > Parcp and couldn't get it working. Tried Atari to PC using Nullmodem
> > 19200
> > baud (This is way too slow). I now have ARanyM. Unfortunately I'm not
> > sure
> > how to set it up using my SCSI drive. I have 7 partitions. The drive
> > when
> > connected to my ST uses an ICD 'The link 2" adapter along with the ICD
> > software. I'm also running neodesk and warp9. Could someone please
help
> > me
> > out with this. Thank you.
> >
> > RJ
> >
> >
>
>

5881. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 00:31:13 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1140222673.072236.135150@o13g2000cwo.googlegroups.com>
Source record: 9358

R.Johnson wrote:
> Hello everyone,
>
> I have 200 megs of important atari data files stored on a SCSI Maxtor hard
> drive. I have a Mega ST 4 with Tos 1.4. I can plug my drive directly into
> my PC and using Gemxplore I can see only the 1st partition. I've downloaded
> Parcp and couldn't get it working. Tried Atari to PC using Nullmodem 19200
> baud (This is way too slow). I now have ARanyM. Unfortunately I'm not sure
> how to set it up using my SCSI drive. I have 7 partitions. The drive when
> connected to my ST uses an ICD 'The link 2" adapter along with the ICD
> software. I'm also running neodesk and warp9. Could someone please help me
> out with this. Thank you.
>

Aside from Ghostlink (which requires you to make a cable), I think your
best bet is either to figure out how to use Aranym (Linux can read ST
formats), or to use nullmodem. Although it's slow, zmodem would enable
you to transfer 200MB in about 30 hours -- just run it overnight a few
nights. If you know an Atarian with a SCSI CDR, you might also use
that.

Galen

Galen

5882. CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 00:34:08 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1140222848.880942.146910@o13g2000cwo.googlegroups.com>
Source record: 9359

Since my CTCM is heading back for repairs (pulled too hard), I need to get an oscillator. The only 66MHZ I can find are the full sized (14 pin) versions. My CT60 originally came with a half sized (8 pin) version. Does anyone happen to know if the CT60 oscillator pinout allows for the full sized version?

Galen

5883. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 00:49:16 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <P4uJf.6338$_D5.403507@news20.bellglobal.com>
Source record: 9360

Thanks for your reply.

I tried Aranym. I can't figure out how to access the SCSI drive with it. The documentation included only shows how to set up a SCSI CD rom drive. I used the nullmodem @ 19200 but the mail problem with that was I could only select 10 files at a time to batch download!!! Other wise I would just select a large group of files and leave the systems on overnight. There's got to be a better way. If I could get a hold of HDDRIVER I believe I could make the AranyM work. But I'm not going to spend $100.00 on something that a)I'm going to use only once and b)might not work.

Thanks again

R.Johnson

"Galen" <atarigalen@yahoo.com> wrote in message
news:1140222673.072236.135150@o13g2000cwo.googlegroups.com...
>
> R.Johnson wrote:
> > Hello everyone,
> >
> > I have 200 megs of important atari data files stored on a SCSI Maxtor
hard
> > drive. I have a Mega ST 4 with Tos 1.4. I can plug my drive directly
into
> > my PC and using Gemxplore I can see only the 1st partition. I've
downloaded
> > Parcp and couldn't get it working. Tried Atari to PC using Nullmodem
19200
> > baud (This is way too slow). I now have ARanyM. Unfortunately I'm not
sure
> > how to set it up using my SCSI drive. I have 7 partitions. The drive
when
> > connected to my ST uses an ICD 'The link 2" adapter along with the ICD
> > software. I'm also running neodesk and warp9. Could someone please
help me
> > out with this. Thank you.
> >
>
> Aside from Ghostlink (which requires you to make a cable), I think your
> best bet is either to figure out how to use Aranym (Linux can read ST
> formats), or to use nullmodem. Although it's slow, zmodem would enable
> you to transfer 200MB in about 30 hours -- just run it overnight a few
> nights. If you know an Atarian with a SCSI CDR, you might also use
> that.

>
> Galen
>
> Galen
>

5884. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 05:56:59 UTC
From: swe@atari.org
Message-ID: <LGyJf.179$oj5.77716@news.siol.net>
Source record: 9361

R.Johnson wrote:

>
> Thanks for your reply. I thought about this and started it. Then I
> realized the 1st partition is so small in comparison to the other
> partitions. The remaining 6 partitions are 32 megs each. My main
> partition is only a few megs. Even so, I can only select one file at a
> time. I have thousands of files to copy. This would take way too long to
> do. There must be a quicker way. I used to have a SCSI cd burner that I
> paid $700.00 for. Then it cacked out on me eventually. I would love to
> have this now!!!

Well u can as well search for ethernec, and copy stuff via lan...

5885. Re: Best selling/most popular game?

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 06:20:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43f6bf0acf02c1@comcast.net>
Source record: 9365

>On Sat, 11 Feb 2006 08:05:54 +0100, Edward S. Baiz Jr. wrote:
>
>> Dungeon Master on the ST was a great experience and I just loved it. To me,
>> however, the Ultima series was the best.
>
>Loved that series too Edward. I played 3-4-5 to death. I've got 6 but
>never completed it. VI even runs on my Falcon, and is hard drive
>installable. I have to say I'm disappointed in the graphics in certain
>areas of the game though. It looks like whoever ported it over used the
>original EGA (not VGA) versions for things like character portraits. Very
>ugly. Far less than what even a standard ST is capable of doing.

I was able to finish VI. It was a little slow, but it still was fun. Too bad none of the others (VII - X) was never done for the Atari. I did buy them for the PC, but have not as yet played them. Guess I had too much fun on my Atari. I played 1-3 on the Atari 8-bit and 4-6 on my ST.

>I guess 5 is my favorite. There is just something about the story of the
>Underworld and the Shadow Lords that holds my attention. Other little
>things as well, like when you do something wrong and the next town you go
>into has a wanted poster listing you and your party in it. Alas, mine
>won't run on my Falcon, just on my STs...

4 is my favorite. It played very smoothly on my ST and reminded me of my experiences with 1-3 on my 8-bit.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5886. Re: Best selling/most popular game?

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 06:20:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43f6bf0acf02c2@comcast.net>
Source record: 9366

>On Fri, 10 Feb 2006 18:24:44 -0500, "Ronald J. Hall"
><dark_lord@charter.net> wrote:
>
>>
>>Hey guys, I was just poking around Wikipedia and noticed the entry for
>>Dungeon Master. It says it had 50% penetration of the ST market.
>>
>>Does that make it the best selling/most popular ST game ever?
>>
>>I was just curious as to what game holds that spot.
>
>
>Zork Zork Zork........ :)

Yep I have them also and loved them.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5887. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 09:32:42 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060218092810168O7-derryck@cixcoukinvalid>
Source record: 9362

On 2006-02-18 00:49:16 +0000, "R.Johnson" <rayjohnson@mail.com> said:

> used the nullmodem @ 19200

Try PARCP between your PC and Atari instead. This involves a slight
modification to a 25 pin D plug-to plug cable, swapping two wires over
at one end. The speed is much higher than null modem, but does require
that your PC has a printer port.

> If I could get a hold of HDDRIVER

You can download a demo version from Uwe Seimet's web site.

<loads of extraneous material removed. Please don't quote the entire
reply text, and top-posting isn't at all helpful>

--

Cheers

Derryck

5888. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 11:05:06 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1140260706.708813.47980@o13g2000cwo.googlegroups.com>
Source record: 9363

Galen wrote:
>
> Aside from Ghostlink (which requires you to make a cable), I think your
> best bet is either to figure out how to use Aranym (Linux can read ST
> formats), or to use nullmodem. Although it's slow, zmodem would enable
> you to transfer 200MB in about 30 hours -- just run it overnight a few
> nights. If you know an Atarian with a SCSI CDR, you might also use
> that.
>
> Galen

Galen's right. You need to use Aranym, but I think you can only access atari partitions directly on a Linux PC. If you have temporary access to a Linux PC with a CD burner in it, you can use 'dd' to dump the partitions to files (7 partitions become 7 image files), then burn the image files to CD so you can get them onto your PC. Then its just a matter of editing the aranym config to map the image file(s) to logical partitions. Also, you will need to make a folder on your PC called HOSTDRIVE or whatever and edit the aranym config so that it can see this as a virtual atari hard disk. Once aranym reboots you can then access the files on your partitions, and then copy them into your virtual HOSTDRIVE so you can get to them as normal through windows. If you read the aranym howto you will understand (hopefully) what I have just written.

Best of luck, post here or email me if you need any further help.

Coda.
jan at janthomas dot org dot uk

5889. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 11:08:32 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1140260912.284679.60360@o13g2000cwo.googlegroups.com>
Source record: 9364

Yep, there is a 14 pin DIL socket on the CT60, which can take either size oscillator. If you have a close look at the circuit board you will see the traces connecting the relevant pins together.

Coda.

5890. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 12:33:37 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <45oih1F7n0umU1@individual.net>
Source record: 9367

R.Johnson wrote:

> got to be a better way. If I could get a hold of HDDRIVER I believe I could
> make the AranyM work. But I'm not going to spend $100.00 on something that
> a)I'm going to use only once and b)might not work.

You can try the demo version, which may help you to decide whether it
would work.
HDDRIVER is not $100, by the way, but rather about $70. Whether this is
too much for something one would not need often also depends on how much
time one would have to spend without it.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5891. WWW.ATARI.ORG

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 15:20:16 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43f73b30$0$21302$8fcfb975@news.wanadoo.fr>
Source record: 9368

Hi,

It looks like if <http://www.atari.org/> server is down.

Is that the same for everybody ?

Can we have news from them ?

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5892. Re: WWW.ATARI.ORG

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 16:05:47 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43f745db$0$19683$8fcfb975@news.wanadoo.fr>
Source record: 9369

Hi,

It is back online !

Good news :)

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

Francois LE COAT wrote:
> It looks like if <http://www.atari.org/> server is down.
>
> Is that the same for everybody ?
>
> Can we have news from them ?

5893. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 16:30:16 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <1THJf.6587$_D5.446253@news20.bellglobal.com>
Source record: 9370

I was thinking about that as well. I would like to exhaust the
possibilites first of utilizing the hardware I have right now.

Thanks for your reply.

R.Johnson

<swe@atari.org> wrote in message news:LGyJf.179$oj5.77716@news.siol.net...
> R.Johnson wrote:
>
> >
> > Thanks for your reply. I thought about this and started it. Then I
> > realized the 1st partition is so small in comparison to the other
> > partitions. The remaining 6 partitions are 32 megs each. My main
> > partition is only a few megs. Even so, I can only select one file at a
> > time. I have thousands of files to copy. This would take way too long
to
> > do. There must be a quicker way. I used to have a SCSI cd burner that
I
> > paid $700.00 for. Then it cacked out on me eventually. I would love to
> > have this now!!!
>
> Well u can as well search for ethernec, and copy stuff via lan...
>
>

5894. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 16:43:41 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <B3IJf.6606$_D5.446533@news20.bellglobal.com>
Source record: 9371

I might consider this option, however I have no idea how the program works or more importantly how can it work for me? I need to transfer the contents of my 213 meg External SCSI hard drive to my PC as quickly and as painlessly as possible. I have 8 partitions that were made with my ICD Link 2 and ICD software version 6.5.5. The 1st partition is about 4 megs and the other's are equally 29.5 or so megs each. I'm using an adaptec 2940 SCSI card on my PC. I can boot with either Win98 or XP Professional. Can I use HDDRIVER it with Aranym and is it necessary? How can I use the demo version to see if this will work for me when there's no english documentation specific to my situation. If you can offer any help I would appreciate it.

Thanks for your reply

R.Johnson

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message news:45oih1F7n0umU1@individual.net...
> R.Johnson wrote:
>
> > got to be a better way. If I could get a hold of HDDRIVER I believe I could
> > make the AranyM work. But I'm not going to spend $100.00 on something that
> > a)I'm going to use only once and b)might not work.
>
> You can try the demo version, which may help you to decide whether it
> would work.
> HDDRIVER is not $100, by the way, but rather about $70. Whether this is
> too much for something one would not need often also depends on how much
> time one would have to spend without it.
>
> --
> ---
> Dr. Uwe Seimet http://www.linkbylink.net/

5895. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 16:59:08 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <2iIJf.6625$_D5.449100@news20.bellglobal.com>
Source record: 9372

"Coda" <> wrote in message
news:1140260706.708813.47980@o13g2000cwo.googlegroups.com...
>
> Galen wrote:
> >
> > Aside from Ghostlink (which requires you to make a cable), I think your
> > best bet is either to figure out how to use Aranym (Linux can read ST
> > formats), or to use nullmodem. Although it's slow, zmodem would enable
> > you to transfer 200MB in about 30 hours -- just run it overnight a few
> > nights. If you know an Atarian with a SCSI CDR, you might also use
> > that.
> >
> > Galen
>
> Galen's right. You need to use Aranym, but I think you can only access
> atari partitions directly on a Linux PC. If you have temporary access
> to a Linux PC with a CD burner in it, you can use 'dd' to dump the
> partitions to files (7 partitions become 7 image files), then burn the
> image files to CD so you can get them onto your PC. Then its just a
> matter of editing the aranym config to map the image file(s) to logical
> partitions. Also, you will need to make a folder on your PC called
> HOSTDRIVE or whatever and edit the aranym config so that it can see
> this as a virtual atari hard disk. Once aranym reboots you can then
> access the files on your partitions, and then copy them into your
> virtual HOSTDRIVE so you can get to them as normal through windows. If
> you read the aranym howto you will understand (hopefully) what I have
> just written.
>
> Best of luck, post here or email me if you need any further help.
>
> Coda.
> jan at janthomas dot org dot uk
>

5896. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 17:05:29 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <%nIJf.6637$_D5.450912@news20.bellglobal.com>
Source record: 9373

Thank you for your reply. What you're saying sounds excellent.
Unfotunately I don't know how to use Linux. Could you please walk me
through this process? I read that you could destroy the partition table
using dd if you're not extrememly careful. I would really appreciate your
help bigtime. And I do have a burner on my PC. Also what kind of driver is
needed to run the burner on my PC if it's being accessed through the ST and
what software would be needed?

Thanks again.

"Coda" <smeg_007@hotmail.com> wrote in message
news:1140260706.708813.47980@o13g2000cwo.googlegroups.com...
>
> Galen wrote:
> >
> > Aside from Ghostlink (which requires you to make a cable), I think your
> > best bet is either to figure out how to use Aranym (Linux can read ST
> > formats), or to use nullmodem. Although it's slow, zmodem would enable
> > you to transfer 200MB in about 30 hours -- just run it overnight a few
> > nights. If you know an Atarian with a SCSI CDR, you might also use
> > that.
> >
> > Galen
>
> Galen's right. You need to use Aranym, but I think you can only access
> atari partitions directly on a Linux PC. If you have temporary access
> to a Linux PC with a CD burner in it, you can use 'dd' to dump the
> partitions to files (7 partitions become 7 image files), then burn the
> image files to CD so you can get them onto your PC. Then its just a
> matter of editing the aranym config to map the image file(s) to logical
> partitions. Also, you will need to make a folder on your PC called
> HOSTDRIVE or whatever and edit the aranym config so that it can see
> this as a virtual atari hard disk. Once aranym reboots you can then
> access the files on your partitions, and then copy them into your
> virtual HOSTDRIVE so you can get to them as normal through windows. If
> you read the aranym howto you will understand (hopefully) what I have
> just written.
>
> Best of luck, post here or email me if you need any further help.
>
> Coda.
> jan at janthomas dot org dot uk
>

5897. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 17:58:33 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <%cJJf.19224$bW.4547@bignews8.bellsouth.net>
Source record: 9374

I am not completely sure about this, but isn't his partitions small enough
that
DOS should be able to see them?

I thought that as long as the Hard Drive was setup with small partitions,
that
they were compatible with DOS. I know that this is how it is when using a
PC hardware board on an Atari.

I don't know anything about Gemxplore, but it does see the first partition
which is about 4 megs.

I'd like to know why the other partitions are not being seen since they
are under 30megs?

Maybe it has something to do with the software that formatted or setup the
drive?

I was thinking that there maybe someway he could access the drive on the
PC using DOS.

Ray, Do you happen to have another SCSI drive that you can use on
the Atari ?

phantomm@bellsouth.net

"R.Johnson" <rayjohnson@mail.com> wrote in message
news:B3IJf.6606$_D5.446533@news20.bellglobal.com...
> I might consider this option, however I have no idea how the program
> works or more importantly how can it work for me? I need to transfer the
> contents of my 213 meg External SCSI hard drive to my PC as quickly and as
> painlessly as possible. I have 8 partitions that were made with my ICD
> Link
> 2 and ICD software version 6.5.5. The 1st partition is about 4 megs and
> the
> other's are equally 29.5 or so megs each. I'm using an adaptec 2940 SCSI
> card on my PC. I can boot with either Win98 or XP Professional. Can I use
> HDDRIVER it with Aranym and is it necessary? How can I use the demo
> version
> to see if this will work for me when there's no english documentation
> specific to my situation. If you can offer any help I would appreciate
> it.
>
> Thanks for your reply
>
> R.Johnson
>

>
>

5898. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 18:25:42 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <gzJJf.47539$T35.901996@news20.bellglobal.com>
Source record: 9375

Thank you for your reply,

I'm not sure exactly about this as well. Maybe someone could expand on your idea. I don't have another SCSI drive for the ST. Why do you ask? Is that to test out what you are talking about?

Thanks.

R.Johnson

"phantomm" <phantomm@bellsouth.net> wrote in message news:%cJJf.19224$bW.4547@bignews8.bellsouth.net...
>
> I am not completely sure about this, but isn't his partitions small enough
> that
> DOS should be able to see them?
>
> I thought that as long as the Hard Drive was setup with small partitions,
> that
> they were compatible with DOS. I know that this is how it is when using a
> PC hardware board on an Atari.
>
> I don't know anything about Gemxplore, but it does see the first partition
> which is about 4 megs.
>
> I'd like to know why the other partitions are not being seen since they
> are under 30megs?
>
> Maybe it has something to do with the software that formatted or setup the
> drive?
>
> I was thinking that there maybe someway he could access the drive on the
> PC using DOS.
>
> Ray, Do you happen to have another SCSI drive that you can use on
> the Atari ?
>
> phantomm@bellsouth.net
>
>
> "R.Johnson" <rayjohnson@mail.com> wrote in message
> news:B3IJf.6606$_D5.446533@news20.bellglobal.com...
> > I might consider this option, however I have no idea how the program
> > works or more importantly how can it work for me? I need to transfer
the

> > contents of my 213 meg External SCSI hard drive to my PC as quickly and
as
> > painlessly as possible. I have 8 partitions that were made with my ICD
> > Link
> > 2 and ICD software version 6.5.5. The 1st partition is about 4 megs and
> > the
> > other's are equally 29.5 or so megs each. I'm using an adaptec 2940
SCSI
> > card on my PC. I can boot with either Win98 or XP Professional. Can I
use
> > HDDRIVER it with Aranym and is it necessary? How can I use the demo
> > version
> > to see if this will work for me when there's no english documentation
> > specific to my situation. If you can offer any help I would appreciate
> > it.
> >
> > Thanks for your reply
> >
> > R.Johnson
> >
> >
> >
>
>

5899. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 19:21:20 UTC
From: Frank213 <skyrunner@freemail.gr>
Message-ID: <dt7s3h$1k5f$1@ulysses.noc.ntua.gr>
Source record: 9376
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,is.vedur

```
"exxos" <exxos@home.co.uk> wrote in message
news:IOadnYfoKvChLU3eRVny0Q@pipex.net...
>
>>
>> HAHAHA yeah ain't it fun? a bunch of 30-40 year-olds with no life
>> babbling about ancient computers? ahhahahHAHA shit...
>>
>
> Im a few years younger than 30 so BLEHHH on you!
>
> Chris

That makes it even worse for you hahahahaHAHAHAHA
```

5900. Re: The ATARI ST is CRAP ! AMIGA is much better !!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 20:42:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.18.20.42.25.211924@charter.net>
Source record: 9377

On Sat, 18 Feb 2006 21:21:20 +0200, Frank213 wrote:

>
> "exxos" <exxos@home.co.uk> wrote in message
> news:IOadnYfoKvChLU3eRVny0Q@pipex.net...
>>
>>>
>>> HAHAHA yeah ain't it fun? a bunch of 30-40 year-olds with no life
>>> babbling about ancient computers? ahhahahHAHA shit...
>>>
>>
>> Im a few years younger than 30 so BLEHHH on you!
>>
>> Chris
>
> That makes it even worse for you hahahahaHAHAHAHA

Actually, its nice to see such appreciation in the younger generations.

Also seems to me that he's got more of a life than you... :-)

--
_/_/_/

5901. [PUB]: New at the Belgian ftp-server update

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 20:43:43 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43f786ff_1@x-privat.org>
Source record: 9379

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/gemgt2.lzh
(929.558 bytes) Gem GRAOUMF Tracker Modules Player. Running on Fo30/CT60/63

ftp://chapelie.rma.ac.be/atari/falcon/audio/gemplay.lzh
(1.162.712 bytes) GemPLAY is GEM player for various modules
formats: *.ACE, *.MOD, *.GT2, *.AON, *.SND, *.XMS

ftp://chapelie.rma.ac.be/atari/falcon/audio/graoumf.lzh
(1.059.589 bytes) A 32-voice DSP soundtracker for the Atari Falcon/CT60/CT63

**game**
ftp://chapelie.rma.ac.be/atari/game/capy.lzh
(417.994 bytes) OXYD/Sokoban like maze game. Running on Fo3o(VGA/RGB(?))/TT

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq0167.zip
(148.587 bytes) Nice GEM-based ICQ client for STik/STing/Gluestik/MagicNet

ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq167_g.zip
(17.315 bytes) German German Resource file(s) for AtarICQ 0.167

ftp://chapelie.rma.ac.be/atari/internet/mymail-187.zip
(1.393.334 bytes) Nice and powerfull mailclinet for STik/STing/Gluestik/MagicNet
```

ftp://chapelie.rma.ac.be/atari/internet/mymail-187_g.zip
(54.240 bytes) German Resource file(s) for Mymail 1.87

ftp://chapelie.rma.ac.be/atari/internet/mpcstk16.zip
(48.163 bytes) A network bridge for STiK API applications under MagicPC

sound-utils
ftp://chapelie.rma.ac.be/atari/sound-utils/mxplay-1.0.0.zip
(547.398 bytes) This is mxPlay 1.0.0, an audio media player
for Atari TT030/Falcon030/Falcon060 computers.

utilities
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera380b.zip
(298.354 bytes) Tera Desktop (TeraDesk) is a replacement for
the ST, STE or TT desktop. It provides more facilities than
the built-in TOS desktops.

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera380b_g.zip
(81.504 bytes) German Resource file(s) for Tera Desktop 3.80

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5902. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 20:50:36 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.18.20.50.35.978428@charter.net>
Source record: 9378

On Fri, 17 Feb 2006 19:08:13 -0500, R.Johnson wrote:

>
> Thanks for your reply. I thought about this and started it. Then I
> realized the 1st partition is so small in comparison to the other
> partitions. The remaining 6 partitions are 32 megs each. My main
> partition is only a few megs. Even so, I can only select one file at a
> time. I have thousands of files to copy. This would take way too long to
> do. There must be a quicker way. I used to have a SCSI cd burner that I
> paid $700.00 for. Then it cacked out on me eventually. I would love to
> have this now!!!
>
> Thanks again for your reply
>
> R.Johnson

Don't have anyone at all near you that you could borrow a SCSI burner
from? Using ExtenDOS and a burner you could backup your 213 meg HD in one
go. Then read it all on your PC.

--
_/_/_/

5903. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 21:10:41 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <45pgqhF7u9mfU1@individual.net>
Source record: 9380

R.Johnson wrote:

> I might consider this option, however I have no idea how the program
> works or more importantly how can it work for me? I need to transfer the

I have just responded to your email.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5904. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 23:01:27 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1140302398.172451.235040@o13g2000cwo.googlegroups.com>
Source record: 9381

R.Johnson wrote:
> Thank you for your reply. What you're saying sounds excellent.
> Unfotunately I don't know how to use Linux. Could you please walk me
> through this process? I read that you could destroy the partition table
> using dd if you're not extrememly careful. I would really appreciate your
> help bigtime. And I do have a burner on my PC. Also what kind of driver is
> needed to run the burner on my PC if it's being accessed through the ST and
> what software would be needed?
>

I think the Aranym docs tell you how to do it. I dont have time right
now, but in the meantime have a dig around, and look at the man pages
about 'dd'. The basic structure is:

dd if=/dev/<partitionx> of=/<directory>/parition_image.bin

you may need the 'bs' option to specify blocksize. Again look at the
Aranym and 'dd' man page.

Coda.

5905. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-18 23:41:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <91e7c$43f7b0b0$3ea319e7$13758@news.chello.nl>
Source record: 9382

R.Johnson wrote:
> Thank you for your reply. What you're saying sounds excellent.
> Unfotunately I don't know how to use Linux. Could you please walk me
> through this process? I read that you could destroy the partition table
> using dd if you're not extrememly careful. I would really appreciate your
> help bigtime. And I do have a burner on my PC. Also what kind of driver is
> needed to run the burner on my PC if it's being accessed through the ST and
> what software would be needed?
>

The best thing I could think of is using a live LINUX CD like KNOPPIX.
A KNOPPIX CD has been shipped with many computer magazines.
Perhaps you have one laying around or perhaps a friend nearby has one.

The CD installs a Linux system in your computer without writing anything
to your harddisc. It also installs a GUI desktop.
If KNOPPIX detects the ATARI partitions you can directly copy the
files on your PC HD using the Linux desktop just as you
would do on a ATARI.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5906. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 02:21:38 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <qxQJf.7265$_D5.481611@news20.bellglobal.com>
Source record: 9383

It sounds good but how would I do this? I've never used ExtenDos. I can
get an external burner. The guy said it has the smaller ends, not like the
on my current Scsi Hard drive. So 1st I would need a large (printer style)
end to a small end Scsi cable. From there, I don't know how to run this
Extendos program on top of my current atari ICD controlled system.

Thanks for your reply.

R.Johnson

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.02.18.20.50.35.978428@charter.net...
> On Fri, 17 Feb 2006 19:08:13 -0500, R.Johnson wrote:
>
> >
> > Thanks for your reply. I thought about this and started it. Then I
> > realized the 1st partition is so small in comparison to the other
> > partitions. The remaining 6 partitions are 32 megs each. My main
> > partition is only a few megs. Even so, I can only select one file at a
> > time. I have thousands of files to copy. This would take way too long
to
> > do. There must be a quicker way. I used to have a SCSI cd burner that
I
> > paid $700.00 for. Then it cacked out on me eventually. I would love to
> > have this now!!!
> >
> > Thanks again for your reply
> >
> > R.Johnson
>
> Don't have anyone at all near you that you could borrow a SCSI burner
> from? Using ExtenDOS and a burner you could backup your 213 meg HD in one
> go. Then read it all on your PC.
>
> --
>
_/_/_/

5907. [UTD] ARAnyM packages

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 06:54:39 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <43f8162f$0$20179$8fcfb975@news.wanadoo.fr>
Source record: 9384

Hi,

You may be interested by the following uptodate snapshots of ARAnyM.
Very latest changes on fVDI/Teradesk have been taken into account.

- The Pack_3D at <http://ebmodel3.atari.org/Pack_3D/>
that works on 3 OS/platforms including Windows, Linux and MacOSX.

It includes ARAnyM 0.9.2pre1 and

EmuTOS 0.8.1 version (also works with TOS4.04)
HDDriver Demo
FreeMiNT from Jan 29 2006
MyAES 0.80 beta from Jan 18 2006 (only available in this pack)
TERADESK 3.80
EB MODEL3 3.61d version (only available in this pack)
EUREKA 2.12 beta from Feb 06 2006 (only available in this pack)
KRONOS 1.71a
QED 5.0.5
POV 3.1g
INSHAPE3 Demo
ZVIEW beta 7
MESA_GL 0.93 version (derived from Mesa3D 2.6)
CAB 1.5
HYP_VIEW 0.35.2e version

ready to start with.

- The minimum pack at <http://eureka.atari.org/pack_aranym.zip>
that is built for Linux.

- The minimum pack at <http://eureka.atari.org/MacAranym.zip>
that is built for MacOSX.

Enjoy :)

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5908. Re: ST and MSA images back to real disks

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 09:58:29 UTC
From: Simon <nospam@no.spam>
Message-ID: <43f8416e$0$26571$636a55ce@news.free.fr>
Source record: 9385

mugorj@gmail.com wrote:
> I remember reading someqhere on the Internet, when i was
> looking for some info on Ghostlink, that you can read files located on
> the PC harddrive, as if they where on the ST, even if you cannot
> execute .prg files.
> If this is true it's much easier to create the real disks this
> way, i think. Hope that the Ghostlink transfer rates aren't too much
> slow.

You probably read one of my posts ;-)
I've been using Ghostlink for years and, except a few failures from time to time, it worked great.
The transfer speed is rather slow, but you can access your PC drive directly from any software. So you can ask your Atari software to write back a file that you will select on the PC drive, then go away and have a drink: the ST will transfer the file and write it, you don't have to be there (of course d'ont forget to insert a blank disk ;-)

Later I moved to SCSI Link with HDDriver and a Iomega Jaz drive, much easier and faster... But not really cheap!

Good luck
Simon

PS: what really saddens me is that the Ghostlink authors seemed to want to use the parallel port, which would have been much faster... But no news since (that must have been 12 years ago ;-)

5909. Re: SCSI transfer to PC HELP PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 10:10:01 UTC
From: Simon <nospam@no.spam>
Message-ID: <43f84420$0$26593$636a55ce@news.free.fr>
Source record: 9386

R.Johnson wrote:
> I have 200 megs of important atari data files stored on a SCSI Maxtor hard
> drive. I have a Mega ST 4 with Tos 1.4. I can plug my drive directly into
> my PC and using Gemxplore I can see only the 1st partition. I've downloaded
> Parcp and couldn't get it working. Tried Atari to PC using Nullmodem 19200
> baud (This is way too slow). I now have ARanyM. Unfortunately I'm not sure
> how to set it up using my SCSI drive. I have 7 partitions. The drive when
> connected to my ST uses an ICD 'The link 2" adapter along with the ICD
> software. I'm also running neodesk and warp9. Could someone please help me
> out with this. Thank you.

What I say may sound stupid to you but...
If you only want to access your hard drive and make a backup of it once
for all, Ghostlink and its 19200 bauds could be the solution.
Why ?
Because you can put all your files in a single folder on the ST side,
then transfer this folder (so your complete HD or partition) directly to
the PC.

Then go to bed, at work, the transfer would be something like 1 day long
for 200MB, but you don't have to be there. Just consider how long it
will require you to try another solution. Assuming you don't need your
ST and PC for 1 or 1.5 day, that's what I'd do.

Of course other solutions like Aranym seem much better - but I don't
know them. Try to have a look at the French newsgroups, I think someone
made an easy-to-use Aranym version for Windows - not sure about the HD
access though.

Cheers
Simon

5910. Thank you everbody!!! The files are copied!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 10:12:30 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <kwXJf.15$%14.2146@news20.bellglobal.com>
Source record: 9387

Thank you to all of you who replied. I managed to finally and painlessly copy all of my 3000 + files over to my PC from my SCSI atari drive. I ran the knoppix ISO Live CD (http://knopper.net/knoppix). It detected all of my SCSI partitions from the Atari. At first I had trouble because it wouldn't let me write from one drive to another. So I created a directory to copy the files into underneath the 'Home' directory. Then I burned those files with 'K3'. I couldn't believe how easy it was to do. What a nice graphical evironment it is. I thought that it would be like DOS with the command prompt but it was like a better Windows.

Thanks again everyone. I really appreciate your help.

R.Johnson
"R.Johnson" <rayjohnson@mail.com> wrote in message
news:TTnJf.47033$T35.758404@news20.bellglobal.com...
>
> Hello everyone,
>
> I have 200 megs of important atari data files stored on a SCSI Maxtor hard
> drive. I have a Mega ST 4 with Tos 1.4. I can plug my drive directly
into
> my PC and using Gemxplore I can see only the 1st partition. I've
downloaded
> Parcp and couldn't get it working. Tried Atari to PC using Nullmodem
19200
> baud (This is way too slow). I now have ARanyM. Unfortunately I'm not
sure
> how to set it up using my SCSI drive. I have 7 partitions. The drive
when
> connected to my ST uses an ICD 'The link 2" adapter along with the ICD
> software. I'm also running neodesk and warp9. Could someone please help
me
> out with this. Thank you.
>
> RJ
>
>

5911. Re: Thank you everbody!!! The files are copied!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 11:34:01 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1140348841.431879.13360@g43g2000cwa.googlegroups.com>
Source record: 9388

R.Johnson wrote:
> Thank you to all of you who replied. I managed to finally and painlessly
> copy all of my 3000 + files over to my PC from my SCSI atari drive. I ran
> the knoppix ISO Live CD (http://knopper.net/knoppix). It detected all of my
> SCSI partitions from the Atari. At first I had trouble because it wouldn't
> let me write from one drive to another. So I created a directory to copy
> the files into underneath the 'Home' directory. Then I burned those files
> with 'K3'. I couldn't believe how easy it was to do.

That was a great idea of Henk's to use a knoppix live CD. It never
occured to me that a live cd distro would have atari filesystem support
available from the 'get-go'. I'm going to have to check this one out
myself. I think I may still have a peecee around here somewhere :-)

> What a nice graphical
> evironment it is. I thought that it would be like DOS with the
command
> prompt but it was like a better Windows.

Every other GUI in the world is a better windows! ;-)

Well done.

Coda.

5912. Re: Thank you everbody!!! The files are copied!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 15:07:05 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <GN%Jf.11098$UD1.4911@bignews2.bellsouth.net>
Source record: 9389

"Coda" <smeg_007@hotmail.com> wrote in message
news:1140348841.431879.13360@g43g2000cwa.googlegroups.com...
>
> R.Johnson wrote:
>> Thank you to all of you who replied. I managed to finally and painlessly
>> copy all of my 3000 + files over to my PC from my SCSI atari drive. I
>> ran
>> the knoppix ISO Live CD (http://knopper.net/knoppix). It detected all of
>> my
>> SCSI partitions from the Atari. At first I had trouble because it
>> wouldn't
>> let me write from one drive to another. So I created a directory to copy
>> the files into underneath the 'Home' directory. Then I burned those
>> files
>> with 'K3'. I couldn't believe how easy it was to do.
>
> That was a great idea of Henk's to use a knoppix live CD. It never
> occured to me that a live cd distro would have atari filesystem support
> available from the 'get-go'. I'm going to have to check this one out
> myself. I think I may still have a peecee around here somewhere :-)
>
>> What a nice graphical
> > evironment it is. I thought that it would be like DOS with the
> command
>> prompt but it was like a better Windows.
>
> Every other GUI in the world is a better windows! ;-)
>
> Well done.
>
> Coda.
>

Very interesting indeed! This should be noted in the ST FAQ as this
problem comes up
from time to time.

I know I have a few of these CDs around myself.
phantomm@bellsouth.net

5913. Using Large Hard Drives on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 15:38:07 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Ve0Kf.5042$ak2.3328@bignews4.bellsouth.net>
Source record: 9390

Have a question regarding using very large hard drives on Atari Computers.

AFAIK, TOS 4.04 only allows around 1 gig per partition.
Which limits total usable space of around 15 gigs more or less.

Is there any use for a 80 Gig IDE or SCSI hard drive on any Atari?
In other words, can the extra room on such a large drive be used in
any way?

phantomm@bellsouth.net

5914. Re: Using Large Hard Drives on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 15:51:42 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <45rigdF85utmU1@individual.net>
Source record: 9391

phantomm wrote:

> Is there any use for a 80 Gig IDE or SCSI hard drive on any Atari?
> In other words, can the extra room on such a large drive be used in
> any way?

Yes, by using FAT32 (MagiC or MiNT) or Linux ext2 (MiNT) partitions.
Even without FAT32 or ext2 you can use more than 14 FAT partitions with
MiNT or MagiC (MiNT up to 31, MagiC up to 25).

--

Dr. Uwe Seimet http://www.linkbylink.net/

5915. Re: Using Large Hard Drives on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 15:52:12 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <43f8942c$1_1@x-privat.org>
Source record: 9392

phantomm wrote:
>
>
> Have a question regarding using very large hard drives on Atari Computers.
>
> AFAIK, TOS 4.04 only allows around 1 gig per partition.
> Which limits total usable space of around 15 gigs more or less.
>
> Is there any use for a 80 Gig IDE or SCSI hard drive on any Atari?
> In other words, can the extra room on such a large drive be used in
> any way?

FreeMint is your friend. Install it and you can use all the space
available.

==========quote==========

NEWFATFS

(completly new written FAT filesystemdriver, support FAT/VFAT/FAT32;
TOS, DOS and Windows compatible)

maximum partition size
FAT16 : 2 GB tested: 2 GB
FAT32 : > 16 TB tested: 10 GB
maximum file size : 2 GB tested: 2 GB
block size : 512 byte - 32 kb tested: 512 byte - 32 kb

==========unquote==========

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5916. Re: Thank you everbody!!! The files are copied!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 18:55:12 UTC
From: "R.Johnson" <rayjohnson@mail.com>
Message-ID: <la3Kf.110$XZ3.23924@news20.bellglobal.com>
Source record: 9393

I think there should be a web page with how to do this so that when people like myself who wanted to transfer from ST to PC wish to do so, they can be instructed how. I must have spent about 24 hours researching the Atari links, going through emulators and websites etc., trying everything and finally I got it working. The problem with Knoppix is that by default, you cannot write to either the PC drive or the Atari drive. I believe it's because of the basic permissions set up by default to protect the beginner users from writing to the drives by mistake. So I created a temp directory under the 'Home' menu(a 400 meg ramdisk), copied the ST files there and then burned them with the burning program called Eb or E somthing. You can access it from the little 'Gear' symbol on the bottom left where the start menu button in Windows is and then it's uder something like uttilities or something like that.. It was that easy. Maybe 10 - 15 Minutes at the most!!!

Thanks again everyone. And by the way, when it was first suggested to use Knoppix I was hesitant to do so because I know nothing about Linux. So my friend also suggested it and I saw for myself at his house what it looked like. I was impressed. If you're used to Windows, Knoppix is even better!!

R.Johnson

"phantomm" <phantomm@bellsouth.net> wrote in message
news:GN%Jf.11098$UD1.4911@bignews2.bellsouth.net...
>
> "Coda" <smeg_007@hotmail.com> wrote in message
> news:1140348841.431879.13360@g43g2000cwa.googlegroups.com...
> >
> > R.Johnson wrote:
> >> Thank you to all of you who replied. I managed to finally and
painlessly
> >> copy all of my 3000 + files over to my PC from my SCSI atari drive. I
> >> ran
> >> the knoppix ISO Live CD (http://knopper.net/knoppix). It detected all
of
> >> my
> >> SCSI partitions from the Atari. At first I had trouble because it
> >> wouldn't
> >> let me write from one drive to another. So I created a directory to
copy
> >> the files into underneath the 'Home' directory. Then I burned those
> >> files
> >> with 'K3'. I couldn't believe how easy it was to do.
> >
> > That was a great idea of Henk's to use a knoppix live CD. It never

> > occured to me that a live cd distro would have atari filesystem support
> > available from the 'get-go'. I'm going to have to check this one out
> > myself. I think I may still have a peecee around here somewhere :-)
> >
> >> What a nice graphical
> > > evironment it is. I thought that it would be like DOS with the
> > command
> >> prompt but it was like a better Windows.
> >
> > Every other GUI in the world is a better windows! ;-)
> >
> > Well done.
> >
> > Coda.
> >
>
> Very interesting indeed! This should be noted in the ST FAQ as this
> problem comes up
> from time to time.
>
> I know I have a few of these CDs around myself.
> phantomm@bellsouth.net
>
>
>

5917. Re: Thank you everbody!!! The files are copied!!!

Newsgroup: comp.sys.atari.st
Date: 2006-02-19 23:32:22 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <9aa82$43f90006$3ea319e7$32295@news.chello.nl>
Source record: 9394

R.Johnson wrote:

> Thanks again everyone. And by the way, when it was first suggested to use
> Knoppix I was hesitant to do so because I know nothing about Linux. So my
> friend also suggested it and I saw for myself at his house what it looked
> like. I was impressed. If you're used to Windows, Knoppix is even better!!
>

I am very happy to hear my idee worked so well.
Knoppix came to my mind when somebody mentioned Linux in this thread.
I didnt know whether it would work, but I knew that Knoppix originally
was designed as a 'system repair' tool.
So my second thought was that Knoppix might noy br as picky on file
system identifiers as most other PC operating systems are.

I have a SCSI card on my PC as well.
It is great to know that it is so easy to get my TT HD content on my PC.
Be it for backup, or for use with Aranym.

Have a nice day ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5918. Atari again.... is going under!

Newsgroup: comp.sys.atari.st
Date: 2006-02-20 05:01:29 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1140410398.496525.164740@g47g2000cwa.googlegroups.com>
Source record: 9395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

http://money.cnn.com/2006/02/17/commentary/game_over/column_gaming/index.htm

Not again!

5919. Re: Atari again.... is going under!

Newsgroup: comp.sys.atari.st
Date: 2006-02-20 14:45:10 UTC
From: James Aubrey <JimboUK71@jaubrey.co.uk>
Message-ID: <WBkKf.30504$YJ4.19426@fe2.news.blueyonder.co.uk>
Source record: 9396
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

wow sinclap, been a long time, I remember you from back in the early 90's
when I had my trustie ST. Those were happy days sign!!!

<sinclap@yahoo.com> wrote in message
news:1140410398.496525.164740@g47g2000cwa.googlegroups.com...
> http://money.cnn.com/2006/02/17/commentary/game_over/column_gaming/index.htm
>
> Not again!
>

5920. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-20 19:09:35 UTC
From: malo.morgen@nowhere.com
Message-ID: <dtd45e$7pj$1@ss405.t-com.hr>
Source record: 9397

sure, they both work...the upper left corner is the black dot corner (so, the orienttion is the same as 8 pin)...

On 17 Feb 2006 16:34:08 , "Galen" wrote:
>Since my CTCM is heading back for repairs (pulled too hard), I need to
>get an oscillator. The only 66MHZ I can find are the full sized (14
>pin) versions. My CT60 originally came with a half sized (8 pin)
>version. Does anyone happen to know if the CT60 oscillator pinout
>allows for the full sized version?
>
>Galen
>
>.

5921. Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-20 20:39:31 UTC
From: Jammer <2006@mevagissey.net>
Message-ID: <43fa5d76$1@news.greennet.net>
Source record: 9398

Hi there
Just got a Falcon 030 (4mb no hard drive) and want to add some storage and maybe a flat screen. I fancy a CF card solution as they are quite cheap and quiet. I've an STE with an old Atari hard drive thats too noisy. Is there anyway to connect that to the Falcon ? I've also got an STE with an internal IDE drive, would that fit ?
I remember seeing on eBay an adapter for using PC monitors with a Falcon, anyone tried one of these ?
One last thing, can I add the Falcon to my PC network ?
Thanks for any advice.
Cheers
Jammer

5922. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-20 21:38:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <45ur68F8iv2dU1@individual.net>
Source record: 9149

Jammer wrote:

> noisy. Is there anyway to connect that to the Falcon ? I've also got an
> STE with an internal IDE drive, would that fit ?

If this is a 2.5" drive it will fit. If it is a 3.5" drive you can use
it as an external drive and connect it to the Falcon with a stock 2.5"
to 3.5" adapter.
A CF card connected to the IDE port with an IDE CF adapter will also
work, there are several Falcon users already using one.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5923. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-20 21:55:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.20.21.55.10.809304@charter.net>
Source record: 9150

On Mon, 20 Feb 2006 20:39:31 +0000, Jammer wrote:

> Hi there
> Just got a Falcon 030 (4mb no hard drive) and want to add some storage
> and maybe a flat screen. I fancy a CF card solution as they are quite
> cheap and quiet. I've an STE with an old Atari hard drive thats too
> noisy. Is there anyway to connect that to the Falcon ? I've also got an
> STE with an internal IDE drive, would that fit ?
> I remember seeing on eBay an adapter for using PC monitors with a
> Falcon, anyone tried one of these ?
> One last thing, can I add the Falcon to my PC network ?
> Thanks for any advice.
> Cheers
> Jammer

First of all, congratulations! These are truly wonderful computers.
Falcons are getting harder and pricier to find these days. :-)

1 The external drive, if its a SCSI (which it should be) will work with
the Falcon. You might have to search around a bit to find the proper
cable. Also, any adapter won't be needed.
2. You can use 2.5" IDE drives inside the Falcon. It has a built in
interface for that.
3. There are 3 adapter types for the Falcon; RGB - for use with Atari
brand monitors like the SC1224 and SC124, VGA - for use with virtually any
PC monitor, and multisync, that gives the ability to do both RGB/VGA if
your monitor will support lower (15k) horizontal for RGB.
4. There are a couple of options to network a Falcon. You can use the
EtherNEC (cartridge port), or if you're lucky enough to get your hands on
a CT63/CT60 accelerator, you can get Natures' EtherNAT. Those are the ones
I'm familiar with. I'm sure there are a few others as well.

HTHs.

--
_/_/_/

5924. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-20 22:27:59 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43fa426f$0$13759$636a55ce@news.free.fr>
Source record: 9151

CT63 is in stock !

Ronald J. Hall wrote:
> On Mon, 20 Feb 2006 20:39:31 +0000, Jammer wrote:
>
>> Hi there
>> Just got a Falcon 030 (4mb no hard drive) and want to add some
>> storage and maybe a flat screen. I fancy a CF card solution as they
>> are quite cheap and quiet. I've an STE with an old Atari hard drive
>> thats too noisy. Is there anyway to connect that to the Falcon ?
>> I've also got an STE with an internal IDE drive, would that fit ?
>> I remember seeing on eBay an adapter for using PC monitors with a
>> Falcon, anyone tried one of these ?
>> One last thing, can I add the Falcon to my PC network ?
>> Thanks for any advice.
>> Cheers
>> Jammer
>
> First of all, congratulations! These are truly wonderful computers.
> Falcons are getting harder and pricier to find these days. :-)
>
> 1 The external drive, if its a SCSI (which it should be) will work
> with the Falcon. You might have to search around a bit to find the
> proper cable. Also, any adapter won't be needed.
> 2. You can use 2.5" IDE drives inside the Falcon. It has a built in
> interface for that.
> 3. There are 3 adapter types for the Falcon; RGB - for use with Atari
> brand monitors like the SC1224 and SC124, VGA - for use with
> virtually any PC monitor, and multisync, that gives the ability to do
> both RGB/VGA if your monitor will support lower (15k) horizontal for
> RGB.
> 4. There are a couple of options to network a Falcon. You can use the
> EtherNEC (cartridge port), or if you're lucky enough to get your
> hands on a CT63/CT60 accelerator, you can get Natures' EtherNAT.
> Those are the ones I'm familiar with. I'm sure there are a few others
> as well.
>
> HTHs.

5925. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-20 22:46:00 UTC
From: Jammer <2006@mevagissey.net>
Message-ID: <43fa7b19@news.greennet.net>
Source record: 9152

Jammer wrote:
> Hi there
> Just got a Falcon 030 (4mb no hard drive) and want to add some storage
> and maybe a flat screen. I fancy a CF card solution as they are quite
> cheap and quiet. I've an STE with an old Atari hard drive thats too
> noisy. Is there anyway to connect that to the Falcon ? I've also got an
> STE with an internal IDE drive, would that fit ?
> I remember seeing on eBay an adapter for using PC monitors with a
> Falcon, anyone tried one of these ?
> One last thing, can I add the Falcon to my PC network ?
> Thanks for any advice.
> Cheers
> Jammer

After some quick research, it looks like a 2 1/2" drive will do the
trick, it will just plug in and work, with a bit of formatting I think.
What height drive, is 9mm Ok ? and where can I get a cable ?
Also does size matter :) ? all the drives on eBay are 10Gb plus.
(I might just pinch the drive out of my STE)
Thanks again.
Jammer.

5926. Re: Atari again.... is going under!

Newsgroup: comp.sys.atari.st
Date: 2006-02-20 23:10:42 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <p1jkv1hq03olmq5hq9lbnt6vbnrh9937g8@4ax.com>
Source record: 9153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

It was down to .56 per share after they made their announcement of
financial status, but has rebounded back to what it was originally
before then. They just announced a restructure which will help put
them in a profit making position again within the next year.

On 19 Feb 2006 21:01:29 -0800, "sinclap@yahoo.com" <sinclap@yahoo.com>
wrote:

>http://money.cnn.com/2006/02/17/commentary/game_over/column_gaming/index.htm
>
>Not again!

5927. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-21 00:35:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.21.00.35.45.964275@charter.net>
Source record: 9154

On Mon, 20 Feb 2006 22:46:00 +0000, Jammer wrote:

> After some quick research, it looks like a 2 1/2" drive will do the
> trick, it will just plug in and work, with a bit of formatting I think.
> What height drive, is 9mm Ok ? and where can I get a cable ?
> Also does size matter :) ? all the drives on eBay are 10Gb plus.
> (I might just pinch the drive out of my STE)
> Thanks again.
> Jammer.

Yes, 9mm I think will be okay. Do you know if you're Falcon has the hard drive mounting hardware in place? If not, you may have to try to pick it up. You should be able to get cables from just about anyplace that sells HD stuff. Specifically, Best Electronics and B&C Computervision are 2 Atari dealers that just rule.

You can use the 10gig models no problem. At this point, I have to recommend spending some dough on HDDriver. IMO, its the best hard drive software for Atari computers. Uwe Seimet posts here often, and gives great support.

You're gonna have lots of fun. :-)

--
_/_/_/

5928. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-21 06:49:32 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <45vrgoF8b7qeU1@individual.net>
Source record: 9155

Jammer wrote:

> After some quick research, it looks like a 2 1/2" drive will do the
> trick, it will just plug in and work, with a bit of formatting I think.

Note that some old IDE drives may be damaged when formatting them. As long as a drive has no bad sectors formatting does not make sense anyway. The filesystem layout is what is important, and this is created by partitioning, not by formatting. In other words: Partitioning is usually all one needs, even when a drive was formerly used with another operating system.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5929. Re: Atari again.... is going under!

Newsgroup: comp.sys.atari.st
Date: 2006-02-21 06:51:24 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1140504683.999004.289280@g14g2000cwa.googlegroups.com>
Source record: 9156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

Those were the days indeed.

5930. Re: Atari again.... is going under!

Newsgroup: comp.sys.atari.st
Date: 2006-02-21 06:51:43 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1140504703.783627.230260@o13g2000cwo.googlegroups.com>
Source record: 9157
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari

Those were the days indeed.

5931. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-21 23:43:11 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1140565391.732272.140180@g47g2000cwa.googlegroups.com>
Source record: 9158

Coda wrote:
> Yep, there is a 14 pin DIL socket on the CT60, which can take either
> size oscillator. If you have a close look at the circuit board you will
> see the traces connecting the relevant pins together.
>
> Coda.

I now have a 66MHz oscillator happily running away in the CT60. My CTCM was apparently the reason behind the inability to boot -- it somehow got something corrupted, and I was without my speed for a couple of months until something someone posted on ct60.dhs.nu gave me the inspiration to try a replacement clock.

A Falcon at 16MHz is very usable -- one at 66MHz is very pleasant!

Galen

5932. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-22 00:42:18 UTC
From: malo.morgen@nowhere.com
Message-ID: <dtgc1a$bn2$2@ss405.t-com.hr>
Source record: 9159

On 20 Feb 2006 20:39:31 , Jammer wrote:
>Hi there
>Just got a Falcon 030 (4mb no hard drive) and want to add some storage
>and maybe a flat screen. I fancy a CF card solution as they are quite
>cheap and quiet. I've an STE with an old Atari hard drive thats too
>noisy. Is there anyway to connect that to the Falcon ?

probabaly not

I've also got an
>STE with an internal IDE drive, would that fit ?

yes

>I remember seeing on eBay an adapter for using PC monitors with a
>Falcon, anyone tried one of these ?

yes, you need that for connecting it to vga monitor

>One last thing, can I add the Falcon to my PC network ?

yes

>Thanks for any advice.
>Cheers
>Jammer
>.

5933. MagiC 6.1 / 6.2

Newsgroup: comp.sys.atari.st
Date: 2006-02-22 20:55:04 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <uojpv11end87hlj7ciqasu73ju87808r99@4ax.com>
Source record: 9160

Hi,

Anyone outhere still using this program?

I am looking for a copy.

Much appreciated.

5934. Re: MagiC 6.1 / 6.2

Newsgroup: comp.sys.atari.st
Date: 2006-02-22 21:13:05 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4642f1F9cnp7U1@individual.net>
Source record: 9161

Funprice wrote:

> Anyone outhere still using this program?
>
> I am looking for a copy.

You can buy one from the official sources already mentioned when you
were asking for illegal copies several times in the past :-).

--

Dr. Uwe Seimet http://www.linkbylink.net/

5935. Re: MagiC 6.1 / 6.2

Newsgroup: comp.sys.atari.st
Date: 2006-02-22 21:19:25 UTC
From: Karsten Lüdersen <dev.null@kalue.de>
Message-ID: <b1ac0188411d16572d773b3d15512411@ID-163102.user.uni-berlin.de>
Source record: 9162

Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl> schrieb :

> I am looking for a copy.

Application Systems Heidelberg (Germany) sells them
(<http://www.application-systems.de/magic/index.html>).

Gruï¿½,
Karsten

--
http://www.kalue.de/

5936. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 03:34:07 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1140665647.181110.18090@g44g2000cwa.googlegroups.com>
Source record: 9163

Try running a modern OS on it and see if it's useable than.

5937. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 04:38:33 UTC
From: mail@freeman-studio.com
Message-ID: <1140669513.269333.58750@i39g2000cwa.googlegroups.com>
Source record: 9164

sinclap@yahoo.com wrote:
> Try running a modern OS on it and see if it's useable than.

Ok. I've gone for quite a while without replying to you. Sometimes I agree with you on some or all of your points. Other times, I just ignore your posts. But when you disrupt productive discussion (at least for those of us who actually use and enjoy our Atari's), that's just *not cool*. Please stop this childish idiocy. I know people have told you this for years, and you haven't listened, so maybe I'm just wasting my time. But I just had to say *something*.

I know you're a Mac guy. I have a Mac that I'm using right now to write this. But I have to tell you, aside from Internet use, which I admit Atari's aren't even close to being useful with, I hardly ever use the Mac for real productivity. I use my CT60 Falcon. Maybe it doesn't have a "modern OS" as you say. Who cares?! Does it really matter how many cool bells and whistles an OS has if it doesn't meet your basic needs, where an older, not so flashy OS works beautifully? The OS I use (Magic 6), when configured correctly and with the nice add-ons available now, is *much* better, in my opinion. Yeah, it may not have all the bells and whistles of MacOS X, but so what?! It does what I need it to do, the way I like to do it, which MacOS doesn't. MacOS (and Windows to an even further extent) really annoys me on a lot of points where my Falcon shines and is very enjoyable to use. I can fly through a project on my Falcon, while I keep running into frustration because the OS is so stinkin' inefficient for what I do with it. The Falcon is so much more superior to my Mac as far as how I like to work. That's just my opinion, and you may not agree, but you're not me.

Oh, and just to stay on topic... Galen: great to hear you've got your oscillator replaced! :)

Mike Freeman
mike [at] freeman-studio [dot] com

5938. Re: MagiC 6.1 / 6.2

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 04:41:07 UTC
From: mail@freeman-studio.com
Message-ID: <1140669666.929765.55980@t39g2000cwt.googlegroups.com>
Source record: 9165

> I am looking for a copy.

You can sometimes find second-hand copies from time to time. I got mine
for about $50. Otherwise, browse the bigger Atari dealers suggested in
other posts and buy one there.

Mike Freeman
mike [at] freeman-studio [dot] com

5939. WTB/Trade For Atari Items

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 05:46:54 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <tYbLf.25583$Ly6.20738@bignews5.bellsouth.net>
Source record: 9166

Looking for the following Items....

Matrix Screen Eye Digitiser for Atari Falcon

68882 Co-Processors for Atari Falcon from 16 to 33mhz. (Need at least 3
maybe more)

Co-Processor for 386SX. To use in ATonce 386SX board for Atari MSTE.
(one out of an old 386SX PC should work)

TOS 1.62/2.06 unit for 1040STE. Must be able to switch between Tos versions.

Atari Falcon Field Service Manual.

A Unit that connects to Falcons DSP that allows more input/output ports and
or different
recording recording frequencies. Open to all types of these units made.
(Have Cubase Audio Falcon, Dongle, and DSP clock.)

Non Working Atari Computers of all types. Especially Atari Falcons. Could
use a non working
Stacy or two.

Stock Falcon, MegaSTE, TT cases. (Where owners have recased there machine
and no longer
need the Stock case).

Mega ST, MegaSTE, TT working and non working keyboards.

English Documentation to install a OverScan Board in a Mega ST.

Apex Media versions between 2.00 and 2.41 (Manual is not required)

ICD ADSpeed Accelerator (working)

Various PC emulators on boards (working)

SYQUEST Units for Ataris (working)

Replay 16 Cartridge, software, and manual (working)

Any other Atari related items, can be submitted as well. I'll consider any
thing.

Also looking for older External CDROM drives and Hard Drives.

Will trade other Atari Items or purchase for the above items.

OverSeas Items are welcome.

Send list of what you no longer need to me at:
phantomm@bellsouth.net

5940. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 13:25:32 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <43fdb7ce$0$16056$636a55ce@news.free.fr>
Source record: 9167

Please contact me about the CTCM problem

I can replace it...

Galen wrote:
> Coda wrote:
>> Yep, there is a 14 pin DIL socket on the CT60, which can take either
>> size oscillator. If you have a close look at the circuit board you
>> will see the traces connecting the relevant pins together.
>>
>> Coda.
>
> I now have a 66MHz oscillator happily running away in the CT60. My
> CTCM was apparently the reason behind the inability to boot -- it
> somehow got something corrupted, and I was without my speed for a
> couple of months until something someone posted on ct60.dhs.nu gave me
> the inspiration to try a replacement clock.
>
> A Falcon at 16MHz is very usable -- one at 66MHz is very pleasant!
>
> Galen

5941. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 13:31:50 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1140701510.438382.291720@z34g2000cwc.googlegroups.com>
Source record: 9168

> Try running a modern OS on it and see if it's useable than.

What's your definition of a modern OS?

-- Peter

5942. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 13:38:37 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1140701917.906993.129480@g44g2000cwa.googlegroups.com>
Source record: 9169

PeP wrote:
> > Try running a modern OS on it and see if it's useable than.
>
> What's your definition of a modern OS?
>
> -- Peter

Pep, please don't feed the filthy creature. Did you ever watch
'Gremlins'? :-)

Coda.

5943. Re: WTB/Trade For Atari Items

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 14:02:20 UTC
From: Bibou <bibou7@free.fr>
Message-ID: <1140703340.325645.233570@o13g2000cwo.googlegroups.com>
Source record: 9170

Hi,

> 68882 Co-Processors for Atari Falcon from 16 to 33mhz. (Need at least 3
> maybe more)

You find one on Ebay deutchland. It's a 20MHz plcc (good for Falcon).

See you,

Cyril.

5944. SUDOKU on Atari

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 16:07:49 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43fdddd0$0$18346$8fcfb975@news.wanadoo.fr>
Source record: 9171

Hi,

Here is a little tool to solve the grids of the new game SUDOKU
I need your help to improve the method or find bugs...

http://perso.wanadoo.fr/gtello/sudoku.zip

Thanks!

5945. Re: SUDOKU on Atari

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 17:02:11 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43fdea8a$0$19721$8fcfb975@news.wanadoo.fr>
Source record: 9172

Runs also under Aranym for those who emulate...

Guillaume.

5946. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 17:15:49 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0602231715350.185-100000@thefish>
Source record: 9173

On 23 Feb 2006, PeP wrote:

> > Try running a modern OS on it and see if it's useable than.
>
> What's your definition of a modern OS?

Bloated OS.

5947. Re: SUDOKU on Atari

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 17:37:58 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndvrsnm.412.nospam@localhost.localdomain>
Source record: 9174

On 2006-02-23, Guillaume Tello <houten.van@wanadoo.fr> wrote:
> Hi,
>
> Here is a little tool to solve the grids of the new game SUDOKU
> I need your help to improve the method or find bugs...
>
> http://perso.wanadoo.fr/gtello/sudoku.zip
>
> Thanks!
>

If you have a SpareMiNT system and are interested in sudoku: I recently uploaded a very nice sudoku solver/generator to the sparemint website. Sources and Binary are available there as SpareMiNTRPM package.

It has a curses interface and runs nicely in my Toswin2 window. Only the keybindings need some improvement: The cursor keys don't work , but you can move the cursor using the vi(m)-style h-j-k-l keys.

I also ported another Sudoku solver called "Suds". Nice bookmark test. To solve an extremely difficult Sudoku on my Atari 1040 STf took approximately one minute. My Falcon030/CT2b needed 5 seconds. On my Aranym emulator it's a matter of milliseconds :-)

--

Martin Tarenskeen

5948. Re: SUDOKU on Atari

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 18:03:34 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <43fdf8eb$0$29214$8fcfb975@news.wanadoo.fr>
Source record: 9175

Hello,

My purpose is not to copy another's method but to create mine. I want to finish my own work. I'm not interested in SUDOKU, much more in programming...

Thanks for the infos, those programs could be a good comparison, and maybe a way to control my results.

Guillaume.

"Martin Tarenskeen" <nospam@telebyte.nl> a crit dans le message de news: slrndvrsnm.412.nospam@localhost.localdomain...
> On 2006-02-23, Guillaume Tello <houten.van@wanadoo.fr> wrote:
>> Hi,
>>
>> Here is a little tool to solve the grids of the new game SUDOKU
>> I need your help to improve the method or find bugs...
>>
>> http://perso.wanadoo.fr/gtello/sudoku.zip
>>
>> Thanks!
>>
>
> If you have a SpareMiNT system and are interested in sudoku: I recently
> uploaded a very nice sudoku solver/generator to the sparemint website.
> Sources and Binary are available there as SpareMiNTRPM package.
>
> It has a curses interface and runs nicely in my Toswin2 window. Only the
> keybindings need some improvement: The cursor keys don't work , but you
> can move the cursor using the vi(m)-style h-j-k-l keys.
>
> I also ported another Sudoku solver called "Suds". Nice bookmark test. To
> solve an extremely difficult Sudoku on my Atari 1040 STf took
> approximately one minute. My Falcon030/CT2b needed 5 seconds. On my
> Aranym emulator it's a matter of milliseconds :-)
>
> --
>
> Martin Tarenskeen
>

5949. Re: WTB/Trade For Atari Items

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 18:18:43 UTC
From: Jammer <2006@mevagissey.net>
Message-ID: <43fe30f0$1@news.greennet.net>
Source record: 9176

Try a search for TOS 2.06 on www.ebay.co.uk its got one day to go.

phantomm wrote:
> Looking for the following Items....
>
> Matrix Screen Eye Digitiser for Atari Falcon
>
> 68882 Co-Processors for Atari Falcon from 16 to 33mhz. (Need at least 3
> maybe more)
>
> Co-Processor for 386SX. To use in ATonce 386SX board for Atari MSTE.
> (one out of an old 386SX PC should work)
>
> TOS 1.62/2.06 unit for 1040STE. Must be able to switch between Tos versions.
>
> Atari Falcon Field Service Manual.
>
> A Unit that connects to Falcons DSP that allows more input/output ports and
> or different
> recording recording frequencies. Open to all types of these units made.
> (Have Cubase Audio Falcon, Dongle, and DSP clock.)
>
> Non Working Atari Computers of all types. Especially Atari Falcons. Could
> use a non working
> Stacy or two.
>
> Stock Falcon, MegaSTE, TT cases. (Where owners have recased there machine
> and no longer
> need the Stock case).
>
> Mega ST, MegaSTE, TT working and non working keyboards.
>
> English Documentation to install a OverScan Board in a Mega ST.
>
> Apex Media versions between 2.00 and 2.41 (Manual is not required)
>
> ICD ADSpeed Accelerator (working)
>
> Various PC emulators on boards (working)
>
> SYQUEST Units for Ataris (working)
>
> Replay 16 Cartridge, software, and manual (working)
>

> Any other Atari related items, can be submitted as well. I'll consider any
> thing.
>
> Also looking for older External CDROM drives and Hard Drives.
>
> Will trade other Atari Items or purchase for the above items.
>
> OverSeas Items are welcome.
>
> Send list of what you no longer need to me at:
> phantomm@bellsouth.net
>
>
>
>
>
>
>
>

5950. Out of curiosity

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 18:22:34 UTC
From: Mudge <mudge@nospam.ever>
Message-ID: <2231121.YQFKONWD@news.telus.net>
Source record: 9177

Our old Atari user group still meets monthy to chat (none of us still have our old boxes) and the question was asked - are there Atari clones being developed (like the Hades) in Europe or elsewhere and, if so, how are they doing ???

I still think Atari's "TOS on ROM" was the best idea ever developed.

--
The Canadian Curmudgeon (buried under 12-cm of snow in -10.6C, Calgary)

Politicians are like diapers. They should both be changed frequently and for the same reason. -- Anonymous ï¿½

5951. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 18:23:07 UTC
From: Jammer <2006@mevagissey.net>
Message-ID: <43fe31f9$1@news.greennet.net>
Source record: 9178

I've just put up some pics of my Falcon on www.mevagissey.net/atari
Anyone able to tell me where the hard drive is usually mounted.
Is there a PDF version of the manual around anywhere ?
Cheers

Jammer wrote:
> Hi there
> Just got a Falcon 030 (4mb no hard drive) and want to add some storage
> and maybe a flat screen. I fancy a CF card solution as they are quite
> cheap and quiet. I've an STE with an old Atari hard drive thats too
> noisy. Is there anyway to connect that to the Falcon ? I've also got an
> STE with an internal IDE drive, would that fit ?
> I remember seeing on eBay an adapter for using PC monitors with a
> Falcon, anyone tried one of these ?
> One last thing, can I add the Falcon to my PC network ?
> Thanks for any advice.
> Cheers
> Jammer

5952. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 21:33:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.23.21.33.48.74284@charter.net>
Source record: 9179

On Wed, 22 Feb 2006 20:38:33 -0800, mail wrote:

> I know you're a Mac guy. I have a Mac that I'm using right now to write
> this. But I have to tell you, aside from Internet use, which I admit
> Atari's aren't even close to being useful with, I hardly ever use the
> Mac for real productivity. I use my CT60 Falcon. Maybe it doesn't have
> a "modern OS" as you say. Who cares?! Does it really matter how many
> cool bells and whistles an OS has if it doesn't meet your basic needs,
> where an older, not so flashy OS works beautifully? The OS I use (Magic
> 6), when configured correctly and with the nice add-ons available now,
> is *much* better, in my opinion. Yeah, it may not have all the bells
> and whistles of MacOS X, but so what?! It does what I need it to do,
> the way I like to do it, which MacOS doesn't. MacOS (and Windows to an
> even further extent) really annoys me on a lot of points where my
> Falcon shines and is very enjoyable to use. I can fly through a project
> on my Falcon, while I keep running into frustration because the OS is
> so stinkin' inefficient for what I do with it. The Falcon is so much
> more superior to my Mac as far as how I like to work. That's just my
> opinion, and you may not agree, but you're not me.

Amen Mike!

> Oh, and just to stay on topic... Galen: great to hear you've got your
> oscillator replaced! :)

:-)

--
_/_/_/

5953. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 21:45:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.23.21.45.42.129@charter.net>
Source record: 9180

On Thu, 23 Feb 2006 18:23:07 +0000, Jammer wrote:

> I've just put up some pics of my Falcon on www.mevagissey.net/atari
> Anyone able to tell me where the hard drive is usually mounted.

Hi Jammer. Check your e-mail. :-)

> Is there a PDF version of the manual around anywhere ?
> Cheers

That I don't know. Have you tried googling for it? Might get lucky there.
Otherwise, they are about $20 or so from dealers.

--
_/_/_/

5954. Gemulator 98 CD

Newsgroup: comp.sys.atari.st
Date: 2006-02-23 23:37:26 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <2ErLf.56963$697.42630@bignews3.bellsouth.net>
Source record: 9181

Been looking at the Gemulator 98 CD that I recently got.

Was there a hardware device that came with this CD?
If so, is it a must to use the ST emulator software?

Not sure if I have the manual for the CD, will have to look around.

Was wondering if this was the last version of the CD and if this version
will work on XP?

www.emulators.com was down when I last checked.

Does anyone in the group use Gemulator any more?

If so, Does the ST emulator software work well, and will most ST software
run on it? Also, does any Falcon only software work?

I wouldn't mind being able to run a few ST programs on my HP or Sony LapTop
using the Gemulator 98 CD if possible. (Both Laptops run XP)

I've never ran any Atari emulation software on a PC before.
I do have the ST Xformer Cable and SIO2PC Device.
I have experience in transfering Atari 8-bit files to the ST/Falcon.
I've not used the SIO2PC device yet.

Any thoughts or tips on using Gemulator?

phantomm@bellsouth.net

5955. Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 00:04:56 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Q1sLf.56967$697.33675@bignews3.bellsouth.net>
Source record: 9182

I'm looking for some other type of Storage Devices to use on
Atari ST-Falcon, other than hard drives and CDRW drives.

I know about SCSI Syquest Drives and similar devices,
what other type of SCSI or IDE Storage Devices can one use?

I'd like to be able to do D2D recording on any SCSI devices
if possible, but not necessary.

phantomm@bellsouth.net

5956. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 03:05:20 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1140750320.116308.196420@z34g2000cwc.googlegroups.com>
Source record: 9183

Lets see...Can you run trading platforms, hook your ipod, web browsers
with out the hack n slash etc. Can you manage your photos, videos and
music via iTunes?

the one and only....

sinclap!

5957. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 04:41:57 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1140756117.031139.304500@e56g2000cwe.googlegroups.com>
Source record: 9184

Jammer wrote:
> I've just put up some pics of my Falcon on www.mevagissey.net/atari
> Anyone able to tell me where the hard drive is usually mounted.

Do you see the four screw mount points between the floppy and the power
supply? That's where a little quadrapod (4 legged tripod) is placed.
The 2.5" drive sits on the quadrapod.

Galen

5958. Re: Gemulator 98 CD

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 04:47:36 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1140756456.138667.23160@i40g2000cwc.googlegroups.com>
Source record: 9185

Gemulator had an optional hardware device. However, without the hardware card you can still use it if you have a copy of TOS as a file. Gemulator 2000 could find the TOS file in various places, but early versions have to have it named MAGIC_PC.OS and located at C:\ (the root of the boot drive). I do use Gemulator under Win98, so I'll try to help. Note however, that STeem has come a long way, so I am starting to prefer it.

Galen

5959. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 04:50:11 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1140756611.755001.210440@i39g2000cwa.googlegroups.com>
Source record: 9186

I already did. In my other life, I'm Eric K.... from California.

Expect a little package from me as fast as postal ground can go across
a continent and ocean!

Galen

5960. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 04:52:57 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1140756777.655002.220670@i39g2000cwa.googlegroups.com>
Source record: 9187

Actually, yes I can. In addition to my ST, STe, stock Falcon, and CT60
Falcon, I also own a dual G4 tower, a G3 iMac, and a PowerBook 3400.
The G4 plays my podcasts quite well while I type on my Falcon!

Galen

5961. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 06:50:52 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <467omcF9s7urU1@individual.net>
Source record: 9188

phantomm wrote:

> I know about SCSI Syquest Drives and similar devices,
> what other type of SCSI or IDE Storage Devices can one use?

MOD drives, DAT drives, DVD burners. There are not many other device
types to store data with.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5962. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 06:51:36 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <467onoF9s7urU2@individual.net>
Source record: 9189

Uwe Seimet wrote:

> MOD drives, DAT drives, DVD burners. There are not many other device
> types to store data with.

CF cards also work, by the way.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5963. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 10:59:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602240256380.7213-100000@onyx.spiritone.com>
Source record: 9190
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5964. FS: ALL Atari Games/Software 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 11:01:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602240259340.7213-100000@onyx.spiritone.com>
Source record: 9191
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Good Ataris from extinction, buy ANY Games/
Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get
20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5965. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 11:04:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602240301560.7213-100000@onyx.spiritone.com>
Source record: 9192
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5966. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 11:06:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602240304170.7213-100000@onyx.spiritone.com>
Source record: 9193
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5967. Warp9

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 15:27:23 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1140794843.054051.243110@p10g2000cwp.googlegroups.com>
Source record: 9194

Is this software available to download somewhere?

Thanks,
Jozsi

5968. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-24 23:31:24 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <bc0aa$43ff974c$3ea319e7$10417@news.chello.nl>
Source record: 9195

sinclap@yahoo.com wrote:
> Lets see...Can you run trading platforms, hook your ipod, web browsers
> with out the hack n slash etc. Can you manage your photos, videos and
> music via iTunes?
>
> the one and only....
>
> sinclap!
>

That is not a modern OS.

The kernel concepts are 35 years old.
The hardware models are not as good as 40 years ago.

The rest is applications benefiting from speed and
volume, which are the only modern aspects.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5969. Re: Gemulator 98 CD

Newsgroup: comp.sys.atari.st
Date: 2006-02-25 00:10:39 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <Y6ednZ7r4IEYPWLeRVnyiQ@eclipse.net.uk>
Source record: 9196

> Was there a hardware device that came with this CD?

It was always optional

> If so, is it a must to use the ST emulator software?
>

No, you need some bios roms.
http://steem.atari.st/download.htm perhaps

> Not sure if I have the manual for the CD, will have to look around.
>
> Was wondering if this was the last version of the CD and if this version
> will work on XP?
>

2000 was I think the last version.

> www.emulators.com was down when I last checked.
>
> Does anyone in the group use Gemulator any more?
>

From time to time. It will do things some emulators won't. Especially big
screens...

> If so, Does the ST emulator software work well, and will most ST software
> run on it? Also, does any Falcon only software work?
>

As "MOST" ST software is games, most does not work. For games use STEEM or
WINSTON.
However it will run various shells, editors and compilers so its usefull for
development.

> I wouldn't mind being able to run a few ST programs on my HP or Sony
LapTop
> using the Gemulator 98 CD if possible. (Both Laptops run XP)
>

If they are games use STEEM. I use STEEM on my laptop with a USB game pad.
Has a very good "st" feel. Things like Buggy Boy and Winter Olympics run
really well...

> I've never ran any Atari emulation software on a PC before.
> I do have the ST Xformer Cable and SIO2PC Device.
> I have experience in transfering Atari 8-bit files to the ST/Falcon.
> I've not used the SIO2PC device yet.

>
> Any thoughts or tips on using Gemulator?
>

There are some auto programs to run bigger screen sizes +> use them.

> phantomm@bellsouth.net

5970. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-02-25 10:27:56 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4400312c_1@x-privat.org>
Source record: 9197

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**programming**
ftp://chapelie.rma.ac.be/atari/programming/windom-2.0.0-1.zip
(5.285.320 bytes) Windom is a C library to help programmers to build GEM applications.
The package contains English docs, exemples, a demo, a tutorial, etc ...

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/clocky_g.zip
(8.031 bytes) German Resource file(s) for Clocky 3.1b 'SETCLOCK.APP'
(part of Joy Clocky 3.02F jclk302f.lzh)

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

5971. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-25 19:17:24 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <4400ad44_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 9198

On 24 Feb 2006 07:51:36 , Uwe Seimet wrote:
Uwe Seimet wrote:

|> MOD drives, DAT drives, DVD burners. There are not many other device
|> types to store data with.

|CF cards also work, by the way.

Uwe, any chance you could get other cards to be read by HDDriver?

I've got a digital camera and would love to be able to read the SD
card and download the pictures.

--

Mark
Shoreham-By-Sea.

5972. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-25 19:24:12 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <46bp7tFaf6rdU1@individual.net>
Source record: 9249

Mark Branson wrote:

> Uwe, any chance you could get other cards to be read by HDDriver?
>
> I've got a digital camera and would love to be able to read the SD
> card and download the pictures.

This is less a question of software but rather of the available
hardware. For CF cards cheap CF to IDE adapters are available. If
similar adapters exist for other cards HDDRIVER is most likely capable
of accessing these cards in the same fashion.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5973. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-25 19:45:07 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1140896707.038797.275850@t39g2000cwt.googlegroups.com>
Source record: 9250

Typical 90's response.

I can't run Metatrader on a ST, as well as my iLife suites. The OS has not kept up.

5974. Help ? GBE on Aranym

Newsgroup: comp.sys.atari.st
Date: 2006-02-25 22:34:41 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrne01ms0.3gs.nospam@localhost.localdomain>
Source record: 9251

Hi,

I have a Compaq E500 laptop powered by Linux Fedora Core 4 running ARAnyM.
I'm trying the GBE GfaBasic Editor and it runs nicely. I have one problem
though: my laptop does not have a HELP key. At least I haven't found it
yet. This is very annoying because it is used very much in the GfaBasic
editor (original as well as GBE) to fold/unfold Procedures - a feature
that I've always loved. Can someone come up with a solution ?

--

Martin Tarenskeen

5975. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-25 22:39:12 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrne01n4g.3gs.nospam@localhost.localdomain>
Source record: 9252

```
On 2006-02-24, Uwe Seimet <Uwe.Seimet@seimet.de> wrote:
> phantomm wrote:
>
>> I know about SCSI Syquest Drives and similar devices,
>> what other type of SCSI or IDE Storage Devices can one use?
>
> MOD drives, DAT drives, DVD burners. There are not many other device
> types to store data with.
>

I have seen Iomega ZIP drives work nicely on an AtariST.
I don't know about JAZZ drives.

--

M.T.
```

5976. ParSec 4768 graphics board

Newsgroup: comp.sys.atari.st
Date: 2006-02-25 22:43:20 UTC
From: dml <dml@dml.dml>
Message-ID: <o5ydnftF8oZuQJ3ZnZ2dnUVZ8qGdnZ2d@eclipse.net.uk>
Source record: 9253

A bit of a rarity unearthed...

http://cgi.ebay.co.uk/ParSec-4768-graphics-adapter-for-Atari-ST-Very-rare_W0QQitemZ8771755486QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

5977. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-25 23:15:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.25.23.15.45.259156@charter.net>
Source record: 9254

On Sat, 25 Feb 2006 11:45:07 -0800, sinclap@yahoo.com wrote:

> Typical 90's response.
>
> I can't run Metatrader on a ST, as well as my iLife suites. The OS has
> not kept up.

Sure is. Its 2006 and you still don't have a clue...or a life... :-)

--
_/_/_/

5978. Sinclap: Get the point! (was: CT60 Oscillator)

Newsgroup: comp.sys.atari.st
Date: 2006-02-25 23:19:51 UTC
From: mail@freeman-studio.com
Message-ID: <1140909591.162682.122380@p10g2000cwp.googlegroups.com>
Source record: 9255

Sinclap,

Again, all you are doing is screwing up a legitimate thread discussion!!!! STOP!

So I'm starting a new thread, which people can weed out with filters...

sinclap@yahoo.com wrote:
> Typical 90's response.

What the heck does that mean!?!?!

> I can't run Metatrader on a ST, as well as my iLife suites. The OS has
> not kept up.

Just because you can't run very specific software on a very specific OS doesn't mean that the OS hasn't kept up. There is a *lot* more software for Windows that's considered "modern" that doesn't run on MacOS. Does that mean that Windows is more advanced than MacOS?

And just because Metatrader and iLife are apparently very useful programs for you, doesn't mean that anyone else necessarily cares for them.

Need some specifics? I listen to streaming audio quite often, even though I'm on a measley dial-up system. FalcAmp on my Atari running on a 31.2k connection can maintain a stable connection *way* better than iTunes on my Mac running on a 49.3k connection can. So, I use FalcAmp. I also use Aniplayer more often than iTunes. The only advantage that iTunes currently has for me is that it can run some cool visualizations. But that's just meaningless fluff, albeit entertaining at times, and I rarely use it. So iTunes, which is a "modern" application by your standards is pretty much useless for me, in areas where FalcAmp and other Atari-based programs are extremely useful.

Another example: People send me MS Word files and Word-created RTF files all the time. Papyrus on my Atari seems to handle them a whole lot more accurately than AppleWorks. There was one case where AppleWorks couldn't view an RTF file made by Word. I loaded it into Papyrus just fine. I then saved it again as RTF. The file size went from 30k down to 7k, and AppleWorks read it just fine. Does this demonstrate how dumb both Word and AppleWorks are, where Papyrus is superior? Not nessecarily, but it does show that it's more useful for what I do.

No one argues with you that an ST isn't modern (that's why I have a Falcon, not an ST :)). It's 1985 technology, or hasn't anyone filled

you in? There are Atari's, upgrade cards for Atari's, and Atari clones that are closer to being modern, but again, none of them are state of the art. That's not the point, which I guess is something you don't seem to be able to understand. We enjoy it none the less. Who cares if it can or can't run the software you mention?! By the way, can you run these pieces of software you mention on Linux, which is a modern OS? I would guess not, but I'm not sure, so that's a legitimate question. Also, Atari's *can* run Debian Linux and have a "modern" OS, if we want to. Most don't because Magic or Mint serve us better, and work faster without losing any usefulness. And guess what! We have an OS that's dated 100% within the 2000's - Mint, XaAES, and Teradesk. Ok, not quite "modern" by your standards, but who really stinkin' cares?

There are people who have and truely enjoy '57 Chevy trucks. Oh my gosh! They can't go 0 to 60 in 0.2 seconds, don't come with XM Radio, GPS, and OnStar, and aren't Hybrid or can't run on E85! But they enjoy them for what they are, and some even find good uses for them.

THAT'S THE POINT! (smacks Sinclap upside the head)

I use a CT60 Falcon, not because it can run the latest software suites, not because it's got the most "modern" OS, and not because some corporate machine named Steve or Bill says I should. I use one because I enjoy it immensely, and ***it gets the job done that I need it to do much better than my Mac can, believe it or not!*** My Mac is basically a dumb internet machine, and that's it. I only have one because my Falcon can't to Web Browsing very well, and I can't stand Windows. When/if ever they can get Web Browsing up to date on Atari machines, I'll probably never use my Mac. Whether this is a "typical 90's response", I don't know, and I don't really care. I use what I use, and you can't tell me that my machine isn't useful enough, because you aren't me, in my situation. If the Mac does what you need it to do the way you like to do it, then I'm very happy for you. I'm not telling you to use an ST, and no one else here is. I really don't see where you get this dilusion from.

Now go play with iLife and give this stupid ranting up.

Mike Freeman
mike [at] freeman-studio [dot] com

5979. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 02:37:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.26.02.37.00.897225@charter.net>
Source record: 9256

On Sat, 25 Feb 2006 19:47:22 -0500, lp wrote:

> in article pan.2006.02.25.23.15.45.259156@charter.net, Ronald J. Hall wrote
> on 2/25/06 6:15 PM:
>
>> On Sat, 25 Feb 2006 11:45:07 -0800, sinclap@yahoo.com wrote:
>>
>>> Typical 90's response.
>>>
>>> I can't run Metatrader on a ST, as well as my iLife suites. The OS has
>>> not kept up.
>>
>> Sure is. Its 2006 and you still don't have a clue...or a life... :-)
>
> Can't directly run iLfe on a current SGI or any other non-mac.
> That means all PCs are obsolete with that line of thought.
> I think the radon gas in his mom's basement has taken it's toll.

Or rather taken its "troll"... <lol>

--
_/_/_/

5980. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 08:08:46 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <46d60eFamekeU1@individual.net>
Source record: 9257

Martin Tarenskeen wrote:

> I have seen Iomega ZIP drives work nicely on an AtariST.
> I don't know about JAZZ drives.

They work as well. All in all ZIP and JAZ drives are nothing special,
just one kind of removable media drives.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5981. Re: ParSec 4768 graphics board

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 08:31:39 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <44016760$0$20164$8fcfb975@news.wanadoo.fr>
Source record: 9258

"dml" <dml@dml.dml> a crit dans le message de news:
o5ydnftF8oZuQJ3ZnZ2dnUVZ8qGdnZ2d@eclipse.net.uk...
>A bit of a rarity unearthed...
>
>>http://cgi.ebay.co.uk/ParSec-4768-graphics-adapter-for-Atari-ST-Very-rare_W0QQitemZ8771755486QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
>

Interesting piece of hardware! Was there a driver for GEM of did you
have to work always with two screens: one with GEM and the other with the
special software written for this graphic board?

On the photos we can see 4 connectors on the back side of it. I suppose:
- parallel input from the ST
- parallel "thru" to chain the printer (seem to be a RS232 output)
- VGA out
- a SCSI connector.

The board seem to be limited to 4 planes (16 colors) and can be enhanced
to 8 planes (256 colors).

But the seller doesn't ensure that it works...

Guillaume.

5982. Re: MagiC 6.1 / 6.2

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 08:33:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44016ae47e55e1@comcast.net>
Source record: 9262

>Hi,
>
>Anyone outhere still using this program?
>
>I am looking for a copy.
>
>Much appreciated.

Yes I have those, but it is commercial. A lot of the Atari Dealers still sell
Magic but you can get it from ASH (Applications Systems Heidelberg).

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5983. Re: Out of curiosity

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 08:34:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44016ae47e55e2@comcast.net>
Source record: 9260

>Our old Atari user group still meets monthy to chat (none of us still
>have our old boxes) and the question was asked - are there Atari clones
>being developed (like the Hades) in Europe or elsewhere and, if so, how
>are they doing ???
>
>I still think Atari's "TOS on ROM" was the best idea ever developed.

I have a Hades060 and have been using it since 1996. Great machine, however it is not being made anymore. The clones are not either (Milan, etc), but they do still exist and are being used and sold.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5984. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 08:40:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44016ae47e55e3@comcast.net>
Source record: 9261

>
>I'm looking for some other type of Storage Devices to use on
>Atari ST-Falcon, other than hard drives and CDRW drives.
>
>I know about SCSI Syquest Drives and similar devices,
>what other type of SCSI or IDE Storage Devices can one use?
>
>I'd like to be able to do D2D recording on any SCSI devices
>if possible, but not necessary.
>
>phantomm@bellsouth.net

I have a Jaz drive in my Hades system and it works quite well. There are tape drives and I have used those with my ST using DiamondBack III. That worked well also.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5985. Re: Warp9

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 08:43:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44016ae47e55e4@comcast.net>
Source record: 9263

>Is this software available to download somewhere?
>
>Thanks,
>Jozsi

I have seen demos on the Net for download. It would seem that you should be able to get it as it is an old program. You might try searching for Quick ST which also worked very well. There are some others on the Net that worked pretty good on the ST.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5986. PostNet program for Atari

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 08:46:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44016ae47e55e5@comcast.net>
Source record: 9264

Anyone know if there is a program that will produce a PostNet graphic picture of various US postal codes that is made for the Atari? I know Gemvelope will do it, but I use Calamus for printing envelopes. I was hoping that the 2006 upgrade of Calamus would have this, but it did not.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5987. Re: ParSec 4768 graphics board

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 11:29:02 UTC
From: dml <dml@dml.dml>
Message-ID: <RsadnQC_zNS0DJzZRVnyiQ@eclipse.net.uk>
Source record: 9259

Hi,

> Interesting piece of hardware!

Yes, it has been sitting unused for a very long time so it would be better if somebody else gets a chance to play with it!

> Was there a driver for GEM of did you have to work always with two
> screens: one with GEM and the other with the special software written for
> this graphic board?

The ParSec was designed to connect to a 2nd monitor, which was used for primary output. The ST could of course still output to its own display so you had a dual-display setup (ST monitor for main dialog boxes etc. and ParSec for graphics and other appropriate menus/toolboxes if needed).

The ParSec was responsible for all drawing to its own display of course.

> On the photos we can see 4 connectors on the back side of it. I
> suppose:
> - parallel input from the ST
> - parallel "thru" to chain the printer (seem to be a RS232 output)
> - VGA out
> - a SCSI connector.

That is correct. The RS232 is one of the ParSec's own communication ports as it is effectively a computer in its own right, albeit one designed for drawing to a framebuffer.

The VGA port however I think is an 'old' style one, and may need an adaptor for a standard VGA monitor these days (Although that is from memory - I can't be sure about that now!).

> The board seem to be limited to 4 planes (16 colors) and can be
> enhanced to 8 planes (256 colors).

Yes, thats also correct. The enhanced version supported 256 colours from a palette of 16.7M.

> But the seller doesn't ensure that it works...

Unfortunately not. It is untested. However it hasn't been messed with since it was made, and came from the original company (ElmTech) so chances are good that it works. It is just unsold stock.

Doug.

5988. Re: Help ? GBE on Aranym

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 15:33:27 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1140968007.320861.9910@v46g2000cwv.googlegroups.com>
Source record: 9265

Hi Martin!

Do you have F11 and F12? This is where Undo and Help atari keys map in
most of the emulators and even for ARAnyM. We might want to make it
configurable but so far we didn't find any user not having F11/F12 on
his PC keyboard.

Best Regards

STanda

Martin Tarenskeen wrote:
> Hi,
>
> I have a Compaq E500 laptop powered by Linux Fedora Core 4 running ARAnyM.
> I'm trying the GBE GfaBasic Editor and it runs nicely. I have one problem
> though: my laptop does not have a HELP key. At least I haven't found it
> yet. This is very annoying because it is used very much in the GfaBasic
> editor (original as well as GBE) to fold/unfold Procedures - a feature
> that I've always loved. Can someone come up with a solution ?
>
> --
>
> Martin Tarenskeen

5989. Re: ParSec 4768 graphics board

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 16:02:36 UTC
From: taxman <taxman@iinet.net.au>
Message-ID: <4401d10e$0$30887$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 9266

the million dollar question is, what software would actually take advantage
of it ?

"dml" <dml@dml.dml> wrote in message
news:RsadnQC_zNS0DJzZRVnyiQ@eclipse.net.uk...
| Hi,
|
| > Interesting piece of hardware!
|
| Yes, it has been sitting unused for a very long time so it would be better
| if somebody else gets a chance to play with it!
|
| > Was there a driver for GEM of did you have to work always with two
| > screens: one with GEM and the other with the special software written
for
| > this graphic board?
|
| The ParSec was designed to connect to a 2nd monitor, which was used for
| primary output. The ST could of course still output to its own display so
| you had a dual-display setup (ST monitor for main dialog boxes etc. and
| ParSec for graphics and other appropriate menus/toolboxes if needed).
|
| The ParSec was responsible for all drawing to its own display of course.
|
| > On the photos we can see 4 connectors on the back side of it. I
| > suppose:
| > - parallel input from the ST
| > - parallel "thru" to chain the printer (seem to be a RS232 output)
| > - VGA out
| > - a SCSI connector.
|
| That is correct. The RS232 is one of the ParSec's own communication ports
as
| it is effectively a computer in its own right, albeit one designed for
| drawing to a framebuffer.
|
| The VGA port however I think is an 'old' style one, and may need an
adaptor
| for a standard VGA monitor these days (Although that is from memory - I
| can't be sure about that now!).
|
| > The board seem to be limited to 4 planes (16 colors) and can be
| > enhanced to 8 planes (256 colors).
|

| Yes, thats also correct. The enhanced version supported 256 colours from a
| palette of 16.7M.
|
| > But the seller doesn't ensure that it works...
|
| Unfortunately not. It is untested. However it hasn't been messed with
since
| it was made, and came from the original company (ElmTech) so chances are
| good that it works. It is just unsold stock.
|
| Doug.
|
|

5990. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 17:47:50 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <4401e9c6_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 9267

On 25 Feb 2006 20:24:12 , Uwe Seimet wrote:
Mark Branson wrote:

|> Uwe, any chance you could get other cards to be read by HDDriver?
|>
|> I've got a digital camera and would love to be able to read the SD
|> card and download the pictures.

|This is less a question of software but rather of the available
|hardware. For CF cards cheap CF to IDE adapters are available. If
|similar adapters exist for other cards HDDRIVER is most likely capable
|of accessing these cards in the same fashion.

This is interesting and I apologise if I cast any aspersions on
HDDriver!

I've got two SCSI/PCMCIA card readers and both read CF cards without
problems. Put another card in and I've tried two SD cards and an xD
one and you get a ping and the card doesn't respond. Try the PCMCIA
adapter in a laptop and you can read whatever card is in it.

I'll get another PCMCIA adapter for SD cards alone and see if that
makes any difference.

--

Mark
Shoreham-By-Sea.

5991. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 17:47:52 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <4401e9c8_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 9268

On 25 Feb 2006 16:44:28 , lp wrote:
in article 4400ad44_2@mk-nntp-1.news.uk.worldonline.com, Mark Branson wrote
on 2/25/06 2:17 PM:

|> On 24 Feb 2006 07:51:36 , Uwe Seimet wrote:
|> Uwe Seimet wrote:
|>
|> |> MOD drives, DAT drives, DVD burners. There are not many other device
|> |> types to store data with.
|>
|> |CF cards also work, by the way.
|>
|> Uwe, any chance you could get other cards to be read by HDDriver?
|>
|> I've got a digital camera and would love to be able to read the SD
|> card and download the pictures.

|If one gets a hold of a scsi->pcmcia card reader, most any card you pop in
|there just works. I have used SmartMedia, CompactFlash, and ordinary PCMCIA
|memory cards without any problems with HD Driver. It's only a matter of an
|SD adapter for the PCMCIA slot in my case.

I've got two Microtech internal PCD-25BH dual slot card readers. Both
act the same. The problem maybe the PCMCIA adapter. The one I've got
is a is a six way one. I'll get one for SD cards only and see if that
works.

One thig I had noticed with these readers is that I get three desktop
icons. Is this normal?

--

Mark
Shoreham-By-Sea.

5992. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 18:18:50 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <46e9o8FatqvqU1@individual.net>
Source record: 9269

Mark Branson wrote:

> I've got two Microtech internal PCD-25BH dual slot card readers. Both
> act the same. The problem maybe the PCMCIA adapter. The one I've got
> is a is a six way one. I'll get one for SD cards only and see if that
> works.
>
> One thig I had noticed with these readers is that I get three desktop
> icons. Is this normal?

This is only normal if there are three partitions on a device.

Two general hints:

- My database says you are using HDDRIVER 8.0. 8.1 may be a better choice for CF/SD cards since it contains changes that were relevant for certain CF adapters. I suggest that you try the demo version.
- Like with any other device SD and CF cards must contain a valid Atari-compatible partition table. In other words, one must partition them just like a hard disk drive. Otherwise TOS will not recognize them. Did you partition your cards before trying to access data on them?

--

Dr. Uwe Seimet http://www.linkbylink.net/

5993. Re: Sinclap: Get the point! (was: CT60 Oscillator)

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 18:59:51 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1140980391.607292.219140@v46g2000cwv.googlegroups.com>
Source record: 9270

So why do you need a modern PC to get on the internet? I thought the
ST-Falcon was capable of doing all...Am I mistaken?

sinclap

5994. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 19:20:32 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dtsv1v$2pj$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9271

Hi there

>> I have a Mega STE, and, before opening it, i'd like to know if I can plug
>> in
>> it the fllowing processors:

> Also, I've heard that you could use a PAK 030 accelerator.
> That would give you a 68030 running at up to 40MHz.

50Mhz is the top speed as I'm aware

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5995. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 19:20:32 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dtsv20$2pj$2@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9272

Hi there

On cue...

> Cue Steve Sweet...

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5996. Re: MagiC 6.1 / 6.2

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 19:24:08 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dtsv8obak1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9274

Hi there

You can have mine, official disks, its second hand and comes with manual.

> Anyone outhere still using this program?
>
> I am looking for a copy.
>
> Much appreciated.

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5997. Re: CPU Upgrade

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 19:24:47 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dtsv9v$3c4$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9273

Hi there

> Putting a 020 in a MSTE is possible in my opinion. Not sure what you would
> have to do to get it to work. I remember some projects using a 020 in a
> ST. You might try searching
> on google for Atari Hardware pojects and the like, maybe you will stumble
> on something useful.

The OS has to be modified for that. I did find a doc online detailing that
mod, there's no real advantage as far as i can tell.

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5998. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 19:28:20 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <dtsvgk$bu0$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9275

Hi there

Why its....

! Sinclap !

> Try running a modern OS on it and see if it's useable than.

I have Windows Vista running on my MegaSTe, should run fine on a CT60'd
Falc. Was a bitch finding drivers on Microsoft for my MegaVision card.

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5999. Re: ParSec 4768 graphics board

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 19:41:19 UTC
From: dml <dml@dml.dml>
Message-ID: <I9OdnQh0KPLwmZ_ZRVnyvg@eclipse.net.uk>
Source record: 9276

...Just the software that comes with it (the art package), and any you might want to write yourself using the comms. info at the back of the manual :-) I think Jeff Minter did basically this when he got his hands on the first prototype. Its mainly of interest as a programmable GPU & framebuffer for the tech oriented, or as an Atari curiosity piece. I wouldn't expect it to be tremendously useful for the general user.

Doug.

"taxman" <taxman@iinet.net.au> wrote in message news:4401d10e$0$30887$5a62ac22@per-qv1-newsreader-01.iinet.net.au...
> the million dollar question is, what software would actually take
> advantage
> of it ?
>
> "dml" <dml@dml.dml> wrote in message
> news:RsadnQC_zNS0DJzZRVnyiQ@eclipse.net.uk...
> | Hi,
> |
> | > Interesting piece of hardware!
> |
> | Yes, it has been sitting unused for a very long time so it would be
> better
> | if somebody else gets a chance to play with it!
> |
> | > Was there a driver for GEM of did you have to work always with two
> | > screens: one with GEM and the other with the special software written
> for
> | > this graphic board?
> |
> | The ParSec was designed to connect to a 2nd monitor, which was used for
> | primary output. The ST could of course still output to its own display
> so
> | you had a dual-display setup (ST monitor for main dialog boxes etc. and
> | ParSec for graphics and other appropriate menus/toolboxes if needed).
> |
> | The ParSec was responsible for all drawing to its own display of course.
> |
> | > On the photos we can see 4 connectors on the back side of it. I
> | > suppose:
> | > - parallel input from the ST
> | > - parallel "thru" to chain the printer (seem to be a RS232 output)
> | > - VGA out
> | > - a SCSI connector.
> |

> | That is correct. The RS232 is one of the ParSec's own communication
> ports
> as
> | it is effectively a computer in its own right, albeit one designed for
> | drawing to a framebuffer.
> |
> | The VGA port however I think is an 'old' style one, and may need an
> adaptor
> | for a standard VGA monitor these days (Although that is from memory - I
> | can't be sure about that now!).
> |
> | > The board seem to be limited to 4 planes (16 colors) and can be
> | > enhanced to 8 planes (256 colors).
> |
> | Yes, thats also correct. The enhanced version supported 256 colours from
> a
> | palette of 16.7M.
> |
> | > But the seller doesn't ensure that it works...
> |
> | Unfortunately not. It is untested. However it hasn't been messed with
> since
> | it was made, and came from the original company (ElmTech) so chances are
> | good that it works. It is just unsold stock.
> |
> | Doug.
> |
> |
>
>

6000. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 19:58:38 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <46efjcFaplukU1@individual.net>
Source record: 9277

lp wrote:

> Same model I have. It's also possible the data on the SD card is not
> readable by HD Driver. If it's from a camera or such, check the manual to
> the camera and verify if it's using msdos or vfat or whatever. Make sure
> it's some format HD Driver can actually read before buying another adapter.

Just to make it a bit more precise: If the file systems are MSDOS-FAT or
VFAT etc. the card can be read by MagiC or MiNT. The hard disk driver is
not responsible for dealing with the actual partition data; it does only
ensure that the operating system gets access to the partition meta data
like partition IDs and start sectors. Everything else depends on the
drivers for the file systems on these partitions.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6001. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 20:00:18 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <46efmgFaplukU2@individual.net>
Source record: 9278

lp wrote:

> I actually have both dual units in one machine and I get exactly 4 icons.

Since the number of icons displayed by TOS depends on the number of
partitions found I assume that you have two partitions on your cards? Or
am I missing something?

--

Dr. Uwe Seimet http://www.linkbylink.net/

6002. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 20:30:22 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <44020fde_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 9279

On 26 Feb 2006 19:18:50 , Uwe Seimet wrote:
Mark Branson wrote:

|> I've got two Microtech internal PCD-25BH dual slot card readers. Both
|> act the same. The problem maybe the PCMCIA adapter. The one I've got
|> is a is a six way one. I'll get one for SD cards only and see if that
|> works.
|>
|> One thig I had noticed with these readers is that I get three desktop
|> icons. Is this normal?

|This is only normal if there are three partitions on a device.

I was thinking this but I know that some versions of this drive have
three slots. There are three sets of jumper pins inside but the
manual only refers to the set that allocates the ID's.

|Two general hints:

|- My database says you are using HDDRIVER 8.0. 8.1 may be a better
|choice for CF/SD cards since it contains changes that were relevant for
|certain CF adapters. I suggest that you try the demo version.

I'm up to version 8.16. I got an upgrade last year from Atari Workshop.

|- Like with any other device SD and CF cards must contain a valid
|Atari-compatible partition table. In other words, one must partition
|them just like a hard disk drive. Otherwise TOS will not recognize them.
|Did you partition your cards before trying to access data on them?

Initially I tried them out of the box. CF cards worked fine like this.
The SD cards didn't respond so I tried to partition them. Each time
it comes back with the message "couldn't read root sector". I think it
was this that made me think they wouldn't work hence my comments.

--

Mark
Shoreham-By-Sea.

6003. Re: MagiC 6.1 / 6.2

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 21:19:05 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <fg64021fj1js7bphui09uke8ka4i187kf0@4ax.com>
Source record: 9280

On Sun, 26 Feb 2006 19:24:08 +0000 (UTC), "Tha Welshgit"
<steve.sweet@btopenworld.com> wrote:

>Hi there
>
>You can have mine, official disks, its second hand and comes with manual.
>
>> Anyone outhere still using this program?
>>
>> I am looking for a copy.
>>
>> Much appreciated.

Okay, I have send you an e-mail.

Thank you for your kind offer!

6004. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 21:46:06 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <4402219e_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 9282

On 26 Feb 2006 14:53:19 , lp wrote:
in article 4401e9c8_1@mk-nntp-1.news.uk.worldonline.com, Mark Branson wrote
on 2/26/06 12:47 PM:

|> I've got two Microtech internal PCD-25BH dual slot card readers. Both
|> act the same. The problem maybe the PCMCIA adapter. The one I've got
|> is a is a six way one. I'll get one for SD cards only and see if that
|> works.
|>
|> One thig I had noticed with these readers is that I get three desktop
|> icons. Is this normal?

|Same model I have. It's also possible the data on the SD card is not
|readable by HD Driver. If it's from a camera or such, check the manual to
|the camera and verify if it's using msdos or vfat or whatever. Make sure
|it's some format HD Driver can actually read before buying another adapter.

If I remember it was you brought my attention to this reader!

The camera is a Canon IXUS 50 and came with it's own 16Mb card. I
later bought a SanDisk 512Mb Ultra II card. Both act the same.
Unfortunately the manual for the camera is in French. I couldn't see
anything that gave information on file types.

--

Mark
Shoreham-By-Sea.

6005. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 21:46:09 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <440221a1_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 9283

On 26 Feb 2006 15:02:24 , lp wrote:
iin article 4401e9c8_1@mk-nntp-1.news.uk.worldonline.com, Mark Branson wrote
on 2/26/06 12:47 PM:

|Missed this line in your post:

|> One thig I had noticed with these readers is that I get three desktop
|> icons. Is this normal?

|Same model I have. No that is not normal. It should only give 2 icons.
|Do all 3 icons seem to work? If one don't, just remove that icon.
|I actually have both dual units in one machine and I get exactly 4 icons.

I though it wasn't normal. Now I need to find out why. If you ever
get to take one of the drives apart maybe you could note the position
of the jumper pins inside. There are three sets one of which is for
the ID's. The others are not mentioned in the manual which I traced
for these drives.

I've not managed to get the first icon to respond. The others respond
to slot 1 and 2 respectively. I could as you say just delete it.

--

Mark
Shoreham-By-Sea.

6006. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 21:46:11 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <440221a3_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 9284

On 26 Feb 2006 20:58:38 , Uwe Seimet wrote:
lp wrote:

|> Same model I have. It's also possible the data on the SD card is not
|> readable by HD Driver. If it's from a camera or such, check the manual to
|> the camera and verify if it's using msdos or vfat or whatever. Make sure
|> it's some format HD Driver can actually read before buying another adapter.

|Just to make it a bit more precise: If the file systems are MSDOS-FAT or
|VFAT etc. the card can be read by MagiC or MiNT. The hard disk driver is
|not responsible for dealing with the actual partition data; it does only
|ensure that the operating system gets access to the partition meta data
|like partition IDs and start sectors. Everything else depends on the
|drivers for the file systems on these partitions.

For your information I'm running MagiC 6.2.

--

Mark
Shoreham-By-Sea.

6007. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 21:46:13 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <440221a5_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 9285

On 26 Feb 2006 21:00:18 , Uwe Seimet wrote:
lp wrote:

|> I actually have both dual units in one machine and I get exactly 4 icons.

|Since the number of icons displayed by TOS depends on the number of
|partitions found I assume that you have two partitions on your cards? Or
|am I missing something?

No they have two slots and use two consecutive SCSI ID's. For some
reason my drives seem to both want a third icon.

--

Mark
Shoreham-By-Sea.

6008. Re: Sinclap: Get the point! (was: CT60 Oscillator)

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 21:56:27 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.26.21.56.27.213636@charter.net>
Source record: 9281

On Sun, 26 Feb 2006 10:59:51 -0800, sinclap@yahoo.com wrote:

>Am I mistaken?
>
> sinclap

Of course. :-)

--
_/_/_/

6009. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 22:22:53 UTC
From: mark.branson@lineone.net
Message-ID: <44022a3d_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 9287

On 26 Feb 2006 15:59:10 , lp wrote:
in article 44020fde_1@mk-nntp-1.news.uk.worldonline.com, Mark Branson wrote
on 2/26/06 3:30 PM:

|> I was thinking this but I know that some versions of this drive have
|> three slots. There are three sets of jumper pins inside but the
|> manual only refers to the set that allocates the ID's.

|You referenced PCD-25BH, this is what I have exactly.
|The 3 slot units are part number PCD-47.
|The other set of jumpers are for a firmware update according to my manual.
|I recommend not messing with these, unless you know fully what you are
|doing. ;-)))

Yes you are correct.

I got my drives off eBay and they came without leads or a manual. I did
find a manual on line which is for both PCD-25 & 47. It only gave
basic information and nothing about these jumpers. I though they may
use a standard PCB for both models and differentiated by a jumper
setting. I'll leave these well alone and just put up the extra icon.

--

Mark
Shoreham-By-Sea.

6010. Yamaha 2100S?

Newsgroup: comp.sys.atari.st
Date: 2006-02-26 22:28:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.26.22.28.25.935822@charter.net>
Source record: 9286

Hey guys. I'm having trouble with a Yamaha CDRW.

All I tried to do was swap it out with an existing (older - non working burner, but CD works fine) Plextor in my Atari setup that runs my BBS.

Its HDDriver v8.15 and ExtenDOS Pro v3.4. I set the Yamahas jumpers to the same as the Plextor, ID2, Parity, not terminated. I have a termination block on the end of the SCSI chain.

I tried this Yamaha on my CT60 Falcon and it works fine there, including burning CDs.

So what happens when I turn it on, hooked up to my Mega 4ST and the ICD Link2 is I get this:

HDDriver v8.15
copyright notice

Seagate HD specs
Yamaha CDRW specs

then 3 bombs. Always 3 bombs. I thought maybe ExtenDOS was doing something strange so I disabled it in the auto folder but it still does it.

Anyone have any thoughts, suggestions? Remember, this is a drive that works fine in my Falcon, and going into a setup that works fine with a Plextor CD.

Thanks much! :-)

--
_/_/_/

6011. Yamaha 2100S followup

Newsgroup: comp.sys.atari.st
Date: 2006-02-27 01:17:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.27.01.17.04.439738@charter.net>
Source record: 9288

Okay, I can confirm that HDDriver and this drive apparently do not get along on my Mega ST4.

I disabled everything in my AUTO folder, disabled all CPXs and ACCs, and HDDriver 3 bombs right after recognizing the drive. :-(

I've got an older version of HDDriver, v7.61, so I tried it - it doesn't crash, but you can't get anything to work either.

I tried both versions by booting from the original HDDriver floppy disks as well. Again, v8.15 3 bombs right after it recognizes the drive, and v7.61 gives some weird stuff on screen then exits out to a desktop that only has the A/B icons on it, no C icon for the HD.

Its so odd because this drive works with HDDriver on my CT60 Falcon.

I'll admit, I'm stumped right now.

In case it helps, here is my setup:

Atari Mega ST4 (TOS 1.4/Adspeed)
|
ICD The Link 2
|
Syquest EZ135 drive SCSI
|
Seagate 4 gig hard drive SCSI (external case)
|
Plextor CDR SCSI (same external case)
|
Termination block on back of same case (ends SCSI chain).

Keep in mind this setup works great. When I swap the Plextor out for the Yamaha, thats when the problems begin. But the Yamaha works great on my CT60 Falcon with both HDDriver and ExtenDOS Pro.

Thanks.

--
_/_/_/

6012. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-27 06:33:37 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <46fkq1Fase8kU1@individual.net>
Source record: 9289

Mark Branson wrote:

> No they have two slots and use two consecutive SCSI ID's. For some
> reason my drives seem to both want a third icon.

This is strange. Anyway, since Lonny has it working with the same
hardware I assume that the two of you will find out what's wrong by
comparing your hardware and software settings.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6013. Re: Warp9

Newsgroup: comp.sys.atari.st
Date: 2006-02-27 07:53:04 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1141026784.232218.52860@i39g2000cwa.googlegroups.com>
Source record: 9290

Hi,

Thank you for your help. I found only one useful link: on one of the
pompey pirates disk (77) ther is quick st v2.21. If you can give me a
link to a more recent version, please...

Thanks,
Jozsi

6014. Re: Yamaha 2100S?

Newsgroup: comp.sys.atari.st
Date: 2006-02-27 08:41:23 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4402bb32$0$6814$636a55ce@news.free.fr>
Source record: 9291

SCSI parity is not managed by ACSI-SCSI adaptors as I well remenber even for
ICD !

Remove the parity check on SCSI drives !

Ronald J. Hall wrote:
> Hey guys. I'm having trouble with a Yamaha CDRW.
>
> All I tried to do was swap it out with an existing (older - non
> working burner, but CD works fine) Plextor in my Atari setup that
> runs my BBS.
>
> Its HDDriver v8.15 and ExtenDOS Pro v3.4. I set the Yamahas jumpers
> to the same as the Plextor, ID2, Parity, not terminated. I have a
> termination block on the end of the SCSI chain.
>
> I tried this Yamaha on my CT60 Falcon and it works fine there,
> including burning CDs.
>
> So what happens when I turn it on, hooked up to my Mega 4ST and the
> ICD Link2 is I get this:
>
> HDDriver v8.15
> copyright notice
>
> Seagate HD specs
> Yamaha CDRW specs
>
> then 3 bombs. Always 3 bombs. I thought maybe ExtenDOS was doing
> something strange so I disabled it in the auto folder but it still
> does it.
>
> Anyone have any thoughts, suggestions? Remember, this is a drive that
> works fine in my Falcon, and going into a setup that works fine with a
> Plextor CD.
>
> Thanks much! :-)

6015. Re: Yamaha 2100S?

Newsgroup: comp.sys.atari.st
Date: 2006-02-27 16:15:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.27.16.15.31.174381@charter.net>
Source record: 9292

On Mon, 27 Feb 2006 09:41:23 +0100, Rodolphe Czuba wrote:

> SCSI parity is not managed by ACSI-SCSI adaptors as I well remenber even for
> ICD !
>
> Remove the parity check on SCSI drives !

Hmm, I can try that - but I've always used SCSI on all my STs with Parity
on.

Keep in mind, the existing setup with a Plextor drive uses Parity on. So
does my Falcon setup. Further, that same Yamaha drive with Parity on
worked with my Falcon setup. I can even pull the CDR from my Falcon,
plug it into the Mega ST setup and other than changing termination, it
works fine.

I'm sure its just some odd little thing somewhere. Just don't know what.

I even went so far as to try this; I took my Mega ST - going to the ICD
Link2 - then straight to the Yamaha drive with nothing else. I booted up
from the original HDDriver v8.15 floppy. Guess what? Just as soon as it
recognizes the Yahama drive, 3 bombs.

I will try it with parity off though, and report back.

Thanks for the reply Rodolphe.

--
_/_/_/

6016. Noob ST question

Newsgroup: comp.sys.atari.st
Date: 2006-02-27 20:06:49 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <wZIMf.442718$0l5.327020@dukeread06>
Source record: 9293

Ok so I have a 520ST and a Mega ST2. Some guy gave these to me years ago. Included was a hard drive for the ST but no cables or interface. I want to hook this HD up. It isn't an Atari made HD. What do you guys recommend? What is my best option? The ICD adSCSI or whatever it's called? Also, should I upgrade my OS? Just getting into all this as i've done strictly 8bits this whole time. I just have these ST's and figure I should do something with them. TIA.

Thomas

6017. Re: Yamaha 2100S?

Newsgroup: comp.sys.atari.st
Date: 2006-02-27 21:43:14 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <440372ce$0$4764$636a55ce@news.free.fr>
Source record: 9294

Ronald J. Hall wrote:
> On Mon, 27 Feb 2006 09:41:23 +0100, Rodolphe Czuba wrote:
>
>> SCSI parity is not managed by ACSI-SCSI adaptors as I well remenber
>> even for ICD !
>>
>> Remove the parity check on SCSI drives !
>
> Hmm, I can try that - but I've always used SCSI on all my STs with
> Parity *on*.

This just mean that ICD link is managing the parity ..
Was not possible on some other ACSI/SCSI interface like the one from atari
inside the MEGA STE.

> Keep in mind, the existing setup with a Plextor drive uses Parity on.
> So does my Falcon setup. Further, that same Yamaha drive with Parity
> on worked with my Falcon setup. I can even pull the CDR from my
> Falcon, plug it into the Mega ST setup and other than changing
> termination, it works fine.
>
> I'm sure its just some odd little thing somewhere. Just don't know
> what.
>
> I even went so far as to try this; I took my Mega ST - going to the
> ICD Link2 - then straight to the Yamaha drive with nothing else. I
> booted up from the original HDDriver v8.15 floppy. Guess what? Just
> as soon as it recognizes the Yahama drive, 3 bombs.
>
> I will try it with parity off though, and report back.
>
> Thanks for the reply Rodolphe.

6018. Re: Yamaha 2100S?

Newsgroup: comp.sys.atari.st
Date: 2006-02-27 21:47:48 UTC
From: malo.morgen@nowhere.com
Message-ID: <dtvs24$6r8$1@ss405.t-com.hr>
Source record: 9295

did you try writing in hddriver.sys to bypass cdr drive?
(I think with hdutils.app)

On 26 Feb 2006 17:28:26 , "Ronald J. Hall" wrote:
>
>Hey guys. I'm having trouble with a Yamaha CDRW.
>
>All I tried to do was swap it out with an existing (older - non working
>burner, but CD works fine) Plextor in my Atari setup that runs my BBS.
>
>Its HDDriver v8.15 and ExtenDOS Pro v3.4. I set the Yamahas jumpers to the
>same as the Plextor, ID2, Parity, not terminated. I have a termination
>block on the end of the SCSI chain.
>
>I tried this Yamaha on my CT60 Falcon and it works fine there, including
>burning CDs.
>
>So what happens when I turn it on, hooked up to my Mega 4ST and the ICD
>Link2 is I get this:
>
>HDDriver v8.15
>copyright notice
>
>Seagate HD specs
>Yamaha CDRW specs
>
>then 3 bombs. Always 3 bombs. I thought maybe ExtenDOS was doing something
>strange so I disabled it in the auto folder but it still does it.
>
>Anyone have any thoughts, suggestions? Remember, this is a drive that
>works fine in my Falcon, and going into a setup that works fine with a
>Plextor CD.
>
>Thanks much! :-)
>
>--
>_/_/_/

6019. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-27 23:51:15 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <44039073_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 9296

On 26 Feb 2006 18:01:39 , lp wrote:
in article 44022a3d_3@mk-nntp-1.news.uk.worldonline.com, Mark Branson wrote
on 2/26/06 5:22 PM:

|> I got my drives off eBay and they came without leads or a manual. I did
|> find a manual on line which is for both PCD-25 & 47. It only gave
|> basic information and nothing about these jumpers. I though they may
|> use a standard PCB for both models and differentiated by a jumper
|> setting. I'll leave these well alone and just put up the extra icon.

|I found the PCD-25 & 47 pdf as well, it's a bit generic. But I found one
|just for the PCD-25 model.

|Here are the pdf's, let me know when you got them, because I need to remove
|them. Limited space on my ISP account. ;-))

|http://www.bright.net/~gfabasic/pcd25.pdf
|http://www.bright.net/~gfabasic/camera.pdf

Thanks for that. I've successfully dowloaded them both and got them
to display in Porthos OK.

I've had a quick peek and I can see what it said about the second set
of jumpers. However I found a third set on the other side of the PCB.
I'll print out the manual and take my second drive appart at the
weekend and see if there are any clues. I'll take pictures this time!

I was in rather late this evening so I'll reply to your other message
tomorrow.

--

Mark
Shoreham-By-Sea.

6020. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-27 23:51:18 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <44039076_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 9297

On 27 Feb 2006 07:33:37 , Uwe Seimet wrote:
Mark Branson wrote:

|> No they have two slots and use two consecutive SCSI ID's. For some
|> reason my drives seem to both want a third icon.

|This is strange. Anyway, since Lonny has it working with the same
|hardware I assume that the two of you will find out what's wrong by
|comparing your hardware and software settings.

Thanks for your help Uwe. I'll come back if I get to the bottom of
it.

--

Mark
Shoreham-By-Sea.

6021. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 02:52:58 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1141095178.091641.129680@t39g2000cwt.googlegroups.com>
Source record: 9298

Nice try! So why do you need to run another OS if the included
standard one was suppose to do all?

6022. Re: Yamaha 2100S?

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 05:10:49 UTC
From: atarian90 <atarian90@yahoo.com>
Message-ID: <1141103449.356835.155570@i39g2000cwa.googlegroups.com>
Source record: 9199

I agree with Rudolphe. Disable parity. It's really not need on the ST.

I believe the other reason the Yamaha CDRW doesn't work with the MegaST4 and ICD Link 2 is because the Yamaha CDRWs use SCSI arbitration. Only the Link97 supports this. The Falcon and TT also support parity and SCSI arbitrarion. That's why it works on your Falcon.

6023. Re: Noob ST question

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 06:11:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4403ec226d54d1@comcast.net>
Source record: 9207

>Ok so I have a 520ST and a Mega ST2. Some guy gave these to me years ago.
>Included was a hard drive for the ST but no cables or interface. I want to
>hook this HD up. It isn't an Atari made HD. What do you guys recommend?
>What is my best option? The ICD adSCSI or whatever it's called? Also,
>should I upgrade my OS? Just getting into all this as i've done strictly
>8bits this whole time. I just have these ST's and figure I should do
>something with them. TIA.
>
>Thomas

You can do what I did. If you can find one, just get a Link II interface and
you will be able to connect the drive and get it running.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6024. Re: Warp9

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 06:21:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4403ec226d54d2@comcast.net>
Source record: 9208

>Hi,
>
>Thank you for your help. I found only one useful link: on one of the
>pompey pirates disk (77) ther is quick st v2.21. If you can give me a
>link to a more recent version, please...
>
>Thanks,
>Jozsi

Actually that version you have is newer than mine. My version actually ran pretty darn good for me. But you must realize that Quick ST later became Warp 9 which made the ST ran a little bit faster.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6025. Standard TOS 2.06 Vs SuperTOS 2.06

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 07:00:10 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <4403f522@news.eftel.com>
Source record: 9200

Does any one know the what alterations (bug fixes?) have been made to the so
called SuperTOS 2.06 as compared with Standard TOS 2.06?
Also is there a source of info re the fitting of TOS 2.06 2 ROM set into a
STFM with 6 ROM chips?

Thanks in advance.

6026. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 08:22:46 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141114966.002815.47280@u72g2000cwu.googlegroups.com>
Source record: 9201

It did do it all, in 1985. Get a life dude. You think you're so clever,
but everyone else just sees you as retarded.

6027. Re: Noob ST question

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 08:40:16 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141116016.563491.84750@i39g2000cwa.googlegroups.com>
Source record: 9202

Upgrade your OS? To what?

Seriously though if the Hard Disk unit has a 19pin D connector on it
then you just need a DMA cable. If not then you need a SCSI interface -
good luck in finding one.

6028. Re: Standard TOS 2.06 Vs SuperTOS 2.06

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 09:09:59 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141114838.985132.38340@u72g2000cwu.googlegroups.com>
Source record: 9203

1. No. Apparently its not worth trying.
2. Yes. Ask Uncle Google. IIRC it involves plugging in the chips into two sockets (they will overhang) and then wiring in the addition pins to various places on the motherboard.

6029. Re: Standard TOS 2.06 Vs SuperTOS 2.06

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 09:57:51 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44041ea1$0$19281$626a54ce@news.free.fr>
Source record: 9204

TOS 2.6 cannot work on ST, STF, MEGA ST, all atari with ROM space at $FC0000 to $FEFFFF (192KB).

TOS 2.6 on STE, MEGA STE, all machines with ROM space at $E00000 to $E3FFFF (256 KB).

To use a TOS 2.6 on ST machines, you have to decode the $E0xxxx addresses with a GAL....

I think I already told that several times here...and several years ago (in 1993) I was selling a chip named MODE2.6 to adecode and allow use of TOS 2.6 into STF & MEGA ST...

I have yet the JEDEC file...

Regards

Coda wrote:
> 1. No. Apparently its not worth trying.
> 2. Yes. Ask Uncle Google. IIRC it involves plugging in the chips into
> two sockets (they will overhang) and then wiring in the addition pins
> to various places on the motherboard.

6030. Re: Gemulator 98 CD

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 10:23:53 UTC
From: John Whitelock <johnfw@netspace.net.au>
Message-ID: <du17pg$1qv8$1@otis.netspace.net.au>
Source record: 9205

phantomm wrote:

>
> Been looking at the Gemulator 98 CD that I recently got.
>
Yes I use Gemulator all the time for all my correspondence and accounting work, including Income Tax, and plans are done with Gfa Draft. I have not found another emulator which does ST Writer, Marcel, and LDW Power, and Gfa Draft so smoothly and without any hesitation.

I use TOS 1.4 as well as TOS 2.6, downloaded from a web site. easier than taking them from my STFM.

It may be that other emulators such as STeem do games better, but I don't play games.

John Whitelock
Tasmania

6031. Re: Standard TOS 2.06 Vs SuperTOS 2.06

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 11:04:19 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <44042bea$0$16425$afc38c87@news.optusnet.com.au>
Source record: 9206

Rodolphe Czuba wrote:
> TOS 2.6 cannot work on ST, STF, MEGA ST, all atari with ROM space at $FC0000
> to $FEFFFF (192KB).
>
> TOS 2.6 on STE, MEGA STE, all machines with ROM space at $E00000 to $E3FFFF
> (256 KB).
>
> To use a TOS 2.6 on ST machines, you have to decode the $E0xxxx addresses
> with a GAL....
>
> I think I already told that several times here...and several years ago (in
> 1993) I was selling a chip named MODE2.6 to adecode and allow use of TOS 2.6
> into STF & MEGA ST...
>
> I have yet the JEDEC file...

Or you can do it with 3 IC's,

http://www.umrk.org/atari/tos206up.txt

I have done it a couple of times. It works well.

>
> Coda wrote:
>
>>1. No. Apparently its not worth trying.
>>2. Yes. Ask Uncle Google. IIRC it involves plugging in the chips into
>>two sockets (they will overhang) and then wiring in the addition pins
>>to various places on the motherboard.
>
>
>

6032. Re: Yamaha 2100S followup

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 14:14:03 UTC
From: Simon <flibble@gmail.com>
Message-ID: <1141136043.255707.292750@p10g2000cwp.googlegroups.com>
Source record: 9209

Ronald J. Hall wrote:
> Okay, I can confirm that HDDriver and this drive apparently do not get
> along on my Mega ST4.
>
> I disabled everything in my AUTO folder, disabled all CPXs and ACCs, and
> HDDriver 3 bombs right after recognizing the drive. :-(

The version of HDDriver doesn't make a difference. Your host adapter
does not support the SCSI features that the Yamaha drive, and possibly
newer drives, require.

You need to use a Link97 at least.

The fact it works on the Falcon is because the Falcon supports SCSI2
natively.

Simon

6033. Re: Help ? GBE on Aranym

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 14:17:56 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.64.0602281514250.4410@localhost.localdomain>
Source record: 9210

On Sun, 26 Feb 2006, STanda wrote:

> Hi Martin!
>
> Do you have F11 and F12? This is where Undo and Help atari keys map in
> most of the emulators and even for ARAnyM. We might want to make it
> configurable but so far we didn't find any user not having F11/F12 on
> his PC keyboard.
>

YES ! That works. I could have known, I have read it somewhere before. But
TOS and MiNT are so user friendly : I didn't need the Help key for ages
;-)

--

Martin Tarenskeen

6034. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 16:54:26 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1141145666.228889.252630@e56g2000cwe.googlegroups.com>
Source record: 9211

Clever? Statements were made that 80's-90's vintage hardware can do
all...Get on the internet, access itunes and multimedia tasks.

6035. Re: Yamaha 2100S followup

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 18:15:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.28.18.15.11.574893@charter.net>
Source record: 9212

On Tue, 28 Feb 2006 06:14:03 -0800, Simon wrote:

> The version of HDDriver doesn't make a difference. Your host adapter
> does not support the SCSI features that the Yamaha drive, and possibly
> newer drives, require.
>
> You need to use a Link97 at least.
>
> The fact it works on the Falcon is because the Falcon supports SCSI2
> natively.
>
> Simon

Hi Simon. Thanks for the reply.

You just might be on to something there. I just double-checked the dates
on the 2 CDRs that I was playing with. The Plextor that works is dated
"March-2000". The Yamaha that does NOT work is dated "December-2000".

Could it be as close as that, just a few months? :-(

I've got ICDs Link2. Its handled everything I've thrown at it up till now.
As for upgrading to the Link97, they are no longer available commercially
right?

--
_/_/_/

6036. Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 18:39:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.28.18.39.33.740389@charter.net>
Source record: 9213

Okay, while testing some software I figured out that my CT60 Falcon is not holding the time/date. Its booting up somewhere in 1971. Worse, I can use Xcontrol to set the time and date and it won't even hold with the machine turned on! That is odd. I can see it changing between starts, but even while the machine is running?

Is a dead battery the most likely culprit? If so, whats the easiest way to add a new one. It doesn't look as easy as changing the batteries on my Mega ST4... :-)

Thanks.

--
_/_/_/

6037. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 18:59:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <6MednZWTdPxcAZnZRVny2Q@pipex.net>
Source record: 9214

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.02.28.18.39.33.740389@charter.net...
>
> Okay, while testing some software I figured out that my CT60 Falcon is not
> holding the time/date. Its booting up somewhere in 1971. Worse, I can use
> Xcontrol to set the time and date and it won't even hold with the machine
> turned on! That is odd. I can see it changing between starts, but even
> while the machine is running?
>
> Is a dead battery the most likely culprit? If so, whats the easiest way to
> add a new one. It doesn't look as easy as changing the batteries on my
> Mega ST4... :-)
>
> Thanks.
>
> --
> _/_/_/_

6038. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 19:05:50 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141153550.800572.225240@p10g2000cwp.googlegroups.com>
Source record: 9215

sinclap@yahoo.com wrote:
> Clever? Statements were made that 80's-90's vintage hardware can do
> all...Get on the internet, access itunes and multimedia tasks.

iTunes? LOL I don't even use my MAC to access iTunes.

Anyway, post the link to qualify your statements, troll. In fact don't
bother. I'm not interested.

6039. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 20:13:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.28.20.13.11.899715@charter.net>
Source record: 9216

On Tue, 28 Feb 2006 18:59:03 +0000, exxos wrote:

> The battery is a RTC also... are you tried to clear the NV ram ? that seems
> to be the cause of most silly things like that... might have got corrupted ?
>
> Chris

Nope. Whats the best way to go about that? I've got a CT60, so is there
any special considerations because of that?

Thanks

--
_/_/_/

6040. Re: Storage Devices on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 22:27:53 UTC
From: markDOTbransonATlineoneDOTnet
Message-ID: <4404ce69_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 9217

On 26 Feb 2006 17:40:11 , lp wrote:
in article 440221a1_2@mk-nntp-1.news.uk.worldonline.com, Mark Branson wrote
on 2/26/06 4:46 PM:

|> I though it wasn't normal. Now I need to find out why. If you ever
|> get to take one of the drives apart maybe you could note the position
|> of the jumper pins inside. There are three sets one of which is for
|> the ID's. The others are not mentioned in the manual which I traced
|> for these drives.

|I have a third unit laying here, bare mech. There is a plate with a screw.
|Under this plate is the terminators and the firmware jumpers. Assuming you
|terminated it correctly the jumpers under this plate should be ignored.

My Falcon/CT60 is in a tower case and I have terminator where the SCSI
chain comes out the back of the case so termination on the drive
hasn't been required. You've now identified the firmware jumpers which
I'll also leave well alone. That just leaves a third set but you'd
need to take the metal casing off to get to them. I'll try and take
mine appart this weekend.

|There is a hole near this plate which exposes the SCSI ID setting. I'm not
|sure how my settings here will help you. This drive is not in use and the
|ID is not even set. If your manual at least explains the one visible set of
|jumpers, then that is really all you need.

I'd worked out the ID settings, changing it from 1/2 to 5/6.

|> I've not managed to get the first icon to respond. The others respond
|> to slot 1 and 2 respectively. I could as you say just delete it.

|I'd remove all 3 icons, then force the desktop to reinstall them. Maybe the
|extra icon is unrelated or it got there some other way? If all 3 icons
|reappear, something is for sure working strangely. At least with most
|desktops, once you have saved the desktop arrange, all the icons will reload
|the same way on every boot up. Meaning, if you swap the drive, do not
|expect the extra icon to just vanish, you probably have to manually remove
|it. I don't use magic, so my statements are based on my MiNT setup.

I've done some reorganising when I added a 10Gb drive and then later
repartitioned my original 2.1Gb drive down from 6 partitions to 3. I
also swapped over my card readers. Each time it came back with three
icons even after deleting them. On the software side I upgraded from
MagiC 6.01 to 6.2 and HDDriver 8.04 to 8.16.

|>The camera is a Canon IXUS 50 and came with it's own 16Mb card. I
|>later bought a SanDisk 512Mb Ultra II card. Both act the same.

|>Unfortunately the manual for the camera is in French. I couldn't see
|>anything that gave information on file types.

|I went to the Canon site and obtained the manual in English. It infers the
|SD card from the camera is readable on a PC or MAC simply via a "card
|reader" and an adapter may be required. So in theory it should work and one
|can assume it is stored in some standard format if these OS's can read it.

Thanks for the manual. Looks like I've got a lot of printing to do!
I'm less worried about the three icons more about why the card isn't
recognised. I'll have to recheck my system to see if I've got anything
set up wrong.

--

Mark
Shoreham-By-Sea.

6041. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-02-28 22:54:50 UTC
From: mail@freeman-studio.com
Message-ID: <1141167290.646813.35270@i40g2000cwc.googlegroups.com>
Source record: 9218

sinclap@yahoo.com wrote:
> Nice try! So why do you need to run another OS if the included
> standard one was suppose to do all?

Please tell me who said TOS/GEM was supposed to do all, and *quote* the post. You don't still run the original Mac System 7, do you - I mean wasn't System 7 supposed do all? Of course not! But that's exactly what your question is asking! I won't run an OS that's 15-20 years old when I can run one that was updated as early as this month (aka "modern")!

I don't think of the built-in TOS/GEM as the real OS, except when the rare old game or demo needs it. Similar to the concept that MacOS X uses, actually. Why do you need MacOS 9 installed in addition to MacOS X? To run old stuff that OS X won't.

Personally, I very much like the fact that TOS/GEM is built into the ROMs, over which I can run a variety of other OS's to fit my tastes (Magic, Mint with all it's various AES's, and even Linux). And then when the occasional problem does occur, I can still get a workable GUI, access the Hard Drive to correct the problem, and I'm instantly up and running. Try that on your Mac!

On my Mac, when I've run into problems I've had to stare at a sad face on the little 1980's Mac symbol you see at bootup, while trying to find where I put those darn system restore CD's, reboot from the CD, reinstall the entire OS, get all my data and more recently updated software back into place... Huge pain in the butt! When similar events occured on my Falcon, I rebooted while holding down the Control key, which instantly gave me a usable GUI, removed or replaced the problem program, and I'm instantly up and running. When I did have to reinstall the more modern OS, it was very quick and didn't replace all of my updated software - only the core OS files. Much easier, much smoother.

Mike Freeman
mike [at] freeman-studio [dot] com

6042. ATARI STacy Info_

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 02:09:29 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Ak7Nf.52390$bW.29529@bignews8.bellsouth.net>
Source record: 9219

Greetings,

I have an Atari STacy, but do not have a manual for it.

I need to know what kind of internal Hard Drive was used in these,
and there size (2.5), (3.5)?

I'm hoping that a larger hard drive can be installed on the inside.

Also, I notice a space under the internal disk drive, Can this space be
used to install another drive or something or is the space under the disk
drive full of hardware?

Also, anyone happen to have a English STacy manual that they don't need?

And, I suppose the STacys have TOS 1.04. If so, how many chips make up
TOS 1.04 in the STacy and can TOS be upgraded to 1.62 or 2.06?

If so, would this be the same type of upgrade as for a Mega ST or 1040ST?

phantomm@bellsouth.net

6043. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 08:58:08 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <hLGdnVaE2Ln3_JjZRVnyug@pipex.net>
Source record: 9220

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.02.28.20.13.11.899715@charter.net...
> On Tue, 28 Feb 2006 18:59:03 +0000, exxos wrote:
>
>> The battery is a RTC also... are you tried to clear the NV ram ? that
>> seems
>> to be the cause of most silly things like that... might have got
>> corrupted ?
>>
>> Chris
>
> Nope. Whats the best way to go about that? I've got a CT60, so is there
> any special considerations because of that?
>

I do not think CT60 effects the clock, you need a program to clear the
NVram, There are plenty around in the PD, you could try a search though
floppyshops utils there will be loads of programs in there... I do not know
of any utils offhand, didn't CT60 have a option somewhere to clear NVram ?
Not saying it is that but worth a try... maybe rodolphe could help you
better with that...

Chris

> Thanks
>
> --
> _/_/_/_

6044. Re: ATARI STacy Info_

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 14:11:57 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141222317.779932.44160@p10g2000cwp.googlegroups.com>
Source record: 9221

phantomm wrote:
> Greetings,
>
> I have an Atari STacy, but do not have a manual for it.
>
> I need to know what kind of internal Hard Drive was used in these,
> and there size (2.5), (3.5)?
>
> I'm hoping that a larger hard drive can be installed on the inside.

I have some information on my stacy page at
http://www.janthomas.org.uk/ that may interest you.

6045. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 15:04:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.01.15.04.38.455553@charter.net>
Source record: 9222

On Wed, 01 Mar 2006 08:58:08 +0000, exxos wrote:

> I do not think CT60 effects the clock, you need a program to clear the
> NVram, There are plenty around in the PD, you could try a search though
> floppyshops utils there will be loads of programs in there... I do not know
> of any utils offhand, didn't CT60 have a option somewhere to clear NVram ?
> Not saying it is that but worth a try... maybe rodolphe could help you
> better with that...
>
> Chris

Okay, thanks Chris.

--
_/_/_/

6046. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 16:25:31 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1141230331.770558.120560@i40g2000cwc.googlegroups.com>
Source record: 9223

So, the ST can't do all. Need to rely on other OS platforms to be
productive and creative.

Never gotten a sad mac before. You need to move on from the 80's
experience when computers of all types had crashing issues. I knew
some who had ST's that took months for warranty repairs.

6047. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 16:55:35 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4405d25d$0$29910$626a54ce@news.free.fr>
Source record: 9224

There is CBOOT to clear and set the NVRAM.
CBOOT is inside the CT2.ZIP package on my web site.

But the Time/date function cannot be corrupted by software ...
software can corrupt NVRAM...but the RTC is independent...
The test is simple : Put the correct time & date....turn OFF....
Wait for 1 minute at least...
Turn ON....if the date/time is stupid, the battery is dead...

Nothing to say more !

Now you can remove it (unsolder) and solder a new one for 10 more years ...

Buy it for 11 $ at BEST Electronics (San Jose CA) !

So simple too..

Regards

Ronald J. Hall wrote:
> On Wed, 01 Mar 2006 08:58:08 +0000, exxos wrote:
>
>> I do not think CT60 effects the clock, you need a program to clear
>> the NVram, There are plenty around in the PD, you could try a search
>> though floppyshops utils there will be loads of programs in there...
>> I do not know of any utils offhand, didn't CT60 have a option
>> somewhere to clear NVram ? Not saying it is that but worth a try...
>> maybe rodolphe could help you better with that...
>>
>> Chris
>
> Okay, thanks Chris.

6048. Re: Standard TOS 2.06 Vs SuperTOS 2.06

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 16:56:55 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4405d25f$0$29910$626a54ce@news.free.fr>
Source record: 9225

Sure !

If I well remember; my prototype in 1992 was done with 3 chips ;-)
One is a 74xx645 I think to decode some address bits.

Mark Bedingfield wrote:
> Rodolphe Czuba wrote:
>> TOS 2.6 cannot work on ST, STF, MEGA ST, all atari with ROM space at
>> $FC0000 to $FEFFFF (192KB).
>>
>> TOS 2.6 on STE, MEGA STE, all machines with ROM space at $E00000 to
>> $E3FFFF (256 KB).
>>
>> To use a TOS 2.6 on ST machines, you have to decode the $E0xxxx
>> addresses with a GAL....
>>
>> I think I already told that several times here...and several years
>> ago (in 1993) I was selling a chip named MODE2.6 to adecode and
>> allow use of TOS 2.6 into STF & MEGA ST...
>>
>> I have yet the JEDEC file...
>
> Or you can do it with 3 IC's,
>
> http://www.umrk.org/atari/tos206up.txt
>
> I have done it a couple of times. It works well.
>
>
>>
>> Coda wrote:
>>
>>> 1. No. Apparently its not worth trying.
>>> 2. Yes. Ask Uncle Google. IIRC it involves plugging in the chips
>>> into two sockets (they will overhang) and then wiring in the
>>> addition pins to various places on the motherboard.

6049. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 17:46:28 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <du4mlk$ur5$2@ariadne.rz.tu-clausthal.de>
Source record: 9226

Rodolphe Czuba wrote:
> But the Time/date function cannot be corrupted by software ...
> software can corrupt NVRAM...but the RTC is independent...
> The test is simple : Put the correct time & date....turn OFF....
> Wait for 1 minute at least...
> Turn ON....if the date/time is stupid, the battery is dead...

Really? My Falcon always looses its time after shutdown, ok so the
battery is broken, no problem.

BUT: when i correct the time and date via the control panel and run an
app it is fine, but it gets corruppted again when I return to the
desktop WITHOUT shutting the Falcon off. Is there a solution?

Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

6050. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 18:11:04 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141236664.666786.207290@i39g2000cwa.googlegroups.com>
Source record: 9227

sinclap@yahoo.com wrote:
> So, the ST can't do all. Need to rely on other OS platforms to be
> productive and creative.
>
> Never gotten a sad mac before. You need to move on from the 80's
> experience when computers of all types had crashing issues. I knew
> some who had ST's that took months for warranty repairs.

Why are you talking about productive and creative? You're neither, only disruptive and destructive. Your mother should have taken *you* back for warranty repair. How many months of electroshock treatment will it take to straighten *you* out?

6051. Re: CT60 Oscillator

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 20:54:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200603012154.a26621@b.maus.de>
Source record: 9232

Salve commonly, mail <mail@freeman-studio.com> wrote:

> You don't still run the original Mac System 7, do you

Why not? I still use Mac OS 7.6 on my PB540c...

> I won't run an OS that's 15-20 years old when I can run one that was
> updated as early as this month (aka "modern")!

I also still use Mac OS 8.6 on my G3-MT - it's fix & small...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

6052. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 22:41:27 UTC
From: Jammer <2006@mevagissey.net>
Message-ID: <4406577a$1@news.greennet.net>
Source record: 9228

Back again.
I've got a CF-IDE adapter, but am not 100% sure that I've got the cable
the right way round. Could someone who knows, have a look and give me
some advice.
www.mevagissey.net/atari
Thanks
Jammer

Jammer wrote:
> Hi there
> Just got a Falcon 030 (4mb no hard drive) and want to add some storage
> and maybe a flat screen. I fancy a CF card solution as they are quite
> cheap and quiet. I've an STE with an old Atari hard drive thats too
> noisy. Is there anyway to connect that to the Falcon ? I've also got an
> STE with an internal IDE drive, would that fit ?
> I remember seeing on eBay an adapter for using PC monitors with a
> Falcon, anyone tried one of these ?
> One last thing, can I add the Falcon to my PC network ?
> Thanks for any advice.
> Cheers
> Jammer

6053. what picture format is this??

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 23:20:58 UTC
From: gfa-midi-charles <charles.copp@sympatico.ca>
Message-ID: <r%pNf.4389$972.181770@news20.bellglobal.com>
Source record: 9231

hello ,may i pose a question ?

what can edit and view a .blk file?

they are actually resource files to a program ,picture oriented with text ......but my only issue is that the language is currently french .(i can't interpret very easilly?!!??!!!)

please assist.

charles

6054. DarkForce March 2006 Prizes

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 23:34:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.01.23.34.30.332945@charter.net>
Source record: 9229

Assassin - the player with the highest score at the end of this month will receive a $25 cash prize!

ST Magazine - one lucky Atari caller will receive a free 3 mag. subscription!

Good luck to all! :-)

--
_/_/_/

6055. DarkForce February 2006 winners

Newsgroup: comp.sys.atari.st
Date: 2006-03-01 23:35:32 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.01.23.35.32.721615@charter.net>
Source record: 9230

```
Reanimator II - Morden wins the $25 cash prize!

ST Magazine - Showa wins the free 3 mag subscription!

Congratulations to our winners. :-)

--
_/_/_/
```

6056. CT2 + 56301 Design documentation on EBAY !

Newsgroup: comp.sys.atari.st
Date: 2006-03-02 19:10:46 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44074335$0$16345$636a55ce@news.free.fr>
Source record: 9233

All my work on papers to design the CT2 Rev.1, RevA, RevB and Preface 56301
card.
Schematics of CT2 rev1, pinouts, chronograms, costs, timings, and so on.
67 pages.
Some french and some english words/sentences.

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=8774490760&ssPageName=ADME:L:LCA:FR:31

6057. Re: what picture format is this??

Newsgroup: comp.sys.atari.st
Date: 2006-03-02 19:19:28 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <44074539$0$21277$8fcfb975@news.wanadoo.fr>
Source record: 9234

"gfa-midi-charles" <charles.copp@sympatico.ca> a crit dans le message de
news: r%pNf.4389$972.181770@news20.bellglobal.com...
> hello ,may i pose a question ?
>
> what can edit and view a .blk file?
>
> they are actually resource files to a program ,picture oriented with
> text
> .....but my only issue is that the language is currently french .(i can't
> interpret very easilly?!!??!!!)
>
> please assist.
>
> charles

Hi Charles,

Well, ask a frenchman! I'm one.
You can send me what you don't understand, I'll try to help.

Guillaume.

6058. name of two games

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 10:42:23 UTC
From: zika@lova.every1.net
Message-ID: <1141382542.961304.206010@i39g2000cwa.googlegroups.com>
Source record: 9235

1. you drove a chopper. look was from the side. It was monochrome only. you could turn chopper left then fly for a while, then to right. you could shoot.

2. monochrome also. two castles firing at each other over the hill. you could rebuild walls in your castle.

Thanks.

6059. Re: name of two games

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 11:24:10 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0603031220240.1534@localhost>
Source record: 9236

Hi zika(?),

1. (no idea)

2. Probably "Ballerburg". You could choose one of a set of castles with varying shapes and number of guns. There is a king, money, gun powder and bullets and much more...

Regards,

Alexander

6060. Re: name of two games

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 13:37:08 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141393028.389177.172730@j33g2000cwa.googlegroups.com>
Source record: 9237

The second one sounds like 'Rampart', a remake of the Atari coin-op.

6061. sound capture on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 14:13:51 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <44084f1b$0$21264$8fcfb975@news.wanadoo.fr>
Source record: 9238

Hi,

Do you think it's possible to capture a sound (with a ST replay, timer A
at 11 or 22 KHz) and to save it at the same time? (a double buffer: while I
fill one, I save the other).
Is it too much for a Mega STE?

Your remarks please before I start a non-running program!

Guillaume.

6062. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 15:40:28 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4408636c$1_1@x-privat.org>
Source record: 9239

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**docs*
ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_494_hyp_en.zip
(1.758.499 bytes): tos.hyp (English version) is a hypertext about
the Atari Operation system. It also have information about MiNT,
MagiC, N.AES, XaAES and other system extension.

ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_494_hyp_de.zip
(1.776.304 bytes): tos.hyp, German version)

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

6063. Ben's Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 18:07:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603031004240.25937-100000@onyx.spiritone.com>
Source record: 9240
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This March I'm celebrating my Birthday! If you want to bless me, I'm
trying to raise Capital to buyout an Atari Dealer of all his Atari goods!
So give me your Atari business, send all Atarians Marching my way and help
save Atari goods from extinction, buying from Ben Saves Atari!

I'm creating a NEW Atari catalog. Catalog's name is NEWINBOX.TXT compiled
from all items NEW in BOX from all my other catalogs made up of Hardware,
Games/Software and Books for the 8 Bit, ST & Jaguar! Instead of 38 columns
of text width it will be 80 column width, Most entries will be 1 line each
and sorted alphabetically by title. You'll only find my NEW items in this
catalog as I'm removing such NEW item's from their other catalogs.

http://BensCatalogs.Atari.org Atari's for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6064. Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 18:10:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603031007290.25937-100000@onyx.spiritone.com>
Source record: 9241
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning him out! I've bought over 480 pieces of ST Software. Mostly Games! I need to make room for NEW inventory and raise the capital to buy him out. If you would like to help save Good Ataris from extinction, buy ANY Books or Games/Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get 20% off! E-Mail Atari@aracnet.com or Call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit books catalog!
http://www.aracnet.com/~atari/8bt_soft.htm 8 Bit software catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST books Catalog!
http://www.aracnet.com/~atari/st_soft.htm ST software Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6065. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 21:25:52 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4408b45c$0$21546$626a54ce@news.free.fr>
Source record: 9242

Matthias Arndt wrote:
> Rodolphe Czuba wrote:
>> But the Time/date function cannot be corrupted by software ...
>> software can corrupt NVRAM...but the RTC is independent...
>> The test is simple : Put the correct time & date....turn OFF....
>> Wait for 1 minute at least...
>> Turn ON....if the date/time is stupid, the battery is dead...
>
> Really? My Falcon always looses its time after shutdown, ok so the
> battery is broken, no problem.
>
> BUT: when i correct the time and date via the control panel and run an
> app it is fine, but it gets corruppted again when I return to the
> desktop WITHOUT shutting the Falcon off. Is there a solution?

hum, this is not normal here...
As long as thepower is here, the RTC should running...
I think there is a software problem (corrupted CPX or something like this
!).
Try to boot with nothing....

>
> Matthias
>>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

6066. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 21:36:12 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <xC2Of.407$c76.140@bignews4.bellsouth.net>
Source record: 9243

If I am not mistaken, there are a couple of good NVRAM programs that come
with
the CT2B Software. I know I have used them alot in the past.

Not sure if there for non CT2B Falcons or not.

But there are very good.

phantomm@bellsouth.net

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.03.01.15.04.38.455553@charter.net...
> On Wed, 01 Mar 2006 08:58:08 +0000, exxos wrote:
>
>> I do not think CT60 effects the clock, you need a program to clear the
>> NVram, There are plenty around in the PD, you could try a search though
>> floppyshops utils there will be loads of programs in there... I do not
>> know
>> of any utils offhand, didn't CT60 have a option somewhere to clear NVram
>> ?
>> Not saying it is that but worth a try... maybe rodolphe could help you
>> better with that...
>>
>> Chris
>
> Okay, thanks Chris.
>
> --
> _/_/_/_

6067. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 21:42:17 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <el2Of.430$c76.424@bignews4.bellsouth.net>
Source record: 9244

Hey Folks,

Just for the record, Where is the Falcons Battery located at on the
motherboard?

And is it just a battery or part of another chip?

I thought that the battery and NVRAM was made together. Or it was part of
another chip. I must be wrong??

Also, Ron if you are reading this and need a battery, I may be able to
supply you with one.
I have a Falcon mother board for parts that has just about everything on it.

You may want to try and get a new one if possible and not to expensive.

"Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote in message
news:4408b45c$0$21546$626a54ce@news.free.fr...
> Matthias Arndt wrote:
>> Rodolphe Czuba wrote:
>>> But the Time/date function cannot be corrupted by software ...
>>> software can corrupt NVRAM...but the RTC is independent...
>>> The test is simple : Put the correct time & date....turn OFF....
>>> Wait for 1 minute at least...
>>> Turn ON....if the date/time is stupid, the battery is dead...
>>
>> Really? My Falcon always looses its time after shutdown, ok so the
>> battery is broken, no problem.
>>
>> BUT: when i correct the time and date via the control panel and run an
>> app it is fine, but it gets corruppted again when I return to the
>> desktop WITHOUT shutting the Falcon off. Is there a solution?
>
> hum, this is not normal here...
> As long as thepower is here, the RTC should running...
> I think there is a software problem (corrupted CPX or something like this
> !).
> Try to boot with nothing....
>
>
>>
>> Matthias
>>>>> Jabber: simonsunnyboy@jabber.ccc.de <<<
>
>

6068. Re: sound capture on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 21:55:26 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <yU2Of.479$c76.466@bignews4.bellsouth.net>
Source record: 9245

I think it is possible, since the MSTE is 16mHz.

This is a project that I have looked at myself.
I wanted to create a way to transfer small speech/sound recordings
from the Falcon or other Atari to another Atari while both are connect to
the net.

So that one could really talk to one another.

After getting this done, then one could maybe add some pictures or maybe
video
using the VideoMaster Falcon or VideoMaster ST cartridge.
(Really a program to transfer sound and maybe video too could be done based
on
the VideoMaster cartridge since it does both Sound and Video.)

I don't see why this hasn't been done by someone already.
I know it would work with Falcons. And should work with Ataris with
good cartridge based sound digitisers.

If you are just want to basically do Direct to Disk recording on a MSTE. I
think it is
possible. If I am not mistaken, there was a program on a ST Format Cover
disk that did
this using some type of Cartridge based Sound Digitiser.

By all means create anything that you can in this area, as not much has been
done yet.

phantomm@bellsouth.net

"Guillaume Tello" <houten.van@wanadoo.fr> wrote in message
news:44084f1b$0$21264$8fcfb975@news.wanadoo.fr...
> Hi,
>
> Do you think it's possible to capture a sound (with a ST replay, timer
> A at 11 or 22 KHz) and to save it at the same time? (a double buffer:
> while I fill one, I save the other).
> Is it too much for a Mega STE?
>
> Your remarks please before I start a non-running program!
>
> Guillaume.
>
>

6069. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-03 22:23:36 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.03.22.23.35.194736@charter.net>
Source record: 9246

On Fri, 03 Mar 2006 16:42:17 -0500, phantomm wrote:

> Hey Folks,
>
> Just for the record, Where is the Falcons Battery located at on the
> motherboard?

Front of MB, midline, next to u63, is what I've been told.

> And is it just a battery or part of another chip?
>
> I thought that the battery and NVRAM was made together. Or it was part of
> another chip. I must be wrong??

This I don't know.

> Also, Ron if you are reading this and need a battery, I may be able to
> supply you with one.
> I have a Falcon mother board for parts that has just about everything on it.
>
> You may want to try and get a new one if possible and not to expensive.

Thanks for the offer Barry. I'll probably go with Brad at Best
Electronics. A brand new one there is only $11.95 so thats okay.

:-)

--
_/_/_/

6070. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 00:59:15 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <0B5Of.34415$Ly6.34303@bignews5.bellsouth.net>
Source record: 9247

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.03.03.22.23.35.194736@charter.net...
> On Fri, 03 Mar 2006 16:42:17 -0500, phantomm wrote:
>
>> Hey Folks,
>>
>> Just for the record, Where is the Falcons Battery located at on the
>> motherboard?
>
> Front of MB, midline, next to u63, is what I've been told.

Hmmm...I know that area, I think the NVRam is around there as well.
Would have to pull out the mother board to make sure. Of course
the NVRam needs a battery to keep it's settings. That's why I thought
that both were in the same chip.
I'm going to have to order a Falcon Field Service Manual.

>
>> And is it just a battery or part of another chip?
>>
>> I thought that the battery and NVRAM was made together. Or it was part of
>> another chip. I must be wrong??
>
> This I don't know.

Well from the price that you are getting it for, I would think a NVRam chip
would cost more.
Then again it depends on the supply. Not sure how long that Battery is
suppose to last, but I'd
bet that a few more Falcons could use a new one.
>
>> Also, Ron if you are reading this and need a battery, I may be able to
>> supply you with one.
>> I have a Falcon mother board for parts that has just about everything on
>> it.
>>
>> You may want to try and get a new one if possible and not to expensive.
>
> Thanks for the offer Barry. I'll probably go with Brad at Best
> Electronics. A brand new one there is only $11.95 so thats okay.
>
> :-)

That's not bad at all, go for the new one of course.

Here is something I would like to know, When the Battery goes bad or
completely
out, One can still use the computer right?

phantomm@bellsouth.net

6071. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 01:33:06 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1141435986.830996.101380@z34g2000cwc.googlegroups.com>
Source record: 9248

Jammer wrote:
> Back again.
> I've got a CF-IDE adapter, but am not 100% sure that I've got the cable
> the right way round. Could someone who knows, have a look and give me
> some advice.
> www.mevagissey.net/atari
> Thanks
> Jammer
>
Generally the red wire is set to pin 1. Is the IDE adapter plugged in
correctly?

Galen

6072. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 01:41:50 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1141436510.295376.144110@j33g2000cwa.googlegroups.com>
Source record: 9299

Here is something I would like to know, When the Battery goes bad or
completely
out, One can still use the computer right?

- - - - -
Right. You just need to set the clock at startup.

That said, has anyone been able to contact Alex at ATY computers
lately? I sent him an email, but he didn't respond. I solder a bit,
but would prefer if more talented hands changed my backup Falcon's dead
battery. Rodolphe did the job for my CT60'd Falcon, but shipping to
France is a bit costly.

Galen

6073. Re: name of two games

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 07:02:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44093bc86df113@comcast.net>
Source record: 9303

>
>Alexander Beuscher wrote:
>> Hi zika(?),
>>
>> 1. (no idea)
>>
>> 2. Probably "Ballerburg". You could choose one of a set of castles with
>> varying shapes and number of guns. There is a king, money, gun powder and
>> bullets and much more...
>>
>>
>> Regards,
>>
>> Alexander
>
>Yes, thanks.The second one is Ballerburg.

I have that game Ballerburg. It runs well on my Hades, so that means it was
coded well.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6074. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 09:30:17 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <IvOdnX9T9667w5TZRVnyrw@pipex.net>
Source record: 9300

Its U64 "timekeeper ram"... looks like a normal chip but with another block glued on top of it...

Chris

"phantomm" <phantomm@bellsouth.net> wrote in message news:eI2Of.430$c76.424@bignews4.bellsouth.net...
>
> Hey Folks,
>
> Just for the record, Where is the Falcons Battery located at on the
> motherboard?
>
> And is it just a battery or part of another chip?
>
> I thought that the battery and NVRAM was made together. Or it was part of
> another chip. I must be wrong??
>
>
> Also, Ron if you are reading this and need a battery, I may be able to
> supply you with one.
> I have a Falcon mother board for parts that has just about everything on
> it.
>
> You may want to try and get a new one if possible and not to expensive.
>
> "Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote in message
> news:4408b45c$0$21546$626a54ce@news.free.fr...
>> Matthias Arndt wrote:
>>> Rodolphe Czuba wrote:
>>>> But the Time/date function cannot be corrupted by software ...
>>>> software can corrupt NVRAM...but the RTC is independent...
>>>> The test is simple : Put the correct time & date....turn OFF....
>>>> Wait for 1 minute at least...
>>>> Turn ON....if the date/time is stupid, the battery is dead...
>>>
>>> Really? My Falcon always looses its time after shutdown, ok so the
>>> battery is broken, no problem.
>>>
>>> BUT: when i correct the time and date via the control panel and run an
>>> app it is fine, but it gets corruppted again when I return to the
>>> desktop WITHOUT shutting the Falcon off. Is there a solution?
>>
>> hum, this is not normal here...
>> As long as thepower is here, the RTC should running...

>> I think there is a software problem (corrupted CPX or something like this
>> !).
>> Try to boot with nothing....
>>
>>
>>>
>>> Matthias
>>>>>> Jabber: simonsunnyboy@jabber.ccc.de <<<
>>
>>
>
>

6075. Re: name of two games

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 09:56:05 UTC
From: zika@lova.every1.net
Message-ID: <1141466164.954670.287840@i40g2000cwc.googlegroups.com>
Source record: 9301

Alexander Beuscher wrote:
> Hi zika(?),
>
> 1. (no idea)
>
> 2. Probably "Ballerburg". You could choose one of a set of castles with
> varying shapes and number of guns. There is a king, money, gun powder and
> bullets and much more...
>
>
> Regards,
>
> Alexander

Yes, thanks.The second one is Ballerburg.

The first one look like Silkworm, only graphic is monochromatic. IRC it
could only be played on monochrome. monitor

6076. Re: sound capture on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 11:24:57 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <44097905$0$29213$8fcfb975@news.wanadoo.fr>
Source record: 9302

"phantomm" <phantomm@bellsouth.net> a crit dans le message de news:
yU2Of.479$c76.466@bignews4.bellsouth.net...
>
> I think it is possible, since the MSTE is 16mHz.

What I do now is a link between the TT and Mega STE:
- the TT captures the images with Vidi ST 12
- the Mega STE captures the sound with the ST Replay (only in RAM!)
- a seriel link to synchronize everything.

As I have upgraded the TT Ram, now I can take a lot of frames on the TT,
so I would like to take loger sounds on the Mega STE...

Guillaume.

6077. Re: name of two games

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 13:17:45 UTC
From: swe@atari.org
Message-ID: <%rgOf.628$oj5.222717@news.siol.net>
Source record: 9304

Edward S. Baiz Jr. wrote:

> I have that game Ballerburg. It runs well on my Hades, so that means it
> was coded well.

Or that it has low demands as game is simple.. Big portion of those BAD codes were due to things which was needed to squeeze more power/colors etc from ST...

Janez

6078. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 20:09:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.04.20.09.21.846646@charter.net>
Source record: 9305

On Fri, 03 Mar 2006 17:41:50 -0800, Galen wrote:

> Here is something I would like to know, When the Battery goes bad or
> completely
> out, One can still use the computer right?
>
> - - - - -
> Right. You just need to set the clock at startup.
>
> That said, has anyone been able to contact Alex at ATY computers
> lately? I sent him an email, but he didn't respond. I solder a bit,
> but would prefer if more talented hands changed my backup Falcon's dead
> battery. Rodolphe did the job for my CT60'd Falcon, but shipping to
> France is a bit costly.
>
> Galen

Yes, the computer continued to operate normally, booting up, everything.

The only reason I noticed it at all was I'm helping beta test for Roger Burrows of Anodyne Software right now, and the beta releases are "timed". My system clock date is defaulting to 1971? (where does that date come from???), and the beta software won't run with that date. So I can open up Xcontrol, set the date to current, and the software then runs.

Now I've got another question. Rodolphe and Galen here, both mention just setting the clock during bootup or while its on and it stays set until the next time you powerup. Well, I can set the clock, and literally without powering off or resetting, I have to set the clock again in just a few minutes. This sounds like something else.

Any ideas? I believe Rodolphe mentioned a bad CPX or something...

--
_/_/_/

6079. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 20:58:59 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.04.20.58.59.735562@charter.net>
Source record: 9306

On Fri, 03 Mar 2006 17:41:50 -0800, Galen wrote:

> That said, has anyone been able to contact Alex at ATY computers
> lately? I sent him an email, but he didn't respond. I solder a bit,
> but would prefer if more talented hands changed my backup Falcon's dead
> battery. Rodolphe did the job for my CT60'd Falcon, but shipping to
> France is a bit costly.
>
> Galen

Just a couple of months ago, I had him do some work for me. Alex is great.
Have you checked the website for news?

--
_/_/_/

6080. Re: Standard TOS 2.06 Vs SuperTOS 2.06

Newsgroup: comp.sys.atari.st
Date: 2006-03-04 23:42:28 UTC
From: vdjole@EUnet.yu
Message-ID: <dud8kf$3i1$1@news.eunet.yu>
Source record: 9307

On 28 Feb 2006 18:00:10 , "ausl8" wrote:

>Also is there a source of info re the fitting of TOS 2.06 2 ROM set into a
>STFM with 6 ROM chips?

It is a bit complicated- TOS 2.06 is 256KB in size and can not be simply
put instead of earlier TOS-es that were 192KB in size: there is not anough
address spaces at locations to which these chip socket are wired
(TOS 2.06 uses a different starting address). A usual solution is to
install (above the CPU) a small additional card with an address decoder
and two EPROMs for the new TOS. A bonus is that this can be made switchable,
i.e. you can select either the old or the new TOS.

There is a possibility to put the EPROMs into the existing sockets,
but an address decoder must be installed in all cases, and some additional
wiring must be connected. The decoder can be made from about 2-3 standard
TTL LS chips or some programmable logic.

Instructions can be found on the net.

cu;

6081. Atari 1040st Help Wanted

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 00:27:17 UTC
From: Jo Coyne <joannecoyne@sympatico.ca>
Message-ID: <C02F9A94.A184%joannecoyne@sympatico.ca>
Source record: 9308

Hello. My floppy drive is broken, so I can't boot up the Megafile HD.
Could I get around this by buying an external floppy drive and booting from
it?

Also will the Megafile HD work with a 520ST, in case I need to replace the
1040.

Thanks for any help. I appreciate it.

Larry

6082. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 10:14:23 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060305101320168O7-derryck@cixcoukinvalid>
Source record: 9309

On 2006-03-03 22:23:36 +0000, "Ronald J. Hall" <dark_lord@charter.net> said:

>> I thought that the battery and NVRAM was made together. Or it was part of
>> another chip. I must be wrong??
>
> This I don't know.

The battery is inside the NVRAM chip.

Replacing the NVRAM chip requires soldering skills (natch), but
apparently a repair can be made by carefully removing the top of the
NVRAM chip, removing the original battery found within, and bringing
out the leads to an external CR3032 button cell/holder.

At your own risk of course, but this might be an easier repair to make
than taking the motherboard out to desolder the old NVRAM etc.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

6083. Re: Atari 1040st Help Wanted

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 10:38:32 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141555112.855931.308760@i39g2000cwa.googlegroups.com>
Source record: 9310

Jo Coyne wrote:
> Hello. My floppy drive is broken, so I can't boot up the Megafile HD.
> Could I get around this by buying an external floppy drive and booting from
> it?

This means that you are not booting from the HD already?

I can't remember whether the ST's boot sequence checks both A and B for
a bootable disk. Anyway, once you have a working external drive, you
can put your megafile driver disk in the external drive, wait for the
desktop to appear, and then run the installation program to make your
drive bootable.

> Also will the Megafile HD work with a 520ST, in case I need to replace the
> 1040.

Yes, but you won't need to replace the whole computer, it's almost
guaranteed that only the floppy has failed. Can you clarify whether you
have 520ST, 520STF, 520STFM, or 520STe? They are virtually the same
except the F has an internal rather than external floppy drive (which
you could remove and place in your 1040), the FM has internal floppy
and modulator (to hook up to your TV) and the 'e' has both, but has
redesigned internals.

Coda

6084. Re: Atari 1040st Help Wanted

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 10:58:46 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <q_6dnfWdD9v7WZfZRVnyuQ@eclipse.net.uk>
Source record: 9311

>
> I can't remember whether the ST's boot sequence checks both A and B for
> a bootable disk. Anyway, once you have a working external drive, you
> can put your megafile driver disk in the external drive, wait for the
> desktop to appear, and then run the installation program to make your
> drive bootable.
>

It won't boot from "B". I think there are some "boot b" utils araound (atari archive at UMICH?)

> > Also will the Megafile HD work with a 520ST, in case I need to replace the
> > 1040.
>

Do a google search. You can usually get a PC floppy to fit with a little tweaking of the case and the drive.

> Yes, but you won't need to replace the whole computer, it's almost
> guaranteed that only the floppy has failed. Can you clarify whether you
> have 520ST, 520STF, 520STFM, or 520STe? They are virtually the same
> except the F has an internal rather than external floppy drive (which
> you could remove and place in your 1040), the FM has internal floppy
> and modulator (to hook up to your TV) and the 'e' has both, but has
> redesigned internals.
>
> Coda
>

6085. Re: Atari 1040st Help Wanted

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 12:25:20 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141561520.505846.284240@p10g2000cwp.googlegroups.com>
Source record: 9312

David Wade wrote:
>
> It won't boot from "B". I think there are some "boot b" utils araound (atari
> archive at UMICH?)

Ah yes, I remember these now. There is also a modification one can do
to the motherboard, I did it about 15 years ago to my STe, which was to
cut the two pins of the soundchip that control the drive a/b select and
wire them to a toggle switch, IIRC!

> Do a google search. You can usually get a PC floppy to fit with a little
> tweaking of the case and the drive.

Yes, physically, but not logically. You have to change the DS jumper on
the drive because PC floppy drives are preset to drive B, which is then
reverted to drive A with the twist in the PC's floppy cable. The ST's
cable is straight through, so the drive needs to be set to drive A.
Most modern floppy drives dont have this jumper anymore, but I recently
modded a couple of Sony MPF920's which do have a solder link. I assume
that these mods are above the abilities of the OP though...

Coda.

6086. Re: name of two games

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 14:40:15 UTC
From: Mickael Pointier <nobody@wantspam.net>
Message-ID: <120lturt0dme833@corp.supernews.com>
Source record: 9313

> > I have that game Ballerburg. It runs well on my Hades, so that means it
> > was coded well.
>
> Or that it has low demands as game is simple.. Big portion of those
BAD
> codes were due to things which was needed to squeeze more power/colors etc
> from ST...

Well, yes and no.

Most games from the early days of the ST failed to be compatible with
anything simply because people were beeing dumb:
- assuming all machines have 512k of ram, and puting arbitrarily the adress
of screen in some area that will get trashed.
- reading directly some undocumented system values in order to detect the
position of the mouse or joysticks, that of course will have
changed/disapear on the next revision of the tos
- using shadow registers of the ym
- writing read/values in non mapped adresses
etc
etc

If you put aside things that are obviously working only on the 8mhz-cache
less-ST range of machines, like sync-scrolling/overscan, there are very few
cases of code optimisation that would fail on other machines.

So that a game runs to fast or to slow is ok, but crashing is generaly due
to "assumption based" coding practices.

Dbug

6087. Problems: Dayna SCSI Ethernet Interface with TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 19:33:52 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C030FBB0.131B1%vlg@o2.pl>
Source record: 9314

Hello

Maybe some of you who also use Dayna SCSI/Ethernet Interface and got some experiences can help me to setup my TT.

My situation is like this. TT is connected to LAN which is connected to Internet via ROUTER (10.0.0.2), subnet mask is 255.0.0.0.

I use latest software (STING 1.26 with TCP 1.40 and SCSI/Link 0.71)
At startup STING properly communicates that SCSI/Ethernet is connected.

Doni¿½t know what im doing wrong but I cant get TT to be visible even in LAN nor reach Ethernet.

So anybody who can tell something, how properly ROUTE.TAB should looks?

Pawel Kaznowski

(sorry for my shitty english, I hope youll understand what im writing about :)

6088. Re: Problems: Dayna SCSI Ethernet Interface with TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 19:45:18 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <1bWdne_jEa9PopbZRVnyuw@eclipse.net.uk>
Source record: 9315

"Pawel Kaznowski" <vlg@o2.pl> wrote in message
news:C030FBB0.131B1%vlg@o2.pl...
> Hello
>
> Maybe some of you who also use Dayna SCSI/Ethernet Interface and got some
> experiences can help me to setup my TT.
>
> My situation is like this. TT is connected to LAN which is connected to
> Internet via ROUTER (10.0.0.2), subnet mask is 255.0.0.0.
>
> I use latest software (STING 1.26 with TCP 1.40 and SCSI/Link 0.71)
> At startup STING properly communicates that SCSI/Ethernet is connected.
>
> Don't know what im doing wrong but I cant get TT to be visible even in LAN
> nor reach Ethernet.
>
> So anybody who can tell something, how properly ROUTE.TAB should looks?
>

```
I don't have my Atari to hand, but i think something like this. I just can't
remeber if it should be Ethernet ot EtherScsi

10.0.0.0 255.0.0.0 EtherNet 0.0.0.0
0.0.0.0 0.0.0.0 EtherNet 10.0.0.2

> Pawel Kaznowski
>
> (sorry for my shitty english, I hope youll understand what im writing
about
> :)
>
```

6089. Re: name of two games

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 20:02:00 UTC
From: swe@atari.org
Message-ID: <YsHOf.676$oj5.237903@news.siol.net>
Source record: 9316

Mickael Pointier wrote:

> If you put aside things that are obviously working only on the 8mhz-cache
> less-ST range of machines, like sync-scrolling/overscan, there are very
> few cases of code optimisation that would fail on other machines.
>
> So that a game runs to fast or to slow is ok, but crashing is generaly due
> to "assumption based" coding practices.

Sure, thats why i said most.. Esp in early ST days there were a lot of
assumption based coding... I did that as well ;)))

6090. [GAME] pmdoom 0.46

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 20:03:02 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.03.05.20.03.02.3901@caramail-NOSPAM.com>
Source record: 9317

Hello,

Some people told me Doom was very slow on CT60 compared to the CT2.
The reason is that Doom (and Heretic and Hexen) use divsl and mulsl
instructions for 32x32 multiply and 64:32 division. And these operations
are emulated on 060.

So I took FPU routines present in Amiga Doom versions, and now, it runs 2x
faster (on 060 machines).

The new version if available on my website.
--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6091. Re: [GAME] pmdoom 0.46

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 20:36:06 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C0310A46.131BC%vlg@o2.pl>
Source record: 9318

w poscie pan.2006.03.05.20.03.02.3901@caramail-NOSPAM.com, Patrice Mandin od pmandin@caramail-NOSPAM.com napisal 5-03-06 21:03:

> Hello,
>
> Some people told me Doom was very slow on CT60 compared to the CT2.
> The reason is that Doom (and Heretic and Hexen) use divsl and mulsl
> instructions for 32x32 multiply and 64:32 division. And these operations
> are emulated on 060.
>
> So I took FPU routines present in Amiga Doom versions, and now, it runs 2x
> faster (on 060 machines).
>
> The new version if available on my website.

Haha! Kewl ;)

6092. Re: Problems: Dayna SCSI Ethernet Interface with TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 20:46:43 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C0310CC3.131CA%vlg@o2.pl>
Source record: 9319

w poscie 1bWdne_jEa9PopbZRVnyuw@eclipse.net.uk, David Wade od
g8mqw@yahoo.com napisal 5-03-06 20:45:

> I don't have my Atari to hand, but i think something like this. I just can't
> remeber if it should be Ethernet ot EtherScsi
>
> 10.0.0.0 255.0.0.0 EtherNet 0.0.0.0
> 0.0.0.0 0.0.0.0 EtherNet 10.0.0.2

Ok, so if it looks like this then how I got IP number?

6093. Re: pmdoom 0.46

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 20:55:47 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1141592147.140170.11700@v46g2000cwv.googlegroups.com>
Source record: 9320

Cheers Patrice!

As always, I will give the new release a go on my Falcon/CT60 :)

Thanks!

Regards,

/Joakim

6094. Re: Atari 1040st Help Wanted

Newsgroup: comp.sys.atari.st
Date: 2006-03-05 22:48:27 UTC
From: Jo Coyne <joannecoyne@sympatico.ca>
Message-ID: <C030D4EB.A44E%joannecoyne@sympatico.ca>
Source record: 9321

Coda and David Wade

The 520 is a 520ST, so it doesn't have an internal floppy drive. So I guess I'll buy it, just for the external FD. It sounds like I should stay away from PC drives because of the complexity.

Jo

6095. Re: [GAME] pmdoom 0.46

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 10:05:04 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C031C7E0.13213%vlg@o2.pl>
Source record: 9322

w poscie pan.2006.03.05.20.03.02.3901@caramail-NOSPAM.com, Patrice Mandin od pmandin@caramail-NOSPAM.com napisal 5-03-06 21:03:

> Hello,
>
> Some people told me Doom was very slow on CT60 compared to the CT2.
> The reason is that Doom (and Heretic and Hexen) use divsl and mulsl
> instructions for 32x32 multiply and 64:32 division. And these operations
> are emulated on 060.
>
> So I took FPU routines present in Amiga Doom versions, and now, it runs 2x
> faster (on 060 machines).

YES! It is faster now, even on not Boosted Bus!

Thanks Patrice.

6096. Re: Atari 1040st Help Wanted

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 15:31:10 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141659070.652422.74690@u72g2000cwu.googlegroups.com>
Source record: 9323

Jo Coyne wrote:
> Coda and David Wade
>
> The 520 is a 520ST, so it doesn't have an internal floppy drive. So I guess
> I'll buy it, just for the external FD. It sounds like I should stay away
> from PC drives because of the complexity.

With the 520ST the external drive is drive A (just in case you didnt know). You could plug this into your 1040, it will become drive B, or you can take it out of its case and use it to replace the dead drive in the 1040. One question though, is the external drive an SF314 or SF354? The SF354 is only single sided...

Coda.

6097. Re: pmdoom 0.46

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 15:54:20 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1141660460.745586.95130@p10g2000cwp.googlegroups.com>
Source record: 9324

Tested it now, and I must say this is the most stable pm-doom release
in quite a while.
The only remaining glitch I can notice, is that the sound is
occasionally slightly distorted when several samples are playing
simultanously.

Keep up the good work :)

Regards,

/Joakim

6098. Re: Atari 1040st Help Wanted

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 18:23:46 UTC
From: Jo Coyne <joannecoyne@sympatico.ca>
Message-ID: <C031E861.A461%joannecoyne@sympatico.ca>
Source record: 9326

Coda;

The external FD drive is a SF314. So this the best situation.

Jo

6099. NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 18:35:07 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <440c80da$0$21267$8fcfb975@news.wanadoo.fr>
Source record: 9325

Hello,

I have bought a NOVA graphic card (ET 4000+VME adaptator) but without
the drivers. I have used the drivers from another NOVA I already have.

But, nothing works! The desktop appears but you can see 3 or 4 times the
image being repeated in the width and using half of the height.

I changed the monitor: nothing (black) on the other.

Could it be a problem with the drivers?
Has anyone them?

Guillaume.

6100. Re: Problems: Dayna SCSI Ethernet Interface with TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 20:01:42 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <0_KdnfkXc6qxCJHZRVny0A@eclipse.net.uk>
Source record: 9327

```
"Pawel Kaznowski" <vlg@o2.pl> wrote in message
news:C0310CC3.131CA%vlg@o2.pl...
> w poscie 1bWdne_jEa9PopbZRVnyuw@eclipse.net.uk, David Wade od
> g8mqw@yahoo.com napisal 5-03-06 20:45:
>
> > I don't have my Atari to hand, but i think something like this. I just
can't
> > remeber if it should be Ethernet ot EtherScsi
> >
> > 10.0.0.0 255.0.0.0 EtherNet 0.0.0.0
> > 0.0.0.0 0.0.0.0 EtherNet 10.0.0.2
>
>
> Ok, so if it looks like this then how I got IP number?
>

If I remember properly you set that in the CPX for the ETHERNET device.

>
>
>
>
```

6101. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 21:08:00 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141679279.971998.175120@e56g2000cwe.googlegroups.com>
Source record: 9328

Guillaume Tello wrote:
> Hello,
>
> I have bought a NOVA graphic card (ET 4000+VME adaptator) but without
> the drivers. I have used the drivers from another NOVA I already have.
>
> But, nothing works! The desktop appears but you can see 3 or 4 times the
> image being repeated in the width and using half of the height.
>
> I changed the monitor: nothing (black) on the other.
>
> Could it be a problem with the drivers?
> Has anyone them?

What version drivers do you have? Not all Nova cards are ET4000's, mine
is in fact an ATI. Maybe this is the problem. IIRC when you do the
install it asks you which type of card you have. Did you just copy the
installation from your AUTO folder?

6102. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 21:08:03 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141679283.530001.317990@u72g2000cwu.googlegroups.com>
Source record: 9329

Guillaume Tello wrote:
> Hello,
>
> I have bought a NOVA graphic card (ET 4000+VME adaptator) but without
> the drivers. I have used the drivers from another NOVA I already have.
>
> But, nothing works! The desktop appears but you can see 3 or 4 times the
> image being repeated in the width and using half of the height.
>
> I changed the monitor: nothing (black) on the other.
>
> Could it be a problem with the drivers?
> Has anyone them?

What version drivers do you have? Not all Nova cards are ET4000's, mine is in fact an ATI. Maybe this is the problem. IIRC when you do the install it asks you which type of card you have. Did you just copy the installation from your AUTO folder?

6103. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 21:26:42 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C03267A2.132A8%vlg@o2.pl>
Source record: 9330

w poscie 1141679283.530001.317990@u72g2000cwu.googlegroups.com, Coda od
smeg_007@hotmail.com napisal 6-03-06 22:08:

>
> Guillaume Tello wrote:
>> Hello,
>>
>> I have bought a NOVA graphic card (ET 4000+VME adaptator) but without
>> the drivers. I have used the drivers from another NOVA I already have.
>>
>> But, nothing works! The desktop appears but you can see 3 or 4 times the
>> image being repeated in the width and using half of the height.
>>
>> I changed the monitor: nothing (black) on the other.
>>
>> Could it be a problem with the drivers?
>> Has anyone them?
>
> What version drivers do you have? Not all Nova cards are ET4000's, mine
> is in fact an ATI. Maybe this is the problem. IIRC when you do the
> install it asks you which type of card you have. Did you just copy the
> installation from your AUTO folder?

Dunno, but isnt that NOVA are ATI chipset and IMAGINE is ET4000 ?
That?s what I remember...

6104. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 21:46:46 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.03.06.21.46.46.76905@nospammmmatari-source.com>
Source record: 9331

On Mon, 06 Mar 2006 22:26:42 +0100, Pawel Kaznowski wrote:

> w poscie 1141679283.530001.317990@u72g2000cwu.googlegroups.com, Coda od
> smeg_007@hotmail.com napisal 6-03-06 22:08:
>
>>
>> Guillaume Tello wrote:
>>> Hello,
>>>
>>> I have bought a NOVA graphic card (ET 4000+VME adaptator) but without
>>> the drivers. I have used the drivers from another NOVA I already have.
>>>
>>> But, nothing works! The desktop appears but you can see 3 or 4 times the
>>> image being repeated in the width and using half of the height.
>>>
>>> I changed the monitor: nothing (black) on the other.
>>>
>>> Could it be a problem with the drivers?
>>> Has anyone them?
>>
>> What version drivers do you have? Not all Nova cards are ET4000's, mine
>> is in fact an ATI. Maybe this is the problem. IIRC when you do the
>> install it asks you which type of card you have. Did you just copy the
>> installation from your AUTO folder?
>
> Dunno, but isnt that NOVA are ATI chipset and IMAGINE is ET4000 ?
> That?s what I remember...

Some Nova's are in fact ET4000, a fact I didn't know until recently. And
yes the ET4000 drivers likely won't work with the ATI card or vice versa
;) Additionally the Nova needs separate GAL's depending on whether it's
installed into MSTe or TT and as well depending on the VRAM of the card.
(Though the higher VRAM card will probably work with less vram addressable).

Thanks,
Mark

6105. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 22:03:18 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141682598.906226.85910@e56g2000cwe.googlegroups.com>
Source record: 9332

Mark D wrote:
>
> Some Nova's are in fact ET4000, a fact I didn't know until recently. And
> yes the ET4000 drivers likely won't work with the ATI card or vice versa
> ;) Additionally the Nova needs separate GAL's depending on whether it's
> installed into MSTe or TT and as well depending on the VRAM of the card.
> (Though the higher VRAM card will probably work with less vram addressable).

My Nova card (well actually the VME to ISA bridge thingy with the GAL
on it), has a jumper saying MSTE/TT. I didn't try this card in my MSTE
before I sold it though...

6106. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 22:32:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.06.22.32.34.973861@charter.net>
Source record: 9333

On Sat, 04 Mar 2006 15:09:22 -0500, Ronald J. Hall wrote:

> Any ideas? I believe Rodolphe mentioned a bad CPX or something...

Okay, I've been playing around with my Falcon (isn't that what they are for? <grin>), and found out something else interesting regarding the battery/clock situation.

I boot up, Xcontrol shows a date of "15/31/07" which all software reads as "1971".

I can set the date to current, leave the machine, come back, even hours later, and the date is still correct. Until I reboot. Then its "15/31/07" again.

This seems to me to be consistent with a battery thats dead.

Now the strange part. With it booted up, Xcontrol set to the current date, I can run *any* program, exit the program, and the Xcontrol date is set back to "15/31/07".

Is this normal behavior for a dead Falcon battery? I'm just trying to make sure that I don't have any other problems.

I did as Rodolphe suggested, I setup a clean boot with only Xcontrol enabled, no ACCs or other CPXs at all, and it still exhibits this same behavior.

Thanks everyone.

--
_/_/_/

6107. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-06 23:06:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200603070006.a27059@b.maus.de>
Source record: 9335

Salve commonly, Guillaume Tello <houten.van@wanadoo.fr> wrote:

> I have bought a NOVA graphic card (ET 4000+VME adaptator) but without
> the drivers.

NVDI5 is your friend!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

6108. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 00:30:18 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.03.07.00.30.18.393638@nosspamatari-source.com>
Source record: 9334

On Mon, 06 Mar 2006 14:03:18 -0800, Coda wrote:

>
> Mark D wrote:
>>
>> Some Nova's are in fact ET4000, a fact I didn't know until recently. And
>> yes the ET4000 drivers likely won't work with the ATI card or vice versa
>> ;) Additionally the Nova needs separate GAL's depending on whether it's
>> installed into MSTe or TT and as well depending on the VRAM of the card.
>> (Though the higher VRAM card will probably work with less vram addressable).
>
> My Nova card (well actually the VME to ISA bridge thingy with the GAL
> on it), has a jumper saying MSTE/TT. I didn't try this card in my MSTE
> before I sold it though...

Oh yeah.. So the GAL change is only to from Nova to SuperNova or
something like that. Guess it should work then.

Thanks,
Mark

6109. project status reminder

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 05:00:18 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <120q4r2l02693c6@corp.supernews.com>
Source record: 9336

As a reminder, I am hosting an Atari hardware project status page.
If you would like your project(s) listed there, please send me an e-
mail (remove spam trap). You'll find the page at
http://projectstatus.atari.org

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

6110. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 11:13:18 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <440d6acf$0$21302$8fcfb975@news.wanadoo.fr>
Source record: 9337

"Coda" <smeg_007@hotmail.com> a crit dans le message de news:
1141682598.906226.85910@e56g2000cwe.googlegroups.com...
>
> Mark D wrote:
>>
>> Some Nova's are in fact ET4000, a fact I didn't know until recently. And
>> yes the ET4000 drivers likely won't work with the ATI card or vice versa
>> ;) Additionally the Nova needs separate GAL's depending on whether it's
>> installed into MSTe or TT and as well depending on the VRAM of the card.
>> (Though the higher VRAM card will probably work with less vram
>> addressable).
>
> My Nova card (well actually the VME to ISA bridge thingy with the GAL
> on it), has a jumper saying MSTE/TT. I didn't try this card in my MSTE
> before I sold it though...

That's exactly mine!
I put the jumper in the MSTE position, the chip is a ET4000.

Can somebody send me the drivers for that?

Guillaume.

6111. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 11:13:41 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <440d6ae7$0$20148$8fcfb975@news.wanadoo.fr>
Source record: 9338

"Fidel-Sebastian Hunrichse-Lara" <Fidel-Sebastian_Hunrichse-Lara@b.maus.de>
a &#65533;crit dans le message de news: 200603070006.a27059@b.maus.de...
> Salve commonly, Guillaume Tello <houten.van@wanadoo.fr> wrote:
>
>> I have bought a NOVA graphic card (ET 4000+VME adaptator) but without
>> the drivers.
>
> NVDI5 is your friend!

```
Too bad...
I don't have it!

Guillaume.
```

6112. Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 12:20:53 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <440d7acd@news.eftel.com>
Source record: 9339

Can any one tell me if it is possible to run Cubase 3.01 with dongle on a TT. (I have seen cracked versions running) 3.01 with dongle runs fine on a MEGA ST but when launching on my TT it complains 'no key goodbye'. So I'm thinking there could be a cartridge port problem with the TT or else its the wrong dongle? I have tried cleaning the cartridge port contacts with no succes. I have looked on the www and old news group postings but have not found a definitive answer for this.

Thanks in advance.

6113. Re: Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 13:00:39 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0603071351310.1557@localhost>
Source record: 9340

Hi, <???>!

a> So I'm thinking there could be a cartridge port problem with the TT or
a> else its the wrong dongle? I have tried cleaning the cartridge port
a> contacts with no succes.

This won't help you, but I'd suspect the TT's higher system bus clock
speed to cause problems with the dongle. Maybe the dongle has been
designed with timings suitable only for 8 MHz system clock.

I know about ROM-Port-cartridges with that kind of trouble if plugged in
Falcons.

I wish you that I'm wrong with my dongle-clockspeed-suspection!

Regards,

Alexander

6114. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 15:04:42 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <440da10d$0$19696$8fcfb975@news.wanadoo.fr>
Source record: 9341

"Coda" <smeg_007@hotmail.com> a crit dans le message de news:
1141679279.971998.175120@e56g2000cwe.googlegroups.com...

> What version drivers do you have? Not all Nova cards are ET4000's, mine
> is in fact an ATI. Maybe this is the problem. IIRC when you do the
> install it asks you which type of card you have. Did you just copy the
> installation from your AUTO folder?

Well, I also have a ISA card with ATI chip.
Can you please send me the drivers you have? My ET 4000 may be bad
working.

Thanks for your help.

Guillaume.

6115. Re: Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 18:54:20 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <uFkPf.1266$Qh1.33595@news20.bellglobal.com>
Source record: 9343

well the good old days are past .
hacked versions are everywhere,kids in high school are"poppipng the top up"and finding they can crack old
software.on all this unsupported out of date ,loot
its jerry rigged !!!....but works fine !!!, my advice is, unless you're a serious ,money grabbing , 2006 ,techno producer,marketing ,business proffessional,music industry pirate. don't worry and use the hacked copy.

oh and ps ....last i saw there are two versions...
..one for the tt and
one for mega ,stf ,ste!!!!

ebay seems like a good place or maybe that guy from england(????barry at keychange???)

any how have fun and maybe even that nasty version called cubase audio falcon will work for ???i 'm un certain.

charles

6116. st floppy cable

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 19:02:51 UTC
From: mgladson@gmail.com
Message-ID: <1141758171.208923.312610@v46g2000cwv.googlegroups.com>
Source record: 9342

Anyone have a source for ST floppy cables?

thanks

6117. Re: st floppy cable

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 19:27:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.07.19.27.19.216301@charter.net>
Source record: 9344

On Tue, 07 Mar 2006 11:02:51 -0800, mgladson wrote:

> Anyone have a source for ST floppy cables?
>
> thanks

I would imagine all the old, familiar places... :-)

Best Electronics
B&C Computervision
Bravo Sierra Computers
16/32 Systems
Atari Workshop
Ebay... :-)

--
_/_/_/

6118. Re: st floppy cable

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 20:52:01 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141764721.624617.109870@v46g2000cwv.googlegroups.com>
Source record: 9345

mgladson@gmail.com wrote:
> Anyone have a source for ST floppy cables?

Yeah, and old PC. You have to remove the twist between the second and third connectors though or you can just cut the twisted bit off after the second connector.

6119. Re: Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 20:54:00 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141764839.876912.117830@v46g2000cwv.googlegroups.com>
Source record: 9346

gfa midi charles wrote:
<SNIP>
> any how have fun and maybe even that nasty version called cubase audio
> falcon will work for ???i 'm un certain.

It will if you hold down the ALT key (IIRC) after you start it. This
will disable the audio engine.

6120. Re: Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 22:25:06 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <2LnPf.1019$xM2.78473@news20.bellglobal.com>
Source record: 9348

wow!!!!!!!!!!!!!!!!!!!honest advice ,i'll take that open hearted-lly..
awesome.!!!

now if i could only use a program that allows me to activate all 6 versions
at once . i would be beat master.
imagine all 6 cubase running multiplly at the same time!!
manned by one controller!!!! all externally sync'ed and on the same
computer....
lets see.....hhmmmm??...version 1 controlling the cubase score version,
version 2 sync'ed from version one controlling phrase synth in version three
.audio falcon recording output with the tt as the master..HA! just kidding
this is not possible,but for those of you who "wadlled through this
crap".try running multiple versions of steem on your xp and sending midi to
each running model of steem ..
i'm talking real time recordings of constant malipulations.
steem1 to steem 2 to steem 3....etc,etc,etc. this is no lie!!

works for me .
charles copp
fun

6121. Re: MagiC 6.1 / 6.2

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 22:38:49 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <ln2s021dnim0b192ko0votmnadukr6brp7@4ax.com>
Source record: 9347

On Sun, 26 Feb 2006 22:19:05 +0100, Funprice
<jhbusscherNOSPAMWHATSOEVER@freemail.nl> wrote:

>On Sun, 26 Feb 2006 19:24:08 +0000 (UTC), "Tha Welshgit"
><steve.sweet@btopenworld.com> wrote:
>
>>Hi there
>>
>>You can have mine, official disks, its second hand and comes with manual.
>>
>>> Anyone outhere still using this program?
>>>
>>> I am looking for a copy.
>>>
>>> Much appreciated.
>
>Okay, I have send you an e-mail.
>
>Thank you for your kind offer!

No response from above's mail account.

Any other serious offers?

Thank you very much in advance!

6122. [UTD] ARAnyM packs

Newsgroup: comp.sys.atari.st
Date: 2006-03-07 23:06:11 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <440e11e3$0$20158$8fcfb975@news.wanadoo.fr>
Source record: 9099

Hi,

Packages that I maintain have been updated according to the
release of the 0.9.3beta version of ARAnyM.

It concerns the followings :

- The <http://eureka.atari.org/xa-my-aes.zip> versatile
boot disk image compatible with AFROS allowing usage of
TOS4.04/EmuTOS and freeMiNT + XaAES or MyAeS.

- The minimum pack <http://eureka.atari.org/pack_aranym.zip>
that is built for Linux.

- The minimum pack <http://eureka.atari.org/MacAranym.zip>
that is built for MacOSX.

Enjoy :)

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
<http://eureka.atari.org/>

6123. Re: st floppy cable

Newsgroup: comp.sys.atari.st
Date: 2006-03-08 02:28:38 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <QuqGZfHWFkDEFwTH@dev.null.davjam.org>
Source record: 9100

On Tue, 7 Mar 2006, Coda <smeg_007@hotmail.com> wrote:-

>
>mgladson@gmail.com wrote:
>> Anyone have a source for ST floppy cables?
>
>Yeah, and old PC. You have to remove the twist between the second and
>third connectors though or you can just cut the twisted bit off after
>the second connector.

Or even leave the twist so that when the ST floppy dies, you can just
plug a new PC floppy in without having to mess about trying to adjust
the sometimes non-existent jumpers.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 50 Mnodes/s: http://www.distributed.net/
AMD1800 1Gb WinXP/SUSE 9.3 | AMD2400 256Mb SuSE 9.0 | A3010 4Mb RISCOS 3.11
AMD2400(32) 768Mb SUSE 10.0 | RPC600 129Mb RISCOS 3.6 | Falcon 14Mb TOS 4.02
AMD2600(64) 512Mb SUSE 10.0 | A4000 4Mb RISCOS 3.11 | STE 4Mb TOS 1.62

6124. Re: st floppy cable

Newsgroup: comp.sys.atari.st
Date: 2006-03-08 03:31:01 UTC
From: mgladson@gmail.com
Message-ID: <1141788661.524813.311360@i40g2000cwc.googlegroups.com>
Source record: 9101

ok, EXTERNAL cables :)

and besides best electronics, i had never heard of the others.

also, best seems to not understand the internet, so I doubt I'll be
ordering from them.

6125. Re: st floppy cable

Newsgroup: comp.sys.atari.st
Date: 2006-03-08 06:26:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.08.06.26.24.317215@charter.net>
Source record: 9102

On Tue, 07 Mar 2006 19:31:01 -0800, mgladson wrote:

> ok, EXTERNAL cables :)
>
> and besides best electronics, i had never heard of the others.

Wow. Those others have been around the Atari scene as long as I can
remember! :-)

> also, best seems to not understand the internet, so I doubt I'll be
> ordering from them.

E-mail Brad, tell him what you want. He'll e-mail you back with a total.
You can pay various ways (check, M.O., credit card, or like I do - to his
paypal account).

--
_/_/_/

6126. Re: st floppy cable

Newsgroup: comp.sys.atari.st
Date: 2006-03-08 07:14:49 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141802089.385502.99290@e56g2000cwe.googlegroups.com>
Source record: 9103

David Bolt wrote:
> Or even leave the twist so that when the ST floppy dies, you can just
> plug a new PC floppy in without having to mess about trying to adjust
> the sometimes non-existent jumpers.

Sorry David, that wont work. The twist and the jumper are two different
ways to change the drive and they are not the same. I have tried it
myself many years ago on an ST and I got strange errors.

6127. Re: st floppy cable

Newsgroup: comp.sys.atari.st
Date: 2006-03-08 07:14:54 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141802094.928925.245600@p10g2000cwp.googlegroups.com>
Source record: 9104

David Bolt wrote:
> Or even leave the twist so that when the ST floppy dies, you can just
> plug a new PC floppy in without having to mess about trying to adjust
> the sometimes non-existent jumpers.

Sorry David, that wont work. The twist and the jumper are two different
ways to change the drive and they are not the same. I have tried it
myself many years ago on an ST and I got strange errors.

6128. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-08 08:04:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200603080904.a27165@b.maus.de>
Source record: 9105

Salve commonly, Guillaume Tello <houten.van@wanadoo.fr> wrote:

> > NVDI5 is your friend!
>
> Too bad... I don't have it!

<http://www.application-systems.de/atari/> is your friend!

M.f.G.

--
"Wenn dies eine Diktatur wï¿½re, dann wï¿½rde dies wahnsinnig viel
einfacher sein, solange ich der Diktator wï¿½re." George W. Bush
<http://www.brunnenvergifter.de> #Recherchen zwischen Ratio & Paranoia#

6129. 1040 ST questions

Newsgroup: comp.sys.atari.st
Date: 2006-03-08 15:19:00 UTC
From: Douglas C White <douglas@WPI.EDU>
Message-ID: <Pine.LNX.4.63.0603081014510.16312@ccc4.wpi.edu>
Source record: 9106

What is needed to hook up an Iomega Zip Drive?
How hard is it to increase memory, and how much can be added?

Thanks!

-doug

Rising and falling on the ebb and flow of tide, I watched in amazement as
our small craft continued sailing steadfast. We were moving towards the
horizon and a mountain of lights..

Douglas White douglas@wpi.edu
Dept. of Chem. Eng.
WPI

6130. Re: sound capture on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-08 15:35:47 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <tOCPf.25$C7.13@bignews2.bellsouth.net>
Source record: 9107

I have some info for you that may help and is quite interesting,

In ST Format Issue 60, There is a program called SAM2DISK, Which is
suppose to allow D2D (Direct to Disk) recording (Hard Drive) on any ST,
using a sampler such as Stereo Replay, Replay 16, Master Sound, Stereo
Master.

The version on the cover disk is fully working except for the save feature
of the sequencer
section disabled. (I believe you can still record to the hard drive
though).

When registered you were suppose to get a few other useful programs.

Does anyone have the full registered version of this program!???
If so, do contact me.

The registration address was listed to be in England and cost 35.99 Pounds!!
Back in 1994!

I have the Cover Disk with the Working Demo of SAM2DISK and remember running
it on a
1040STE, but didin't have a sampler at the time to check it out.

This is the only program I know of that claims to allow Direct to Disk
recording on a ST!
Maybe there are a few more, if so I would like to know about them.

Guillaume, if you don't have the cover disk, you maybe able to download it
from the net.
There is a site that has most of ST Format Cover Disks, I forget the URL at
the moment.

Google for ST Format Cover Disks, or Atari Magazines and you should find it.

If you can't find it on a FTP site or Web Site then let me know and I'll
extract it off the
Cover Disk and E-Mail it to you if you want it.

phantomm@bellsouth.net

"Guillaume Tello" <houten.van@wanadoo.fr> wrote in message
news:44097905$0$29213$8fcfb975@news.wanadoo.fr...
>
> "phantomm" <phantomm@bellsouth.net> a crit dans le message de news:
> yU2Of.479$c76.466@bignews4.bellsouth.net...
>>
>> I think it is possible, since the MSTE is 16mHz.

>
> What I do now is a link between the TT and Mega STE:
> - the TT captures the images with Vidi ST 12
> - the Mega STE captures the sound with the ST Replay (only in RAM!)
> - a seriel link to synchronize everything.
>
> As I have upgraded the TT Ram, now I can take a lot of frames on the
> TT, so I would like to take loger sounds on the Mega STE...
>
> Guillaume.
>

6131. Re: 1040 ST questions

Newsgroup: comp.sys.atari.st
Date: 2006-03-08 15:46:40 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141832800.496922.161260@i39g2000cwa.googlegroups.com>
Source record: 9108

Douglas C White wrote:
> What is needed to hook up an Iomega Zip Drive?

If it is a SCSI zip drive then you need a SCSI interface and a SCSI driver like HDDriver. If it isnt then you wont be able to use it.

> How hard is it to increase memory, and how much can be added?

Depends on the model of ST and the board revision. Some STFM's have empty positions for the DRAMS (you need to solder them in plus 1 capacitor for each DRAM and add 3 resistors). The STe uses either SIMMs or SIPPS. If SIMMS, then just click them into place, if SIPPS then you will solder them in. Other ST's are a bugger to upgrade and need a RAM expansion board, and lots of soldering.

6132. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-08 16:23:10 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <440f04ed$0$20182$8fcfb975@news.wanadoo.fr>
Source record: 9109

"Fidel-Sebastian Hunrichse-Lara" <Fidel-Sebastian_Hunrichse-Lara@b.maus.de>
a écrit dans le message de news: 200603080904.a27165@b.maus.de...
> Salve commonly, Guillaume Tello <houten.van@wanadoo.fr> wrote:
>
>> > NVDI5 is your friend!
>>
>> Too bad... I don't have it!
>
> <http://www.application-systems.de/atari/> is your friend!
>
> M.f.G.

Thanks to everyone and to D.Briel that sent me the correct drivers for
my NOVA. Now it works fine!

Guillaume.

6133. Re: Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 00:51:10 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <440f7c5b@news.eftel.com>
Source record: 9110

"gfa midi charles" <charles.copp@sympatico.ca> wrote in message
news:uFkPf.1266$Qh1.33595@news20.bellglobal.com...
> well the good old days are past .
> hacked versions are everywhere,kids in high school are"poppipng the top
> up"and finding they can crack old
> software.on all this unsupported out of date ,loot
> its jerry rigged !!!....but works fine !!!, my advice is, unless you're a
> serious ,money grabbing , 2006 ,techno producer,marketing ,business
> proffessional,music industry pirate. don't worry and use the hacked copy.
>
> oh and ps ....last i saw there are two versions...
> ..one for the tt and
> one for mega ,stf ,ste!!!!
>
> ebay seems like a good place or maybe that guy from england(????barry at
> keychange???)
>
> any how have fun and maybe even that nasty version called cubase audio
> falcon will work for ???i 'm un certain.
>
> charles
>
>
>

What I'm looking for is a stable version of Cubase running on my TT. My
experience with cracked versions is that it can be unpredictable / unstable.
I was hopping the dongled version would be better or perhaps there would be
no difference?

6134. Re: Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 01:52:47 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <440f8a6f$0$1232$91cee783@newsreader01.highway.telekom.at>
Source record: 9111

ausl8 wrote:

> "gfa midi charles" <charles.copp@sympatico.ca> wrote in message
> news:uFkPf.1266$Qh1.33595@news20.bellglobal.com...
> > well the good old days are past .
> > hacked versions are everywhere,kids in high school are"poppipng the
> > top up"and finding they can crack old
> > software.on all this unsupported out of date ,loot
> > its jerry rigged !!!....but works fine !!!, my advice is, unless
> > you're a serious ,money grabbing , 2006 ,techno producer,marketing
> > ,business proffessional,music industry pirate. don't worry and use
> > the hacked copy.
> >
> > oh and ps ....last i saw there are two versions...
> > ..one for the tt and
> > one for mega ,stf ,ste!!!!
> >
> > ebay seems like a good place or maybe that guy from
> > england(????barry at keychange???)
> >
> > any how have fun and maybe even that nasty version called cubase
> > audio falcon will work for ???i 'm un certain.
> >
> > charles
> >
> >
> >
>
> What I'm looking for is a stable version of Cubase running on my TT.
> My experience with cracked versions is that it can be unpredictable /
> unstable. I was hopping the dongled version would be better or
> perhaps there would be no difference?

Hi!

Only dongled Cubase will work all the time.

Cubase 3.01, Audio and Score (3.05 with Score - I think itďż˝s called
Cubase Score 2) should run fine on the Atari TT030.

Best Regards,

Daniel Mandic

6135. Re: Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 02:09:29 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <440f8e81@news.eftel.com>
Source record: 9112

"Daniel Mandic" <daniel_mandic@ping.at> wrote in message
news:440f8a6f$0$1232$91cee783@newsreader01.highway.telekom.at...
> ausl8 wrote:
>
> > "gfa midi charles" <charles.copp@sympatico.ca> wrote in message
> > news:uFkPf.1266$Qh1.33595@news20.bellglobal.com...
> > > well the good old days are past .
> > > hacked versions are everywhere,kids in high school are"poppipng the
> > > top up"and finding they can crack old
> > > software.on all this unsupported out of date ,loot
> > > its jerry rigged !!!....but works fine !!!, my advice is, unless
> > > you're a serious ,money grabbing , 2006 ,techno producer,marketing
> > > ,business proffessional,music industry pirate. don't worry and use
> > > the hacked copy.
> > >
> > > oh and ps .....last i saw there are two versions...
> > > ..one for the tt and
> > > one for mega ,stf ,ste!!!!
> > >
> > > ebay seems like a good place or maybe that guy from
> > > england(????barry at keychange???)
> > >
> > > any how have fun and maybe even that nasty version called cubase
> > > audio falcon will work for ???i 'm un certain.
> > >
> > > charles
> > >
> > >
> > >
> >
> > What I'm looking for is a stable version of Cubase running on my TT.
> > My experience with cracked versions is that it can be unpredictable /
> > unstable. I was hopping the dongled version would be better or
> > perhaps there would be no difference?
>
>
> Hi!
>
>
>
> Only dongled Cubase will work all the time.
>
> Cubase 3.01, Audio and Score (3.05 with Score - I think it's called

> Cubase Score 2) should run fine on the Atari TT030.
>
>
>
> Best Regards,
>
> Daniel Mandic

....but getting back to the original point which was:- I have a Cubase ver 3.01 dongle which works on a Mega ST but it will not work on my TT. So if you are correct that 3.01 will run (cracked versions do) and there is not a specific TT dongle then it appears my TT cartridge port is suspect? I'll try cleaning it again.

Thanks for all the replies!

6136. Re: Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 10:56:06 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141901766.123684.282330@z34g2000cwc.googlegroups.com>
Source record: 9113

ausl8 wrote:
> ....but getting back to the original point which was:- I have a Cubase ver
> 3.01 dongle which works on a Mega ST but it will not work on my TT. So if
> you are correct that 3.01 will run (cracked versions do) and there is not a
> specific TT dongle then it appears my TT cartridge port is suspect? I'll try
> cleaning it again.

It's possible that its tarnished yes. If cleaning doesn't work the fuse
that supplies power to the port may have blown. You will need to have a
soldering iron to fix that problem though.

6137. Re: Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 12:42:36 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <441022bc$0$6910$91cee783@newsreader02.highway.telekom.at>
Source record: 9114

ausl8 wrote:

> ....but getting back to the original point which was:- I have a
> Cubase ver 3.01 dongle which works on a Mega ST but it will not work
> on my TT. So if you are correct that 3.01 will run (cracked versions
> do) and there is not a specific TT dongle then it appears my TT
> cartridge port is suspect? I'll try cleaning it again.
>
> Thanks for all the replies!

Hmmm, I am not sure if 3.01 is 3.1. On the IBM-PC it is 3.05 (that I know), the last version, then came VST.... 3.5, 3.6, 3.7 and so on.

I would suggest that you contact a Cubase Atari expert. It is not understandable for me, why the 3.01 crack works and the 3.01 Orig. not.

Dongel Contacts you have looked, I donďż˝t know more.

Try it on a 16/32bit (ST) Atari!

Best Regards,

Daniel Mandic

ATARI TT030, ATARI TTM195 (glowy)

6138. Re: Cubase 3.01 on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 13:31:41 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <27WPf.3053$xM2.230509@news20.bellglobal.com>
Source record: 9115

i am your "atari cubase expert" it will work ,a sure fire method is to try
dongle and program on a st ...i have the manual ..title page states
....cubase ....for the st ste and tt
.......so try on regular st .

i really hope that you can't control the flow of information out your dongle
port because if you are able and have had a misdirect, i'm afraid ,the
information exchanged may
have defected the dongle .

well you can always sell on ebay ,or you can always buy on ebay.

charles

6139. Re: Atari 1040st Help Wanted

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 14:43:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603090610480.13590-100000@onyx.spiritone.com>
Source record: 9116

On Sat, 4 Mar 2006, Jo Coyne wrote:

> Hello. My floppy drive is broken, so I can't boot up the Megafile HD.
> Could I get around this by buying an external floppy drive and booting from
> it?

Have you tried using a head cleaner? If that doesnt work, you could get an external SF314 drive with the same kind of eject button and swap out Drive mechs.

> Also will the Megafile HD work with a 520ST, in case I need to replace the
> 1040.
>
> Thanks for any help. I appreciate it.
>
> Larry

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6140. Ben's Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 14:50:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603090644300.13590-100000@onyx.spiritone.com>
Source record: 9117
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This March I'm celebrating my Birthday! If you want to bless me, I'm trying to raise Capital to buyout an Atari Dealer of all his Atari goods! So give me your Atari business, send all Atarians Marching my way and help save Atari goods from extinction, buying from Ben Saves Atari!

I'm creating a NEW Atari catalog. Catalog's name is NEWINBOX.TXT compiled from all items NEW in BOX from all my other catalogs made up of Hardware, Games/Software and Books for the 8 Bit, ST & Jaguar! Instead of 38 columns of text width it will be 80 column width, Most entries will be 1 line each and sorted alphabetically by title. You'll only find my NEW items in this catalog as I'm removing such NEW item's from their other catalogs.

http://BensCatalogs.Atari.org Atari's for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6141. Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 15:10:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603090659500.13590-100000@onyx.spiritone.com>
Source record: 9118
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning him out! I've bought over 480 pieces of ST Software. Mostly Games! I need to make room for NEW inventory and raise the capital to buy him out. If you would like to help save Good Ataris from extinction, buy ANY Books or Games/Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get 20% off! E-Mail Atari@aracnet.com or Call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit books catalog!
http://www.aracnet.com/~atari/8bt_soft.htm 8 Bit software catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST books Catalog!
http://www.aracnet.com/~atari/st_soft.htm ST software Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6142. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 15:12:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603090710130.13590-100000@onyx.spiritone.com>
Source record: 9119
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6143. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 15:19:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603090712340.13590-100000@onyx.spiritone.com>
Source record: 9120
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6144. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 20:43:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200603092143.a27424@b.maus.de>
Source record: 9143

Hi Guillaume,

GT>I have bought a NOVA graphic card (ET 4000+VME adaptator) but without
GT>the drivers. I have used the drivers from another NOVA I already have.
if it's really a ET-4000 card, you should use NVDI drivers. From a
certain version (4.x?) on, NVDI was all the same for native VDI or
graphic cards.

When using the VME adaptor soft, be very very careful when changing
the parameters, for you may destroy your screen very rapidly. So
please be sure to know whar you are going to do. I had a TV technician
at my right side when I configured the drivers for some reasonable
resolutions (e.g. 1024*768/256 or True Color etc.)

Good luck!

Und TTschï¿½
ps

6145. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-09 20:45:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200603092145.a27425@b.maus.de>
Source record: 9144

Hi Guillaume,

GT>Thanks to everyone and to D.Briel that sent me the correct drivers for
GT>my NOVA. Now it works fine!
tant mieux!

Und TTschï¿½
ps

6146. Re: ARAnyM packs

Newsgroup: comp.sys.atari.st
Date: 2006-03-10 10:32:08 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141986728.495291.222190@j52g2000cwj.googlegroups.com>
Source record: 9121

Thanks.

I have tried the Mac one, its great. Oh BTW, MyAES looks fantastic.

6147. Re: ARAnyM packs

Newsgroup: comp.sys.atari.st
Date: 2006-03-10 10:45:42 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <durlb3$9ou$1@upsn250.cri.u-psud.fr>
Source record: 9122

Hi,

Coda wrote:
> Thanks.
>
> I have tried the Mac one, its great. Oh BTW, MyAES looks fantastic.

Do you know what ? We're happy :)

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

6148. Re: pmdoom 0.46

Newsgroup: comp.sys.atari.st
Date: 2006-03-10 14:00:06 UTC
From: mikro <mikrox@atlas.sk>
Message-ID: <1141999206.564608.82030@u72g2000cwu.googlegroups.com>
Source record: 9123

> So I took FPU routines present in Amiga Doom versions, and now, it runs 2x
> faster (on 060 machines).

hm, am I alone with 100 MHz, boosted data bus Falcon060 with the
problem that doom is AWFULLY slow? I remember the speed of 0.2x
versions, it was playable even on ct2 with nearly full window... and
now, on ct60, it gives me maybe 8 fps?

It's normal? I noticed this rapid speed decrease after switching to
SDL...

6149. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-03-10 17:35:02 UTC
From: Morely Dotes <morelydotes@spamblocked.com>
Message-ID: <Xns978260A1DC8Cmorelydotesspamblock@216.99.211.247>
Source record: 9124
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Coda" <smeg_007@hotmail.com> wrote in news:1141984253.156358.54560
@e56g2000cwe.googlegroups.com:

> Unsolicited Commercial Email

Really? And how did email get to be identical to Usenet?

--
Tired of spam in your mailbox? Come to http://www.spamblocked.com
Who is Brad Jesness? http://www.wilhelp.com/bj_faq/
Look for the big white box that says "Maximum Evil" in pink letters.
If Pandas were farmed for meat we'd have solved the breeding problems long
ago!

6150. PMDoom comments

Newsgroup: comp.sys.atari.st
Date: 2006-03-10 19:07:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.10.19.07.01.604640@charter.net>
Source record: 9125

I just want to congratulate Patrice on such a great job. I just tested .46 of PMDoom on my CT60 Falcon (95mhz/256 megs SDRAM), using the DOOM 2 wad and it works great. Sheer speed is the single biggest improvement here. Sound is better, and somehow, even the graphics seem a little sharper. Now to go back and try the original DOOM 1 wad.

PS BTW, I've got my Falcon setup where I can do RGB stuff as well. If I run PMDoom in RGB mode, will there be another performance gain?

PSS Patrice, any chance we'll see the code optimizations from this latest PMDoom release in your versions of Hexen and Heretic? I always liked Heretic.

Thank you very much! :-)

--
_/_/_/

6151. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-03-10 20:24:33 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142022273.535640.118010@z34g2000cwc.googlegroups.com>
Source record: 9126
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Morely Dotes wrote:
> "Coda" <smeg_007@hotmail.com> wrote in news:1141984253.156358.54560
> @e56g2000cwe.googlegroups.com:
>
> > Unsolicited Commercial Email
>
> Really? And how did email get to be identical to Usenet?

Ignore it doofus. It was a mistake. I deleted the post from the news
server when I realised I had posted it, obviously it started to get out
already.

6152. Re: PMDoom comments

Newsgroup: comp.sys.atari.st
Date: 2006-03-10 21:05:12 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.03.10.21.05.12.188364@caramail-NOSPAM.com>
Source record: 9127

Le Fri, 10 Mar 2006 14:07:02 -0500, Ronald J. Hall a ï¿œcritï¿œ:

> PS BTW, I've got my Falcon setup where I can do RGB stuff as well. If I
> run PMDoom in RGB mode, will there be another performance gain?

The speed gain would be against the different video frequency, and bus
usage by Videl to draw stuff.

> PSS Patrice, any chance we'll see the code optimizations from this latest
> PMDoom release in your versions of Hexen and Heretic? I always liked
> Heretic.

Of course, I'm just rewriting the audio mixing routine, testing it in Doom
before merging in Heretic and Hexen.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6153. Re: pmdoom 0.46

Newsgroup: comp.sys.atari.st
Date: 2006-03-10 21:05:50 UTC
From: mikro <mikrox@atlas.sk>
Message-ID: <1142024750.001259.213490@p10g2000cwp.googlegroups.com>
Source record: 9128

wow, I have to correct my message :) I absolutely don't know what
happend but today I've tried it and the speed is normal... and I tested
in under TOS, MagiC and MiNT... I can't believe it... isn't this
crazy?? :)

and yes, I can confirm that sound glitches, too.

6154. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-03-10 23:05:02 UTC
From: Morely Dotes <morelydotes@spamblocked.com>
Message-ID: <Xns978298F8B9952morelydotesspamblock@216.99.211.247>
Source record: 9129
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Coda" <smeg_007@hotmail.com> wrote in news:1142022273.535640.118010
@z34g2000cwc.googlegroups.com:

>
> Morely Dotes wrote:
>> "Coda" <smeg_007@hotmail.com> wrote in news:1141984253.156358.54560
>> @e56g2000cwe.googlegroups.com:
>>
>> > Unsolicited Commercial Email
>>
>> Really? And how did email get to be identical to Usenet?
>
> Ignore it doofus. It was a mistake. I deleted the post from the news
> server when I realised I had posted it, obviously it started to get out
> already.

You're posting from Google groups, idiot. You *can't* "delete it from the
news server."

--
Tired of spam in your mailbox? Come to http://www.spamblocked.com
Who is Brad Jesness? http://www.wilhelp.com/bj_faq/
Look for the big white box that says "Maximum Evil" in pink letters.
If Pandas were farmed for meat we'd have solved the breeding problems long
ago!

6155. Re: PMDoom comments

Newsgroup: comp.sys.atari.st
Date: 2006-03-10 23:52:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.10.23.52.07.157400@charter.net>
Source record: 9130

On Fri, 10 Mar 2006 22:05:12 +0100, Patrice Mandin wrote:

> The speed gain would be against the different video frequency, and bus
> usage by Videl to draw stuff.

Okay.

> Of course, I'm just rewriting the audio mixing routine, testing it in Doom
> before merging in Heretic and Hexen.

Coolness! You rule. :-)

--
_/_/_/

6156. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 02:43:20 UTC
From: Howard Leighty <zephyr@pcez.com>
Message-ID: <nMidnZZ8B-jWpI_ZnZ2dnUVZ_tudnZ2d@comcast.com>
Source record: 9131
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Now, now, boys and girls.
Let's all be nice and play well with each other.
Thank you.

"Morely Dotes" <morelydotes@spamblocked.com> wrote in message
news:Xns978298F8B9952morelydotesspamblock@216.99.211.247...
> "Coda" <smeg_007@hotmail.com> wrote in news:1142022273.535640.118010
> @z34g2000cwc.googlegroups.com:
>
> >
> > Morely Dotes wrote:
> >> "Coda" <smeg_007@hotmail.com> wrote in news:1141984253.156358.54560
> >> @e56g2000cwe.googlegroups.com:
> >>
> >> > Unsolicited Commercial Email
> >>
> >> Really? And how did email get to be identical to Usenet?
> >
> > Ignore it doofus. It was a mistake. I deleted the post from the news
> > server when I realised I had posted it, obviously it started to get out
> > already.
>
> You're posting from Google groups, idiot. You *can't* "delete it from the
> news server."
>
>
> --
> Tired of spam in your mailbox? Come to http://www.spamblocked.com
> Who is Brad Jesness? http://www.wilhelp.com/bj_faq/
> Look for the big white box that says "Maximum Evil" in pink letters.
> If Pandas were farmed for meat we'd have solved the breeding problems long
> ago!

6157. Re: PMDoom comments

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 03:04:34 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <44123e69$1@news.eftel.com>
Source record: 9132

I to want to congratulate you on PMDOOM 0.46 the speed on my CT60 98.5/25
with 128 SDRAM is impressive! Keep up the good work! :)

6158. Re: Atari 1040st Help Wanted

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 06:36:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4412726ea04690@comcast.net>
Source record: 9136

>Hello. My floppy drive is broken, so I can't boot up the Megafile HD.
>Could I get around this by buying an external floppy drive and booting from
>it?
>
>Also will the Megafile HD work with a 520ST, in case I need to replace the
>1040.
>
>Thanks for any help. I appreciate it.
>
>Larry

I would just buy a replacement drive and install it. That is what I did when my Hades floppy stopped working. I bought mine from ATY Computers.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6159. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 06:39:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4412726ea04691@comcast.net>
Source record: 9137

> Hello,
>
> I have bought a NOVA graphic card (ET 4000+VME adaptator) but without
>the drivers. I have used the drivers from another NOVA I already have.
>
> But, nothing works! The desktop appears but you can see 3 or 4 times the
>image being repeated in the width and using half of the height.
>
> I changed the monitor: nothing (black) on the other.
>
> Could it be a problem with the drivers?
> Has anyone them?
>
> Guillaume.

I have version 2.67 of the driver for my ATI NOva card in my Hades. There are some ultilites that came with the drive that allow you to ajust things. Do you have these programs?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6160. Re: Problems: Dayna SCSI Ethernet Interface with TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 06:45:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4412726ea04692@comcast.net>
Source record: 9138

>Hello
>
>Maybe some of you who also use Dayna SCSI/Ethernet Interface and got some
>experiences can help me to setup my TT.
>
>My situation is like this. TT is connected to LAN which is connected to
>Internet via ROUTER (10.0.0.2), subnet mask is 255.0.0.0.
>
>I use latest software (STING 1.26 with TCP 1.40 and SCSI/Link 0.71)
>At startup STING properly communicates that SCSI/Ethernet is connected.
>
>Don?t know what im doing wrong but I cant get TT to be visible even in LAN
>nor reach Ethernet.
>
>So anybody who can tell something, how properly ROUTE.TAB should looks?
>
>Pawel Kaznowski
>
>(sorry for my shitty english, I hope youll understand what im writing about

I know that if the route.tab file is not correct, then you will not be able to
do anything as far as Ethernet is concerned. When you edit this file, it is
very important not to mess up the spacing. Here is what mine looks like:

0.0.0.0 0.0.0.0 EtherNet 192.168.1.1

192.168.1.1 255.255.255.0 EtherNet 0.0.0.0

I am also using STING 1.26 and my computer is the 1040STe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6161. Re: st floppy cable

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 06:46:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4412726ea04693@comcast.net>
Source record: 9139

>Anyone have a source for ST floppy cables?
>
>thanks

I would try Best Electronics, ATY Computers or B&C Computers.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6162. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 09:50:05 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142070604.983341.322830@v46g2000cwv.googlegroups.com>
Source record: 9133
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Morely Dotes wrote:
> "Coda" <smeg_007@hotmail.com> wrote in news:1142022273.535640.118010
> @z34g2000cwc.googlegroups.com:
>
> You're posting from Google groups, idiot. You *can't* "delete it from the
> news server."

I posted it with GG and I removed it from GG. Dog breath.

6163. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 09:50:32 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142070632.867228.197130@p10g2000cwp.googlegroups.com>
Source record: 9134

Morely Dotes wrote:
> "Coda" <smeg_007@hotmail.com> wrote in news:1142022273.535640.118010
> @z34g2000cwc.googlegroups.com:
>
> You're posting from Google groups, idiot. You *can't* "delete it from the
> news server."

I posted it with GG and I removed it from GG. Dog breath.

6164. Lan net

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 12:19:20 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <4412c043$0$18347$8fcfb975@news.wanadoo.fr>
Source record: 9135

Hello,

Just for fun, I'd like to create a little net linking my Mega STE and TT.
What soft exists? What speed can I expect? What cable?

Tanks...

Guillaume.

6165. Re: NOVA drivers on Mega STE

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 13:32:49 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <4412d17c$0$21288$8fcfb975@news.wanadoo.fr>
Source record: 9140

"Edward S. Baiz Jr." <edbaizjr@comcast.net> a crit dans le message de news:
4412726ea04691@comcast.net...
> I have version 2.67 of the driver for my ATI NOva card in my Hades. There
> are
> some ultilites that came with the drive that allow you to ajust things. Do
> you
> have these programs?

Thanks Edward, i've been sent the correct version I needed. Now
everything runs fine.

Guillaume.

6166. CCAG Show May 27, 2006

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 13:56:24 UTC
From: FMH <fmh@copper.net>
Message-ID: <4412d650$1_5@newsfeed.slurp.net>
Source record: 9141

Itï¿½s a new year which means a new CCAG Show!

Buy, sell, trade, play, and see classic video games, computers, peripherals, memorabilia, and more at the Classic Computing and Gaming Show (CCAG) on May 27, 2006 (and again in October, 2006) at the National Guard Armory, 3520 Grove Ave. Lorain, Ohio from 5:00 PM - 9:00 PM. Vendors, clubs, and collectors will be displaying and selling their retrogaming and retrocomputing goods, from Pong and Atari to Nintendo, Apple and IBM to Commodore and everything in between with many set up for you to play with and explore. We have 5000+ square feet of space. Help us fill it all up!

For more information please go to http://www.ccagshow.com/

6167. Re: Lan net

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 16:50:35 UTC
From: swe@atari.org
Message-ID: <xdDQf.802$oj5.301173@news.siol.net>
Source record: 9142

Guillaume Tello wrote:

> Hello,
>
> Just for fun, I'd like to create a little net linking my Mega STE and TT.
> What soft exists? What speed can I expect? What cable?

Best lowcost solution is Plip. I had that from 98 till 2004 or so. TT had riebl ethernet card and acting as server and IP masquarading machine, while Falcon was my main machine and accesing internet via TT... Speeds were up to 120 kbytes/s... Bad side of Plip is that afaik it require MiNT, so it is memory hungry solution... Good point is, that u only need modified parallel cable and that it is full working network... u can install ftp/www/nfs etc servers and play with little "home" internet, or via TT acces the real one from TT and Mste

But if u dont need speed and not have a lot of RAM (esp on Mste) try midi net or serial....

Janez

6168. Re: Lan net

Newsgroup: comp.sys.atari.st
Date: 2006-03-11 22:03:01 UTC
From: d.briel@free.fr
Message-ID: <44134913$0$8491$636a55ce@news.free.fr>
Source record: 9145

Hi Guillaume,

On 11 Mar 2006 13:19:20 , "Guillaume Tello" wrote:

>Just for fun, I'd like to create a little net linking my Mega STE and TT.

>What soft exists?

I would recommend using standard network software:
STiNG seems a good choice for that.
Once the network is on, you can use a FTP and a web server, as well as
clients, of course, to communicate between the two machines.

>What speed can I expect?

The best reliable speed you can get on the Mega STE is 115200. You *can*
use 230400, but in my experience the resulting speed is actually slower.

>What cable?

It's a standard serial cable.

Another solution, more expensive, would be to use two network cards (one
on each machine).
In this case, the speed is of course much faster.

--
Didier Briel

6169. Re: Lan net

Newsgroup: comp.sys.atari.st
Date: 2006-03-12 00:06:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.12.00.06.35.269439@charter.net>
Source record: 9146

On Sat, 11 Mar 2006 22:03:01 +0000, Didier Briel wrote:

> The best reliable speed you can get on the Mega STE is 115200. You *can*
> use 230400, but in my experience the resulting speed is actually slower.

Is that on modem 1?

Thanks!

--
_/_/_/

6170. What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-12 01:13:22 UTC
From: STcomp@cwo.com
Message-ID: <1142126002.208007.184400@p10g2000cwp.googlegroups.com>
Source record: 9147

I am getting older, and my eyesight ain't quite what it was. The SC1224 screen is killing me. Does anyone know where I can get a color monitor that is large, and will hook up to an STe? I like to use a real ST, emulators on my PC will not do.

I do have an adaptor for my STe that I have used to hook up to an ancient Everex monitor from 1989, and also an old NEC Multisynch from the same time period. The adaptor I have is the very commonly talked about one that a lot of ST users know about from way back when, nothing quirky or anything. (I have one adaptor that will make the monitor display color, and one for displaying MONO mode on a color monitor, I built them from plans I downloaded on a BBS about 15 years ago) It has the round din for the back of the ST and then the trapezoidal...how ever many pins it was, standard monitor plug of the day.

But what about newer, larger monitors from the 90's and up, any hope for an ST to hook up to one? Will the old adaptors I have for the NEC work, or is there maybe a newer monitor adaptor that would go from an ST to a newer color monitor? Just wondering, hope it isn't a dumb question, but it seems like any time I tried any monitor besides my old Everex or NEC it was no luck. Probably wrong HZ rate or something.
-STcomp

6171. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-12 04:32:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.12.04.32.25.704725@charter.net>
Source record: 9148

On Sat, 11 Mar 2006 17:13:22 -0800, STcomp wrote:

> I am getting older, and my eyesight ain't quite what it was. The SC1224
> screen is killing me. Does anyone know where I can get a color monitor
> that is large, and will hook up to an STe? I like to use a real ST,
> emulators on my PC will not do.

My sentiments exactly! :-)

<snip>

> But what about newer, larger monitors from the 90's and up, any hope
> for an ST to hook up to one? Will the old adaptors I have for the NEC
> work, or is there maybe a newer monitor adaptor that would go from an
> ST to a newer color monitor? Just wondering, hope it isn't a dumb
> question, but it seems like any time I tried any monitor besides my old
> Everex or NEC it was no luck. Probably wrong HZ rate or something.
> -STcomp

My understanding is that using an adapter like you have, you should be
able to get ST "high" rez out of just about any stock VGA/SVGA monitor.

Now color, thats another story. The monitor in question has to be able to
sync down to 15k. If it can't, it won't display it. Most newer style VGA
and SVGA monitors no longer support this range.

One route you can take is to try and pick up a good multisync monitor from
someplace like Ebay. This is what I did. I found a solid/working NEC 3D
which supports just about everything my Falcon needs for both RGB and VGA.

Another route you can take is to try and spec out one of the modern LCD
TVs, that support multiple input sources, and sync down to that magic 15k
level. The thing is, most of them are pretty darned expensive. If I hadn't
found the NEC 3D, this is what I probably would have done.

I suppose you've already thought about it, because there isn't a huge
difference, but the Atari SC1435 monitor is bigger than the SC1224, and
plugs straight up to any ST/STe. It even has stereo speakers to support
the STe. Some people don't think the picture is quite as sharp as the
SC1224, but opinions vary on that.

Hope this helps ya some... :-)

--
_/_/_/

6172. Re: Lan net

Newsgroup: comp.sys.atari.st
Date: 2006-03-12 09:11:51 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142154711.296933.194560@j33g2000cwa.googlegroups.com>
Source record: 8999

Ronald J. Hall wrote:
> On Sat, 11 Mar 2006 22:03:01 +0000, Didier Briel wrote:
>
> > The best reliable speed you can get on the Mega STE is 115200. You *can*
> > use 230400, but in my experience the resulting speed is actually slower.
>
> Is that on modem 1?

If so, there must be different revisions of the serial components on
MegaSTe's. I saw information on the net a long time ago that reliable
connections are impossible beyond 56k, and my own testing at that time
beared that out. My research told me that the SCC chips in the TT and
STe were a different revision (IIRC I think it was buffer size).

6173. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-12 09:19:59 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142155199.823661.64580@i39g2000cwa.googlegroups.com>
Source record: 9000

Ronald J. Hall wrote:
> My understanding is that using an adapter like you have, you should be
> able to get ST "high" rez out of just about any stock VGA/SVGA monitor.

True, I have done this myself, but I got a vertically squashed picture.
If its a good monitor it will resize this itself properly, mine didn't
I had to go in the back with a screwdriver (not recommended!).

> Now color, thats another story. The monitor in question has to be able to
> sync down to 15k. If it can't, it won't display it. Most newer style VGA
> and SVGA monitors no longer support this range.
>
> One route you can take is to try and pick up a good multisync monitor from
> someplace like Ebay. This is what I did. I found a solid/working NEC 3D
> which supports just about everything my Falcon needs for both RGB and VGA.

These are great if you can find em. Still small though.

> Another route you can take is to try and spec out one of the modern LCD
> TVs, that support multiple input sources, and sync down to that magic 15k
> level. The thing is, most of them are pretty darned expensive. If I hadn't
> found the NEC 3D, this is what I probably would have done.

This may be the best option, because you can try the ANT socket for
easy hookup but not the best quality, or if there is RBG or Composite
inputs you can make a cable for what should be a great picture. The
price of these TV's are coming down rapidly though, but I would check
the specs before buying any LCD TV, there are a lot of rubbish ones
around!

BTW, have you considered buying an LCD or DLP projector? You could have
a 20ft screen! ;-)

Coda.

6174. Re: Lan net

Newsgroup: comp.sys.atari.st
Date: 2006-03-12 16:27:15 UTC
From: d.briel@free.fr
Message-ID: <44144be2$0$29470$636a55ce@news.free.fr>
Source record: 9001

On 11 Mar 2006 19:06:35 , "Ronald J. Hall" wrote:
>On Sat, 11 Mar 2006 22:03:01 +0000, Didier Briel wrote:
>
>> The best reliable speed you can get on the Mega STE is 115200. You *can*
>> use 230400, but in my experience the resulting speed is actually slower.
>
>Is that on modem 1?

No, Modem 1 on the Mega STE is the same as on the ST/STE, max. 19200.
It is there mostly for compatibility reasons.
The fast speeds can be achieved on Serial 2 and Modem 2 (and Lan, which
is more or less the same as Serial 2 internally: both cannot be used at
the same time).

--
Didier Briel

6175. Re: Lan net

Newsgroup: comp.sys.atari.st
Date: 2006-03-12 16:27:26 UTC
From: d.briel@free.fr
Message-ID: <44144bed$0$29470$636a55ce@news.free.fr>
Source record: 9002

On 12 Mar 2006 01:11:51 , "Coda" wrote:
>
>Ronald J. Hall wrote:
>> On Sat, 11 Mar 2006 22:03:01 +0000, Didier Briel wrote:
>>
>> > The best reliable speed you can get on the Mega STE is 115200. You *can*
>> > use 230400, but in my experience the resulting speed is actually slower.
>>
>> Is that on modem 1?
>
>If so, there must be different revisions of the serial components on
>MegaSTe's.

They might but, as far as I know, all Mega STEs can achieve 230400 on
Serial 2/Modem 2.

>I saw information on the net a long time ago that reliable
>connections are impossible beyond 56k, and my own testing at that time
>beared that out.

I think you refer to something else, which is a hardware bug on serial
ports of the Mega STE. (Since it is a hardware bug, it cannot be corrected
by HS Modem.)

Where this bug is present, data going through Serial 2 or Modem 2 may be
corrupted as soon as the speed is higher than 19200.

This hardware bug is rather clearly documented in the SCC_X.TXT in the
HSMODEM documentation:
MegaSTE with MODEM2/SERIAL2 Errors

With some MegaSTE's, during data transmission over MODEM2 or SERIAL2 and
simultaneous DMA access of the hard drive or floppy disks, files are
destroyed. This usually shows up when, after using - say - ZMODEM for
receiving (or sending) archives (e.g. LZH, ZOO, ZIP) they can't be
unpacked (error message from the packer). This error is caused by a faulty
PAL in the control logic of the SCC. Franz Sirl has developed a GAL that
replaces the PAL and in our experience removes the error. The listing for
the GAL can be found in mailboxes as archive FSER096B.LZH.

I have indeed the corrected GAL.
With it, I can use reliably 115200.

--
Didier Briel

6176. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-12 19:23:13 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <rbWdneaS7ZG-6InZRVnyrQ@eclipse.net.uk>
Source record: 9003

```
>
> These are great if you can find em. Still small though.
>
> > Another route you can take is to try and spec out one of the modern LCD
> > TVs, that support multiple input sources, and sync down to that magic
15k
> > level. The thing is, most of them are pretty darned expensive. If I
hadn't
> > found the NEC 3D, this is what I probably would have done.
>
> This may be the best option, because you can try the ANT socket for
> easy hookup but not the best quality, or if there is RBG or Composite
> inputs you can make a cable for what should be a great picture. The
> price of these TV's are coming down rapidly though, but I would check
> the specs before buying any LCD TV, there are a lot of rubbish ones
> around!
>

Some only have composite inputs, and if you want good colour you will need
RGB. Remember all SCART inputs are born equal. However you should be able to
get a panel that does both Atari MONO and "Normal" but it would be good to
try first. Perhaps get one from some where that allows return with no
question before 28 days are up...

> BTW, have you considered buying an LCD or DLP projector? You could have
> a 20ft screen! ;-)
>
> Coda.
>
```

6177. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-13 10:16:14 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <dv3gpe$2ei$1@ariadne.rz.tu-clausthal.de>
Source record: 9004

Ronald J. Hall wrote:
> On Sat, 04 Mar 2006 15:09:22 -0500, Ronald J. Hall wrote:
>> [corrupt CPX]
> Now the strange part. With it booted up, Xcontrol set to the current date,
> I can run *any* program, exit the program, and the Xcontrol date is set
> back to "15/31/07".
>
> Is this normal behavior for a dead Falcon battery? I'm just trying to make
> sure that I don't have any other problems.
>
> I did as Rodolphe suggested, I setup a clean boot with only Xcontrol
> enabled, no ACCs or other CPXs at all, and it still exhibits this same
> behavior.

Jackpot! Same behaviour as mine on the Falcon! Even without Xcontrol,
the date and in my case the clock get corrupted that way!

I wouldn't mind about a dead RTC, had to set clock and date by hand on
my ST as well but I'd like to have a stable clock/date while power is on.

Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

6178. Re: Lan net

Newsgroup: comp.sys.atari.st
Date: 2006-03-13 11:24:34 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <44155674$0$19693$8fcfb975@news.wanadoo.fr>
Source record: 9005

"Coda" <smeg_007@hotmail.com> a crit dans le message de news:
1142154711.296933.194560@j33g2000cwa.googlegroups.com...

> STe were a different revision (IIRC I think it was buffer size).

What do you mean by "IIRC"?

Guillaume.

6179. Re: Lan net

Newsgroup: comp.sys.atari.st
Date: 2006-03-13 12:54:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142254470.451930.268820@j52g2000cwj.googlegroups.com>
Source record: 9006

Guillaume Tello wrote:
> "Coda" <smeg_007@hotmail.com> a écrit dans le message de news:
>
> > STe were a different revision (IIRC I think it was buffer size).
>
> What do you mean by "IIRC"?

Sorry. It means "If I Remember Correctly". I use it a lot these days
because everything is hazy! :-)

Coda.

6180. Re: Lan net

Newsgroup: comp.sys.atari.st
Date: 2006-03-13 13:23:41 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <4415725c$0$20138$8fcfb975@news.wanadoo.fr>
Source record: 9007

"Coda" <smeg_007@hotmail.com> a crit dans le message de news:
1142254470.451930.268820@j52g2000cwj.googlegroups.com...

> What do you mean by "IIRC"?

Sorry. It means "If I Remember Correctly". I use it a lot these days
because everything is hazy! :-)

Thanks, being lazy, I'll use it!

Guillaume.

6181. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-13 15:02:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.13.15.02.24.958269@charter.net>
Source record: 9008

On Mon, 13 Mar 2006 11:16:14 +0100, Matthias Arndt wrote:

> Jackpot! Same behaviour as mine on the Falcon! Even without Xcontrol,
> the date and in my case the clock get corrupted that way!
>
> I wouldn't mind about a dead RTC, had to set clock and date by hand on
> my ST as well but I'd like to have a stable clock/date while power is on.
>
> Matthias

So I guess it is common behavior for a Falcon with a dead battery? I think
thats odd though. I mean any ST class machine will still hold the
date/time even though a battery is dead or it doesn't have one. Could it
be because of the NVRAM?

--
_/_/_/

6182. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-13 15:06:20 UTC
From: swe@atari.org
Message-ID: <NTfRf.853$oj5.319182@news.siol.net>
Source record: 9009

David Wade wrote:

>> This may be the best option, because you can try the ANT socket for
>> easy hookup but not the best quality, or if there is RBG or Composite
>> inputs you can make a cable for what should be a great picture. The
>> price of these TV's are coming down rapidly though, but I would check
>> the specs before buying any LCD TV, there are a lot of rubbish ones
>> around!
>>
>
> Some only have composite inputs, and if you want good colour you will need
> RGB. Remember all SCART inputs are born equal. However you should be able
> to get a panel that does both Atari MONO and "Normal" but it would be good
> to try first. Perhaps get one from some where that allows return with no
> question before 28 days are up...

Im using TVGA TV tuner (Aver media JoyTV) and its not that bad actualy. I
do use composite though. Thing with composite is to use good cable, but
only rare devices has quality internal wiring... Not as good as RGB but
also not bad, and u can connect many older machines etc there as well...

Janez

6183. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-13 17:10:18 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142269818.899580.267120@v46g2000cwv.googlegroups.com>
Source record: 9010

Ronald J. Hall wrote:
> So I guess it is common behavior for a Falcon with a dead battery? I think
> thats odd though. I mean any ST class machine will still hold the
> date/time even though a battery is dead or it doesn't have one. Could it
> be because of the NVRAM?

It's probably just that particular design of RTC. With a dead battery
across its power terminals it cant function properly. Other designs
seem to be OK in this scenario.

6184. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-13 17:56:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.13.17.56.14.416382@charter.net>
Source record: 9011

On Mon, 13 Mar 2006 09:10:18 -0800, Coda wrote:

> It's probably just that particular design of RTC. With a dead battery
> across its power terminals it cant function properly. Other designs
> seem to be OK in this scenario.

Okay, thanks for the info.

--
_/_/_/

6185. 1040 STF

Newsgroup: comp.sys.atari.st
Date: 2006-03-13 20:03:57 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <OekRf.503533$0l5.235028@dukeread06>
Source record: 9012

Anybody got a dead/spare 1040STF? I need the casing for one. TIA

Thomas

6186. EBAY : Manufacturing folders with PCB FILMS of Phenix 060, CT2b and Phenix Alpine board

Newsgroup: comp.sys.atari.st
Date: 2006-03-13 22:41:06 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4415f502$0$30098$636a55ce@news.free.fr>
Source record: 9013

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780495098&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780493773&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780491965&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

6187. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 06:39:29 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1142313399.685644.131130@u72g2000cwu.googlegroups.com>
Source record: 9014

```
15' CRT...I believe...
```

6188. Re: EBAY : Manufacturing folders with PCB FILMS of Phenix 060, CT2b and Phenix Alpine board

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 08:49:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142326170.030022.43890@u72g2000cwu.googlegroups.com>
Source record: 9015

Rodolphe Czuba wrote:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780495098&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780493773&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780491965&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

Just a hypothetical question... If someone bought the plans to the
phenix and started manufacturing and selling them on a large scale,
would they have the legal right to all the profits and also brand them
as their own product?

6189. Re: EBAY : Manufacturing folders with PCB FILMS of Phenix 060, CT2b and Phenix Alpine board

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 10:22:20 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4416995c$0$29468$636a55ce@news.free.fr>
Source record: 9016

Forget this idea...!
The PCB of the Phenix 060 contains several bugs that were corrected with
wires and solders...;-)
And secondly the technology on Phenix 060 is old....
No sense to produce that !

And the better here...There is no completer schematics existing about the
Phenix mb !
Juste some parts for each chips that a guy already bought on a previous
auction..
The rest was into my head... and is erased now... because it was no sense to
keep such data in my head (need place ;-)).

Again these auctions are for collectors atari, not to produce...
The only thing you can produce is the same Phenix MB prototype with same
problems and same bugs...

Coda wrote:
> Rodolphe Czuba wrote:
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780495098&rd=1&sspagename=STRK%3AME
SE%3AIT&rd=1
>>
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780493773&rd=1&sspagename=STRK%3AME
SE%3AIT&rd=1
>>
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780491965&rd=1&sspagename=STRK%3AME
SE%3AIT&rd=1
>
> Just a hypothetical question... If someone bought the plans to the
> phenix and started manufacturing and selling them on a large scale,
> would they have the legal right to all the profits and also brand them
> as their own product?

6190. Re: EBAY : Manufacturing folders with PCB FILMS of Phenix 060, CT2b and Phenix Alpine board

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 13:40:01 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142343601.411308.188970@i40g2000cwc.googlegroups.com>
Source record: 9017

Rodolphe Czuba wrote:
> Forget this idea...!
> The PCB of the Phenix 060 contains several bugs that were corrected with
> wires and solders...;-)
> And secondly the technology on Phenix 060 is old....
> No sense to produce that !
>
> And the better here...There is no completer schematics existing about the
> Phenix mb !
> Juste some parts for each chips that a guy already bought on a previous
> auction..
> The rest was into my head... and is erased now... because it was no sense to
> keep such data in my head (need place ;-)).
>
> Again these auctions are for collectors atari, not to produce...
> The only thing you can produce is the same Phenix MB prototype with same
> problems and same bugs...

I know all that, but it wasnt an idea, it was a hypothetical
question...

6191. [ANN]ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 14:17:07 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <4416d06d$0$21539$626a54ce@news.free.fr>
Source record: 9018

Hi,

The first beta of zTask is now available on my homepage.

zTask is (yet) a taskbar program that allows you to control your
running applications.

Before to report the problems, look if your computer meets the system's
requirement.

Ciao,
Zorro

http://zorro.arcadia-crew.com/

6192. Re: [ANN]ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 18:18:58 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1142360338.110720.291760@v46g2000cwv.googlegroups.com>
Source record: 9019

Nice one Zorro, looks very promising!

-- Peter

6193. Re: [ANN]ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 18:45:17 UTC
From: BMaedicke@t-online.de
Message-ID: <1hc7f9e.7swpr817fliosN%BMaedicke@t-online.de>
Source record: 9020

Zorro <Zorro271-1@yahoo.fr> wrote:

> The first beta of zTask is now available on my homepage.

Very nice. But only for MiNT? Or is a MagiC version possible?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

6194. Re: [ANN]ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 19:15:51 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <44171673$0$21519$626a54ce@news.free.fr>
Source record: 9021

> Very nice. But only for MiNT? Or is a MagiC version possible?

Unfortunately, it's impossible to make this kind of utility for Magic.

Sorry,

Zorro

6195. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 19:55:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.14.19.55.09.328875@charter.net>
Source record: 9022

On Mon, 13 Mar 2006 22:39:29 -0800, sinclap@yahoo.com wrote:

> 15' CRT...I believe...

<Buzzzzzt!> Wrong answer...they asked about the size of a monitor,
not your IQ... :-)

--
_/_/_/

6196. STacy Backlight

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 20:53:35 UTC
From: Mike Saeger <mike@thesaegers.com>
Message-ID: <182dnR4y_uLSsIrZnZ2dnUVZ_tKdnZ2d@speakeasy.net>
Source record: 9023

Does anyone know what to look for to get the backlight to come back on? It had been intermittent but the other night it went off and has remained off since.

6197. Re: EBAY : Manufacturing folders with PCB FILMS of Phenix 060, CT2b and Phenix Alpine board

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 21:35:18 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44173719$0$29593$636a55ce@news.free.fr>
Source record: 9024

We have all many , many hypothetical questions !!
It will not do us advance...
It serve nothing in fact...

Hey, what about the consequence for religions if tomorrow a space craft
would land on earth with some living and super inteligent organisms on board
???

Other Hypothetical question... ;-)

Coda wrote:
> Rodolphe Czuba wrote:
>> Forget this idea...!
>> The PCB of the Phenix 060 contains several bugs that were corrected
>> with wires and solders...;-)
>> And secondly the technology on Phenix 060 is old....
>> No sense to produce that !
>>
>> And the better here...There is no completer schematics existing
>> about the Phenix mb !
>> Juste some parts for each chips that a guy already bought on a
>> previous auction..
>> The rest was into my head... and is erased now... because it was no
>> sense to keep such data in my head (need place ;-)).
>>
>> Again these auctions are for collectors atari, not to produce...
>> The only thing you can produce is the same Phenix MB prototype with
>> same problems and same bugs...
>
> I know all that, but it wasnt an idea, it was a hypothetical
> question...

6198. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 22:58:07 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-66B2AE.17580714032006@netnews.asp.att.net>
Source record: 9025

In article <pan.2006.03.12.04.32.25.704725@charter.net>,
"Ronald J. Hall" <dark_lord@charter.net> wrote:

> On Sat, 11 Mar 2006 17:13:22 -0800, STcomp wrote:
>
> > I am getting older, and my eyesight ain't quite what it was. The SC1224
> > screen is killing me. Does anyone know where I can get a color monitor
> > that is large, and will hook up to an STe? I like to use a real ST,
> > emulators on my PC will not do.
>
> My sentiments exactly! :-)
>
> <snip>
>
> > But what about newer, larger monitors from the 90's and up, any hope
> > for an ST to hook up to one? Will the old adaptors I have for the NEC
> > work, or is there maybe a newer monitor adaptor that would go from an
> > ST to a newer color monitor? Just wondering, hope it isn't a dumb
> > question, but it seems like any time I tried any monitor besides my old
> > Everex or NEC it was no luck. Probably wrong HZ rate or something.
> > -STcomp
>
> My understanding is that using an adapter like you have, you should be
> able to get ST "high" rez out of just about any stock VGA/SVGA monitor.
>
> Now color, thats another story. The monitor in question has to be able to
> sync down to 15k. If it can't, it won't display it. Most newer style VGA
> and SVGA monitors no longer support this range.
>
> One route you can take is to try and pick up a good multisync monitor from
> someplace like Ebay. This is what I did. I found a solid/working NEC 3D
> which supports just about everything my Falcon needs for both RGB and VGA.
>
> Another route you can take is to try and spec out one of the modern LCD
> TVs, that support multiple input sources, and sync down to that magic 15k
> level. The thing is, most of them are pretty darned expensive. If I hadn't
> found the NEC 3D, this is what I probably would have done.
>
> I suppose you've already thought about it, because there isn't a huge
> difference, but the Atari SC1435 monitor is bigger than the SC1224, and
> plugs straight up to any ST/STe. It even has stereo speakers to support
> the STe. Some people don't think the picture is quite as sharp as the
> SC1224, but opinions vary on that.
>

> Hope this helps ya some... :-)

Would need an plug adaptor of some sort too.

6199. Re: [ANN]ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-14 23:58:17 UTC
From: mail@freeman-studio.com
Message-ID: <1142380697.372061.183350@i40g2000cwc.googlegroups.com>
Source record: 9026

Zorro wrote:
> > Very nice. But only for MiNT? Or is a MagiC version possible?
>
> Unfortunately, it's impossible to make this kind of utility for Magic.

That's interesting. How is your program different from Taskbar, xTask, Appline, etc., other than the ability to list CPU usage? Are there other things you're intending for this program that aren't in it yet? Could you have the program check for which OS it is run on and disable the functions that don't work when run on Magic? Just curious. I just can't seem get a system I'm happy with or that runs well when using Mint, so I use Magic as my main system and only use Mint when I absolutely have to. I like the appearance of this taskbar better than the others, but it doesn't run on the OS I like to use. A workaround of some kind might be nice, if you're willing. And I understand if you're not.

Mike Freeman
mike [at] freeman-studio [dot] com

6200. Re: Problems: Dayna SCSI Ethernet Interface with TT

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 04:16:37 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1142396197.331953.289150@z34g2000cwc.googlegroups.com>
Source record: 9027

Pawel Kaznowski wrote:

> My situation is like this. TT is connected to LAN which is connected to
> Internet via ROUTER (10.0.0.2), subnet mask is 255.0.0.0.

Why? Do you have over 254 computers?

> I use latest software (STING 1.26 with TCP 1.40 and SCSI/Link 0.71)
> At startup STING properly communicates that SCSI/Ethernet is connected.
>
> Don¹t know what im doing wrong but I cant get TT to be visible even in LAN
> nor reach Ethernet.
>
> So anybody who can tell something, how properly ROUTE.TAB should looks?
>
I wrote about this a while ago. (Search under my "name" on
groups.google.com.) In short:

10.0.0.0 tab tab 255.255.255.0 tab tab EtherNet tab tab 10.0.0.2

should be all you need unless your TT needs to send packets for other
computers out another port.

Galen

6201. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 04:43:10 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1142397790.905185.142040@p10g2000cwp.googlegroups.com>
Source record: 9028

My Falcon interprets 15/31/07 as 2107! Try changing XControl right after bootup. Then exit XControl and reenter it immediately.

When my Falcon's battery started to die, it simply needed setting. Now I get the same thing you do.

Galen

6202. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 07:58:07 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1142409487.357412.238950@i40g2000cwc.googlegroups.com>
Source record: 9029

The ST uses a super duper duper very very very decades old sprites type
blocky video card...aka like the ol II GS onees(?)..

6203. Re: EBAY : Manufacturing folders with PCB FILMS of Phenix 060, CT2b and Phenix Alpine board

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 08:12:29 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <dv8i7n$7no$1@gemini.csx.cam.ac.uk>
Source record: 9030

"Coda" <smeg_007@hotmail.com> wrote in message
news:1142326170.030022.43890@u72g2000cwu.googlegroups.com...
>
> Rodolphe Czuba wrote:
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780495098&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1
>>
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780493773&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1
>>
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8780491965&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1
>
> Just a hypothetical question... If someone bought the plans to the
> phenix and started manufacturing and selling them on a large scale,
> would they have the legal right to all the profits and also brand them
> as their own product?
>

I don't think that just having a copy of the design and PCB artwork would
give you the legal rights of ownership to the item, I assume the rights
would still belong to the original developer and so you would need some form
of communication from them stating that they are giving you full ownership
of the project and all associated rights or some other form of permission to
manufacture and sell the item if you were to legally manufacture/develope
the item and retain any profits made from it let alone re-brand it without
the risk of being sued, but thats just my opinion.

Stephen Moss

6204. Re: [ANN]ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 09:29:51 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <4417de9b$0$20833$636a55ce@news.free.fr>
Source record: 9031

Hi,

mail@freeman-studio.com a ï¿½crit :

> That's interesting. How is your program different from Taskbar, xTask,
> Appline, etc., other than the ability to list CPU usage?

zTaks uses some AES4's functions to avoid to list softwares such
Bubble.app in the application's list; and MagiC doesn't provide these
functions.

> Are there
> other things you're intending for this program that aren't in it yet?

Yes, for example, I will add a ntp system to synchronize the system
clock with Internet... and that will works only with mintnet.

> Could you have the program check for which OS it is run on and disable
> the functions that don't work when run on Magic? Just curious.

Off course, I can but it means to recode many things and I haven't the
time(and the will) to do that, sorry :/

Cheers,
Zorro

6205. Re: PMDoom comments

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 12:25:45 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1142425545.312058.87650@u72g2000cwu.googlegroups.com>
Source record: 9032

Congratulations. This version not just faster than the previous one
(still slower than quake though) but the sound is crystal clear! (Mint,
NVDI, NAES, NTHING)

Thank you very much !!!!

Patrice Mandin wrote:
> Le Fri, 10 Mar 2006 14:07:02 -0500, Ronald J. Hall a écrit :
>
> > PS BTW, I've got my Falcon setup where I can do RGB stuff as well. If I
> > run PMDoom in RGB mode, will there be another performance gain?
>
> The speed gain would be against the different video frequency, and bus
> usage by Videl to draw stuff.
>
> > PSS Patrice, any chance we'll see the code optimizations from this latest
> > PMDoom release in your versions of Hexen and Heretic? I always liked
> > Heretic.
>
> Of course, I'm just rewriting the audio mixing routine, testing it in Doom
> before merging in Heretic and Hexen.
>
> --
> Patrice Mandin
> WWW: http://pmandin.atari.org/
> Programmeur Linux, Atari
> Spécialité: Développement, jeux

6206. Re: ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 12:27:54 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1142425674.379424.39310@z34g2000cwc.googlegroups.com>
Source record: 9033

Great job Zorro! I've just tried it. One comment: if I set the "use
image palette" option in thing, then first ZTASK looks ugly and then
the whole desktop. The functioanlity and the way it works is great!
Thank you very much!

6207. Re: ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 13:12:40 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <441812d4$0$20905$636a55ce@news.free.fr>
Source record: 9034

Hi,

> Great job Zorro!

Thx :)

> I've just tried it. One comment: if I set the "use
> image palette" option in thing, then first ZTASK looks ugly

If your system palette is not 'standard', you can change the colors used
by ztask. To do that, you will need to edit the "ztask.inf" file located
in your HOME directory.

In the next beta, I will add a preference panel to do that.

> and then the whole desktop.

For sure, this problem has nothing to do with ztask.

Ciao,
Zorro

6208. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 13:26:46 UTC
From: taxman <taxman@iinet.net.au>
Message-ID: <44181605$0$23299$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 9035

a decent television that has an rgb scart input will work wonders for colour modes, even if it doesn't, if that computer has composite video out thru one of the pins on the monitor socket you could use that to connect to a TV. Obviously, these methods are much much clearer than using the RF out, before dismissing me so quickly :P

obviously your not interested in mono mode since your using the SC1224.

<STcomp@cwo.com> wrote in message
news:1142126002.208007.184400@p10g2000cwp.googlegroups.com...
|I am getting older, and my eyesight ain't quite what it was. The SC1224
| screen is killing me. Does anyone know where I can get a color monitor
| that is large, and will hook up to an STe? I like to use a real ST,
| emulators on my PC will not do.
|
| I do have an adaptor for my STe that I have used to hook up to an
| ancient Everex monitor from 1989, and also an old NEC Multisynch from
| the same time period. The adaptor I have is the very commonly talked
| about one that a lot of ST users know about from way back when, nothing
| quirky or anything. (I have one adaptor that will make the monitor
| display color, and one for displaying MONO mode on a color monitor, I
| built them from plans I downloaded on a BBS about 15 years ago) It has
| the round din for the back of the ST and then the trapezoidal...how
| ever many pins it was, standard monitor plug of the day.
|
|
| But what about newer, larger monitors from the 90's and up, any hope
| for an ST to hook up to one? Will the old adaptors I have for the NEC
| work, or is there maybe a newer monitor adaptor that would go from an
| ST to a newer color monitor? Just wondering, hope it isn't a dumb
| question, but it seems like any time I tried any monitor besides my old
| Everex or NEC it was no luck. Probably wrong HZ rate or something.
| -STcomp
|

6209. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 13:41:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.15.13.41.49.168465@charter.net>
Source record: 9036

On Tue, 14 Mar 2006 23:58:07 -0800, sinclap@yahoo.com wrote:

> The ST uses a super duper duper very very very decades old sprites type
> blocky video card...aka like the ol II GS onees(?)..

I don't know, look at Sinclap OS v.99 BETA. Its been around for years and
has never been upgraded, updated, debugged or had viruses removed. Behaves
exactly the same way today as it did 10...15...20...years ago. :-)

--
_/_/_/

6210. Re: [ANN]ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 17:46:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200603151846.a27731@b.maus.de>
Source record: 9038

> zTaks uses some AES4's functions to avoid to list softwares such
> Bubble.app in the application's list;

What function do you mean? MagiC have the function appl_search. What it not have is that appl_search can return long application name.

Gerhard

6211. [GAME] pmdoom 0.47

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 20:01:22 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.03.15.20.01.22.691457@caramail-NOSPAM.com>
Source record: 9037

Hello,

This new version has 2 updates:

- The ability to select which joystick to use (from the configuration file).
The joystick used is printed on the screen.
- A m68k asm audio mixing routine, which should be faster, especially on
slow systems.

The new version if available on my website.
--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6212. Re: [ANN]ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-15 23:25:38 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <s-qdnfaIM6nyP4XZRVn-jg@adelphia.com>
Source record: 9039

Zorro wrote:
> Hi,
>
> The first beta of zTask is now available on my homepage.
>
> zTask is (yet) a taskbar program that allows you to control your
> running applications.
>
> Before to report the problems, look if your computer meets the system's
> requirement.
>
>
> Ciao,
> Zorro
>
> http://zorro.arcadia-crew.com/
Zorro,

You too are a Godsend to the Atari community!! All of you who are still developing for our beloved machines are!! May you all continue your marvelous work and never lose heart in it!!

Hopefully in the next couple of weeks I can get my Falcon/CT60 up and running again, then I'll be able to try out your software!! :)

6213. Re: What is the largest newest monitor I can hook my STe up to?

Newsgroup: comp.sys.atari.st
Date: 2006-03-16 07:35:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44191676148e483@comcast.net>
Source record: 9044

>I am getting older, and my eyesight ain't quite what it was. The SC1224
>screen is killing me. Does anyone know where I can get a color monitor
>that is large, and will hook up to an STe? I like to use a real ST,
>emulators on my PC will not do.

I hooked my STe up to my 17 inch Compaq VGA monitor. Worked fine, but just a
little fuzzy. I did buy the mono adapter which allow direct hookup to a VGA
monitor. It was crystal clear. Oh, I used a video converter and the Video Key
to hook up my STe to the 17 monitor to get color.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6214. Re: [ANN]ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-16 07:37:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44191676148e484@comcast.net>
Source record: 9043

>Hi,
>
>The first beta of zTask is now available on my homepage.
>
>zTask is (yet) a taskbar program that allows you to control your
>running applications.
>
>Before to report the problems, look if your computer meets the system's
>requirement.
>
>
>Ciao,
>Zorro

Thanks alot Zorro. The program looks great. Can't wait to try it out.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6215. Re: pmdoom 0.47

Newsgroup: comp.sys.atari.st
Date: 2006-03-16 08:19:34 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1142497174.487464.183420@v46g2000cwv.googlegroups.com>
Source record: 9040

Hi Patrice,

Seems like 0.47 is quite unstable on my setup (CT60, FreeMiNT/XaAES). I
haven't been able to go further than the setup menu, where it crashes.
The results with "-audio off" is the same.

Regards,

/Joakim

6216. new Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2006-03-16 11:09:18 UTC
From: JamSTer <john@mevweb.com>
Message-ID: <441a997e$1@news.greennet.net>
Source record: 9041

Falcon latest news ....
== Atari Falcon 030 4mb ram and now with 128mb CF hard drive! ==
Well, I've fitted a CF-IDE adapter with 128mb card to my new Falcon and then had to scratch my head to remember what to do next ?
I found some old disks with first Gasteiner hard disk manager, but that only works with scsi disks, then I tried ICD Pro 6.5.5 and it set up everything perfectly.
I've only tried running an Infocom game on it so far to make sure everything was Ok, so my next question is .....
What software should I try. There's so much you hear of, Magic, Mint, Thing, Teradesk, etc. etc. and its been years since I last used an ST, what is the must have software to run on a Falcon ?
I'd like to connect it to my PC network as well, easy or not ?
Cheers
Jammer

6217. Free to good Home

Newsgroup: comp.sys.atari.st
Date: 2006-03-16 12:48:40 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1142513320.905981.25030@e56g2000cwe.googlegroups.com>
Source record: 9042

I have decided to reduce my inventory of classic computers, so reluctantly the ST stuff must go. I have a medium-sized collection of ST stuff including a Mega 4 STE, 1040ST, a couple of hard drives, floppies, Diskcovery cart,software, disks, mags., etc. I estimate it will fill a trunk of a full-sized car, and maybe some to the back seat, but a pickup truck should not be necessary.

If you are interested, here are the "rules:"

1) PICKUP ONLY -- central Indiana -- southwest of Indianapolis.
2) AS-IS. It's been stored in my (heated) garage and family room for about 10 years.
3) ALL or NONE. You take it all -- no pick and choose.
4) The actual pickup date will be at mutual convenience in later April or May -- after the weather has settled a bit, and I have a chance to separate the boxes of items.

If interested, "reply to author".

Thanks,
Larry

6218. Ben's Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2006-03-16 14:03:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603160600030.6815-100000@onyx.spiritone.com>
Source record: 9045
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This March I'm celebrating my Birthday! If you want to bless me, I'm trying to raise Capital to buyout an Atari Dealer of all his Atari goods! So give me your Atari business, send all Atarians Marching my way and help save Atari goods from extinction, buying from Ben Saves Atari!

I'm creating a NEW Atari catalog. Catalog's name is NEWINBOX.TXT compiled from all items NEW in BOX from all my other catalogs made up of Hardware, Games/Software and Books for the 8 Bit, ST & Jaguar! Instead of 38 columns of text width it will be 80 column width, Most entries will be 1 line each and sorted alphabetically by title. You'll only find my NEW items in this catalog as I'm removing such NEW item's from their other catalogs.

http://BensCatalogs.Atari.org Atari's for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6219. Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2006-03-16 14:06:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603160603540.6815-100000@onyx.spiritone.com>
Source record: 9047
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning him out! I've bought over 480 pieces of ST Software. Mostly Games! I need to make room for NEW inventory and raise the capital to buy him out. If you would like to help save Good Ataris from extinction, buy ANY Books or Games/Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get 20% off! E-Mail Atari@aracnet.com or Call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit books catalog!
http://www.aracnet.com/~atari/8bt_soft.htm 8 Bit software catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST books Catalog!
http://www.aracnet.com/~atari/st_soft.htm ST software Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6220. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-03-16 14:09:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603160606480.6815-100000@onyx.spiritone.com>
Source record: 9046
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6221. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-03-16 14:11:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603160609280.6815-100000@onyx.spiritone.com>
Source record: 9048
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6222. Re: 1040 STF

Newsgroup: comp.sys.atari.st
Date: 2006-03-16 22:46:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <14ydnTu4VrgWd4TZRVny2Q@pipex.net>
Source record: 9049

"Docrotcod" <rahbart@cox.net> wrote in message
news:OekRf.503533$0l5.235028@dukeread06...
> Anybody got a dead/spare 1040STF? I need the casing for one. TIA
>
> Thomas
>

It would help if you mentioned where in the world you are.

Chris

6223. ST needed.

Newsgroup: comp.sys.atari.st
Date: 2006-03-17 16:24:06 UTC
From: Brandon Alexander <balex132@yahoo.com>
Message-ID: <cjol12lpa157anuear1alq02bfpfpbqpjs@4ax.com>
Source record: 9050

```
Test Post:

~oo~
<
W

Al.
```

6224. Re: ST needed.

Newsgroup: comp.sys.atari.st
Date: 2006-03-17 16:49:17 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142614157.300268.186460@u72g2000cwu.googlegroups.com>
Source record: 9051

Brandon Alexander wrote:
> Test Post:
>
>
> ~oo~
> <
> W
>
> Al.

Go test somewhere else, dickhead.

6225. What-if: Atari had had Apple's design wizard 'Jonathan Ive' onboard?

Newsgroup: comp.sys.atari.st
Date: 2006-03-18 00:30:25 UTC
From: Markus <markus4412@yahoo.co.uk>
Message-ID: <1142641825.290380.17870@z34g2000cwc.googlegroups.com>
Source record: 9052

Back in the day before Apple was cool outside the geek world, they hired a British guy, Jonathan Ive, who has been pretty much solely responsible for the design innovations seen in apple products, from the coloured imacs and sleek design of other apple products, to the ipod and its popularity; he's made apple products desirable, mainly due to looks alone.

If Atari was equipped with the services of this guy; and say, the Falcon had been released in the style of an iMAC, does anybody think this could've turned the company around?

6226. Re: What-if: Atari had had Apple's design wizard 'Jonathan Ive' onboard?

Newsgroup: comp.sys.atari.st
Date: 2006-03-18 00:41:54 UTC
From: Mudge <mudge@nospam.ever>
Message-ID: <3171741.NOURXKQB@news.telus.net>
Source record: 9053

On 03/17/2006 17:30:25 "Markus" wrote:

> If Atari was equipped with the services of this guy; and say, the Falcon
> had been released in the style of an iMAC, does anybody think this
> could've turned the company around?

Of course - but at the time the Tramiels were too busy worrying about
the frigging game market - musch as Apple is with the iPod market these
days

Sad really, I still have fond memories of my MegaSTE

--
The Canadian Curmudgeon (73, from cloudyish, -3.3C, Calgary)

Politicians are like diapers. They should both be changed frequently
and for the same reason. -- Anonymous ï¿½

6227. Re: What-if: Atari had had Apple's design wizard 'Jonathan Ive' onboard?

Newsgroup: comp.sys.atari.st
Date: 2006-03-18 09:02:07 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <5oin12lk3kci60fdraurvhorpca815ub38@4ax.com>
Source record: 9054

On Sat, 18 Mar 2006 00:41:54 GMT, Mudge <mudge@nospam.ever> wrote:

>
>
>On 03/17/2006 17:30:25 "Markus" wrote:
>
>> If Atari was equipped with the services of this guy; and say, the Falcon
>> had been released in the style of an iMAC, does anybody think this
>> could've turned the company around?
>
>Of course - but at the time the Tramiels were too busy worrying about
>the frigging game market - musch as Apple is with the iPod market these
>days
>
>Sad really, I still have fond memories of my MegaSTE

TBH, I don't think so at all. Atari's problem never was the design, it
were the logistics.
They always promised heaven and more and by the time the products
finally were available (IF they ever saw the light) the market had
been taken by competitors.

So, IF the Falcon would have been released way earlier (let's say
about the time Jack & Sam initially announced the product), Atari
might have gone another way.

But it went the other way.... yes.

I still own an STf, a Mega ST and a fully equipped TT, but these days
they only gather dust.

Louis

6228. [GAME] pmdoom 0.48 (was Re: pmdoom 0.47)

Newsgroup: comp.sys.atari.st
Date: 2006-03-18 09:23:42 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.03.18.09.23.42.712240@caramail-NOSPAM.com>
Source record: 9055

Le Thu, 16 Mar 2006 00:19:34 -0800, GokMasE a ï¿œcritï¿œ:

> Seems like 0.47 is quite unstable on my setup (CT60, FreeMiNT/XaAES). I
> haven't been able to go further than the setup menu, where it crashes.
> The results with "-audio off" is the same.

OK, the new m68k audio routine was crashy. I fixed it in 0.48

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6229. Re: What-if: Atari had had Apple's design wizard 'Jonathan Ive' onboard?

Newsgroup: comp.sys.atari.st
Date: 2006-03-18 09:41:06 UTC
From: swe@atari.org
Message-ID: <SAQSf.981$oj5.372589@news.siol.net>
Source record: 9056

Markus wrote:

ith the services of this guy; and say, the> Falcon had been released in the style of an iMAC, does anybody think
> this could've turned the company around?

I do not care much how computer looks like... Mind u, Apple always have nice design, and it was on brink of destruction few times. and on end, iMac style is horrible... thats girly machine

Janez

6230. TeraDesk 3.81 released

Newsgroup: comp.sys.atari.st
Date: 2006-03-18 09:41:29 UTC
From: vdjole@EUnet.yu
Message-ID: <dvgkk7$8r0$2@news.eunet.yu>
Source record: 9057

Version 3.81 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

This is a non-critical bug-fix update. Some obscure bugs that probably
few ever noticed were fixed. The opprotunity was used to make several
small improvements as well.

See the history file for more information.

Have fun.

6231. Re: pmdoom 0.48 (was Re: pmdoom 0.47)

Newsgroup: comp.sys.atari.st
Date: 2006-03-18 10:49:31 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1142678971.510765.243590@u72g2000cwu.googlegroups.com>
Source record: 9058

Hi Patrice,

Sorry to say, but the new release is very unstable still. Version 0.46
works really well (it has not yet crashed at all!), where as 0.47 and
0.48 will crash shortly after displaying the game menu. It does not
matter if I have sound enabled or not, it crashes anyway.

Regards,

/Joakim

6232. Re: Free to good Home

Newsgroup: comp.sys.atari.st
Date: 2006-03-18 11:53:39 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1142682819.840557.181410@u72g2000cwu.googlegroups.com>
Source record: 9059

Hello all-

The nominal "winner" has been selected -- the first respose. Sorry, to
you others. There was definitely more interest than I had anticipated.
If the winner changes his mind, I will contact the next responder.

-Larry

6233. Re: What-if: Atari had had Apple's design wizard 'Jonathan Ive' onboard?

Newsgroup: comp.sys.atari.st
Date: 2006-03-18 17:44:49 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0603181743270.172-100000@thefish>
Source record: 9060

On Fri, 17 Mar 2006, lp wrote:

> But funny thing happened today, I had a 875kb zip file that was corrupted
> right near the end. You would think a computer relatively new, iMac G5,
> could extract the good files up until the point of the error. But no, it
> halts at the end and gives me some stupid negative error message that is
> quite meaningless and no files whatsoever.
>
> However copy the file to my circ 1997 Atari and not only do I get the files,
> I get the files behind the bad one. It just skipped it. Hooray for STZip!!
>
> FYI, stuffit also failed miserably just like the built in unzip handler in
> Finder. ;-P

How quaint, and Atari doesn't look nearly as cool as Apple ;))

Janez

6234. Re: pmdoom 0.48 (was Re: pmdoom 0.47)

Newsgroup: comp.sys.atari.st
Date: 2006-03-18 19:33:38 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.03.18.19.33.38.780431@caramail-NOSPAM.com>
Source record: 9061

Le Sat, 18 Mar 2006 02:49:31 -0800, GokMasE a ï¿œcritï¿œ:

> Sorry to say, but the new release is very unstable still. Version 0.46
> works really well (it has not yet crashed at all!), where as 0.47 and
> 0.48 will crash shortly after displaying the game menu. It does not
> matter if I have sound enabled or not, it crashes anyway.

Waiting you on #atariscne for some tests.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6235. Re: What-if: Atari had had Apple's design wizard 'Jonathan Ive' onboard?

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 05:16:02 UTC
From: atarian90 <atarian90@yahoo.com>
Message-ID: <1142745361.962689.154970@z34g2000cwc.googlegroups.com>
Source record: 9062

Atari did have a guy like Jonathan Ive. His name was Ira Valedesky (I'm sure the last name is not spelled correctly). Who do you think designed the beautiful ST/STe/TT cases? :-)

I'm almost positive Ira would have created a cool case design that would make iMac look clunky if the Falcon line survived until 1999 when the iMac was released. Remember, Macs were still boring beige boxes back in 1993, so even the 1040ST design still looked fresh to a PC/Mac user.

But Atari being cheap as they are, they didn't want to pay the manufacturing costs of a new case design since they had lots of 1040ST cases around already. "Let's just remold the back and save lots of $$$" So the Falcon was released in the same old 1040ST case. While the case was nice in 1986, I think many Atari users thought the design was old by 1993, and it really needed like a 1990s case.

However, there was a new case in design. Have you seen the MicroFalcon040 design? =>NICE<= Beautiful design in my opinion. Hell, I'm sure Sony agrees too as they copied the design for the Playstation 2!

So, no Atari didn't need Jonathan Ive...they already had him! [Except his name was Ira V. (don't want to murder his last name again <grin>)] They just never got to use him enough, that's all.

6236. Re: [ANN]ztask BETA 1

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 13:59:11 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <441d63b3$0$12876$626a54ce@news.free.fr>
Source record: 9063

Gerhard Stoll a ï¿½crit :

> What function do you mean? MagiC have the function appl_search.

To avoid to list softwares like, for example, Olga, I follow this rule:

"If the application hasn't any windows or menu bar, then I don't list it."

To check the menubar's presence, the function that I use works on MagiC
However my code to see if the application owns a window seems not to
work with this OS.

But I don't see the problems... if zTask doesn't work on MagiC, many
others taskbar are available for this OS.

Ciao,
Zorro

6237. Omicron Basic

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 18:19:14 UTC
From: Christian Potzinger <gkar1@gmx.at>
Message-ID: <Xns978BC4C692F96cjpstyrionat@ravenclaw.at>
Source record: 9064

Hi Everywhere.

I'm searching "Omicron Basic" for the Mega ST.
Any Hints where i can find it? Thanks.
--
ryl: GKar

6238. Re: Omicron Basic

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 19:12:52 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <R2iTf.686$ji6.47262@news20.bellglobal.com>
Source record: 9065

why don't you help me,with my never ending task to program in gfa basic?

its so simple yet so complex.

i might have omnikaron ..whatever ,but going to have to check cd warehouse library.

charles

6239. Re: Omicron Basic

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 19:19:51 UTC
From: Karsten Lüdersen <dev.null@kalue.de>
Message-ID: <fc00863c510cb4183b46d8b7249e5b9c@ID-163102.user.uni-berlin.de>
Source record: 9066

Christian Potzinger <gkar1@gmx.at> schrieb :

> I'm searching "Omicron Basic" for the Mega ST.

<http://www.berkhan.de/atari/atari.htm>

Gruï¿½,
Karsten

--
http://www.kalue.de/

6240. Re: What-if: Atari had had Apple's design wizard 'Jonathan Ive' onboard?

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 19:37:54 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1142797074.216997.198410@j33g2000cwa.googlegroups.com>
Source record: 9067

I hate to say this, but Steve Jobs has final say in product design.
Has even rejected a few of Ive's designs including the one to replace
the original iMac which later became the iMac G4.. I think the eMac
was the orginal iMac replacement but was relegated originally to
education market and the iMac G4 that Job's invensioned became a
reality.

Also the total integration between iPod and iTunes is what has made it
the market leader. As aapl opens more retail stores worldwide, the
iPod will further the strangulation of pushing more competitors out of
the market. Plus the iPod is being used to draw users to the Mac
platform as a peripheral.

If atari was to remain in business, the Tramiels had to go.

6241. midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 20:31:41 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <JcjTf.1846$ji6.55625@news20.bellglobal.com>
Source record: 9068

hello everybody ,i wish to gather a tiny tidbit of personal info..

how many of us in the atari field use midi on the machines?

i am writing midi program and want suggestions and beta -testers.

charles

6242. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 21:14:44 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <121rie4knjsc696@corp.supernews.com>
Source record: 9069

On 19 Mar 2006 12:31:41 , "gfa midi charles" wrote:
>hello everybody ,i wish to gather a tiny tidbit of personal info..
>
>how many of us in the atari field use midi on the machines?
>
>i am writing midi program and want suggestions and beta -testers.
>
>charles
>
>
>.
I use midi on my Falcon and 1040STe. Cubase Audio Falcon and Notator SL primarily, but also some other sequencers/utilities. One thing I wish I could find is a simple midi file player that is Multi-tasking friendly. It would be nice to just click on a MIDI file and have it start playing on my synth without loading up a sequencer, then loading the file.

6243. Re: Omicron Basic

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 21:43:25 UTC
From: Christian Potzinger <gkar1@gmx.at>
Message-ID: <Xns978BE764D3749cjpstyrionat@ravenclaw.at>
Source record: 9070

Karsten Lï¿½dersen hat geschreibselt:

> <http://www.berkhan.de/atari/atari.htm>

Thanks.
--
ryl: GKar

6244. Re: Omicron Basic

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 21:44:42 UTC
From: Christian Potzinger <gkar1@gmx.at>
Message-ID: <Xns978BE79C969F1cjpstyrionat@ravenclaw.at>
Source record: 9071

gfa midi charles hat geschreibselt:

> why don't you help me,with my never ending task to program in gfa basic?

I'm not really good at it. I just tried Omikron Basic Years ago.

> its so simple yet so complex.

What isn't? ;)
--
ryl: GKar

6245. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 21:56:42 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <pskTf.1878$ji6.64524@news20.bellglobal.com>
Source record: 9072

did you know of the install application from with the gem desktop ---menu
bar?

i'll work on it.,but there is one program i remember ,
from a guy who resided in british columbia ,canada.
its called smf..simple midi player ..if i remember his name was rob ..uhm
something???

back to the install application just single click on the program, which uses
the midi file...example cubase or notator...then go up to the menu bar and
choose install application ...type in file extension then click enter/ok
...now everytime you double click on ...example a .mid file ...the related
program starts and initiates the target file. cool , did you know of this?

charles

6246. Re: What-if: Atari had had Apple's desi

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 22:05:12 UTC
From: vdjole@EUnet.yu
Message-ID: <dvkkilmqn1@news.eunet.yu>
Source record: 9073

On 17 Mar 2006 19:55:10 , lp wrote:

>But funny thing happened today, I had a 875kb zip file that was corrupted
>right near the end. You would think a computer relatively new, iMac G5,
>could extract the good files up until the point of the error. But no, it
>halts at the end and gives me some stupid negative error message that is
>quite meaningless and no files whatsoever.
>
>However copy the file to my circ 1997 Atari and not only do I get the files,
>I get the files behind the bad one. It just skipped it. Hooray for STZip!!
>
>FYI, stuffit also failed miserably just like the built in unzip handler in
>Finder. ;-P

Without entering the Atari vs. Apple 'what-if' debate, I would just like to note that zip (of the InfoZip zip + unzip package that is available for most platforms) in most cases can fix a corrupted zip archive so that the good files in it can be extracted. Zip is to be used with "-F" or "-FF" option (uppercase "F"!). It is interesting that this capability exists in zip but not in unzip.

Cu.

6247. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 22:22:13 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <3llr125a1e7ng115oi0t46lqtpr7kdh81p@4ax.com>
Source record: 9074

Hello Charles,

On Sun, 19 Mar 2006 12:31:41 -0800, "gfa midi charles"
<charles.copp@sympatico.ca> wrote:

>hello everybody ,i wish to gather a tiny tidbit of personal info..
>
>how many of us in the atari field use midi on the machines?
>
>i am writing midi program and want suggestions and beta -testers.
>
>charles

I'm using MIDI for my job every day :-)

I'm using a Mega STE4 with Cubase Score 2.0r6 or Logic 2.5 for
sequencing music with 6 expanders, and using synthetizers editor too
(Synthworks M1, Synthworks TG77, Nord Lead Editor, SPD-11 Editor,
EPS16+ Patcher, Avalon ...)

Many musicians tell me how to convert Cubase Arrangement File or
Cubase Song File on Standard MIDI File (because they don't have any
Atari again, and they use Atari emulator (Steem) on PC Windows XP, and
they have any problems for read their Atari Floppy Disk on PC ...) :-)

Maybe there is here a suggestion ;-)))

--
Cordialement,
Paul

6248. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 22:56:41 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <121rod9htnf5j3f@corp.supernews.com>
Source record: 9075

On 19 Mar 2006 13:56:42 , "gfa midi charles" wrote:
>did you know of the install application from with the gem desktop ---menu
>bar?
>
>i'll work on it.,but there is one program i remember ,
>from a guy who resided in british columbia ,canada.
>its called smf..simple midi player ..if i remember his name was rob ..uhm
>something???
>
>back to the install application just single click on the program, which uses
>the midi file...example cubase or notator...then go up to the menu bar and
>choose install application ...type in file extension then click enter/ok
>....now everytime you double click on ...example a .mid file ...the related
>program starts and initiates the target file. cool , did you know of this?
>
>charles
>
>
>
>.
Yes, I'm aware of this process, but I'm really looking for something
I can use with Mint on my Falcon and MagiC on my STe. Just a simple
player that will work on multi tasking OS and no dongle to worry
about. I'd love it if midi could be added to Aniplayer!

Thanks,
Joe
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

6249. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-19 23:20:34 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrne1rpq2.3ol.nospam@localhost.localdomain>
Source record: 9076

On 2006-03-19, Joseph D. Place <jdplace@REMOVESPAMcableone.net> wrote:
> On 19 Mar 2006 12:31:41 , "gfa midi charles" wrote:

> wish I could find is a simple midi file player that is Multi-tasking
> friendly. It would be nice to just click on a MIDI file and have it
> start playing on my synth without loading up a sequencer, then
> loading the file.
>

I have a simple one on my Falcon that works on my MiNT setup. I'll look
it up for you. But we could use something better. MIDI playback support in
Aniplayer would be cool indeed.

--

Martin Tarenskeen

6250. Re: What-if: Atari had had Apple's design wizard 'Jonathan Ive' onboard?

Newsgroup: comp.sys.atari.st
Date: 2006-03-20 09:40:32 UTC
From: Christian Potzinger <gkar1@gmx.at>
Message-ID: <Xns978C6CD5E40D9cjpstyrionat@ravenclaw.at>
Source record: 9077

lp hat geschreibselt:

> http://www.ibuzzusa.com/

<quote>
"Easy to Use: Plug In AND Play"
<\quote>

In this Case i assume "Plug In IS Fun". ROFL.
--
ryl: GKar

6251. Re: pmdoom 0.48 (was Re: pmdoom 0.47)

Newsgroup: comp.sys.atari.st
Date: 2006-03-20 11:36:46 UTC
From: mikro <mikrox@atlas.sk>
Message-ID: <1142854606.456913.220180@j33g2000cwa.googlegroups.com>
Source record: 9078

> > Sorry to say, but the new release is very unstable still. Version 0.46
> > works really well (it has not yet crashed at all!), where as 0.47 and
> > 0.48 will crash shortly after displaying the game menu. It does not
> > matter if I have sound enabled or not, it crashes anyway.

I tested 0.48, except some graphical jerks from time to time (I've got
a feeling it depends on the samples playing - more samples, more chance
to see it) but I observed onyl one crash. Tested under TOS.

6252. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-20 14:40:15 UTC
From: fried.man@sympatico.ca
Message-ID: <1142865615.160357.33280@i39g2000cwa.googlegroups.com>
Source record: 9079

Yes I use midi on the Falcon, its mainly what I use my Atari for. So
much easier that other computers!.
Mark
gfa midi charles wrote:
> hello everybody ,i wish to gather a tiny tidbit of personal info..
>
> how many of us in the atari field use midi on the machines?
>
> i am writing midi program and want suggestions and beta -testers.
>
> charles

6253. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-20 16:44:15 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <441edbd6$0$4272$626a54ce@news.free.fr>
Source record: 9080

> how many of us in the atari field use midi on the machines?
>
> i am writing midi program and want suggestions and beta -testers.

I can test your programs on my Falcon.

DOCs

6254. [ANN] MacAranym 0.9.3

Newsgroup: comp.sys.atari.st
Date: 2006-03-20 18:58:28 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <441efb54$0$29200$8fcfb975@news.wanadoo.fr>
Source record: 9081
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

Hi,

ARAnyM (Atari Running on Any Machine) <http://aranym.atari.org/>
is an Atari Virtual Machine also running under MacOSX.

The 0.9.3 ARAnyM version for OSX.3.9 (or above) is available at :

<http://eureka.atari.org/MacAranym.zip>

It is built with Xcode 1.5 and optimized for G4 and above. It
includes a preview boot disk image similar to AFROS (Atari Free
OS) and SDL. Ready to use ...

Feedback is welcome.

Have fun :)

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
<http://eureka.atari.org/>

6255. SAM!!!

Newsgroup: comp.sys.atari.st
Date: 2006-03-20 21:03:37 UTC
From: sonny jim <maxcollard@sbcglobal.net>
Message-ID: <1142888617.301199.225320@g10g2000cwb.googlegroups.com>
Source record: 9082

Has anyone heard onf an atari SAM (software automated mouth) program,
preferrably for the 1200xl? i had an old 1200xl with a floppy that had
it in assembly, but i gave it to my sister. i had a lot of fun with
that old thing...have you seen a program like that before?

6256. Re: SAM!!!

Newsgroup: comp.sys.atari.st
Date: 2006-03-20 21:22:54 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142889774.164011.318560@t31g2000cwb.googlegroups.com>
Source record: 9083

You want to ask that question at comp.sys.atari.8bit, this is the 16bit newsgroup.

BTW, the only SAM I know is 'System Audio Manager' that came with the Atari Falcon.

6257. MyAtari Online Mag

Newsgroup: comp.sys.atari.st
Date: 2006-03-20 23:02:01 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <HeudnWNqe67-qYLZRVn-vQ@adelphia.com>
Source record: 9084

Man, what happened to MyAtari? Did they throw in the towel too?

Thanks

6258. Re: [ANN] MacAranym 0.9.3

Newsgroup: comp.sys.atari.st
Date: 2006-03-20 23:55:06 UTC
From: Mudge <mudge@nospam.ever>
Message-ID: <3201654.WYUXCVRX@news.telus.net>
Source record: 9085
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

On 03/20/2006 11:58:28 Francois LE COAT wrote

> ARAnyM (Atari Running on Any Machine) <http://aranym.atari.org/> is an
> Atari Virtual Machine also running under MacOSX.

> The 0.9.3 ARAnyM version for OSX.3.9 (or above) is available at :

> <http://eureka.atari.org/MacAranym.zip>

> It is built with Xcode 1.5 and optimized for G4 and above. It includes a
> preview boot disk image similar to AFROS (Atari Free OS) and SDL. Ready
> to use ...

Is this anything which will let me read old Atari 3.5" floppy disks -
single density or above - on a Mac running OS 10.4.3

I've got a bunch of data which I would like to recover

--
The Canadian Curmudgeon (in cloudyish, -5.8C, Calgary)

Politicians are like diapers. They should both be changed frequently
and for the same reason. -- Anonymous ï¿½

6259. Re: SAM!!!

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 00:06:44 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <lsHTf.2595$qX6.66098@news20.bellglobal.com>
Source record: 9086

yes i know of a sam ...hey your xl300 is pretty considering your online sending emails .

yes the original voice synt ..right ...i will now read the getteysburg address ..fworow skrowr end sevvfen yearrrz igo....like that, right ..?????
i like sam so what i will check my vault and see whats up .

email me so i have your email address.

charles.copp@sympatico.ca

6260. Re: SAM!!!

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 04:18:19 UTC
From: sonny jim <maxcollard@sbcglobal.net>
Message-ID: <1142914699.657200.190080@t31g2000cwb.googlegroups.com>
Source record: 9087

thank you for that, i forgot. this is for the ataris with the GUIs and
the mice, right? i had one of those at one pointm but i still miss my
old 1200xl and Microsoft BASIC :)

```
10 REMARKABLE PROGRAM
20 PRINT "Basic rules!"
99 END
```

sonny jim

6261. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 05:59:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <441f98b0a23931@comcast.net>
Source record: 9093

>hello everybody ,i wish to gather a tiny tidbit of personal info..
>
>how many of us in the atari field use midi on the machines?
>
>i am writing midi program and want suggestions and beta -testers.
>
>charles

I still do from time to time. I have an old Roland MT-32 MIDI module still connected to my Hades. I have alot of Sierra Online MIDI games that I pay on my STe. I use Sweet 16 on the Hades and Tiger Cub on the STe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6262. Re: MyAtari Online Mag

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 06:02:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <441f98b0a23932@comcast.net>
Source record: 9095

>Man, what happened to MyAtari? Did they throw in the towel too?
>
>Thanks

I am not really sure. I write for them and I think it is because there has not been an influx of articles. There are still around because I still get email from Shuiming from time to time. I was going to do some articles for them in the near future.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6263. IDE DVD drive causing problems.

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 06:07:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <441f98b0a23933@comcast.net>
Source record: 9096

Hello all,

In the past two days my Plextor IDE drive has been causing my Western Digital IDE to boot late after the system has a warm re-boot. It used to take only 1-2 seconds before the IDE hard drive kicked in, now it takes about 30-40 seconds. It does not affect Magic or Tos, but I cannot boot Mint. What happens is that after 15 seconds the Hades thinks no hard drive is there so it boots up what in on the floppy. I am suspecting I need a new cable. Anyone else have an idea?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6264. Re: What-if: Atari had had Apple's design wizard 'Jonathan Ive' onboard?

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 06:09:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <441f98b0a23934@comcast.net>
Source record: 9094

>Back in the day before Apple was cool outside the geek world, they
>hired a British guy, Jonathan Ive, who has been pretty much solely
>responsible for the design innovations seen in apple products, from the
>coloured imacs and sleek design of other apple products, to the ipod
>and its popularity; he's made apple products desirable, mainly due to
>looks alone.
>
>If Atari was equipped with the services of this guy; and say, the
>Falcon had been released in the style of an iMAC, does anybody think
>this could've turned the company around?

Probably, but the real thing is that machines like the STe and the Falcon are
excellent computers. They just came out too late.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6265. Re: [ANN] MacAranym 0.9.3

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 06:17:53 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <441f9a91$0$18334$8fcfb975@news.wanadoo.fr>
Source record: 9088
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

Hi,

Mudge wrote :
> Francois LE COAT wrote :
>
>> ARAnyM (Atari Running on Any Machine) <http://aranym.atari.org/> is an
>> Atari Virtual Machine also running under MacOSX.
>
>> The 0.9.3 ARAnyM version for OSX.3.9 (or above) is available at :
>
>> <http://eureka.atari.org/MacAranym.zip>
>
>> It is built with Xcode 1.5 and optimized for G4 and above. It includes a
>> preview boot disk image similar to AFROS (Atari Free OS) and SDL. Ready
>> to use ...
>
> Is this anything which will let me read old Atari 3.5" floppy disks -
> single density or above - on a Mac running OS 10.4.3
>
> I've got a bunch of data which I would like to recover

I wouldn't be surprised if it worked. This requires that you
have a suitable floppy drive for your Macintosh.

You just have to add "Floppy = /dev/fd0" in the "config" file.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
<http://eureka.atari.org/>

6266. MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 08:23:47 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1142929426.812408.85790@t31g2000cwb.googlegroups.com>
Source record: 9089

Hi,

What is the easyest way find out what package contains a specified file. My problem is that when I start Bash, it complains: "bash: id: command not found". I assume that it tries to execute command "id", but it doesn't exist on my system and I would like to know which package to install.

Thanks,
Jozsi

6267. Re: pmdoom 0.48 (was Re: pmdoom 0.47)

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 10:24:17 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1142936657.844635.299590@g10g2000cwb.googlegroups.com>
Source record: 9090

Did you find something?

6268. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 11:54:51 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1142942091.548163.107570@e56g2000cwe.googlegroups.com>
Source record: 9091

One more thing:

who is responsible to create /etc/login.defs ? Login complains about it.

6269. printer driver

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 11:57:41 UTC
From: taxman <taxman@iinet.net.au>
Message-ID: <441fea2a$0$4636$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 9092

Is there any driver for the ancient hp color LaserJet 5 to work on the Atari
?

these machines are a dime a dozen and ive got one, wouldn't mind messing
around with it on the TT if possible. I'm running no fancy OS just the stock
as a rock rom OS..

6270. Homa Systems House new web site

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 13:20:37 UTC
From: NMK <nmontaser@hotmail.com>
Message-ID: <1142947237.514689.106040@t31g2000cwb.googlegroups.com>
Source record: 9097

Hi All,
Our website has moved to a new location: http://www.homasystems.com
We are still supporting the ATARI platform.

We also have a new product (non ATARI) called FireDTV S/CI DVB-S
firewire receiver.
If interested, please refer to http://www.firedtv.ca

cheers
Nima

6271. Re: printer driver

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 14:43:45 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142952225.321167.311590@i40g2000cwc.googlegroups.com>
Source record: 9098

taxman wrote:
> Is there any driver for the ancient hp color LaserJet 5 to work on the Atari
> ?
>
> these machines are a dime a dozen and ive got one, wouldn't mind messing
> around with it on the TT if possible. I'm running no fancy OS just the stock
> as a rock rom OS..

You want NVDI. It has drivers for most printers of that generation, and
some modern printers (with LPT port) will also work because the
languages are somewhat backwardly compatible.

I don't know if you can buy this now, or where you can get it, sorry.
Someone else here will know.

6272. Re: MyAtari Online Mag

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 14:49:48 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060321144844168 07-derryck@cixcoukinvalid>
Source record: 8949

On 2006-03-21 06:02:06 +0000, "Edward S. Baiz Jr." <edbaizjr@comcast.net> said:

>> Man, what happened to MyAtari? Did they throw in the towel too?
>>
>> Thanks
>
> I am not really sure.

If I see Shiuming at Wednesday's club meeting I'll ask him.

I did hear that there had been attacks on the web site, but can't confirm that.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

6273. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 14:51:09 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142952669.855666.190490@j33g2000cwa.googlegroups.com>
Source record: 8950

Joe Iron wrote:
> Hi,
>
> What is the easyest way find out what package contains a specified
> file. My problem is that when I start Bash, it complains: "bash: id:
> command not found". I assume that it tries to execute command "id", but
> it doesn't exist on my system and I would like to know which package to
> install.

ID would have been installed in the basic package I guess, so I don't
understand why you don't have it.

After some poking around on sparemint.atariforge.net I have found the
package you want here:

http://sparemint.atariforge.net/sparemint/html/packages/sh-utils.html

Good luck.

6274. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 14:52:58 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142952778.779851.239970@g10g2000cwb.googlegroups.com>
Source record: 8951

Joe Iron wrote:
> One more thing:
>
> who is responsible to create /etc/login.defs ? Login complains about it.

http://sparemint.atariforge.net/sparemint/html/packages/shadow-utils.html

I think your installation was botched.

6275. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 14:57:00 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1142953020.086186.51000@z34g2000cwc.googlegroups.com>
Source record: 8952

Thanks Coda, I found it myself by now. But my question is still: how
can I know which package contains a specified file?
I'm trying to install mint totally manually, so there is no "basic"
package "just" packages (rpm). This is a hard work since I have no
experience only with Windoze.

6276. Re: Homa Systems House new web site

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 15:20:28 UTC
From: mail@freeman-studio.com
Message-ID: <1142954428.614118.58080@v46g2000cwv.googlegroups.com>
Source record: 8953

Nima,

I've been hoping to find the demo of the most recent Photoline TT somewhere, but can't. I'd like to try it out on my CT60 Falcon. I used to have the demo on my standard Falcon, and thought it was a really nice product a long time ago, but it was a bit slow for that system, so I deleted it. On your web site you have a link to it, but I get a "File Not Found" error. Any chance of fixing this? Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com
(please reply to THIS address, not the one automatically attached to the post)

NMK wrote:
> Hi All,
> Our website has moved to a new location: http://www.homasystems.com
> We are still supporting the ATARI platform.
>
> We also have a new product (non ATARI) called FireDTV S/CI DVB-S
> firewire receiver.
> If interested, please refer to http://www.firedtv.ca
>
> cheers
> Nima

6277. Re: Homa Systems House new web site

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 15:20:59 UTC
From: mail@freeman-studio.com
Message-ID: <1142954459.670611.166160@i40g2000cwc.googlegroups.com>
Source record: 8954

Nima,

I've been hoping to find the demo of the most recent Photoline TT somewhere, but can't. I'd like to try it out on my CT60 Falcon. I used to have the demo on my standard Falcon, and thought it was a really nice product a long time ago, but it was a bit slow for that system, so I deleted it. On your web site you have a link to it, but I get a "File Not Found" error. Any chance of fixing this? Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com
(please reply to THIS address, not the one automatically attached to the post)

NMK wrote:
> Hi All,
> Our website has moved to a new location: http://www.homasystems.com
> We are still supporting the ATARI platform.
>
> We also have a new product (non ATARI) called FireDTV S/CI DVB-S
> firewire receiver.
> If interested, please refer to http://www.firedtv.ca
>
> cheers
> Nima

6278. Re: Homa Systems House new web site

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 15:21:18 UTC
From: mail@freeman-studio.com
Message-ID: <1142954478.554503.29500@t31g2000cwb.googlegroups.com>
Source record: 8955

Nima,

I've been hoping to find the demo of the most recent Photoline TT somewhere, but can't. I'd like to try it out on my CT60 Falcon. I used to have the demo on my standard Falcon, and thought it was a really nice product a long time ago, but it was a bit slow for that system, so I deleted it. On your web site you have a link to it, but I get a "File Not Found" error. Any chance of fixing this? Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com
(please reply to THIS address, not the one automatically attached to the post)

NMK wrote:
> Hi All,
> Our website has moved to a new location: http://www.homasystems.com
> We are still supporting the ATARI platform.
>
> We also have a new product (non ATARI) called FireDTV S/CI DVB-S
> firewire receiver.
> If interested, please refer to http://www.firedtv.ca
>
> cheers
> Nima

6279. Re: Homa Systems House new web site

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 15:25:29 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.21.15.25.28.57029@charter.net>
Source record: 8956

On Tue, 21 Mar 2006 05:20:37 -0800, NMK wrote:

> Hi All,
> Our website has moved to a new location: http://www.homasystems.com
> We are still supporting the ATARI platform.
>
> We also have a new product (non ATARI) called FireDTV S/CI DVB-S
> firewire receiver.
> If interested, please refer to http://www.firedtv.ca
>
> cheers
> Nima

Wow - didn't even know these guys were still around! Coolness. :-)

--
_/_/_/

6280. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 15:34:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.21.15.34.10.785728@charter.net>
Source record: 8957

On Tue, 21 Mar 2006 06:57:00 -0800, Joe Iron wrote:

> Thanks Coda, I found it myself by now. But my question is still: how
> can I know which package contains a specified file?
> I'm trying to install mint totally manually, so there is no "basic"
> package "just" packages (rpm). This is a hard work since I have no
> experience only with Windoze.

Sparemint uses RPMs now, right? If it does, can't you use the RPM
facilities to query?

For example, on an RPM based linux box, you (as su/root) could do a:

[root@darkforce darklord]# rpm -q --whatprovides cedega
cedega-5.0-1

This is assuming that what you're looking for is installed by RPM and can
be found in the RPM database.

Just a thought.

--
_/_/_/

6281. Re: IDE DVD drive causing problems.

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 15:36:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.21.15.36.05.236862@charter.net>
Source record: 8958

On Tue, 21 Mar 2006 07:07:58 +0100, Edward S. Baiz Jr. wrote:

> Hello all,
>
> In the past two days my Plextor IDE drive has been causing my Western Digital
> IDE to boot late after the system has a warm re-boot. It used to take only 1-2
> seconds before the IDE hard drive kicked in, now it takes about 30-40 seconds.
> It does not affect Magic or Tos, but I cannot boot Mint. What happens is that
> after 15 seconds the Hades thinks no hard drive is there so it boots up what
> in on the floppy. I am suspecting I need a new cable. Anyone else have an idea?

Hi Edward. What is it that makes you think its the Plextor doing this? I
mean, could it just be your hard drive going bad?

I also wonder why just after a warm re-boot. It doesn't do this when its
cold?

--
_/_/_/

6282. Re: printer driver

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 15:40:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.21.15.40.07.576658@charter.net>
Source record: 8959

On Tue, 21 Mar 2006 06:43:45 -0800, Coda wrote:

> You want NVDI. It has drivers for most printers of that generation, and
> some modern printers (with LPT port) will also work because the
> languages are somewhat backwardly compatible.
>
> I don't know if you can buy this now, or where you can get it, sorry.
> Someone else here will know.

I believe that The Atari Workshop and 16/32 Systems both still sell NVDI.

You could check and see.

--
_/_/_/

6283. Re: [ANN] MacAranym 0.9.3

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 17:56:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200603211856.a54613@ll.maus.de>
Source record: 8962

Hallo Francois LE,

>It is built with Xcode 1.5 and optimized for G4 and above.

I use a PowerBook with G3 - can I use this version, too? I think about a
MacBook, an Intel based Mac. Is there a ARAnyM-Version as Universal Binary,
which uses the JIT on the Intel processors as it is used on Windows and
Linux (x386)?

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

6284. midi file to PC

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 18:34:43 UTC
From: FCR <frosairexxx@yahoo.com>
Message-ID: <1220hq0kiq2rpc4@corp.supernews.com>
Source record: 8960

Not sure if this has been discussed here-tryin to figure out the fastest way
to get a midi file from my Mega STe to a PC w/o using a floppy. Sequencing
on the Atari, recording audio on the PC. Any ideas on this config.
appreciated.
tnx,
fcr

Nighttrain Entertainment
http://forrestrosaire.com.

6285. Re: pmdoom 0.48 (was Re: pmdoom 0.47)

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 18:57:26 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.03.21.18.57.24.483103@caramail-NOSPAM.com>
Source record: 8961

Le Tue, 21 Mar 2006 02:24:17 -0800, Joe Iron a ï¿œcritï¿œ:

> Did you find something?

Yes. When putting the m68k asm routine in Heretic, I found that the volume
was too low in Doom (samples are played with a volume from 0 to 15,
instead of 0 to 127). This is fixed.

But there is still a big problem: memory allocated for samples is still
freed when the sample is playing, hence some possible crashes. This is not
related to the m68k audio mixing routine. And this is what causes a
Z_CheckHeap error.

And for people willing to help with testing it, just saying 'it crashes'
is a useless bug report. At last, hardware/cpu/os used is a minimum.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6286. Re: [ANN] MacAranym 0.9.3

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 19:27:52 UTC
From: andekl_no@saaf_spam.se
Message-ID: <1hckgnb.1nx24f71v7hfkjN%andekl_no@saaf_spam.se>
Source record: 8963
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

Francois LE COAT <lecoat@atari.org> wrote:

> Hi,
>
> Mudge wrote :
> > Francois LE COAT wrote :
> >
> >> ARAnyM (Atari Running on Any Machine) <http://aranym.atari.org/> is an
> >> Atari Virtual Machine also running under MacOSX.
> >
> >> The 0.9.3 ARAnyM version for OSX.3.9 (or above) is available at :
> >
> >> <http://eureka.atari.org/MacAranym.zip>
> >
> >> It is built with Xcode 1.5 and optimized for G4 and above. It includes a
> >> preview boot disk image similar to AFROS (Atari Free OS) and SDL. Ready
> >> to use ...
> >
> > Is this anything which will let me read old Atari 3.5" floppy disks -
> > single density or above - on a Mac running OS 10.4.3
> >
> > I've got a bunch of data which I would like to recover
>
> I wouldn't be surprised if it worked. This requires that you
> have a suitable floppy drive for your Macintosh.

That's the tricky part. Try finding a USB floppy drive that reads
anything but HD (1.44 MB) floppies.

> You just have to add "Floppy = /dev/fd0" in the "config" file.

Rather, convert them to disk images on a 68k Mac :-)

--
I recommend Macs to my friends, and Windows machines
to those whom I don't mind billing by the hour

6287. [ANN]zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 22:06:27 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <442078f5$0$1079$636a55ce@news.free.fr>
Source record: 8964

```
Hi,

You can find the last version of zTask on my webpage.

Here the changelog:

News:
-----
- Preference panel added.
- With Xaaes, "XaSys" is not more listed as a GEM process.

Bugs fixes:
-----------
- The first drawn of the process list in the Task Manager
was corrupted.
- Some littles bugs fixed.

Ciao,
Zorro

--
http://zorro.arcadia-crew.com/
```

6288. Re: Ink

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 22:43:50 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <IYudneSYiOY1H73ZnZ2dnUVZ_vidnZ2d@inreach.com>
Source record: 8965
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

SPAM ... Nothing but SPAM.

--
The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

<mshawjr@frontiernet.net> wrote in message
news:26qTf.826$tT.439@news01.roc.ny...
> Man I have found this site that has the cheapest ink for any printer.
> You can compare prices and then review the companies on service and
> quality. <http://www.imagraphix.com> Let me know what you think

6289. Re: Ink

Newsgroup: comp.sys.atari.st
Date: 2006-03-21 22:44:57 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <IYudneeYiOY0H73ZnZ2dnUVZ_vidnZ2d@inreach.com>
Source record: 8966
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

BULL, First you SPAM the newsgroups and this you post this BS.

Not only a Spammer, but a Lame Spammer at that.

--
The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

<mshawjr@frontiernet.net> wrote in message
news:WUwTf.2822$tT.2482@news01.roc.ny...
> Sorry guys. The spam stuff was not my intent. I do oppoligies and won't
> happen again. I have never been on newsgroups before and not sure how to
> work them. I hope you guys can forgive a bad choice. Murphey

6290. Re: new Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 00:06:08 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1142985968.192723.326300@z34g2000cwc.googlegroups.com>
Source record: 8967

JamSTer wrote:
> Falcon latest news ....
> == Atari Falcon 030 4mb ram and now with 128mb CF hard drive! ==
> Well, I've fitted a CF-IDE adapter with 128mb card to my new Falcon and then
> had to scratch my head to remember what to do next ?
> I found some old disks with first Gasteiner hard disk manager, but that only
> works with scsi disks, then I tried ICD Pro 6.5.5 and it set up everything
> perfectly.
> I've only tried running an Infocom game on it so far to make sure everything
> was Ok, so my next question is .....
> What software should I try. There's so much you hear of, Magic, Mint, Thing,
> Teradesk, etc. etc. and its been years since I last used an ST, what is the
> must have software to run on a Falcon ?
> I'd like to connect it to my PC network as well, easy or not ?
> Cheers
> Jammer

Well, I'd suspect multitasking would be high on your list. Find MiNT.

Galen

6291. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 00:08:56 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1142986136.629920.91270@u72g2000cwu.googlegroups.com>
Source record: 8968

Ditto. A MIDI file player that didn't eat up a lot of resources would be very nice.

Galen

6292. Re: Ink

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 00:57:25 UTC
From: salfter@salfter.diespammersdie.dyndns.org
Message-ID: <4420a0f5$0$10016$9a6e19ea@news.newshosting.com>
Source record: 8969
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <IYudneSYiOY1H73ZnZ2dnUVZ_vidnZ2d@inreach.com>,
Starlord <starlord@sidewalkastronomy.info> top-posted (grr):
>SPAM ... Nothing but SPAM.

The OP's spam was bad enough, but now we have a dumbass non-quote-trimming
top-poster repeating the original spam for those who didn't get it the first
time around. :-P

_/_
/ v \ Scott Alfter (remove the obvious to send mail)
(IIGS( http://alfter.us/ Top-posting!
\_^_/ rm -rf /bin/laden >What's the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.4.1 (GNU/Linux)

iD8DBQFEIKPnVgTKos01OwkRAoXhAJwI6t1bwl8ySGk5crhOBv1nugBJIQCcCRpb
yb4APO3j1d9LiZ5ioA9uHkk=
=G6DQ
-----END PGP SIGNATURE-----
```

6293. DarkForce! Announcement

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 03:25:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.01.23.32.22.73828@charter.net>
Source record: 8970
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

First of all, Happy New Year everyone! :-)

We're trying to kick things off right at The DarkForce! BBS, so in the spirit of the season, we are continuing our tradition of monthly prize giveaways.

This month, January 2006, one lucky Atari caller will win a free subscription to ST Magazine. Also, since its almost NFL playoff time, this months featured game is AFL Football! The lucky winner of this game will receive a $25 cash prize. Slots are limited to the number of teams available so don't be left out. Also, rumor has it the Sysop is playing...who doesn't want to take a crack at bashing the Sysop? :-)

Good luck everyone! :-)

--
_/_/_/

6294. DarkForce! Announcement

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 03:25:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.03.20.22.12.243744@charter.net>
Source record: 8971
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

(newsgroups have been down here - I've been trying to post this for 3 days!)

First of all, Happy New Year everyone! :-)

We're trying to kick things off right at The DarkForce! BBS, so in the spirit of the season, we are continuing our tradition of monthly prize giveaways.

This month, January 2006, one lucky Atari caller will win a free subscription to ST Magazine. Also, since its almost NFL playoff time, this months featured game is AFL Football! The lucky winner of this game will receive a $25 cash prize. Slots are limited to the number of teams available so don't be left out. Also, rumor has it the Sysop is playing...who doesn't want to take a crack at bashing the Sysop? :-)

Good luck everyone! :-)

--
_/_/_/

6295. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 06:38:13 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.03.22.06.38.11.898580@nospammmmatari-source.com>
Source record: 8972
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 21 Mar 2006 22:25:20 -0500, Ronald J. Hall wrote:

> (newsgroups have been down here - I've been trying to post this for 3
> days!)
>
> First of all, Happy New Year everyone! :-)
>
> We're trying to kick things off right at The DarkForce! BBS, so in the
> spirit of the season, we are continuing our tradition of monthly prize
> giveaways.
>
> This month, January 2006, one lucky Atari caller will win a free
> subscription to ST Magazine. Also, since its almost NFL playoff time, this
> months featured game is AFL Football! The lucky winner of this game will
> receive a $25 cash prize. Slots are limited to the number of teams
> available so don't be left out. Also, rumor has it the Sysop is
> playing...who doesn't want to take a crack at bashing the Sysop? :-)
>
> Good luck everyone! :-)

Did something get queued up somewhere for way too long? ;)

Thanks,
Mark

6296. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 07:55:46 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143014146.322046.47880@u72g2000cwu.googlegroups.com>
Source record: 8973

Hi Ronald,

Yes, but my problem is that what I am looking for is NOT installed and
I want to know which package to install.

6297. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 14:02:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.22.14.02.06.813234@charter.net>
Source record: 8974
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 22 Mar 2006 01:38:13 -0500, Mark D wrote:

> Did something get queued up somewhere for way too long? ;)
>
> Thanks,
> Mark

You betcha - although I can't explain why, whenever newsgroups goes down
from my ISP, when they do finally come back up, the first 1-2 times I
access the newsgroups I'm subscribed too, well, old, old messages get
reposted.

This is using PAN under Linux.

Anyone have any ideas as to why? I've had it happen several times. :-(

--
_/_/_/

6298. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 14:06:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.22.14.06.11.464576@charter.net>
Source record: 8975

On Tue, 21 Mar 2006 23:55:46 -0800, Joe Iron wrote:

> Hi Ronald,
>
> Yes, but my problem is that what I am looking for is NOT installed and
> I want to know which package to install.

Okay, if I'm following you correctly, then what you are looking for is
dependencies?

Hmm, when you go to compile the software, (I'm assuming ./configure, make,
make install?) it should tell you whats missing. As for RPM, it will too.
Too bad we don't have something like YUM or URPMI or APT-GET. That way,
those pesky dependencies are usually taken care of for ya.

Even under modern Linux distros, sometimes its a job to install software.
:-(

--
_/_/_/

6299. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 14:39:19 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143038359.508986.199360@v46g2000cwv.googlegroups.com>
Source record: 8976

Not really dependencies. In my case the following happened:
- I installed BASH from BASH....rpm (binary). It worked well.
- Then I installed a couple of rpms (binary), all sucessfuly.
But one of them installed/replaced a script that tried to use the
command "ID". Since then, when I start BASH it complains abut the
command "ID". Maybe the references list of one of the package was
incomplete. (there is no provides specified manually for rpm)

6300. Re: IDE DVD drive causing problems.

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 15:24:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44216c7c1c1161@comcast.net>
Source record: 8983

>On Tue, 21 Mar 2006 07:07:58 +0100, Edward S. Baiz Jr. wrote:
>
>> Hello all,
>>
>> In the past two days my Plextor IDE drive has been causing my Western Digital
>> IDE to boot late after the system has a warm re-boot. It used to take only 1-2
>> seconds before the IDE hard drive kicked in, now it takes about 30-40 seconds.
>> It does not affect Magic or Tos, but I cannot boot Mint. What happens is that
>> after 15 seconds the Hades thinks no hard drive is there so it boots up what
>> in on the floppy. I am suspecting I need a new cable. Anyone else have an idea?
>
>Hi Edward. What is it that makes you think its the Plextor doing this? I
>mean, could it just be your hard drive going bad?
>
>I also wonder why just after a warm re-boot. It doesn't do this when its
>cold?

It is not the drive as I just bought it two months ago. I did solve the
problem. I installed a new IDE cable and that did it. I did not think it would
work since I used the cable that came with the WD hard drive. It is a 40-pin
80 connector cable where as the one that came with the Hades was a 40-pin 40
connector cable. It worked though and that all that counts. Now I can go and
try to get my Mint partition up and running.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6301. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 15:59:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.22.15.59.46.589842@charter.net>
Source record: 8977

On Wed, 22 Mar 2006 06:39:19 -0800, Joe Iron wrote:

> Not really dependencies. In my case the following happened:
> - I installed BASH from BASH....rpm (binary). It worked well.
> - Then I installed a couple of rpms (binary), all sucessfuly.
> But one of them installed/replaced a script that tried to use the
> command "ID". Since then, when I start BASH it complains abut the
> command "ID". Maybe the references list of one of the package was
> incomplete. (there is no provides specified manually for rpm)

How about using RPM to remove those couple of packages, then reinstall the
bash RPM?

Not the best solution, I'll agree - but it should work.

--
_/_/_/

6302. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 19:07:38 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.03.22.19.07.38.380168@nospammmmatari-source.com>
Source record: 8978

On Wed, 22 Mar 2006 06:39:19 -0800, Joe Iron wrote:

> Not really dependencies. In my case the following happened:
> - I installed BASH from BASH....rpm (binary). It worked well.
> - Then I installed a couple of rpms (binary), all sucessfuly.
> But one of them installed/replaced a script that tried to use the
> command "ID". Since then, when I start BASH it complains abut the
> command "ID". Maybe the references list of one of the package was
> incomplete. (there is no provides specified manually for rpm)

Sparemint's dependency tree is really trashed. We're quite lazy due
to the static linking situation so as much as we try, we do inherently
miss stuff.

The new sparemint site, http://dev.sparemint.org will have a file search
function as part of a larger query system I'm implementing soon but it's
not done yet. The easiest way to get done what you want to get done is
simply to get in touch with an easymint using friend and have them do rpm
-qf /bin/id

Here's an example of the output on my Fedora Core 5 system:

[mduckworth@evil ~]$ rpm -qf /usr/bin/interdiff
patchutils-0.2.31-2.2.1

But there's no way for your freemint system or RPM to give you information
about packages that it doesn't even have ;)

Thanks,
Mark

6303. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 20:13:02 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2006.03.22.20.13.01.544071@fineby.me.uk>
Source record: 8979
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 22 Mar 2006 09:02:06 -0500, Ronald J. Hall wrote:

> You betcha - although I can't explain why, whenever newsgroups goes down
> from my ISP, when they do finally come back up, the first 1-2 times I
> access the newsgroups I'm subscribed too, well, old, old messages get
> reposted.
> This is using PAN under Linux.
> Anyone have any ideas as to why? I've had it happen several times. :-(

Possibly, after your ISP sorts out the usenet problems, they fiddle with
the message ID counter for each group, as a safety measure. Pan cannot
know this, so continues with message ID's it has, resulting in the
retrieval of old messages.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

6304. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 20:26:37 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143059197.212981.254390@v46g2000cwv.googlegroups.com>
Source record: 8980

Hi Mark,

That would be great! If I can help in anything, please let me know. I'm good at SQL, I can write stored procedures, queries, etc. for you. BTW, I've just downloaded all the RPMs. Just need to find a tool to look in them on my peecee...

6305. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 21:13:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.22.21.13.19.224033@charter.net>
Source record: 8981
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 22 Mar 2006 20:13:02 +0000, Brad Rogers wrote:

> Possibly, after your ISP sorts out the usenet problems, they fiddle with
> the message ID counter for each group, as a safety measure. Pan cannot
> know this, so continues with message ID's it has, resulting in the
> retrieval of old messages.

Sounds as reasonable an explanation as any I've heard yet. :-)

--
_/_/_/

6306. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 21:18:04 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns978EA51621418emuslor@66.150.105.47>
Source record: 8982
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Despite all prevention efforts, "Ronald J. Hall" <dark_lord@charter.net>
wrote in news:pan.2006.03.22.21.13.19.224033@charter.net:

> On Wed, 22 Mar 2006 20:13:02 +0000, Brad Rogers wrote:
>
>> Possibly, after your ISP sorts out the usenet problems, they fiddle with
>> the message ID counter for each group, as a safety measure. Pan cannot
>> know this, so continues with message ID's it has, resulting in the
>> retrieval of old messages.
>
> Sounds as reasonable an explanation as any I've heard yet. :-)
>

Too bad too - I was all set to go after that $25 AFL prize again... :)

--
James
http://www.slornet.com
*** Free account sponsored by SecureIX.com ***
*** Encrypt your Internet usage with a free VPN account from http://www.SecureIX.com ***

6307. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.st
Date: 2006-03-22 21:58:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.22.21.58.39.221209@charter.net>
Source record: 8984
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 22 Mar 2006 21:18:04 +0000, Slor wrote:

> Too bad too - I was all set to go after that $25 AFL prize again... :)

Well, there is a game with a cash prize every month! :-)

--
_/_/_/

6308. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-23 07:39:59 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1143099599.376828.258090@i39g2000cwa.googlegroups.com>
Source record: 8985

Joe Iron wrote:
> Hi Mark,
>
> That would be great! If I can help in anything, please let me know. I'm
> good at SQL, I can write stored procedures, queries, etc. for you. BTW,
> I've just downloaded all the RPMs. Just need to find a tool to look in
> them on my peecee...

There is a tool that I downloaded for PC but it would not open any of
the sparemint RPM's. I can't remember the name of it now, but I thought
I'd tell you in case you have the same problem.

6309. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-23 09:28:35 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143106115.452150.300850@t31g2000cwb.googlegroups.com>
Source record: 8986

One word only: GREAT

6310. Ben's Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2006-03-23 09:30:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603230128320.12789-100000@onyx.spiritone.com>
Source record: 8988
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This March I'm celebrating my Birthday! If you want to bless me, I'm trying to raise Capital to buyout an Atari Dealer of all his Atari goods! So give me your Atari business, send all Atarians Marching my way and help save Atari goods from extinction, buying from Ben Saves Atari!

I'm creating a NEW Atari catalog. Catalog's name is NEWINBOX.TXT compiled from all items NEW in BOX from all my other catalogs made up of Hardware, Games/Software and Books for the 8 Bit, ST & Jaguar! Instead of 38 columns of text width it will be 80 column width, Most entries will be 1 line each and sorted alphabetically by title. You'll only find my NEW items in this catalog as I'm removing such NEW item's from their other catalogs.

http://BensCatalogs.Atari.org Atari's for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6311. Atari Clearance!

Newsgroup: comp.sys.atari.st
Date: 2006-03-23 09:34:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603230131070.12789-100000@onyx.spiritone.com>
Source record: 8989
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning him out! I've bought over 480 pieces of ST Software. Mostly Games! I need to make room for NEW inventory and raise the capital to buy him out. If you would like to help save Good Ataris from extinction, buy ANY Books or Games/Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get 20% off! E-Mail Atari@aracnet.com or Call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit books catalog!
http://www.aracnet.com/~atari/8bt_soft.htm 8 Bit software catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST books Catalog!
http://www.aracnet.com/~atari/st_soft.htm ST software Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6312. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-03-23 09:37:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603230134510.12789-100000@onyx.spiritone.com>
Source record: 8990
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6313. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-23 09:38:06 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143106686.695654.290620@z34g2000cwc.googlegroups.com>
Source record: 8987

Thank you for your help so far. Things are getting better. But there
are still questions:
- I downloaded the latest kernel from atari-sorce.org, but it searches
its files in "c:\mint\" instead of "c:\mint\1-16-1". Why is this? Or
that has different version number? How can I check that?
- I want to domesticate "/sbin/init". Previously I started NAES with
"GEM=..." in mint.cnf. I want to change it to "INIT=U/sbin/init".
Curently it reaches the login prompt and I can log in. But how can I
tell it to start NAES?

6314. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2006-03-23 09:40:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603230137500.12789-100000@onyx.spiritone.com>
Source record: 8991
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6315. Re: Homa Systems House new web site

Newsgroup: comp.sys.atari.st
Date: 2006-03-23 15:58:24 UTC
From: Ed <lener@vt.edu>
Message-ID: <dvugj0$1vj$1@solaris.cc.vt.edu>
Source record: 8992

NMK wrote:
> Hi All,
> Our website has moved to a new location: http://www.homasystems.com
> We are still supporting the ATARI platform.
>
> We also have a new product (non ATARI) called FireDTV S/CI DVB-S
> firewire receiver.
> If interested, please refer to http://www.firedtv.ca
>
> cheers
> Nima
>

Always welcome news to see commercial suppliers still supporting the
Atari market. I noticed your web page has several old dates, mostly
from 2001. You may want to update those so other people who come across
it realize you are still active.

6316. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-23 19:39:08 UTC
From: geek@atarians.com
Message-ID: <4422f95c$0$29219$ba620e4c@news.skynet.be>
Source record: 8993

Hello,

Joe Iron wrote:

> - I want to domesticate "/sbin/init". Previously I started NAES with
> "GEM=..." in mint.cnf. I want to change it to "INIT=U/sbin/init".
> Curently it reaches the login prompt and I can log in. But how can I
> tell it to start NAES?

Open /etc/ttytab and comment out the line:
#console "/usr/sbin/getty console" vt52 on secure

and add the line:
console "/path/to/xaloader.prg" tw52 on secure

Cheers,
JF

6317. Re: [ANN]zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-23 20:34:42 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.03.23.20.34.40.761164@nospammmmatari-source.com>
Source record: 8994

On Tue, 21 Mar 2006 23:06:27 +0100, Zorro wrote:

> Hi,
>
> You can find the last version of zTask on my webpage.
>
>
> Here the changelog:
>
> News:
> -----
> - Preference panel added.
> - With Xaaes, "XaSys" is not more listed as a GEM process.
>
>
> Bugs fixes:
> -----------
> - The first drawn of the process list in the Task Manager
> was corrupted.
> - Some littles bugs fixed.
>

You seriously have some l33t sk1llz!

Thanks,
Mark

6318. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 00:29:28 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.03.24.00.29.28.335914@nosspamatari-source.com>
Source record: 8995

On Thu, 23 Mar 2006 01:38:06 -0800, Joe Iron wrote:

> Thank you for your help so far. Things are getting better. But there
> are still questions:
> - I downloaded the latest kernel from atari-sorce.org, but it searches
> its files in "c:\mint\" instead of "c:\mint\1-16-1". Why is this? Or
> that has different version number? How can I check that?
> - I want to domesticate "/sbin/init". Previously I started NAES with
> "GEM=..." in mint.cnf. I want to change it to "INIT=U/sbin/init".
> Curently it reaches the login prompt and I can log in. But how can I
> tell it to start NAES?

CVS kernels search in C:\mint\1-16-cur\

Thanks,
Mark
http://www.atari-source.org

6319. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 00:31:20 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.03.24.00.31.20.381637@nosspamatari-source.com>
Source record: 8996

On Wed, 22 Mar 2006 12:26:37 -0800, Joe Iron wrote:

> Hi Mark,
>
> That would be great! If I can help in anything, please let me know. I'm
> good at SQL, I can write stored procedures, queries, etc. for you. BTW,
> I've just downloaded all the RPMs. Just need to find a tool to look in
> them on my peecee...

What I really need is a CSS guru. I'm coming to terms with the fact that my sense of design really sucks. I'd like the new site to look really sweet. The site is done in MySQL btw, and I can handle all those queries as I do that stuff for work. If for some reason you wanted to help out with php/mysql, let me know. The project certainly needs volunteers.

Thanks,
Mark

6320. Whoever wanted the LDW basic compiler for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 04:02:21 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <Afidneqmm5vB8r7ZnZ2dnUVZ_vudnZ2d@comcast.com>
Source record: 8997
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Here is a photo of it with some books I got out of storage.

http://home.comcast.net/~sonofman1/ldw.PNG

6321. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 07:52:58 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143186778.636194.194790@g10g2000cwb.googlegroups.com>
Source record: 8998

Thanks, that worked. There is one more problem to solve: previously
when I had to log in, I could execute any commands no matter what was
the current directory. Now if the current directory for example /bin I
couln't execute "id" which is in the directory /usr/sbin. I tried to
set the "path" environment variable in the config file of NAES. No
success. What to do?
Is there a way to force login?

6322. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 08:13:16 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1143187996.074301.39780@z34g2000cwc.googlegroups.com>
Source record: 8899

Joe Iron wrote:
> Thanks, that worked. There is one more problem to solve: previously
> when I had to log in, I could execute any commands no matter what was
> the current directory. Now if the current directory for example /bin I
> couln't execute "id" which is in the directory /usr/sbin. I tried to
> set the "path" environment variable in the config file of NAES. No
> success. What to do?

Isn't the initial PATH set in the mint.cnf? Or what about /etc/profile?
Also for users paths there may be another PATH statement your local
.profile. I can't look at my mint setup at the moment to check.

> Is there a way to force login?

I think you can do this by not using the INIT statement but instead use
GEM='/path/to/the AES', and have TW bring up a shell once the desktop
has started. Maybe, I can't really remember.

6323. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 10:43:52 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143197032.351075.241450@i40g2000cwc.googlegroups.com>
Source record: 8900

Would you please let me know if you can check that on your setup?

6324. Re: Yamaha 2100S?

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 12:46:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.24.12.46.34.312113@charter.net>
Source record: 8901

On Mon, 27 Feb 2006 21:10:49 -0800, atarian90 wrote:

> I agree with Rudolphe. Disable parity. It's really not need on the
> ST.
>
> I believe the other reason the Yamaha CDRW doesn't work with the
> MegaST4 and ICD Link 2 is because the Yamaha CDRWs use SCSI
> arbitration. Only the Link97 supports this. The Falcon and TT also
> support parity and SCSI arbitrarion. That's why it works on your
> Falcon.

Just a quick follow up here - being brain-dead on odd-numbered days, it took me awhile to figure out the easiest solution to this problem. I simply put the newer Plextor in my Falcon (that supports the bus arbitration it needs) and put the older Plextor in my Mega ST setup. Duh. Sometimes, the most obvious solution... :-)

Now though, I've got another question. The older Plextor in my Falcon was nearly silent, with maybe a little increased sound during write operations.

The newer model does this speed up and speed down routine - like its ramping up to access speeds or something. Very noisy. Anyone know anything (settings?) that can be adjusted for this?

Thanks everyone.

--
_/_/_/

6325. Re: Whoever wanted the LDW basic compiler for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 13:59:19 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <j9GdneV-Su7aZr7ZnZ2dnUVZ_sSdnZ2d@comcast.com>
Source record: 8902
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Lion Of Judah" <sonofman1@comcast.net> wrote in message
news:Afidneqmm5vB8r7ZnZ2dnUVZ_vudnZ2d@comcast.com...
> Here is a photo of it with some books I got out of storage.

The MCC Assembler is not a book, but software btw.

>
> http://home.comcast.net/~sonofman1/ldw.PNG

6326. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 16:00:40 UTC
From: spumc-dmm@knology.net
Message-ID: <1143216040.868045.285270@j33g2000cwa.googlegroups.com>
Source record: 8903

A midi player that would work under a multitasking os would be very handy. I recall there was a midi player that used a small liberary of samples for playback of midi files, but it never worked for me. I don't remember it's name, or if it worked under MagiC/Geneva/Mint? I use CAF on a CT60 for sequencing, recording and scoreing.

6327. Re: Homa Systems House new web site

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 16:13:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44241c7e8302f1@comcast.net>
Source record: 8906

>On Tue, 21 Mar 2006 05:20:37 -0800, NMK wrote:
>
>> Hi All,
>> Our website has moved to a new location: http://www.homasystems.com
>> We are still supporting the ATARI platform.
>>
>> We also have a new product (non ATARI) called FireDTV S/CI DVB-S
>> firewire receiver.
>> If interested, please refer to http://www.firedtv.ca
>>
>> cheers
>> Nima
>
>Wow - didn't even know these guys were still around! Coolness. :-)

Yeahh I have talked to Nima from time to time. I just bought a real Umax Astra scanner from hime. It works great and is quiet. I also bought my Nova Graphics card from him along with the CD Master series.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6328. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 16:14:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44241c7e8302f2@comcast.net>
Source record: 8907

>
>A midi player that would work under a multitasking os would be very
>handy. I recall there was a midi player that used a small liberary of
>samples for playback of midi files, but it never worked for me. I don't
>remember it's name, or if it worked under MagiC/Geneva/Mint? I use CAF
>on a CT60 for sequencing, recording and scoreing.

I use one right now called Sweet 16. It is the only MIDI Player/Sequencer that
works well on my Hades060.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6329. Re: printer driver

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 16:20:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44241c7e8302f3@comcast.net>
Source record: 8908

>Is there any driver for the ancient hp color LaserJet 5 to work on the Atari
>?
>
>these machines are a dime a dozen and ive got one, wouldn't mind messing
>around with it on the TT if possible. I'm running no fancy OS just the stock
>as a rock rom OS..

NVDI 5 has drivers for the HP Laserjet 5L, 5P/5MP and the 5Si/5SiMx plus some other HP LaserJets. Once of these may work just fine. I was able to use NVDI 5 to get my wife's HP Laserjet 2100 to work with my Hades.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6330. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 18:53:47 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <_eXUf.10327$ji6.603161@news20.bellglobal.com>
Source record: 8904

ok guys .one thing ata atime.lets address the issue,i need a couple of beta testers ,one for each platform
.
falcon
tt
520

you know i would like too see if this small application i wrote is able to function properly on each unit.

charles....any testers?

6331. Re: midi??

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 21:22:32 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.64.0603242216310.2650@localhost.localdomain>
Source record: 8905

On Fri, 24 Mar 2006, spumc-dmm@knology.net wrote:

> A midi player that would work under a multitasking os would be very
> handy. I recall there was a midi player that used a small liberary of
> samples for playback of midi files, but it never worked for me. I don't
> remember it's name, or if it worked under MagiC/Geneva/Mint? I use CAF
> on a CT60 for sequencing, recording and scoreing.
>

On my Falcon PHPlayer works under MiNT. It can play samples, but also MIDIfiles, using samples. It doesn't do that job very reliable on my system. Seems to be quite buggy, or my Falcon is not fast enough for that job. I would say, search for phplayer.zip via Google, and give it a try.

--

Martin Tarenskeen

6332. [GAME] pmdoom, pmheretic, pmhexen 0.49

Newsgroup: comp.sys.atari.st
Date: 2006-03-24 22:46:21 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.03.24.22.46.21.177578@caramail-NOSPAM.com>
Source record: 8909

Hello,

This time, I think the m68k audio mixing routine is fixed.
Along other changes, configuration file and saved games are saved in
$HOME/<game name> subdir if $HOME is defined.
You can also select joystick number in configuration file.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6333. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-03-25 09:46:09 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44251161_1@x-privat.org>
Source record: 8910

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.49.zip
(331.753 bytes) Atari version of Doom.
You need the PC version of Doom (shareware or registered) or Doom 2.

ftp://chapelie.rma.ac.be/atari/game/pmheretic-0.49.zip
(328.270 bytes) Atari version of Heretic.
You need the PC version of Heretic (shareware or registered).

ftp://chapelie.rma.ac.be/atari/game/pmhexen-0.49.zip
(382.483 bytes) Atari version of Hexen.
You need the PC version of Hexen (shareware or registered).

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera381b.zip
(298.959 bytes) Tera Desktop (TeraDesk) is a replacement for the ST, STE or TT desktop.
It provides more facilities than the built-in TOS desktops.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
```

** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6334. [ANN] Troll 1.2

Newsgroup: comp.sys.atari.st
Date: 2006-03-25 11:20:35 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <44252782$0$1149$7a628cd7@news.club-internet.fr>
Source record: 8911

Bonjour

News release of Troll Newsreader (and now basic email client included).
Download on my homepage or directly in the folder:
http://rajah.atari.org/files/ -> troll12_uk.zip (140KB)

New snapshot @ http://membres.lycos.fr/nef/images/snapshots/troll_snap.png

New features:
+ Basic email client implemented (carefull, not full. there are not yet
multiparts management, attached files nor more than one recipient).
* one or more POP3 accounts (retreive and/or delete mails on remote
server), with local receiving mailbox.
* misc options (scan every 5 minutes / automatic scan)
* archive folder for sent mails
* one or more archive folder for received mails
+ List of emails address, you can collect them.
+ Incomplete UTF-8 decoding (occidental charset) when reading.
+ Reformat text if width > 80 characters.
+ Some changes in the interface, some pop-ups (with button "~") change with
the context.
+ Format=flowed management.
- Changes in the ST-Guide documentation (tutorial).
- Some bugfixes.

I repeat: BASIC email client. Cc: multipart & attached files may come
later but I'd rather like to implement a RSS newsfeeder part in the
program.

Also carefull: some spams fool the POP3 server and indicate a bad mail size.
I have set a large buffer, but it may be not sufficient some time.
Better delete theses spams directly on the remote mailbox.

Voilï¿½ :)

-- Pierre TON-THAT - Rajah Lone / Renaissance
http://rajah.atari.org

6335. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-25 17:01:01 UTC
From: mail@freeman-studio.com
Message-ID: <1143306061.657925.154180@v46g2000cwv.googlegroups.com>
Source record: 8912

Anyone else notice that when you try to download this newest version
now, you get an error from Skynet (the file's host)? Or is it just me?

Mike Freeman
mike [at] freeman-studio [dot] com

6336. Re: Troll 1.2

Newsgroup: comp.sys.atari.st
Date: 2006-03-26 10:52:54 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1143370374.537488.10890@g10g2000cwb.googlegroups.com>
Source record: 8913

Looks really nice! Can't wait to try it out!

-- Peter

6337. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-26 10:55:46 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1143370546.287705.44510@t31g2000cwb.googlegroups.com>
Source record: 8914

Truly great work, Zorry!

Works great with Xaaes, and it looks pretty too.

-- Peter

6338. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-26 11:00:15 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1143370815.412583.236930@v46g2000cwv.googlegroups.com>
Source record: 8915

lol :-)

Zorry for that, Zorro.

-- Peter

6339. Re: Ink

Newsgroup: comp.sys.atari.st
Date: 2006-03-26 16:17:24 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <1NGdnSgQUKOfWbvZnZ2dneKdnZydnZ2d@inreach.com>
Source record: 8917

As someone once said " SIT ON IT"

--
The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords
Astro Blog
http://starlord.bloggerteam.com/

"Scott Alfter" <salfter@salfter.diespammersdie.dyndns.org> wrote in message
news:4420a0f5$0$10016$9a6e19ea@news.newshosting.com...

6340. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-26 16:39:29 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrne2dgu1.2ju.nospam@localhost.localdomain>
Source record: 8916

On 2006-03-26, PeP <pep.fishmoose@gmail.com> wrote:
> Truly great work, Zorry!
>
> Works great with Xaaes, and it looks pretty too.
>

I like it too. I did notice one problem though: when I open the "preferences" dialog and then the "misc." tab, after that all the resource texts are badly positioned. Looks really ugly. I'm testing it with recent versions of Aranym+EmuTOS+Fvdi+FreeMiNT+XaAES+Teradesk right now.

Another more positive remark: Unlike the shutdown routine that is used by the XaAES taskmanager, zTask's shutdown cleanly unmounts and shuts down my (Spare)MiNT system also on my Aranym box. Maybe Zorro can give the XaAES developer(s) a helping hand ?

--

Martin Tarenskeen

6341. sam is discovered

Newsgroup: comp.sys.atari.st
Date: 2006-03-26 17:20:32 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <q3AVf.147$u15.46590@news20.bellglobal.com>
Source record: 8918

yes this is to responce the request for a "s.a.m.s." for atari ,i found this.

http://retrobits.net/atari/sam.shtml

i'm sure you wanted this instead of a system audio manager.

charles

6342. ARAnyM bench with POV (skyvase.pov)

Newsgroup: comp.sys.atari.st
Date: 2006-03-26 19:56:40 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4426f1f8$0$6655$8fcfb975@news.wanadoo.fr>
Source record: 8919

Hi,

We advise you to visit :

<http://www.haveland.com/index.htm?povbench/index.php>

to check Skyvase button and to search ATARI.

We've performed the Skyvase benchmark using ARAnyM 0.9.3
and POV3.1g 030+881.

We're about 8 time faster than a Falcon CT60. That put
ARAnyM at the level of :

Pentium-II@350MHz or a
K6-II@500MHz or a
Celeron@400MHz or a
AlphaEV56-21164A@533MHz

With a host machine Athlon2000+@1.67GHz

That's real funny :)

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

6343. Re: ARAnyM bench with POV (skyvase.pov)

Newsgroup: comp.sys.atari.st
Date: 2006-03-26 22:43:01 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <be1e5$442718f5$d4bb604b$24464@news.chello.nl>
Source record: 8920

Francois LE COAT wrote:
> Hi,
>
> We advise you to visit :
>
> <http://www.haveland.com/index.htm?povbench/index.php>
>
> to check Skyvase button and to search ATARI.
>
> We've performed the Skyvase benchmark using ARAnyM 0.9.3
> and POV3.1g 030+881.
>
> We're about 8 time faster than a Falcon CT60. That put
> ARAnyM at the level of :
>

Isnt trigonometry performed by software on a 68060?

> Pentium-II@350MHz or a
> K6-II@500MHz or a
> Celeron@400MHz or a
> AlphaEV56-21164A@533MHz
>
> With a host machine Athlon2000+@1.67GHz
>
> That's real funny :)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

6344. Re: ARAnyM bench with POV (skyvase.pov)

Newsgroup: comp.sys.atari.st
Date: 2006-03-26 23:31:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.26.23.31.51.94520@charter.net>
Source record: 8921

On Mon, 27 Mar 2006 00:43:01 +0200, Henk Robbers wrote:

> Francois LE COAT wrote:
>> Hi,
>>
>> We advise you to visit :
>>
>> <http://www.haveland.com/index.htm?povbench/index.php>
>>
>> to check Skyvase button and to search ATARI.
>>
>> We've performed the Skyvase benchmark using ARAnyM 0.9.3
>> and POV3.1g 030+881.
>>
>> We're about 8 time faster than a Falcon CT60. That put
>> ARAnyM at the level of :
>>
>
> Isnt trigonometry performed by software on a 68060?
>
>> Pentium-II@350MHz or a
>> K6-II@500MHz or a
>> Celeron@400MHz or a
>> AlphaEV56-21164A@533MHz
>>
>> With a host machine Athlon2000+@1.67GHz
>>
>> That's real funny :)

Very impressive.

So how fast does it run the "Beams" demo? :-)

--
_/_/_/

6345. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-27 06:16:37 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1143440197.402594.107820@z34g2000cwc.googlegroups.com>
Source record: 8922

> I like it too. I did notice one problem though: when I open the
> "preferences" dialog and then the "misc." tab, after that all the resource
> texts are badly positioned. Looks really ugly. I'm testing it with recent
> versions of Aranym+EmuTOS+Fvdi+FreeMiNT+XaAES+Teradesk right now.

Actually, it looks OK on my system
(CT60+TOS4+NVDI+FreeMiNT+Xaaes+Thing). Could be Fvdi-related, perhaps?

-- Peter

6346. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-27 07:11:26 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.64.0603270908130.2727@localhost.localdomain>
Source record: 8923

On Mon, 26 Mar 2006, PeP wrote:

>> I like it too. I did notice one problem though: when I open the
>> "preferences" dialog and then the "misc." tab, after that all the resource
>> texts are badly positioned. Looks really ugly. I'm testing it with recent
>> versions of Aranym+EmuTOS+Fvdi+FreeMiNT+XaAES+Teradesk right now.
>
> Actually, it looks OK on my system
> (CT60+TOS4+NVDI+FreeMiNT+Xaaes+Thing). Could be Fvdi-related, perhaps?
>

So it seems. I just tried with Aranym/FreeMiNT/XaAES/Teradesk but now with
TOS4.04 without fVDI and the problem disappeared.

--

Martin Tarenskeen

6347. Re: ARAnyM bench with POV (skyvase.pov)

Newsgroup: comp.sys.atari.st
Date: 2006-03-27 09:51:36 UTC
From: Cyprian <cyprian@pyorrhoea.org>
Message-ID: <1143453096.880708.154940@e56g2000cwe.googlegroups.com>
Source record: 8924

Francois LE COAT napisal(a):
>
> We've performed the Skyvase benchmark using ARAnyM 0.9.3
> and POV3.1g 030+881.
>
> We're about 8 time faster than a Falcon CT60.

Hi,

but still slower tham Amithlon:

http://www.haveland.com/povbench/showsubmission.php?bm=skyvase&id=1902
http://www.haveland.com/povbench/showsubmission.php?bm=skyvase&id=2190

Best Regards
Cyprian

6348. Re: ARAnyM bench with POV (skyvase.pov)

Newsgroup: comp.sys.atari.st
Date: 2006-03-27 11:19:14 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4427CA32.5060005@atari.org>
Source record: 8925

Hi Cyprian,

Cyprian wrote :
> Francois LE COAT wrote :
>> We've performed the Skyvase benchmark using ARAnyM 0.9.3
>> and POV3.1g 030+881.
>>
>> We're about 8 time faster than a Falcon CT60.
>
> but still slower tham Amithlon:
>
> http://www.haveland.com/povbench/showsubmission.php?bm=skyvase&id=1902
> http://www.haveland.com/povbench/showsubmission.php?bm=skyvase&id=2190

Ho well ... That's true. But you are speaking about a native (rewritten)
OS compared to ARAnyM that is an ATARI Virtual Machine, aren't you ? It
runs on every machine.

Amiga computations on the Skyvase scene are impressive indeed !

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

6349. Re: sam is discovered

Newsgroup: comp.sys.atari.st
Date: 2006-03-27 15:35:17 UTC
From: sonny jim <maxcollard@sbcglobal.net>
Message-ID: <1143473717.079224.102410@t31g2000cwb.googlegroups.com>
Source record: 8926

nice! that's pretty dang close to what i remember! thanks a lot!

sonny jim

6350. Re: ARAnyM bench with POV (skyvase.pov)

Newsgroup: comp.sys.atari.st
Date: 2006-03-27 17:17:27 UTC
From: SWE <jvalant@atari.org>
Message-ID: <H6VVf.1228$oj5.483382@news.siol.net>
Source record: 8927

Francois LE COAT wrote:

> We advise you to visit :
>
> <http://www.haveland.com/index.htm?povbench/index.php>
>
> to check Skyvase button and to search ATARI.
>
> We've performed the Skyvase benchmark using ARAnyM 0.9.3
> and POV3.1g 030+881.
>
> We're about 8 time faster than a Falcon CT60. That put
> ARAnyM at the level of :
>
> That's real funny :)

Funny is this:

Aranym = 1m46sec = 106sec
CT60 = 8m23sec = 503sec

503/106 is NOT 8! But i guess thats Aranym math, so no wonder it does
skyvase calculation that fast ;))

Janez

6351. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-27 19:50:21 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <442841fd$0$26024$ba620e4c@news.skynet.be>
Source record: 8928

Martin Tarenskeen wrote:

> On 2006-03-26, PeP <pep.fishmoose@gmail.com> wrote:

>> Works great with Xaaes, and it looks pretty too.

> I like it too. I did notice one problem though: when I open the
> "preferences" dialog and then the "misc." tab, after that all the resource
> texts are badly positioned. Looks really ugly. I'm testing it with recent
> versions of Aranym+EmuTOS+Fvdi+FreeMiNT+XaAES+Teradesk right now.

Looks fine here with, seemingly, the same setup, except for Thing. Are
you running fVDI beta6? It fixes a lot of display glitches with WinDom
apps like zTask.

> Another more positive remark: Unlike the shutdown routine that is used by
> the XaAES taskmanager, zTask's shutdown cleanly unmounts and shuts down my
> (Spare)MiNT system also on my Aranym box. Maybe Zorro can give the XaAES
> developer(s) a helping hand ?

If by XaAES' shutdown you mean CTrl+Alt+Del, it works fine here. I've
never shut down from the task manager.

Cheers,
JF

Jean-Franï¿½ois Lemaire

6352. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-27 21:52:32 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrne2gnl0.30f.nospam@localhost.localdomain>
Source record: 8929

On 2006-03-27, Jean-Francois Lemaire <jflemaire@skynet.be> wrote:
>
>> Another more positive remark: Unlike the shutdown routine that is used by
>> the XaAES taskmanager, zTask's shutdown cleanly unmounts and shuts down my
>> (Spare)MiNT system also on my Aranym box. Maybe Zorro can give the XaAES
>> developer(s) a helping hand ?
>
> If by XaAES' shutdown you mean CTrl+Alt+Del, it works fine here. I've
> never shut down from the task manager.

Do you have a Easymint/SpareMiNT-based setup ? If I use Ctrl+Alt+Del or
the Taskmanager, I can shutdown, but my sparemmint ext2 partition is not
correctly unmounted. The next time I boot the system is forced to do a
time consuming filesystem check. I can only shutdown cleanly with
U:/sbin/shutdown and now als with zTask.

--

Martin Tarenskeen

6353. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 06:54:23 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrne2hncv.32r.nospam@localhost.localdomain>
Source record: 8930

I updated fVDI and the problem with badly positioned text elements in zTask's dialogboxes has disappeared :-)

--

Martin Tarenskeen

6354. Re: MiNT question

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 06:59:07 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143529147.860129.40280@e56g2000cwe.googlegroups.com>
Source record: 8931

My progress:
- setting the "path" environment variable in mint.cnf solved my
problem. (naes.cnf would have been ok if I hadn't mistyped)
- isn't etc/profile processed only on login? Can somebody confirm that?
- What is recommended: using INIT=/sbin/init or GEM=...?
- Forcing login would be still fine ...

Setting of Mint from the ground isn't so hard as I expected. I know I
still far from the end. I have to setup the network when my EtherNAT
finally arrives. I wish I had experience with linux...

6355. Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 07:03:19 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143529399.459234.259870@g10g2000cwb.googlegroups.com>
Source record: 8932

- Is it normal when I boot to MiNT in protected mode (I think this is its name) then Thing fails to start? (maybe it is discussed earlier, sorry if that is the case)
- What is the maximum length of filename in Thing? Can that somehow be changed? (I had problems with the long name of the packages ;))

6356. Re: pmdoom, pmheretic, pmhexen 0.49

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 07:07:02 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143529622.132721.76190@e56g2000cwe.googlegroups.com>
Source record: 8933

Test report:
- CT60@98
- NVDI
- NAES
- BLOWUP (software only)
- Thing
- Mint 1-16-3 Alpha

Both Doom and Heretic run without problem. Sound is perfect. No crashes. I couldn't try Hexen because I haven't got the WAD files. If the speed could be somehow improved ....

Great work Patrice !!!

6357. Re: ARAnyM bench with POV (skyvase.pov)

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 08:15:11 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.03.28.08.15.09.458399@nospammmmatari-source.com>
Source record: 8934

On Mon, 27 Mar 2006 17:17:27 +0000, SWE wrote:

>
>
> Francois LE COAT wrote:
>
>> We advise you to visit :
>>
>> <http://www.haveland.com/index.htm?povbench/index.php>
>>
>> to check Skyvase button and to search ATARI.
>>
>> We've performed the Skyvase benchmark using ARAnyM 0.9.3
>> and POV3.1g 030+881.
>>
>> We're about 8 time faster than a Falcon CT60. That put
>> ARAnyM at the level of :
>>
>> That's real funny :)
>
> Funny is this:
>
> Aranym = 1m46sec = 106sec
> CT60 = 8m23sec = 503sec
>
> 503/106 is NOT 8! But i guess thats Aranym math, so no wonder it does
> skyvase calculation that fast ;))
>
> Janez

See who wins at GCC too ;)

I love aranym, but benchmarks are silly. We all know it's fast like a
Transmeta Crusoe is fast. Fast at repetitive code.

Thanks,
Mark

6358. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 08:30:10 UTC
From: Mark Earwood <mark.earwood@STUFFbtinternet.com>
Message-ID: <OIKdneWgGeaCabXZRVnysA@bt.com>
Source record: 8935

Hi All
I too have a Falcon with the same trouble.

I've found a source for the chip in question :- MK48T87B-24.
The supplier is close to where I live (Southern England)

I've ordered a couple (Approx 20GBP each) They should arrive 10
to 14 days.

I'll be testing them when they arrive. IF the battery is still
OK I'll let you know.

Does anyone have a data sheet for this chip? If so what are the
pin numbers for the battery output?

BTW What is happening to this list. No new posts for a month,
and when I click on a message it tells me it cannot find the server. Is it
me?

Mark.

"phantomm" <phantomm@bellsouth.net> wrote in message
news:xC2Of.407$c76.140@bignews4.bellsouth.net...
>
> If I am not mistaken, there are a couple of good NVRAM programs that come
> with
> the CT2B Software. I know I have used them alot in the past.
>
> Not sure if there for non CT2B Falcons or not.
>
> But there are very good.
>
> phantomm@bellsouth.net

6359. Re: Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 10:02:31 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1143540151.497796.293910@t31g2000cwb.googlegroups.com>
Source record: 8936

> - Is it normal when I boot to MiNT in protected mode (I think this is
> its name) then Thing fails to start? (maybe it is discussed earlier,
> sorry if that is the case)

It should start. I'm using the latest kernel/xaaes alpha + Thing with
memory protection enabled without problems.

-- Peter

6360. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 10:14:14 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1143540854.773864.313420@i39g2000cwa.googlegroups.com>
Source record: 8937

Mark Earwood wrote:
> Hi All
> I too have a Falcon with the same trouble.
>
> I've found a source for the chip in question :- MK48T87B-24.
> The supplier is close to where I live (Southern England)
>
> I've ordered a couple (Approx 20GBP each) They should arrive 10
> to 14 days.

20 QUID EACH!!! Are you mad, or rich? These chips are generally 2-3
USD. Where did you order them from, Atari Workshop???

> I'll be testing them when they arrive. IF the battery is still
> OK I'll let you know.

So they are not brand new? These chips are rated at approx 5 years life
(although some are still working at 15 years) so if they are not brand
new then you have been had.

> Does anyone have a data sheet for this chip? If so what are the
> pin numbers for the battery output?

They are pin compatible with the Dallas DS1287 and DS12287.

> BTW What is happening to this list. No new posts for a month,
> and when I click on a message it tells me it cannot find the server. Is it
> me?

Yes. There are posts every day.

6361. Re: Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 10:41:46 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143542506.883389.287810@z34g2000cwc.googlegroups.com>
Source record: 8938

What do you suggest to check? Teradesk starts without any problem if
memory protection is enbaled. I use NVDI/BLOWUP(software)/NAES

6362. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 13:28:28 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060328143232168 07-derryck@cixcoukinvalid>
Source record: 8939

On 2006-03-28 11:14:14 +0100, "Coda" <smeg_007@hotmail.com> said:

>> I've ordered a couple (Approx 20GBP each) They should arrive 10
>> to 14 days.
>
> 20 QUID EACH!!! Are you mad, or rich? These chips are generally 2-3
> USD. Where did you order them from, Atari Workshop???

I've also posted a couple of times about how it's possible to use an
external cell to power the NVRAM chip :-(

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

6363. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 16:03:46 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <44295e64$0$21534$626a54ce@news.free.fr>
Source record: 8940

"Derryck Croker" <derryck@cix.co.uk.invalid> a crit dans le message de
news: 20060328143232168O7-derryck@cixcoukinvalid...
>
> I've also posted a couple of times about how it's possible to use an
> external cell to power the NVRAM chip :-(
>
> --
hi,

it's possible, one friend have made that

the test
< http://img395.imageshack.us/img395/7200/082422h9qr.jpg >
the new battery
< http://img355.imageshack.us/img355/3340/082722h2vn.jpg >
final
< http://img395.imageshack.us/img395/6204/082918h39sx.jpg >

he use this text
<
http://list.zetnet.co.uk/pipermail/zetnet-atarians/2004-January/000677.html
>
look at (18) Computer Internals
and this web page
< http://perso.wanadoo.fr/dsavel/ds1287e.htm >

I hope it help you

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

6364. Re: pmdoom, pmheretic, pmhexen 0.49

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 18:53:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.28.18.53.07.106850@charter.net>
Source record: 8941

On Mon, 27 Mar 2006 23:07:02 -0800, Joe Iron wrote:

> Test report:
> - CT60@98
> - NVDI
> - NAES
> - BLOWUP (software only)
> - Thing
> - Mint 1-16-3 Alpha
>
> Both Doom and Heretic run without problem. Sound is perfect. No
> crashes. I couldn't try Hexen because I haven't got the WAD files. If
> the speed could be somehow improved ....
>
> Great work Patrice !!!

Joe, the comment about speed? Was it for Hexen or Doom/Heretic? I'm
wondering 'cause Doom is running great here, as far as speed goes...

--
_/_/_/

6365. Re: Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 20:12:33 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <442998b1$0$29219$ba620e4c@news.skynet.be>
Source record: 8942

Joe Iron wrote:

> - What is the maximum length of filename in Thing? Can that somehow be
> changed? (I had problems with the long name of the packages ;))

As far as I know, 32 characters. Thing 1.28beta is supposed to go
beyond this limit, but it was never made publicly available.

Cheers,
JF

Jean-Franï¿½ois Lemaire

6366. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 20:17:56 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <442999f4$0$23541$ba620e4c@news.skynet.be>
Source record: 8943

Martin Tarenskeen wrote:

> On 2006-03-27, Jean-Francois Lemaire <jflemaire@skynet.be> wrote:

>>> Another more positive remark: Unlike the shutdown routine that is used by
>>> the XaAES taskmanager, zTask's shutdown cleanly unmounts and shuts down my
>>> (Spare)MiNT system also on my Aranym box. Maybe Zorro can give the XaAES
>>> developer(s) a helping hand ?

>> If by XaAES' shutdown you mean CTrl+Alt+Del, it works fine here.

> Do you have a Easymint/SpareMiNT-based setup ?

I do.

> If I use Ctrl+Alt+Del or
> the Taskmanager, I can shutdown, but my sparemmint ext2 partition is not
> correctly unmounted. The next time I boot the system is forced to do a
> time consuming filesystem check.

Wierd. I'll try shuting down from zTask. Maybe it won't work here :-)

Cheers,
JF

Jean-Franï¿½ois Lemaire

6367. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 20:20:27 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <44299a8b$0$3807$ba620e4c@news.skynet.be>
Source record: 8944

Martin Tarenskeen wrote:

> I updated fVDI and the problem with badly positioned text elements in
> zTask's dialogboxes has disappeared :-)

Glad it's fixed now. One thing is for sure with ARAnyM: stay up to date
of suffer the consequences :-)

Cheers,
JF

Jean-Franï¿½ois Lemaire

6368. Games for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 22:42:12 UTC
From: Tomasz Pli&#65533;ski <Toma_S@poczta.fm>
Message-ID: <47ede$4429bba4$57cf9453$32395@news.chello.pl>
Source record: 8945

Hi All,
I am looking for games for this comp. but I am not looking for roms or
anything like this.
I am interested only in games which I wll be able to play on Atari. (copy
from PC to flopy disk -> atari)
Could You please give me website address?
Thank You in advance!

6369. Re: zTask 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-03-28 23:31:06 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <4429c74d$0$30096$636a55ce@news.free.fr>
Source record: 8946

Hi Martin,

[Off topic]

Sorry for the delay, I have a lot of problem with my internet connection
since some days.

[/Off topic]

> I like it too. I did notice one problem though: when I open the
> "preferences" dialog and then the "misc." tab, after that all the resource
> texts are badly positioned. Looks really ugly. I'm testing it with recent
> versions of Aranym+EmuTOS+Fvdi+FreeMiNT+XaAES+Teradesk right now.

It seems that it's a fVDI bug.

> Another more positive remark: Unlike the shutdown routine that is used by
> the XaAES taskmanager, zTask's shutdown cleanly unmounts and shuts down my
> (Spare)MiNT system also on my Aranym box. Maybe Zorro can give the XaAES
> developer(s) a helping hand ?

Please, send a bug's report to Odd Stancke.

Believe me, he doesn't need that I gives him a hand; this guy is more
skilled that me :-P

Ciao,
Zorro

6370. project status

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 05:40:48 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <122k7f0mgi1jl77@corp.supernews.com>
Source record: 8947

A few people have contacted me to place their project on the
http://projectstatus.atari.org page, so hopefully it is helpful.
Contact me if you would like to add your projects or update their
status.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

6371. FS: S/PDIF interface for Falcon, software included

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 08:13:15 UTC
From: Mike <no@spam.com>
Message-ID: <vkrWf.50182$d5.206685@newsb.telia.net>
Source record: 8948
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

For sale:

Pocket S/PDIF interface (PSI BlowUp) for the Atari (or compatible) Falcon.
Optical S/PDIF in and out.
Coax S/PDIF in and out.

An infra-red device is included for infra-red communication using the Falcon.

I've used it with a C-lab Falcon mkII and it works fine.

Data-DAT software is included, to take backup copies on DAT.

Price: $50 plus freight from Sweden.

Here's an image of the package:
http://web.comhem.se/~u11149557/BlowUpSPDIF-interface.jpg

Pay with PayPal. I send the hardware when you have paid.

Email: mikael@mhc.se and please write "S/PDIF interface for the Atari" in
the subject line to avoid accidental delete of the email.

Regards
Mike

6372. Re: pmdoom, pmheretic, pmhexen 0.49

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 11:43:52 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143632632.876906.311730@t31g2000cwb.googlegroups.com>
Source record: 8849

New test results:
- CT60@98
- NVDI
- XaAES
- BLOWUP (software only)
- Teradesk
- Mint 1-16-3 Alpha

In protected mode, a message appears (from XaAES) saying:
PROCESS "doom" KILLED:
MEMORY VIOLATION. (PID 013)
Type: private PC: 0160a964
Addr: 000B4FE4 BP: 015C2000

In non protected mode, the game quits in different places with an error
message:
ERROR: R_MapPlane: 19, 19 at 65536

6373. Re: pmdoom, pmheretic, pmhexen 0.49

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 11:46:39 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143632799.221520.104240@u72g2000cwu.googlegroups.com>
Source record: 8850

I'm talking about both. If I turn sound off, the speed is about 50%
faster than with sound. ~10 fps with sound ~15+ fps without sound

6374. Re: Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 11:51:20 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143633080.359738.18300@t31g2000cwb.googlegroups.com>
Source record: 8851

Maybe I have a special version of Thing. It came bundled with N.Aes and
I couldn't start it with XaAes at all. I tried to contact the
developers of thing if there is a way to upgrade to the full version,
but no response came back. Do you think if there is a way to obtain the
"not only NAES" version somehow?

6375. Re: Games for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 12:18:04 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1143634684.811220.134250@i39g2000cwa.googlegroups.com>
Source record: 8852

Tomasz Pliñski wrote:
> Hi All,
> I am looking for games for this comp. but I am not looking for roms or
> anything like this.
> I am interested only in games which I wll be able to play on Atari. (copy
> from PC to flopy disk -> atari)
> Could You please give me website address?
> Thank You in advance!

www.1632systems.co.uk

6376. Re: pmdoom, pmheretic, pmhexen 0.49

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 14:24:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.29.14.24.12.456528@charter.net>
Source record: 8853

On Wed, 29 Mar 2006 03:46:39 -0800, Joe Iron wrote:

> I'm talking about both. If I turn sound off, the speed is about 50%
> faster than with sound. ~10 fps with sound ~15+ fps without sound

Oh, okay. My bad. I thought you were saying it was slow. Period.

Game plays great here...

--
_/_/_/

6377. Re: FS: S/PDIF interface for Falcon, software included

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 18:21:01 UTC
From: fried.man@sympatico.ca
Message-ID: <1143656461.919022.299520@u72g2000cwu.googlegroups.com>
Source record: 8854
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does this work with Cubase Audio?
Mark

6378. Re: FS: S/PDIF interface for Falcon, software included

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 19:05:04 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1143659104.231852.228120@j33g2000cwa.googlegroups.com>
Source record: 8855
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

fried.man@sympatico.ca wrote:
> Does this work with Cubase Audio?
> Mark

Why wouldnt it?

Coda.

6379. Falcon NVRAM chip

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 19:40:55 UTC
From: Mark Earwood <mark.earwood@STUFFbtinternet.com>
Message-ID: <ztydnU-0AaRMf7fZRVny2w@bt.com>
Source record: 8856

Hi All
Following on from the Falcon Battery thread, I have found a
source for the chip concerned.

I haven't fitted it or tested whether the battery is OK yet.
Anyone got the pin outs for
a MK48T87B-24? The supplier didn't have any info.

If anyone else is interested I will find out how many they have.
(I bought 2)

Mark.

6380. Re: FS: S/PDIF interface for Falcon, software included

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 20:22:10 UTC
From: Mike <no@spam.com>
Message-ID: <S%BWf.50261$d5.206675@newsb.telia.net>
Source record: 8857
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> Does this work with Cubase Audio?
> Mark
>

Yes. It works perfect with Cubase Audio. That's the way I've used it most of the time.

/Mike

6381. Re: Games for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 20:44:06 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <ecsl22td1kgltjmc00rf5tdbcjtvi3a22s@4ax.com>
Source record: 8858

On 29 Mar 2006 04:18:04 -0800, "Coda" <smeg_007@hotmail.com> wrote:

>
>Tomasz Pli?ski wrote:
>> Hi All,
>> I am looking for games for this comp. but I am not looking for roms or
>> anything like this.
>> I am interested only in games which I wll be able to play on Atari. (copy
>> from PC to flopy disk -> atari)
>> Could You please give me website address?
>> Thank You in advance!
>
>www.1632systems.co.uk

http://ftp.pigwa.net/

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

6382. Re: FS: S/PDIF interface for Falcon, software included

Newsgroup: comp.sys.atari.st
Date: 2006-03-29 23:34:38 UTC
From: fried.man@sympatico.ca
Message-ID: <1143675278.375072.90690@e56g2000cwe.googlegroups.com>
Source record: 8859
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi again, does it accept 24 bit audio?
Mark

6383. Possibly selling LOTS of Atari stuff -- Mega STE, Mega ST 2, 1040, Cubase 3, Midex+, Monitors... from OTTAWA

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 01:06:23 UTC
From: Peter <petervh@gmail.com>
Message-ID: <1143680783.037846.228030@u72g2000cwu.googlegroups.com>
Source record: 8860

Hello,

I have a fairly large collection of atari computers, and i am considering selling off some of it in order to pick up a korg polysix!

Here is what i have:

Atari Mega STE - ABSOLUTLEY MINT! no noticeable yellowing, no case cracks, gorgeous example. 4 megs of ram, 150 megabyte harddrive, keyboard in mint shape, a really great mouse (works as well as a good pc ball mouse). comes with a lot of software pre-installed, mostly music including band in the box and dr. t's kcs v5, as well as a ton of desktop publishing software.

Atari Mega ST 2 - beautiful shape! no noticeable yellowing. 2 megabyte computer, includes a manual, keyboard in wonderful shape, and a good clean mouse.

Atari 1040 ST - perfect working condition, nice clean keyboard, some paint drops on the back (guess it was stored in a garage?). includes a good working mouse.

Atari SM124 Monochrome monitor -- works nicely!

Atari SC1224 Color monitor -- great condition!

Steinberg Cubase 3.01 - includes dongle, original disks, and all original manuals!

Steinberg Midex+ - mint condition midex+, offers up four additional midi outputs, two inputs, and smpte in/out. essential for working with cubase!

I think this is all, though i will be getting two more monitors within the next couple of weeks. I live in Ottawa, Ontario, Canada. I want to know how much people would be willing to pay for some of these computers, please post below, or e-mail me at petervh@gmail.com with offers. I will also consider ebay, but i want to try selling here first...if you'd like i can provide my 100% positive ebay feedback page.

Not completley positive I actually want to sell these things...but I really need some new synth gear more than I need these computers. If the offers are good than we can make something happen.

- Peter

6384. Re: Falcon NVRAM chip

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 07:43:34 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <442b8c24$0$27290$626a54ce@news.free.fr>
Source record: 8861

????????

The NVRAM is available at BEST ELECTRONICS in USA California for 11$!

So, why trying something else ????

Mark Earwood wrote:
> Hi All
> Following on from the Falcon Battery thread, I have found a
> source for the chip concerned.
>
> I haven't fitted it or tested whether the battery is OK yet.
> Anyone got the pin outs for
> a MK48T87B-24? The supplier didn't have any info.
>
> If anyone else is interested I will find out how many they
> have. (I bought 2)
>
> Mark.

6385. Re: Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 07:53:05 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1143705185.293268.41900@i39g2000cwa.googlegroups.com>
Source record: 8862

As I told, I tried to contact them with no success

6386. FS: HiSoft Devpac DSP for your Falcon030

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 13:54:32 UTC
From: Mike <no@spam.com>
Message-ID: <sqRWf.50304$d5.206729@newsb.telia.net>
Source record: 8863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HiSoft Devpac DSP for your Falcon030.

Software for DSP development in assembler on the Falcon030.
Includes the original disk and the original manual.

Price: 25 USD + freight, 36 USD, from Sweden.
Total: 61 USD.

Pay with PayPal.

Regards
/Mikael

MHC Synthesizers and Effects
http://www.mhc.se

6387. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 13:59:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603300508480.4778-100000@onyx.spiritone.com>
Source record: 8864
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All books on Sale! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6388. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 14:02:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603300559420.5398-100000@onyx.spiritone.com>
Source record: 8865
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6389. FS: FACTORY NEW ATARI GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 14:11:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603300602250.5398-100000@onyx.spiritone.com>
Source record: 8866
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/newinbox.htm Factory New Atari ST Games!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!

Catalog has Titles listed below. Mostly Games! Check out this NEW Catalog in my New 80 Column wide text Format available for Download! Over 480 NEW Titles!

1st Mail*, 5 Intelligent Strategy Games*, A320 Airbus*, Afrika Korps*, Air Bucks*, Air Support*, All Aboard!*, Alpha Waves*, The Ancient Art of War in the Skies*, APB*, Arctic Fox*, Aussie Joker Poker*, Axe of Rage*, B17 Flying Fortress*, Baal*, Back to the Future-Part III*, Back to the Golden Age*, The Ball Game*, Bart vs. the World*, Battlehawks 1942*, Battle Master*, Battleship*, Beach Volley*, Black Gold*, Black Lamp*, Blitzkrieg May 1940*, Blood Money*, Blue Angels*, The Blues Brothers*, Bobo*, Boston Bomb Club*, Botics*, Bubble+*, California Games*, California Games II*, Campaign - Tactical & Strategic War Simulation*, Campaign - From North Africa to Northern Europe*, Captain Blood*, Captain Planet and the Planeteers*, Carrier Command*, Cartoon Capers*, Centerfold Squares*, Champion of the Raj*, Chaos Strikes Back*, Chaos Strikes Back-Cheats*, The Charge of the Light Brigade*, Chronicles of Omega*, Sid Meier's Civilization*, Clue Master Detective*, Colorado*, Combat Course*, Conquests of Camelot*, Cool World*, Count and Add*, Crack Down*, Crime Wave*, DARKMAN*, D-Day*, Death Sword*, Defender II*, Defenders of the Earth*, Degas Elite*, Devious Designs*, Diplomacy*, Dive Bomber*, DogFight - 80 years of Aerial WarFare*, Domination*, Doodlebug*, Double Dragon II*, Downhill Challenge*, Dragons Breath*, Dragons Lair*, Dragons Lair II*, Dragons Lair III: The Curse of Mordread*, Drakkhen*, Duck Tales*, Dynasty Wars*, East vs. West-Berlin 1948*, Edd the duck!*, ELF*, F-15 Strike Eagle*, F-15 Strike Eagle II*, F/16 Combat Pilot*, F-19 Stealth Fighter*, Falcon*, Falcon Mission Disk vol. 1*, Falcon Mission Disk vol. 2*, Ferrari*, Fire and Brimstone*, First Samurai*, Flash*, Flight Simulator II*, Flood*, Frenetic*, Frontline*, Frost Byte*, Fun School 3*, Future Wars*, The Games*, Gato*, General Store*, Germ Crazy*, Gnome Ranger*, Grammar Expert*, Grandstand*, Great Battles*, Greens - the Ultimate 3-D Golf Simulation*, Guardians*, Hammerfist*, Harley-Davidson-The Road to Sturgis*, Highway Patrol 2*, Hill Street Blues*, Hostage*, Hot Rubber*, Impossible Mission2*, Indy - Indiana Jones and the Last Crusade*, Insects in Space*, Interphase*, Invasion*, Ivanhoe*, Jack Nicklaus Greatest 18 Holes of Major Championship Golf*, Khalaan*, The Killing Cloud*, KLAX*, Knightmare*, Knights of the Sky*, The Legend of William Tell*, Legends of Valour vol. 1- The Dawning*, Lemmings / Oh No! More Lemmings - Special Limited Edition Double Pack *, Lemmings the Tribes*, Lombard

Rally*, Lords of Conquest*, M1 Tank Platoon*, Magnum - The Compilation*, Macro Assembler*, The Magnetic Scrolls Collection*, Manix*, Marble Madness*, Matrix Marauders*, Maupiti Island*, Mean 18*, Metro Cross*, MicroLeague Wrestling*, MICROprose Formula One Grand Prix*, MidWinter*, Mig-29 Fulcrum*, Missile Command*, Mortville Manor*, The Muscle Cars-The Duel:Test Drive II Car Disk*, The Navigator*, Night Shift*, Nine Princes in Amber*, North & South*, NVDI 5*, Obsession*, Oh No! More Lemmings*, OIDS*, Onslaught*, Operation: Cleanstreets*, Operation Stealth*, Operation Thunderbolt*, Outzone*, Paris - Dakar*, The Pawn*, Play and Read: Part One*, Play and Read: Part Four*, Populous II*, Power Drift*, Predator 2*, A Prehistoric Tale*, ProShow Plus*, Race Drivin'*, Sid Meier's Railroad Tycoon*, Rainbow Island*, Reach for the Skies*, Red Storm Rising*, Rick Dangerous*, Risky Woods*, Road Raider*, Roadwar2000*, Robinson's Requiem*, RoboZone*, Rock N Roll Clams*, Rogue*, Rorke's Drift*, Rotox*, RVF Honda*, Scramble Spirits*, Shadow Dancer*, Shanghai*, Silent Service*, Silent Service II*, Skate Wars*, Sky Chase*, SkyFox*, Sleepwalker*, Space Ace*, Space Cutter*, Space Harrier II*, Space Quest II*, Space Shuttle - The Space Flight Simulator*, Speedball2*, Spitfire 40*, Spirit of Excalibur*, STalker 3*, Starglider*, StarQuake*, Steel Empire*, Stormball*, Strikefleet*, Strip Poker II*, ST Star Raiders*, Stunt Track Racer*, Sub Battle Simulator*, Substation*, Sundog*, The SuperCars - Test Drive II Car Disk*, Superstar Ice Hockey*,Team Suzuki*, Team Yankee*, Techno Cop*, Teenage Mutant Hero Turtles*, Terrorpods*, Tetris*, Their Finest Hour - The Battle of Britain*, Their Finest Missions - Volume One*, Thunderhawk AH-73M*, Thunder Jaws*, Time*, Torvak the Warrior*, Total Eclipse*, Tower Toppler*, Tracker/ST*, Treasure Trap*, Trio 1*, Tusker*, TV Sports Football*, Twin World*, Typhoon Thompson*, UMS - The Universal Military Simulator*, Utopia - The Creation of a Nation*, WallStreet*, War in the Gulf*, Warlock*, Warlock- the Avenger*, Welltris*, WindWalker*, Winter Games*, Word for Word*, Word Perfect*, Word Up*, World Karate Championship*, WWF EuropeanRampage Tour*, Xiphos*, Yolanda - the Ultimate Challenge*, Will Harvey's Zany Golf*, Zone Warrior*, Zynaps*

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6390. Re: HiSoft Devpac DSP for your Falcon030

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 14:50:19 UTC
From: Mike <no@spam.com>
Message-ID: <LeSWf.50307$d5.206685@newsb.telia.net>
Source record: 8867
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sold.

/Mike

6391. Re: Falcon NVRAM chip

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 15:14:11 UTC
From: Bibou <bibou7@free.fr>
Message-ID: <1143731651.860089.136110@e56g2000cwe.googlegroups.com>
Source record: 8868

The price...

Cyril.

6392. Re: Falcon NVRAM chip

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 15:20:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1143732030.912044.21290@j33g2000cwa.googlegroups.com>
Source record: 8869

Bibou wrote:
> The price...

You obviously only just joined us here... Read the previous thread.

6393. Re: Falcon NVRAM chip

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 16:21:36 UTC
From: Bibou <bibou7@free.fr>
Message-ID: <1143735696.737059.277350@j33g2000cwa.googlegroups.com>
Source record: 8870

Ok, thank you, I'll read it ;-)

Cyril.

Coda a écrit :

> Bibou wrote:
> > The price...
>
> You obviously only just joined us here... Read the previous thread.

6394. FA: Atari ST computer Items

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 16:56:54 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1143737814.235971.202790@z34g2000cwc.googlegroups.com>
Source record: 8871

Well Im selling off more of my atari ST collection. The wife says we
must make room for our cars to go into the garage and whats in the way?
You guessed it the Atari collection. I have boxes and boxes and many
shelfs filled with Atari items. I have a load of software(original)
that needs to be cataloged and put up for auction. I have listed a few
items on Ebay a few days ago and have more to come
Currently 1040STE, Megafile 30, software, and More.

You can check it out at:

http://search.ebay.com/_W0QQsassZatari_onlyQQhtZ-1

Thanks to all, AO

6395. Re: FA: Atari ST computer Items

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 17:36:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.30.17.36.46.139862@charter.net>
Source record: 8872

On Thu, 30 Mar 2006 08:56:54 -0800, atarionly wrote:

> Well Im selling off more of my atari ST collection. The wife says we
> must make room for our cars to go into the garage and whats in the way?
> You guessed it the Atari collection. I have boxes and boxes and many
> shelfs filled with Atari items. I have a load of software(original)
> that needs to be cataloged and put up for auction. I have listed a few
> items on Ebay a few days ago and have more to come
> Currently 1040STE, Megafile 30, software, and More.
>
> You can check it out at:
>
> http://search.ebay.com/_W0QQsassZatari_onlyQQhtZ-1
>
> Thanks to all, AO

Thats too bad. Sure you don't want to let the wife go first? <grin>

--
_/_/_/

6396. Re: Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 18:07:33 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1143742053.565978.196670@e56g2000cwe.googlegroups.com>
Source record: 8873

Howdy,

I registered my copy of Thing a couple of months ago. I contacted the
author directly.

-- Peter

6397. Re: FA: Atari ST computer Items

Newsgroup: comp.sys.atari.st
Date: 2006-03-30 23:52:56 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1143762776.671413.259520@j33g2000cwa.googlegroups.com>
Source record: 8874

Shed put up a fight. LOL . I really just have way to much stuff. Who really has to have 14 ST computers and a ton of parts and software . I need my TT an thats about it. If she says anything about the TT shes GONE.

AO

6398. Re: FA: Atari ST computer Items

Newsgroup: comp.sys.atari.st
Date: 2006-03-31 00:25:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.31.00.25.15.392823@charter.net>
Source record: 8875

On Thu, 30 Mar 2006 15:52:56 -0800, atarionly wrote:

> Shed put up a fight. LOL . I really just have way to much stuff. Who
> really has to have 14 ST computers and a ton of parts and software . I
> need my TT an thats about it. If she says anything about the TT shes
> GONE.
>
> AO

<grin> Well, I understand...

Geez, I'm sure like me, many here are jealous though!

I've got 7 Atari's here, and thats counting my Jaguar, Lynx, and
Flashback2! :-)

--
_/_/_/

6399. Re: Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-03-31 03:13:47 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <442ccab1@news.eftel.com>
Source record: 8877

"PeP" <pep.fishmoose@gmail.com> wrote in message
news:1143742053.565978.196670@e56g2000cwe.googlegroups.com...
> Howdy,
>
> I registered my copy of Thing a couple of months ago. I contacted the
> author directly.
>
> -- Peter
>
I would like to register Thing and I have tried to contact the author
directly using the email addresses from InterActive but to no avail!

Any clues as to how I can contact him?

Thanks.

6400. [UTD] April Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2006-03-31 06:04:16 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <442cc660$0$20177$8fcfb975@news.wanadoo.fr>
Source record: 8876

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". You will fetch
it at :

<http://eureka.atari.org/eurka604.zip>
That is the Complete Common Edition

<http://eureka.atari.org/eurka020.zip>
Is the Complete 68020 Edition

<http://eureka.atari.org/eurkafpu.zip>
Is the Limited FPU Edition

<http://eureka.atari.org/eurklite.zip>
Is the Lite Edition, working on early ST with 720kb floppy

<http://eureka.atari.org/lib_dgem.zip>
Are Dynamic Libraries Extensions for Eureka

<http://eureka.atari.org/tiny045.zip>
Is the OpenGL Extension (requires previous package)

What you can do with this release is browsing through
2D and 3D objects, without any prior knowledge. That
also makes 10 years that Eureka comes on internet.

I wish you big fun with this new STuff !

Best regards,

-- François LE COAT
Author of Eureka 2.12
<http://eureka.atari.org>

6401. Re: S/PDIF interface for Falcon, software included

Newsgroup: comp.sys.atari.st
Date: 2006-03-31 09:37:04 UTC
From: Mike <no@spam.com>
Message-ID: <4L6Xf.50361$d5.206864@newsb.telia.net>
Source record: 8878
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sold.

/Mike

6402. FS: Cubase modules for Atari (StyleTrax and the Studio Module)

Newsgroup: comp.sys.atari.st
Date: 2006-03-31 09:51:07 UTC
From: Mike <no@spam.com>
Message-ID: <fY6Xf.50363$d5.206914@newsb.telia.net>
Source record: 8879
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace,rec.music.makers.synth

StyleTrax and Studio Module are two add-on software modules for Cubase on Atari.

These modules were not part of the standard Cubase software, but could be bought separately as extensions.

I sell these two together, not separately.

StyleTrax - you can create your own styles with this module (a bit like the auto-accomp feature on keyboards).
Many styles are included on a separate diskette. And you can make your own ones. A manual is included, which
is supposed to be inserted into your original Cubase manual/binder.

Studio Module - this module lets you record system exclusive into Cubase, edit it and then send it back.
A manual is included, which is supposed to be inserted into your original Cubase manual/binder.

Price: 20 USD + freight from Sweden which is approx 36 USD.

An image of the boxes, disks and manuals:
http://web.comhem.se/~u11149557/CubaseModules.jpg

You just put the modules in a folder and then they become available in Cubase on your Atari.
There's a menu in Cubase where you can active or deactive them. Installation instructions are
included in the manual and on the diskettes.

Pay with PayPal.

Email me on atari@mhc.se

Regards
/Mike
MHC Synthesizers and Effects
http://www.mhc.se

6403. Re: Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-03-31 14:17:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.31.14.17.49.460453@charter.net>
Source record: 8880

On Fri, 31 Mar 2006 13:13:47 +1000, ausl8 wrote:

> "PeP" <pep.fishmoose@gmail.com> wrote in message
> news:1143742053.565978.196670@e56g2000cwe.googlegroups.com...
>> Howdy,
>>
>> I registered my copy of Thing a couple of months ago. I contacted the
>> author directly.
>>
>> -- Peter
>>
> I would like to register Thing and I have tried to contact the author
> directly using the email addresses from InterActive but to no avail!
>
> Any clues as to how I can contact him?
>
> Thanks.

Was it this e-mail address? This is the one I used to contact him last
year:

gr<NEED_TO>yf@hrz<REMOVE>pub.tu-dar<SPAM_BLOCK>mstadt.d<FIRST>e

--
_/_/_/

6404. Re: Falcon NVRAM chip

Newsgroup: comp.sys.atari.st
Date: 2006-03-31 20:07:16 UTC
From: Mark Earwood <mark.earwood@STUFFbtinternet.com>
Message-ID: <kbGdnXL_kp1mFrDZRVnyjA@bt.com>
Source record: 8881

Hello All
First of all let me apologise for splitting the Falcon battery thread. For some reason I could not read any posts for about 2 weeks. I thought I'd fixed it when I wrote the two messages, but only when I unsubscribed and resubscribed in Outlook Express did it reset itself today.

My thanks for all the replys and the help which I will be following up on.

The external cell solution looked good, I found some holders and was ready to try it when my doubts were raised when I read that the chip uses a 5v supply. I came across this seller on line which at the time seemed cheap. (Nevertheless even at 11USD or 3USD by the time they get to England with VAT and duty to pay they might even be more expensive!!)

I'll try and have a go this weekend, time and F1 permitting.

Thanks again to everyone Mark.

6405. [ANN] Troll 1.2B (bugfixes)

Newsgroup: comp.sys.atari.st
Date: 2006-03-31 22:25:57 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <442dac75$0$6600$7a628cd7@news.club-internet.fr>
Source record: 8882

Bonsoir :)

Small release for bugfixes, download on my homepage or directly in the
folder http://rajah.atari.org/files/ -> troll12b_uk.zip (140 KB)

News & fixes:
+ 'Draft' state for messages: kept and not sent until state changed.
+ Possibility to set draft state by default to new messages
- Bugfixes:
- the posts were not saved in the cache (evenif cache activated).
(thanks Luc PEYROU)
- sometimes 'new mail' item disabled.
- email address confusion when responding to a post or mail.

Apologizes for the inconvenience ;)

-- Pierre TON-THAT - Rajah Lone / Renaissance
http://rajah.atari.org

6406. Ebay: Mint Mega STE, Cubase 3.01, Midex+!

Newsgroup: comp.sys.atari.st
Date: 2006-04-01 07:00:56 UTC
From: Peter <petervh@gmail.com>
Message-ID: <1143874856.535492.125820@i40g2000cwc.googlegroups.com>
Source record: 8883

Hello,

I just put three items that may be of interest up on ebay. A gorgeous
Mega STE, a copy of Cubase 3.01 with dongle and manuals, and a Midex+
midi/smpte expander! Follow the links below to check out the items. I
am located in Ottawa, Ontario, Canada -- and I am certainly open to
local pickups.

Atari Mega STE:
http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=8790028744&rd=1&sspagename=STRK%3AMESE%3
AIT&rd=1

Cubase 3.01:
http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=8790031300

Midex+:
http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=8790032903

Thanks,

- Peter

6407. Re: FA: Atari ST computer Items

Newsgroup: comp.sys.atari.st
Date: 2006-04-01 07:51:40 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <K_2dnQ2LNewVrbPZRVnyuw@pipex.net>
Source record: 8884

"atarionly" <atarionly@adelphia.net> wrote in message
news:1143762776.671413.259520@j33g2000cwa.googlegroups.com...
> Shed put up a fight. LOL . I really just have way to much stuff. Who
> really has to have 14 ST computers and a ton of parts and software . I
> need my TT an thats about it. If she says anything about the TT shes
> GONE.
>
> AO
>

A couple of years ago I had a full room of ST's and parts, all got serviced
and upgraded, probably got about 10 ST's now, a lot of the stuff got dumped
as nobody wanted it, they do tend to take up a lot of room :-\

Chris

6408. Re: Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-04-01 08:33:39 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <442e3ae3_1@x-privat.org>
Source record: 8885

PeP wrote:
>
> Howdy,
>
> I registered my copy of Thing a couple of months ago. I contacted the
> author directly.

It seems you're almost the only person who gets an answer of Thomas.
In the past I've send hin numerous mails all remained unanswered.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

6409. Re: Falcon NVRAM chip

Newsgroup: comp.sys.atari.st
Date: 2006-04-01 09:09:00 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1143882539.961883.274330@i40g2000cwc.googlegroups.com>
Source record: 8886

Mark Earwood wrote:
>The external cell solution looked good, I found some
> holders and was ready to try it when my doubts were raised when I read that
> the chip uses a 5v supply. I came across this seller on line which at the
> time seemed cheap. (Nevertheless even at 11USD or 3USD by the time they get
> to England with VAT and duty to pay they might even be more expensive!!)

1. The supply for the chips is 5V yes, but they have an internal 3V
cell.

2. You dont pay VAT and DUTY on $11 or $3 items coming from the U.S.

6410. Re: Falcon NVRAM chip

Newsgroup: comp.sys.atari.st
Date: 2006-04-01 09:41:56 UTC
From: Mark Earwood <mark.earwood@STUFFbtinternet.com>
Message-ID: <2MednV1su49017PZRVny1A@bt.com>
Source record: 8887

"Coda" wrote

1. The supply for the chips is 5V yes, but they have an internal 3V
> cell.

Thank you. That clears that up. I'll have a go with the external
cell first, although I am getting conflicting info regarding which pins to
connect to.

> 2. You dont pay VAT and DUTY on $11 or $3 items coming from the U.S.

True. Although to make it worth while with postage costs I would
order a few which would take it over the limit- currently 18GBP. Several
small light packages are just the sort of thing to get lost in our postal
system!!

The local supplier charges 12GBP + VAT + Special Delivery.

Mark.

6411. Re: Falcon NVRAM chip

Newsgroup: comp.sys.atari.st
Date: 2006-04-01 10:43:41 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060401114337716807-derryck@cixcoukinvalid>
Source record: 8888

On 2006-04-01 10:41:56 +0100, "Mark Earwood"
<mark.earwood@STUFFbtinternet.com> said:

> I'll have a go with the external cell first, although I am getting
> conflicting info regarding which pins to connect to.

Once you've *carefully* prised the top of the NVRAM chip off you'll see
the original cell in any case!

I'd say that this way is a better option than replacing the chip, it
avoids having to strip the motherboard out.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

6412. TTF font problems

Newsgroup: comp.sys.atari.st
Date: 2006-04-01 12:27:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <PIudnQerG4kk7LPZnZ2dnUVZ8qOdnZ2d@pipex.net>
Source record: 8889

I am still using an Atari Falcon for all my work, mainly DTP.
Thanks to NVDI, I can use all Speedo and most TTF fonts without
problems.

However, I have come across a range of PD TTFs which, though they
work fine on a PC under Windows XP, will not display on the Atari
at all. These come from several sources, and tend to be the same
ones (presumably from a common original source); the latest I have
come from Serif's 'Art Gallery' CD. On that, from 402 fonts, only
31 show their names in a listing with LISTFONT.PRG. The ones that
don't include headers containing NULL-separated Copyright notices
such as for ADMA.TTF (here the NULLS have been replaced by spaces):

C o p y r i g h t (c) 1 9 9 0 - 1 9 9 3 B r e n d e l
I n f o r m a t i k & S o f t M a k e r S o f t w a r e G m b H .
A l l r i g h t s r e s e r v e d .
A d a m s k y S F R e g u l a r
A l t s y s F o n t o g r a p h e r 3 . 5
A d M a n R e g u l a r A d a m s k y S F
A l t s y s F o n t o g r a p h e r 3 . 5

or CALI.TTF:

C o p y r i g h t (c) 1 9 9 0 - 1 9 9 3 B r e n d e l
I n f o r m a t i k & S o f t M a k e r S o f t w a r e G m b H .
A l l r i g h t s r e s e r v e d .
A r i s t o c r a t S F R e g u l a r
A l t s y s F o n t o g r a p h e r 3 . 5
C a l l i g r a p h i a R e g u l a r A r i s t o c r a t S F
A l t s y s F o n t o g r a p h e r 3 . 5 3 1 . 0 1 . 1 9 9 4
A r i s t o c r a t S F

although ELMLT.TTF seems to work, which includes:

Copyright (c) 1990-1993 Brendel Informatik & SoftMaker Software GmbH.
All rights reserved. C o p y r i g h t (c) 1 9 9 0 - 1 9 9 3
B r e n d e l I n f o r m a t i k & S o f t M a k e r
S o f t w a r e G m b H . A l l r i g h t s r e s e r v e d .
Elementary Light SF E l e m e n t a r y L i g h t S FRegular R e g u l a r
Altsys Fontographer 3.5 Volkswagen Regular A l t s y s
F o n t o g r a p h e r 3 . 5 V o l k s w a g e n R e g u l a r
Elementary Light SF E l e m e n t a r y L i g h t S FAltsys
Fontographer 3.5 9/23/93 A l t s y s F o n t o g r a p h e r 3 . 5 9 / 2 3 / 9 3

and ORGA.TTF is OK, which has:

(C) 1990 Brendel Informatik CologneMackintosh SFRegularFontMonge
:Mackintosh SFMackintosh SFAltsys Fontographer 3.5 4/30/93MackintoshSF
(C) 1 9 9 0 B r e n d e l I n f o r m a t i k C o l o g n e
M a c k i n t o s h S F R e g u l a r
F o n t M o n g e r : M a c k i n t o s h S F M a c k i n t o s h
S F A l t s y s F o n t o g r a p h e r 3 . 4 / 3 0 / 9 3
M a c k i n t o s h S F

Any ideas why these don't work on the Atari when they are OK on a PC?
Or could it be because the ones that work do not have NULLs between
characters at the start of the description whereas the ones that
don't work have them? (I haven't checked them all....)

6413. Re: Thing question(s)

Newsgroup: comp.sys.atari.st
Date: 2006-04-01 14:01:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.01.14.01.12.935193@charter.net>
Source record: 8890

On Sat, 01 Apr 2006 10:33:39 +0200, Martin Byttebier wrote:

>
>
> PeP wrote:
>>
>> Howdy,
>>
>> I registered my copy of Thing a couple of months ago. I contacted the
>> author directly.
>
> It seems you're almost the only person who gets an answer of Thomas.
> In the past I've send hin numerous mails all remained unanswered.
>
> CU
> Martin
>
> http://www.againsttcpa.com | In 2002 began the war for digital freedom

Well, for what its worth, I got an answer last year as well...

--
_/_/_/

6414. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-04-01 20:58:46 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <442ee986$1_1@x-privat.org>
Source record: 8891

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/troll12b_fr.zip
(149.454 bytes) (French version) Troll is a newsreader/writer for the
USENET newsgroups (NNTP protocol) and basic mail client,
using STiK2 and compatibles TCP/IP layers.

ftp://chapelie.rma.ac.be/atari/internet/troll12b_uk.zip
(147.819 bytes) English version

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka604.zip
(880.631 bytes) 2D Graph Describer, 3D modeller

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka604-020.zip
(890.162 bytes) 68020 version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka604-fpu.zip
(849.920 bytes) Limited fpu version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka//eureka604-lite.zip
(233.632 bytes) Lite version working on early ST with floppy

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera381g.zip
```

(81.627 bytes) German Resource file(s) for Tera Desktop 3.81

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6415. Atari Online News, Etc. #08-13

Newsgroup: comp.sys.atari.st
Date: 2006-04-02 01:27:17 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1143941237.105373.306040@j33g2000cwa.googlegroups.com>
Source record: 8892

```
A-ONE #0813 03/31/06

~ Fewer Mature Games Sold ~ People Are Talking! ~ Police Use
MySpace!
~ EU Pressures Microsoft ~ Female Iraqi Blogger! ~ News Corp &
MySpace
~ XXX Domain Abandoned! ~ Free Speech Case Win! ~ Syphon Filter!

-* Fed Unveils New Kids Web Page *-
-* ICANN Hashes Out Internet's Troubles *-
-* Microsoft Get Ex-EU Lawyers for Mock Trial *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

6416. Atari Online News, Etc. #08-13

Newsgroup: comp.sys.atari.st
Date: 2006-04-02 01:27:18 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1143941238.338231.251980@z34g2000cwc.googlegroups.com>
Source record: 8893

```
A-ONE #0813 03/31/06

~ Fewer Mature Games Sold ~ People Are Talking! ~ Police Use
MySpace!
~ EU Pressures Microsoft ~ Female Iraqi Blogger! ~ News Corp &
MySpace
~ XXX Domain Abandoned! ~ Free Speech Case Win! ~ Syphon Filter!

-* Fed Unveils New Kids Web Page *-
-* ICANN Hashes Out Internet's Troubles *-
-* Microsoft Get Ex-EU Lawyers for Mock Trial *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

6417. FS: Bus Mice converted to Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 2006-04-02 17:38:01 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1143999481.320999.308370@i40g2000cwc.googlegroups.com>
Source record: 8894

Hi all,

Ok, I have modified some NEW 3 button bus mice for the Atari ST. These work much better than most Atari compatible mice. These roll nice and smoothly. I have stashed a few for myself ;). I have about 5 ready for shipment.

$11.95 plus shipping ($5 for US, $9 for Europe)

Here is my postal address:
Rory McMahon
831 Gee Court
Elburn, IL 60119
USA

You can use paypal for $1 more. (fujiman@netzero.net).

There is one drawback:

Nobody seems to make a low-profile shells for DB-9 connectors. Especially for machines where the mouse connector is under the keyboard. I've used heat shrink tubing to put a hold on the DB-9 connectors. Seem to work pretty well. I can put plastic shields if you use a TT or MegaSTe (or if you have mouse extenders) if you want for $.75 more. This will look a little more professional.

Thanks,
Rory

6418. FS: Bus Mice converted to Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 2006-04-02 17:38:20 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1143999500.256896.14050@u72g2000cwu.googlegroups.com>
Source record: 8895

Hi all,

Ok, I have modified some NEW 3 button bus mice for the Atari ST. These work much better than most Atari compatible mice. These roll nice and smoothly. I have stashed a few for myself ;). I have about 5 ready for shipment.

$11.95 plus shipping ($5 for US, $9 for Europe)

Here is my postal address:
Rory McMahon
831 Gee Court
Elburn, IL 60119
USA

You can use paypal for $1 more. (fujiman@netzero.net).

There is one drawback:

Nobody seems to make a low-profile shells for DB-9 connectors. Especially for machines where the mouse connector is under the keyboard. I've used heat shrink tubing to put a hold on the DB-9 connectors. Seem to work pretty well. I can put plastic shields if you use a TT or MegaSTe (or if you have mouse extenders) if you want for $.75 more. This will look a little more professional.

Thanks,
Rory

6419. Re: Ebay: Mint Mega STE, Cubase 3.01, Midex+!

Newsgroup: comp.sys.atari.st
Date: 2006-04-02 18:17:06 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-EE5811.14170602042006@netnews.asp.att.net>
Source record: 8896

In article <1143874856.535492.125820@i40g2000cwc.googlegroups.com>,
"Peter" <petervh@gmail.com> wrote:

> Hello,
>
> I just put three items that may be of interest up on ebay. A gorgeous
> Mega STE, a copy of Cubase 3.01 with dongle and manuals, and a Midex+
> midi/smpte expander! Follow the links below to check out the items. I
> am located in Ottawa, Ontario, Canada -- and I am certainly open to
> local pickups.
>
> Atari Mega STE:
> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=8790028744&rd=1&sspagename=S
> TRK%3AMESE%3AIT&rd=1
>
> Cubase 3.01:
> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=8790031300
>
> Midex+:
> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=8790032903
>
> Thanks,
>
> - Peter

Darn, too bad i blew the engine in my car last week..

6420. March winners at DarkForce

Newsgroup: comp.sys.atari.st
Date: 2006-04-02 21:40:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.02.21.40.38.791974@charter.net>
Source record: 8897

```
The monthly prize winners for March at DarkForce are:

DGS 8bit CDROM - Stephen!

Assassin - Arghtastic wins $25!

ST Magazine - Arch Mage wins a free subscription!

Congratulations to all! :)

--
_/_/_/
```

6421. April prizes at DarkForce

Newsgroup: comp.sys.atari.st
Date: 2006-04-02 21:41:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.02.21.41.09.362358@charter.net>
Source record: 8898

```
This month at DarkForce:

Magic Phrazes - $25 prize for the player with the highest score at the end
of the month!

ST Magazine - one lucky Atari caller will win a free subscription!

Good luck to all!

--
_/_/_/
```

6422. Re: Atari Online News, Etc. #08-13

Newsgroup: comp.sys.atari.st
Date: 2006-04-03 00:04:54 UTC
From: not@onyournelly.com
Message-ID: <443066a6@212.67.96.135>
Source record: 8799

On 2-Apr-2006, "Dana @ A-ONE" <dpj@atarinews.org> wrote:

> A-ONE #0813 03/31/06
>
> ~ Fewer Mature Games Sold ~ People Are Talking! ~ Police Use
> MySpace!
> ~ EU Pressures Microsoft ~ Female Iraqi Blogger! ~ News Corp &
> MySpace
> ~ XXX Domain Abandoned! ~ Free Speech Case Win! ~ Syphon Filter!
>
> -* Fed Unveils New Kids Web Page *-
> -* ICANN Hashes Out Internet's Troubles *-
> -* Microsoft Get Ex-EU Lawyers for Mock Trial *-

And what exactly does any of the above have to do with Atari???

6423. Re: Atari Online News, Etc. #08-13

Newsgroup: comp.sys.atari.st
Date: 2006-04-03 04:26:45 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1144038405.426919.141910@e56g2000cwe.googlegroups.com>
Source record: 8800

Uh...what about Atari news?

6424. new cd-rom atari falcon 060 bird or prey stooges edition vol. 1

Newsgroup: comp.sys.atari.st
Date: 2006-04-03 05:21:52 UTC
From: Video61@tcq.net
Message-ID: <1144041712.843595.202840@v46g2000cwv.googlegroups.com>
Source record: 8801

go to,
www.atarisales.com
just click on the st/tt/falcon/clones page, scroll down till you see
the highlighted title
falcon bird of prey, click it on the see the falcon 060 bird of prey
page.
thanks for looking,

lance
www.atarisales.com

6425. Re: new cd-rom atari falcon 060 bird or prey stooges edition vol. 1

Newsgroup: comp.sys.atari.st
Date: 2006-04-03 09:44:57 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1144057497.221840.110890@j33g2000cwa.googlegroups.com>
Source record: 8802

Video61@tcq.net wrote:
> go to,
> www.atarisales.com
> just click on the st/tt/falcon/clones page, scroll down till you see
> the highlighted title
> falcon bird of prey, click it on the see the falcon 060 bird of prey
> page.
> thanks for looking,

What is exactly on this disk, for $20 I want to know...

BTW, for those who cannot be bothered to click through:

http://members.tcq.net/video61/stooge.html

6426. Re: new cd-rom atari falcon 060 bird or prey stooges edition vol. 1

Newsgroup: comp.sys.atari.st
Date: 2006-04-03 13:31:29 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1144071089.597556.101770@v46g2000cwv.googlegroups.com>
Source record: 8803

I think it is not the "falcon 060 bird of prey" but it contains:
- Bonus atari ADS
- Video
- Audio
- Images

(this list is on the coverimage)

6427. Re: new cd-rom atari falcon 060 bird or prey stooges edition vol. 1

Newsgroup: comp.sys.atari.st
Date: 2006-04-03 15:05:40 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1144076740.375771.219430@v46g2000cwv.googlegroups.com>
Source record: 8804

Joe Iron wrote:
> I think it is not the "falcon 060 bird of prey" but it contains:
> - Bonus atari ADS
> - Video
> - Audio
> - Images
>
> (this list is on the coverimage)

Yeah, but this isnt enough detail. Not for 20 bucks.

6428. Re: Atari Online News, Etc. #08-13

Newsgroup: comp.sys.atari.st
Date: 2006-04-03 17:00:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.03.17.00.00.26609@charter.net>
Source record: 8805

On Sun, 02 Apr 2006 21:26:45 -0700, sinclap@yahoo.com wrote:

> Uh...what about Atari news?

Why? You getting an atari? :-)

--
_/_/_/

6429. Re: Cubase modules for Atari (StyleTrax and the Studio Module)

Newsgroup: comp.sys.atari.st
Date: 2006-04-03 21:46:18 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <zFgYf.11987$68.5111@bignews7.bellsouth.net>
Source record: 8806
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace,rec.music.makers.synth

I have the Studio Module, not sure about STyle Trax. (Will have to check)

Was wondering if anyone knows how many add on modules were created and
made available for Cubase/Cubase Audio Falcon?

I'd like to see a list posted or an e-mail with what was available.

I have a nice Cubase Audio Falcon collection and am just getting into the
extras
of the program. Would like to get any modules that I don't already have.
phantomm@bellsouth.net

"Mike" <no@spam.com> wrote in message
news:fY6Xf.50363$d5.206914@newsb.telia.net...
> StyleTrax and Studio Module are two add-on software modules for Cubase on
> Atari.
>
> These modules were not part of the standard Cubase software, but could be
> bought separately as extensions.
>
> I sell these two together, not separately.
>
> StyleTrax - you can create your own styles with this module (a bit like
> the auto-accomp feature on keyboards).
> Many styles are included on a separate diskette. And you can make your own
> ones. A manual is included, which
> is supposed to be inserted into your original Cubase manual/binder.
>
> Studio Module - this module lets you record system exclusive into Cubase,
> edit it and then send it back.
> A manual is included, which is supposed to be inserted into your original
> Cubase manual/binder.
>
> Price: 20 USD + freight from Sweden which is approx 36 USD.
>
> An image of the boxes, disks and manuals:
> http://web.comhem.se/~u11149557/CubaseModules.jpg
>
> You just put the modules in a folder and then they become available in
> Cubase on your Atari.
> There's a menu in Cubase where you can active or deactive them.
> Installation instructions are
> included in the manual and on the diskettes.
>

> Pay with PayPal.
>
> Email me on atari@mhc.se
>
> Regards
> /Mike
> MHC Synthesizers and Effects
> http://www.mhc.se
>
>
>

6430. Re: FS: Cubase modules for Atari (StyleTrax and the Studio Module)

Newsgroup: comp.sys.atari.st
Date: 2006-04-04 13:32:42 UTC
From: "stickyfox@gmail.com" <stickyfox@gmail.com>
Message-ID: <1144157562.820949.198680@g10g2000cwb.googlegroups.com>
Source record: 8807
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace,rec.music.makers.synth

I say image that stuff and put it on the web and we'll paypal you in appreciation.

6431. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-04 20:26:59 UTC
From: NightRaven <The_NightRaven@hotmail.com>
Message-ID: <4432d681$0$22970$c83e3ef6@nn1-read.tele2.net>
Source record: 8808
Cross-posted to: comp.sys.atari.st,rec.games.video.classic

Jack (www.villagebbs.com) wrote:
>> JAGUAR: Definitely did NOT. The Jag was ROBBED!
>
> Perhaps. But it brought a lot of 2D power to an increasingly 3D
> world.
> Plus with the management it had, it never had a chance really.
>
> How about the Lynx?

The Lynx would have Rocked the gaming world, had it's potential been fully realized, I mean compare it to it's contemporary, the Gameboy. Monochromatic green-screen to 256 colors, mono-sound to full-blown stereo, etc. but we can all blame the Atari Corporation who should've been the first guys against the wall when the revolution came. They fumbled up everything, like the Jaguar, it's tech was unbeatable at the time, Aliens vs. Predator for instance. And the Atari ST, while enjoying a certain popularity, never fully realized its potential either, getting mostly hurridly done Amiga-ports instead of focused ST efforts. (There were some notable exceptions, like Wings of Death for instance) Atari even developed the first CD-rom for home computers, early in the nineties, but the only games made for it was a port of lame space-simulator and a interactive inventory list for a Boing 747, then they suddenly decided to drop it. Atari Corp killed the Atari machines. Bah. Had they had better management, we'd all be writing and reading this on the new Atari 4000 KFT and playing VR games with our Mindlink-visors later on.

- NightRaven

6432. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-04 20:38:15 UTC
From: The Space Boss <drsmith666@aol.com>
Message-ID: <1144183095.601247.69190@t31g2000cwb.googlegroups.com>
Source record: 8809
Cross-posted to: comp.sys.atari.st,rec.games.video.classic

NightRaven wrote:
> Jack (www.villagebbs.com) wrote:
> >> JAGUAR: Definitely did NOT. The Jag was ROBBED!
> > >
> > > Perhaps. But it brought a lot of 2D power to an increasingly 3D
> > > world.
> > > Plus with the management it had, it never had a chance really.
> > >
> > > How about the Lynx?
> >
> > The Lynx would have Rocked the gaming world, had it's potential
> > been fully realized, I mean compare it to it's contemporary, the
> > Gameboy. Monochromatic green-screen to 256 colors, mono-sound to
> > full-blown stereo, etc. but we can all blame the Atari
> > Corporation who should've been the first guys against the wall
> > when the revolution came. They fumbled up everything, like the
> > Jaguar, it's tech was unbeatable at the time, Aliens vs. Predator
> > for instance. And the Atari ST, while enjoying a certain
> > popularity, never fully realized its potential either, getting
> > mostly hurridly done Amiga-ports instead of focused ST efforts.
> > (There were some notable exceptions, like Wings of Death for
> > instance) Atari even developed the first CD-rom for home
> > computers, early in the nineties, but the only games made for it
> > was a port of lame space-simulator and a interactive inventory
> > list for a Boing 747, then they suddenly decided to drop it.
> > Atari Corp killed the Atari machines. Bah. Had they had better
> > management, we'd all be writing and reading this on the new Atari
> > 4000 KFT and playing VR games with our Mindlink-visors later on.
> >
> > - NightRaven

The MAIN reason the Lynx failed was because of the low battery life.
Had it had a screen like the GBA that hardly sucked any energy allowing
people to play for hours and hours, it might very well have dominated.

6433. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-05 08:08:27 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1144224506.972305.117990@i39g2000cwa.googlegroups.com>
Source record: 8810
Cross-posted to: comp.sys.atari.st,rec.games.video.classic

The Space Boss wrote:
> The MAIN reason the Lynx failed was because of the low battery life.
> Had it had a screen like the GBA that hardly sucked any energy allowing
> people to play for hours and hours, it might very well have dominated.

I don't agree. Sega's Game Gear was a very successfull product, and had
similar specs to the lynx. Interestingly it also killed batteries, but
at a much higher rate. Sega did their marketing better, thats all.

6434. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-05 08:23:32 UTC
From: Mike <no@spam.com>
Message-ID: <88LYf.51148$d5.207286@newsb.telia.net>
Source record: 8811
Cross-posted to: comp.sys.atari.st,rec.games.video.classic

> The MAIN reason the Lynx failed was because of the low battery life.

Probably in the same class as the Portfolio's battery life, which was a big joke.
A couple of hours only.

Mike

6435. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-05 13:17:52 UTC
From: "Jack (www.villagebbs.com)" <lupin3@planetjurai.com>
Message-ID: <1144243072.643579.320410@z34g2000cwc.googlegroups.com>
Source record: 8812
Cross-posted to: comp.sys.atari.st,rec.games.video.classic

> I don't agree. Sega's Game Gear was a very successfull product, and had
> similar specs to the lynx. Interestingly it also killed batteries, but
> at a much higher rate. Sega did their marketing better, thats all.

The Game Gear ate batteries faster than the Lynx? That I don't recall.
I did like that the Game Gear was basically a portable SMS. I picked up
a GG and a $12 adaptor and had an instant game collection for it. Of
course, trying to play Phantasy Star on a 3 inch (or whatever) screen
wasn't the best setup. :)

= numsix
= http://tac.villagebbs.com

6436. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-05 14:44:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.05.14.44.15.318852@charter.net>
Source record: 8813

On Wed, 05 Apr 2006 08:23:32 +0000, Mike wrote:

>
>> The MAIN reason the Lynx failed was because of the low battery life.
>
> Probably in the same class as the Portfolio's battery life, which was
> a big joke.
> A couple of hours only.
>
> Mike

Hi. Don't you mean the STacy? My understanding is that the Portfolio will
last up to 6 *weeks* on its battery power.

The STacy, on the other hand, ate batteries so bad that Atari finally
started shipped them without any, if I am remembering correctly.

--
_/_/_/

6437. Final Frontier 2 (long post)

Newsgroup: comp.sys.atari.st
Date: 2006-04-05 16:17:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.05.16.17.00.560462@charter.net>
Source record: 8814

Folks, we're gearing up for another round of Final Frontier 2 here at the DarkForce! BBS. We're looking to recruit more players. If you've never played FF2 before, you're in for a real treat. I'm posting the Intro here, so you can get a "feel" about what the game is like. Please be sure and read the Documentation when you play!

Final Frontier II Introduction:

As I looked up from my comm display at the alien with discolored black and green splotches all over his face, I felt a wave of pity run deep within my bowels. The tears ran down his cheeks as he sat, shaking, in the plaid Naugahyde seat beside me, slowly telling me his story.

"It was HORRIBLE," sobbed the broken humanoid." I knew I had the intestinal fortitude to handle it, being descended from Terran kings, but the atrocities committed in the FINAL FRONTIER war were just too hard to bear; especially those in THE DEAD GODS sector...that rebel DARKCHYLD's home turf!!"

'Kings? What?' I thought. I put the comm on auto and leaned back into my chair, fixing my full attention on his story.

"It all started in the general assembly right before the war," he said. "The Satharians were miffed because of Ted Turner XXXIV and his holographic

imaging colorization of something called 'I Love Lucy.' I think it had something to do with a red-haired puritan axe-murder. Anyways, distribution in the outer-rim was poor, and the Saths were literally shedding skin over it."

He leaned back in the chair with a gracefulness I had not seen in ages, picking up his tea spoon and twirling it with exaggerated movements. Anything to break

"It all seemed like a small interplanetary riot, you know, the kind that never gets any press anymore. Then that goody-goody MORDEN stepped in," He quick snorted and wiggled his nose contemptuously. "He promised the lizards he would acquire the rights to the shows and air them nationally. But instead he packed up the Saths' national treasury, stole the prime ministers wife, knocked off two holoburger stands, and, dear God, slandered the good name of the acquitted sports hero Orangutan Jumper Sampson..."

I shook my head, remembering it well. "And that's when the proverbial guano hit the gliding rotisserie blades..." I said.

"You guessed it," he continued. "Everyone went berserk, buying ships, weapons and other stuff. Interplanetary systems dissolved, governments collapsed, and

all-out chaos ensued. And that was just from the media coverage alone!" "People started colonizing planets everywhere, trying to get a foothold of power. Dr. Scholl became a billionaire! But the thing about it was nothing was

sacred," he said. "People were invading people, taking planets, and wasting each other just for kicks. It got so you had to hide in a sun's corona just to get some sleep."

"But that's when all the new developed technology started coming about," I interjected. "You know, booby-trapping derelict ships, laying mines, massive production of defense installations, trade routes and other stuff."

"Not to mention the illicit beaming of 'Sweatin' to the Oldies' onto command bridges playback consoles," he said.

I shuddered. Truly a fate worse than death...

"And that wasn't even the worst of it," the curly-haired alien said. "What about those distinguished few, ROGUE, SYSOP, MORPH and others; the real nuts! They sneaked around with weird aliases and thought no one would notice...."

"Yeah, some real unholy alliances came about because of this war," I said as I read my tactical display, looking for SPACE PIRATES. " And with the new increased galactic size, there's going to be a LOT more space to hide in.

Suddenly, the ship rocked with an explosion! Red alerts resounded across my bridge. "And shut that blasted noise off!" came a command. From the back of my mind twas some weird English-accented old man's voice. My alien copilot looked at me as if he had read my mind.

"JEAN-LUC!" we said in unison. The alien started to reach under the dash for the General Foods International Coffees, when another burst knocked him from his chair.

"Darn!" I screamed, grabbing the joystick like it was the last Pina Colada in Tahiti. I targeted the pirates with my newly-installed Photon Cannons, and blew them 10 levels past Hades.

I started to let myself relax, but I noticed something peculiar. The graceful alien had been knocked out of his seat and was being jostled about the cabin . But he was moving now, on his feet, and it looked like he was supposed to be walking forward, but instead he was moving backward.

"Just Beat me, just Beat me...." he murmured.

I started reaching for my hand-phaser, slowly and cautiously. He spun around and stopped so abruptly I thought the gravity simulators were off line.

"You wouldn't happen to have any peanut butter and bananas lying around here, would you?" he queried.

I screamed and hit the floor, grabbing my weapon. But the Prince (God help us) slid over to me like a greased proton beam and wrenched it from my hand.

"So, you figured it out, huh?" said the Prince.

I stared at him, aghast. He just smiled that weird-smile of his; it was like something out of an old beach flick.

"Yeh, it's me. One of my daddy's old fans set me free from the suspended animation chamber. And wouldn't you know it, after my daddy, Michael, and my momma, Lisa-Marie, hid all the Terran currency some years ago after collecting it from owning rights to just about everything (gasp); I'm quite rich! But I thought it would be nice to put some Thriller into your life by stealing your ship."

He started to laugh; it was a ghostly, haunting laugh, and made him throw back his head. I took the initiative and pushed his skinny 80-pound body across the floor, slamming him into the bulkhead. But he quickly recovered, and raised the phaser. Click.

"Shoot!" he exclaimed, wrenching off the battery cover, the SupraVolts falling to the ground.

I sprang forward, slamming my fist on to the escape pod eject button. The small section of the ship he was in closed off and spewed forth into space, taking the demon-spawned love-child with it. I made a silent prayer to a certain bass drum-toting pink bunny.

Collapsing on to the console, I heaved a sigh of relief. I sat up, entered some random coordinates, and warped into space. The war was getting bigger.

It was much more intense. I was going to get my fair share of the...

FINAL FRONTIER II

(Final Frontier I was just a teaser...)

* * *

Think you're bad enough to survive this NEW, VASTLY IMPROVED version of Final Frontier? No longer do you have to wait for the wusses on your board to show up and play. No longer do you have to depend upon your teammates like in S.E.E. (Shameless Plug). Want to see if you are TRULY bad enough to hang with all the pros? It's a whole new game, networked and armed to the teeth...

You know the old story...

"This is where you come in to play. You have been given a ship
and some vessels; the most that your government could give you in
this deep space area. You must, either by yourself, or with the
help of others, control at least 400 of the planets in the Outer
Rim to win this war. By colonizing and fortifying planets, you'll
be able to manufacture more goods and ships for yourself. You should
expect aggression from other ships and planets, and should not hesitate
to attack others to reach your goal of 400 of the planets. Good luck.
You'll need it.

Now live it! An expanded, networked galaxy awaits you, along with many players from all around the universe. So get ready, read the docs and new features, then let's get down to some serious arse-kicking!

See you out there in CyberSpace, friend...

--
_/_/_/

6438. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-05 17:15:50 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.04.05.17.15.50.302102@nosspamatari-source.com>
Source record: 8815

On Wed, 05 Apr 2006 10:44:15 -0400, Ronald J. Hall wrote:

> On Wed, 05 Apr 2006 08:23:32 +0000, Mike wrote:
>
>>
>>> The MAIN reason the Lynx failed was because of the low battery life.
>>
>> Probably in the same class as the Portfolio's battery life, which was
>> a big joke.
>> A couple of hours only.
>>
>> Mike
>
> Hi. Don't you mean the STacy? My understanding is that the Portfolio will
> last up to 6 *weeks* on its battery power.
>
> The STacy, on the other hand, ate batteries so bad that Atari finally
> started shipped them without any, if I am remembering correctly.

Portfolio only lasted 2 hours or so while powered up IIRC. The battery
life was good for strictly pim purposes. Of course it crashed now and
again erasing all your data which is exactly what you want from a PDA..

I have a Sharp Zaurus SL-C3000 now. Very different animal and only about
200 times faster ;)

Thanks,
Mark

6439. Re: Atari Online News, Etc. #08-13

Newsgroup: comp.sys.atari.st
Date: 2006-04-05 17:41:07 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <1144258867.541366.15640@i39g2000cwa.googlegroups.com>
Source record: 8816

already have one.

6440. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-05 17:48:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.05.17.48.39.893330@charter.net>
Source record: 8817

On Wed, 05 Apr 2006 13:15:50 -0400, Mark D wrote:

> On Wed, 05 Apr 2006 10:44:15 -0400, Ronald J. Hall wrote:
>
>> On Wed, 05 Apr 2006 08:23:32 +0000, Mike wrote:
>>
>>>
>>>> The MAIN reason the Lynx failed was because of the low battery life.
>>>
>>> Probably in the same class as the Portfolio's battery life, which was
>>> a big joke.
>>> A couple of hours only.
>>>
>>> Mike
>>
>> Hi. Don't you mean the STacy? My understanding is that the Portfolio will
>> last up to 6 *weeks* on its battery power.
>>
>> The STacy, on the other hand, ate batteries so bad that Atari finally
>> started shipped them without any, if I am remembering correctly.
>
> Portfolio only lasted 2 hours or so while powered up IIRC. The battery
> life was good for strictly pim purposes. Of course it crashed now and
> again erasing all your data which is exactly what you want from a PDA..
>
> I have a Sharp Zaurus SL-C3000 now. Very different animal and only about
> 200 times faster ;)
>
> Thanks,
> Mark

I googled and every site I hit went along the following lines:

"The unit is powered by three AA batteries, which last about 100
hours."

"* 30-40 hours on 3 AA batteries (about 6-8 weeks of normal use)."

So I dunno. Anyone here actually own a Portfolio and can testify to how
long the batteries last under normal use?

PS Coolest thing I did see was that the Portfolio gives a low battery
alert, the batteries can be switched out without losing data, and since
its only 3 AA batteries, its dead easy.

--
_/_/_/

6441. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-05 21:19:45 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.04.05.21.19.44.191773@nosspamatari-source.com>
Source record: 8818

On Wed, 05 Apr 2006 13:48:40 -0400, Ronald J. Hall wrote:

> On Wed, 05 Apr 2006 13:15:50 -0400, Mark D wrote:
>
>> On Wed, 05 Apr 2006 10:44:15 -0400, Ronald J. Hall wrote:
>>
>>> On Wed, 05 Apr 2006 08:23:32 +0000, Mike wrote:
>>>
>>>>
>>>>> The MAIN reason the Lynx failed was because of the low battery life.
>>>>
>>>> Probably in the same class as the Portfolio's battery life, which was
>>>> a big joke.
>>>> A couple of hours only.
>>>>
>>>> Mike
>>>
>>> Hi. Don't you mean the STacy? My understanding is that the Portfolio will
>>> last up to 6 *weeks* on its battery power.
>>>
>>> The STacy, on the other hand, ate batteries so bad that Atari finally
>>> started shipped them without any, if I am remembering correctly.
>>
>> Portfolio only lasted 2 hours or so while powered up IIRC. The battery
>> life was good for strictly pim purposes. Of course it crashed now and
>> again erasing all your data which is exactly what you want from a PDA..
>>
>> I have a Sharp Zaurus SL-C3000 now. Very different animal and only about
>> 200 times faster ;)
>>
>> Thanks,
>> Mark
>
> I googled and every site I hit went along the following lines:
>
> "The unit is powered by three AA batteries, which last about 100
> hours."
>
> "* 30-40 hours on 3 AA batteries (about 6-8 weeks of normal use)."
>
> So I dunno. Anyone here actually own a Portfolio and can testify to how
> long the batteries last under normal use?
>
> PS Coolest thing I did see was that the Portfolio gives a low battery

> alert, the batteries can be switched out without losing data, and since
> its only 3 AA batteries, its dead easy.

I might be recalling wrong. It's been a long time since I sold my pofo's.

Thanks,
Mark

6442. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-05 21:40:32 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1144273232.139105.239000@i39g2000cwa.googlegroups.com>
Source record: 8819

Mark D wrote:
> I might be recalling wrong. It's been a long time since I sold my pofo's.
>

I had to read that twice. I thought you said "mofo's"

:-P

6443. ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2006-04-06 07:19:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604060018200.4776-100000@onyx.spiritone.com>
Source record: 8820
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
atari@aracnet.com or http://adoption.atari.org

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6444. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-04-06 07:22:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604060020060.4776-100000@onyx.spiritone.com>
Source record: 8821
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All books on Sale! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6445. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-04-06 07:24:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604060022220.4776-100000@onyx.spiritone.com>
Source record: 8822
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6446. FS: FACTORY NEW ATARI GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-04-06 07:26:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604060024120.4776-100000@onyx.spiritone.com>
Source record: 8823
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/newinbox.htm Factory New Atari ST Games!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!

Check out my NEW Catalogs with Games and other ST Software all BRAND NEW!
Catalog has Titles listed below. Mostly Games! Check out this NEW
Catalog in my New 80 Column wide text Format available for Download!

1st Mail*, 5 Intelligent Strategy Games*, A320 Airbus*, Afrika Korps*,
Air Bucks*, Air Support*, All Aboard!*, Alpha Waves*, The Ancient Art of
War in the Skies*, APB*, Arctic Fox*, Aussie Joker Poker*, Axe of Rage*,
B17 Flying Fortress*, Baal*, Back to the Future-Part III*, Back to the
Golden Age*, The Ball Game*, Bart vs. the World*, Battlehawks 1942*,
Battle Master*, Battleship*, Beach Volley*, Black Gold*, Black Lamp*,
Blitzkrieg May 1940*, Blood Money*, Blue Angels*, The Blues Brothers*,
Bobo*, Boston Bomb Club*, Botics*, Bubble+*, California Games*,
California Games II*, Campaign - Tactical & Strategic War Simulation*,
Campaign - From North Africa to Northern Europe*, Captain Blood*,
Captain Planet and the Planeteers*, Carrier Command*, Cartoon Capers*,
Centerfold Squares*, Champion of the Raj*, Chaos Strikes Back*, Chaos
Strikes Back-Cheats*, The Charge of the Light Brigade*, Chronicles of
Omega*, Sid Meier's Civilization*, Clue Master Detective*, Colorado*,
Combat Course*, Conquests of Camelot*, Cool World*, Count and Add*,
Crack Down*, Crime Wave*, DARKMAN*, D-Day*, Death Sword*, Defender II*,
Defenders of the Earth*, Degas Elite*, Devious Designs*, Diplomacy*,
Dive Bomber*, DogFight - 80 years of Aerial WarFare*, Domination*,
Doodlebug*, Double Dragon II*, Downhill Challenge*, Dragons Breath*,
Dragons Lair*, Dragons Lair II*, Dragons Lair III: The Curse of
Mordread*, Drakkhen*, Duck Tales*, Dynasty Wars*, East vs. West-Berlin
1948*, Edd the duck!*, ELF*, F-15 Strike Eagle*, F-15 Strike Eagle II*,
F/16 Combat Pilot*, F-19 Stealth Fighter*, Falcon*, Falcon Mission Disk
vol. 1*, Falcon Mission Disk vol. 2*, Ferrari*, Fire and Brimstone*,
First Samurai*, Flash*, Flight Simulator II*, Flood*, Frenetic*,
Frontline*, Frost Byte*, Fun School 3*, Future Wars*, The Games*, Gato*,
General Store*, Germ Crazy*, Gnome Ranger*, Grammar Expert*,
Grandstand*, Great Battles*, Greens - the Ultimate 3-D Golf Simulation*,
Guardians*, Hammerfist*, Harley-Davidson-The Road to Sturgis*, Highway
Patrol 2*, Hill Street Blues*, Hostage*, Hot Rubber*, Impossible
Mission2*, Indy - Indiana Jones and the Last Crusade*, Insects in
Space*, Interphase*, Invasion*, Ivanhoe*, Jack Nicklaus Greatest 18
Holes of Major Championship Golf*, Khalaan*, The Killing Cloud*, KLAX*,
Knightmare*, Knights of the Sky*, The Legend of William Tell*, Legends
of Valour vol. 1- The Dawning*, Lemmings / Oh No! More Lemmings -

Special Limited Edition Double Pack *, Lemmings the Tribes*, Lombard Rally*, Lords of Conquest*, M1 Tank Platoon*, Magnum - The Compilation*, Macro Assembler*, The Magnetic Scrolls Collection*, Manix*, Marble Madness*, Matrix Marauders*, Maupiti Island*, Mean 18*, Metro Cross*, MicroLeague Wrestling*, MICROprose Formula One Grand Prix*, MidWinter*, Mig-29 Fulcrum*, Missile Command*, Mortville Manor*, The Muscle Cars-The Duel:Test Drive II Car Disk*, The Navigator*, Night Shift*, Nine Princes in Amber*, North & South*, NVDI 5*, Obsession*, Oh No! More Lemmings*, OIDS*, Onslaught*, Operation: Cleanstreets*, Operation Stealth*, Operation Thunderbolt*, Outzone*, Paris - Dakar*, The Pawn*, Play and Read: Part One*, Play and Read: Part Four*, Populous II*, Power Drift*, Predator 2*, A Prehistoric Tale*, ProShow Plus*, Race Drivin'*, Sid Meier's Railroad Tycoon*, Rainbow Island*, Reach for the Skies*, Red Storm Rising*, Rick Dangerous*, Risky Woods*, Road Raider*, Roadwar2000*, Robinson's Requiem*, RoboZone*, Rock N Roll Clams*, Rogue*, Rorke's Drift*, Rotox*, RVF Honda*, Scramble Spirits*, Shadow Dancer*, Shanghai*, Silent Service*, Silent Service II*, Skate Wars*, Sky Chase*, SkyFox*, Sleepwalker*, Space Ace*, Space Cutter*, Space Harrier II*, Space Quest II*, Space Shuttle - The Space Flight Simulator*, Speedball2*, Spitfire 40*, Spirit of Excalibur*, STalker 3*, Starglider*, StarQuake*, Steel Empire*, Stormball*, Strikefleet*, Strip Poker II*, ST Star Raiders*, Stunt Track Racer*, Sub Battle Simulator*, Substation*, Sundog*, The SuperCars - Test Drive II Car Disk*, Superstar Ice Hockey*,Team Suzuki*, Team Yankee*, Techno Cop*, Teenage Mutant Hero Turtles*, Terrorpods*, Tetris*, Their Finest Hour - The Battle of Britain*, Their Finest Missions - Volume One*, Thunderhawk AH-73M*, Thunder Jaws*, Time*, Torvak the Warrior*, Total Eclipse*, Tower Toppler*, Tracker/ST*, Treasure Trap*, Trio 1*, Tusker*, TV Sports Football*, Twin World*, Typhoon Thompson*, UMS - The Universal Military Simulator*, Utopia - The Creation of a Nation*, WallStreet*, War in the Gulf*, Warlock*, Warlock- the Avenger*, Welltris*, WindWalker*, Winter Games*, Word for Word*, Word Perfect*, Word Up*, World Karate Championship*, WWF EuropeanRampage Tour*, Xiphos*, Yolanda - the Ultimate Challenge*, Will Harvey's Zany Golf*, Zone Warrior*, Zynaps*

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6447. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-06 10:01:15 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0604061158360.1227@localhost>
Source record: 8824

Hi, Ronald!

RJH> So I dunno. Anyone here actually own a Portfolio and can testify to
RJH> how long the batteries last under normal use?

I used to power my PoFo with rechargable batteries (lower capacity than
alkaline batteries at that time plus memory effect) and they lasted for
about three weeks.

RJH> PS Coolest thing I did see was that the Portfolio gives a low battery
RJH> alert, the batteries can be switched out without losing data, and
RJH> since its only 3 AA batteries, its dead easy.

Right, that's a really nice feature :-)

Regards,

Alexander

6448. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-06 12:21:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.06.12.21.04.247614@charter.net>
Source record: 8825

On Thu, 06 Apr 2006 12:01:15 +0200, Alexander Beuscher wrote:

> Hi, Ronald!

Howdy! :-)

> I used to power my PoFo with rechargable batteries (lower capacity than
> alkaline batteries at that time plus memory effect) and they lasted for
> about three weeks.

Hey, thanks for the heads up. Some of us were wondering just how long they
lasted.

> Right, that's a really nice feature :-)

Dead handy, I'd imagine.

--
_/_/_/

6449. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-06 16:09:45 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0604061805500.1947@localhost>
Source record: 8826

RJH> Dead handy, I'd imagine.

The point to me was that even though the PoFo was on low batteries there still was enough time to recharge the other set of batteries - if in "suspended" mode as one would call it these days...

Regards,

Alexander

6450. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-07 07:14:56 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4436116e$0$21110$626a54ce@news.free.fr>
Source record: 8827

Alexander Beuscher wrote:
> Hi, Ronald!
>
>> So I dunno. Anyone here actually own a Portfolio and can testify to
>> how long the batteries last under normal use?
>
> I used to power my PoFo with rechargable batteries (lower capacity
> than alkaline batteries at that time plus memory effect) and they
> lasted for about three weeks.

Yes, but you do the RIGHT THING !!! Save the PLANET and STOP USING ALKALINE BATTERIES !
USE RECHARGEABLE GOOD BATTERIES (Ni-MH with 2100mAh!).
Thanks for the planet and the next generations !!

Think about that :
- if put into earth, 1 alkaline battery is contamining 1 cube meter of earth for 50 years long !
- if burnt, it is very bad for air !

>> PS Coolest thing I did see was that the Portfolio gives a low battery
>> alert, the batteries can be switched out without losing data, and
>> since its only 3 AA batteries, its dead easy.
>
> Right, that's a really nice feature :-)
>
>
> Regards,
>
> Alexander

6451. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-07 10:42:26 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0604071231480.1218@localhost>
Source record: 8828

Hi, Rodolphe!

RC> Yes, but you do the RIGHT THING !!! Save the PLANET and STOP USING
RC> ALKALINE BATTERIES !

Something like that was my intention when I decided to use rechargable
batteries.

RC> USE RECHARGEABLE GOOD BATTERIES (Ni-MH with 2100mAh!).

I did not use the PoFo for a long time now, but you're right, capacities
have multiplied since then..

RC> Think about that :
RC> - if put into earth, 1 alkaline battery is contamining 1 cube meter of
RC> earth for 50 years long !

Nice to know, I did not think about that in detail. In Germany batteries
are considered hazardous waste, but even that is deposed somewhere and
might turn into a source for trouble in future...

Regards,

Alexander

6452. Frodo/F030 (CT60/3) port updated

Newsgroup: comp.sys.atari.st
Date: 2006-04-07 11:45:34 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1144410334.586384.46870@v46g2000cwv.googlegroups.com>
Source record: 8829

Howdy ppl,

I've updated my Frodo port. Frodo is a portable C64-emulator originally
written by Christian Bauer.

Requirements:

- CT60/CT63 (Maybe AB040?)
- VIDEL-compatible graphics (F030)
- Joypad or joystick
- patience (there is no GUI yet)

Features:

- integrated debugger
- sucky sound emulation (uses YM atm)
- 60FPS operation (on my machine, at least)
- joystick/joypad support

It's been tested successfully on a CT60 (90/25Mhz), running
FreeMiNT/Xaaes (latest alpha). It should work in
TOS/MagiC/Naes/MyAES/Geneva too, but I haven't tested it.

Grab my port here:
http://hem.passagen.se/shoggoth/frodo

Original author:
http://frodo.cebix.net/

-- Peter

6453. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-07 17:11:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1144429913.318792.27670@u72g2000cwu.googlegroups.com>
Source record: 8830

Alexander Beuscher wrote:
> Hi, Rodolphe!
>
> RC> Yes, but you do the RIGHT THING !!! Save the PLANET and STOP USING
> RC> ALKALINE BATTERIES !
>
> Something like that was my intention when I decided to use rechargable
> batteries.
>
> RC> USE RECHARGEABLE GOOD BATTERIES (Ni-MH with 2100mAh!).
>
> I did not use the PoFo for a long time now, but you're right, capacities
> have multiplied since then..
>
> RC> Think about that :
> RC> - if put into earth, 1 alkaline battery is contamining 1 cube meter of
> RC> earth for 50 years long !
>
> Nice to know, I did not think about that in detail. In Germany batteries
> are considered hazardous waste, but even that is deposed somewhere and
> might turn into a source for trouble in future...

It really is a shame that we have been polluting (killing) the planet
for the last couple of hundred years or so. What most people don't
realise (or don't want to face) is that its much too late. There is
nothing we can do now to prevent the earths gradual (or cataclysmic)
demise. We are all guilty of this so i'm not pointing any fingers, just
stating what I believe to be fact.

Happy thoughts eh? :-)

6454. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-07 19:02:45 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4436b755$0$3883$91cee783@newsreader01.highway.telekom.at>
Source record: 8831

Rodolphe Czuba wrote:

> Yes, but you do the RIGHT THING !!! Save the PLANET and STOP USING
> ALKALINE BATTERIES ! USE RECHARGEABLE GOOD BATTERIES (Ni-MH with
> 2100mAh!). Thanks for the planet and the next generations !!
>

Yes. There is 1% rest, when recycling a battery.

Best Regards,

Daniel Mandic

6455. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-07 19:05:41 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4436b805$0$3881$91cee783@newsreader01.highway.telekom.at>
Source record: 8832

Alexander Beuscher wrote:

> Nice to know, I did not think about that in detail. In Germany
> batteries are considered hazardous waste, but even that is deposed
> somewhere and might turn into a source for trouble in future...
>
>
> Regards,
>
> Alexander

Did'nt Grundig invented the bio-battery? You could throw it in the
Trashcan. Without quicksilver, so far I remember!

Best Regards,

Daniel Mandic

6456. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-07 19:21:24 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4436bbb3$0$12924$91cee783@newsreader02.highway.telekom.at>
Source record: 8833

Coda wrote:

> It really is a shame that we have been polluting (killing) the planet
> for the last couple of hundred years or so. What most people don't
> realise (or don't want to face) is that its much too late. There is
> nothing we can do now to prevent the earths gradual (or cataclysmic)
> demise. We are all guilty of this so i'm not pointing any fingers,
> just stating what I believe to be fact.
>
> Happy thoughts eh? :-)

The Time, when nothing anymore is.

I have here Z80, 6502, 6510, 80286, 68000, 68030, 80386, 80486, 80586
and even a new modern 80686, all magazined sortly and in order. Let
them come :)
I am prepared. Two or more boxes (32Inch TV-SET cartons :-)) full of
Games, I played 25%!! Not to mention the 'abandoned' copyrighted
Software, from the best programmers of that time.

Kind Regards,

Daniel Mandic

6457. Mega ST Modem Port Speed

Newsgroup: comp.sys.atari.st
Date: 2006-04-07 23:41:59 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <gKCZf.5177$x63.3931@bignews4.bellsouth.net>
Source record: 8834

What is the max Factory Baud Rate of the Mega ST's Modem Port?

And is there any software that will increase the Baud Rate when using
Net/Telecomunications software?

Thanks,
phantomm@bellsouth.net

6458. Maniac Mansion, Pirates! and Alternate Reality the City for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-04-08 02:04:19 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <lsCdncEJZdmph6rZnZ2dnUVZ_sadnZ2d@comcast.com>
Source record: 8835

http://tinyurl.com/lnyxv

Going thru my boxes I found these, I don't use them and so hope someone here will enjoy them as much as I used to. I have some other stuff like the Atari Brand 20MB hard drive and a new 1040ste and will eventually list them. I'm moving and taking the opportunity to lighten the load especially since I don't see myself using these in the future. The PC has been taking up my free time lately.

6459. Re: Mega ST Modem Port Speed

Newsgroup: comp.sys.atari.st
Date: 2006-04-08 04:19:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.08.04.19.50.877193@charter.net>
Source record: 8836

On Fri, 07 Apr 2006 19:41:59 -0400, phantomm wrote:

>
> What is the max Factory Baud Rate of the Mega ST's Modem Port?
>
> And is there any software that will increase the Baud Rate when using
> Net/Telecomunications software?
>
> Thanks,
> phantomm@bellsouth.net

Hey. AFAIK, the maxium speed on a stock Mega ST is still that of the
standard serial port on any ST model. In other words, 19.2k...

It can be sped up with -hardware-, like the RSVE mod.

HSMODEM software corrects bugs 'n uses faster routines, but doesn't
actually speed up the stock serial port (unless you count not being slower
because of re-transmission errors n' such).

--
_/_/_/

6460. pollution [WAS:] Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-08 10:14:07 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0604081158300.1532@localhost>
Source record: 8837

Hi, Coda!

C> We are all guilty of this so i'm not pointing any fingers, just stating
C> what I believe to be fact.

Sad but true. The point is that most people don't care at all. This
attitude partly is enforced by our "modern" meritocratic society. If you
want to be successfull you have to be fast, i.e. you have to squander
ressources and implicitly to produce waste.

Globalisation is another aspect that is closely related to the stuff
above.

C> Happy thoughts eh? :-)

Erm - No! :-/

Regards,

Alexander

6461. Re: Maniac Mansion, Pirates! and Alternate Reality the City for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-04-08 12:33:37 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1144499617.571961.317600@i39g2000cwa.googlegroups.com>
Source record: 8838

Lion Of Judah wrote:
>The PC has been taking up my free time lately.

I'm so sorry to hear that, I really am.

;-)

6462. Lost Boys TLB Atrai ST for sale

Newsgroup: comp.sys.atari.st
Date: 2006-04-08 12:49:15 UTC
From: David moss <spam@stadiumhouse.demon.co.ukspam>
Message-ID: <0qlaK5BLF7NEJwPw@stadiumhouse.demon.co.uk>
Source record: 8839

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8275375693

david@stadiumhouse.demon.co.uk

Curator and Creator of the Battlestar Galactica Memorabilia Webpage:-
http://www.lurexlounge.com/bsg

and the Buck Rogers Memorabilia Webpage at:-
http://www.lurexlounge.com/brogers

Check out my Transformers Trading Junkyard at:-
http://www.stadiumhouse.demon.co.uk/tfjunkyard

Or my 3D Graphics and Artwork at Room 'X' The Homepage
of David Moss at:- http://www.lurexlounge.com/roomx

6463. Re: Maniac Mansion, Pirates! and Alternate Reality the City for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-04-08 13:02:21 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <Y6WdnWSqkuvyKarZnZ2dnUVZ_u-dnZ2d@comcast.com>
Source record: 8840

"Coda" <smeg_007@hotmail.com> wrote in message
news:1144499617.571961.317600@i39g2000cwa.googlegroups.com...
>
> Lion Of Judah wrote:
>>The PC has been taking up my free time lately.
>
> I'm so sorry to hear that, I really am.

Well then you'd be glad to know that I have many emulators on it :)

>
> ;-)

6464. CCAG Show May 27, 2006

Newsgroup: comp.sys.atari.st
Date: 2006-04-08 13:27:01 UTC
From: FMH <fmh@copper.net>
Message-ID: <4437b957_5@newsfeed.slurp.net>
Source record: 8841

Itï¿½s a new year which means a new CCAG Show!

Buy, sell, trade, play, and see classic video games, computers, peripherals, memorabilia, and more at the Classic Computing and Gaming Show (CCAG) on May 27, 2006 (and again in October, 2006) at the National Guard Armory, 3520 Grove Ave. Lorain, Ohio from 5:00 PM - 9:00 PM. Vendors, clubs, and collectors will be displaying and selling their retrogaming and retrocomputing goods, from Pong and Atari to Nintendo, Apple and IBM to Commodore and everything in between with many set up for you to play with and explore. We have 5000+ square feet of space. Help us fill it all up!

For more information please go to http://www.ccagshow.com/

6465. DarkForce problems

Newsgroup: comp.sys.atari.st
Date: 2006-04-08 15:16:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.08.15.16.29.895870@charter.net>
Source record: 8842
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Folks, we've had really severe weather here in the last 24 hours.

(tornadoes, high wind, intense rain, cats and dogs-living
together...<cough>, er wrong movie...) :-)

Anyways, we were without power for much of the last 24 hours. Which far
exceeds the UPS I've got on the BBS.

Our normally stable dynamic IP address changed, one of only 2 times its
changed in over a year.

Its now: 24,177.23.112

Until my server gets this updated, you'll be unable to telnet to
"bbs.darkforce.org" although the actual IP address will work.

Thanks for your patience and sorry for any inconvenience.

--
_/_/_/

6466. [WEB] eureka.atari.org moved

Newsgroup: comp.sys.atari.st
Date: 2006-04-08 18:58:00 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <443807b8$0$21283$8fcfb975@news.wanadoo.fr>
Source record: 8843

Hi,

My WEB site has changed its ISP. The new address is :

<http://perso.wanadoo.fr/eureka2.12/>

The ATARI.ORG address of the WEB subdomain should
follow. I wrote to the portal's support address one
week ago, and the Email forwarding should also be
redirected soon.

In the meantime, I apologize for disturbs in the service.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

6467. New XaAES development snapshot

Newsgroup: comp.sys.atari.st
Date: 2006-04-09 12:19:30 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1144585170.185350.128810@e56g2000cwe.googlegroups.com>
Source record: 8844

Hi all,

A new set of XaAES binaries are yet again available, and this time the appearance is in focus!

*The object renderer can now draw textured backgrounds in =>256 colour modes. Textures can be applied to window widgets, menus/popup menus and 3d-objects.

*XaAES can now also draw nice gradients to provide some eye-candy to eg. window title backgrounds and the likes.

*The way XaAES handles/arranges iconified windows has been improved a lot and can also be configured in great detail

*As usual, a lot of fixes and adjustments where you\'ll for example might notice that the taskmanager now can be accessed even when wind_update() has been locked

+Loads or smaller fixes and adjustments. Have fun!

The Unofficial XaAES Page: http://xaaes.atariforge.net

Regards,

/Joakim

http://xaaes.atariforge.net
http://www.ataricq.org
http://topp.atari-users.net

6468. Atari Online News, Etc. #08-14

Newsgroup: comp.sys.atari.st
Date: 2006-04-09 13:50:59 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1144590659.414566.88270@t31g2000cwb.googlegroups.com>
Source record: 8845

```
A-ONE #0814 04/07/06

~ Verizon Settles Suit! ~ People Are Talking! ~ Mac OS X
Updated!
~ .eu Domain Name Rush! ~ Microsoft Loves Linux? ~ XP On the Mac?!
~ Stopping PC Spies! ~ Game Law Struck Down! ~ LinuxWorld Expo!
~ Violent Games Labeling ~ PSX3 Price A Mystery! ~ "Blasting"
Cancer!

-* How Common Is Identity Theft? *-
-* America Online Changes Name to AOL! *-
-* eBay Sellers Can No Longer Offer Cash Pay! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

6469. Re: New XaAES development snapshot

Newsgroup: comp.sys.atari.st
Date: 2006-04-09 14:52:55 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44391fc7$0$20169$8fcfb975@news.wanadoo.fr>
Source record: 8846

Hi,

Great news :)

GokMasE wrote :
> A new set of XaAES binaries are yet again available, and this time the
> appearance is in focus!
>
> *The object renderer can now draw textured backgrounds in =>256 colour
> modes. Textures can be applied to window widgets, menus/popup menus and
> 3d-objects.
>
> *XaAES can now also draw nice gradients to provide some eye-candy to
> eg. window title backgrounds and the likes.
>
> *The way XaAES handles/arranges iconified windows has been improved a
> lot and can also be configured in great detail
>
> *As usual, a lot of fixes and adjustments where you\'ll for example
> might notice that the taskmanager now can be accessed even when
> wind_update() has been locked
>
> +Loads or smaller fixes and adjustments. Have fun!
>
> The Unofficial XaAES Page: http://xaaes.atariforge.net

This XaAES development snapshot is integrated in MacAranym 0.9.3 at

<http://eureka.atari.org/MacAranym.zip> for OSX

as you can see in the <http://eureka.atari.org/aranym.gif> picture.

It is also part of <http://eureka.atari.org/xa-my-aes.zip> that
is a boot disk image designed for all ARAnyM's host machines.

Thanks for the great work done on freeMiNT+XaAES, and all other
softwares that are included in those packs.

Greetings,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

6470. Re: Systems that did and didn't realize their full potential

Newsgroup: comp.sys.atari.st
Date: 2006-04-09 23:01:56 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <e1c3p4$fs2$1@reader1.panix.com>
Source record: 8847

Top posting and wasting electrons

Yes, I have and use a Portfolio, and every three months or so, it tells me
the batteries are low, so I change them, using the spares that live in its
case until they are needed. Once and once only it crashed, and I had to
retype a few words. There is, untried by me, a program named uncrash.com.

Jim

Ronald J. Hall <dark_lord@charter.net> writes:

: On Wed, 05 Apr 2006 13:15:50 -0400, Mark D wrote:

: > On Wed, 05 Apr 2006 10:44:15 -0400, Ronald J. Hall wrote:
: >
: >> On Wed, 05 Apr 2006 08:23:32 +0000, Mike wrote:
: >>
: >>>
: >>>> The MAIN reason the Lynx failed was because of the low battery life.
: >>>
: >>> Probably in the same class as the Portfolio's battery life, which was
: >>> a big joke.
: >>> A couple of hours only.
: >>>
: >>> Mike
: >>
: >> Hi. Don't you mean the STacy? My understanding is that the Portfolio will
: >> last up to 6 *weeks* on its battery power.
: >>
: >> The STacy, on the other hand, ate batteries so bad that Atari finally
: >> started shipped them without any, if I am remembering correctly.
: >
: > Portfolio only lasted 2 hours or so while powered up IIRC. The battery
: > life was good for strictly pim purposes. Of course it crashed now and
: > again erasing all your data which is exactly what you want from a PDA..
: >
: > I have a Sharp Zaurus SL-C3000 now. Very different animal and only about
: > 200 times faster ;)
: >
: > Thanks,
: > Mark

: I googled and every site I hit went along the following lines:

: "The unit is powered by three AA batteries, which last about 100
: hours."

: "* 30-40 hours on 3 AA batteries (about 6-8 weeks of normal use)."

: So I dunno. Anyone here actually own a Portfolio and can testify to how
: long the batteries last under normal use?

: PS Coolest thing I did see was that the Portfolio gives a low battery
: alert, the batteries can be switched out without losing data, and since
: its only 3 AA batteries, its dead easy.

: --
: _/_/_/_

6471. Factory pressed dvd movies, ps2, psp & xbox backups for sale !!!

Newsgroup: comp.sys.atari.st
Date: 2006-04-10 04:46:34 UTC
From: Movie World <balitung@time.net.my>
Message-ID: <1144644394.184602.269670@e56g2000cwe.googlegroups.com>
Source record: 8848
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

We're offering all the latest factory pressed high quality dvd movies, ps2, psp and xbox silvers with factory printed colour inserts at fantastic prices, whether for personal use or reselling. We're shipping worldwide with various shipping methods. For resellers, please contact us for bulk discounts.

For a complete list and prices, please email us at movieworld@time.net.my

(Please state the type of list that you want and tell us your location as the prices varies for different locations. If you're reseller, please state the quantity you wish to order per shipment and we'll quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

6472. Noise Party Last Reminder!

Newsgroup: comp.sys.atari.st
Date: 2006-04-10 09:20:35 UTC
From: mikro <mikrox@atlas.sk>
Message-ID: <1144660835.182003.133710@g10g2000cwb.googlegroups.com>
Source record: 8749

Hello scene friends,

so our dream becomes reality -- Noise will happen in less than week!
This is last reminder from us, we've got some additional information:

1. Prizes

Yeah, as we promised, we've got sponsorhip for the prizes so here you
are! It's guaranted we can give you at least:

- 1 x 17"LCD
- 2x 1GB MP3 players
- 1xHDD
- 1xDVD
- 1-3 "small" MP3 players
- 9x Eiffel v4
- 1x external DSP clock 44.1 kHz for Falcon
- Atari T-Shirts, Noise T-shirts, Atari cups, packs of 5.25" disks and
some others atari souvenirs
- and of course: cash! Everything we've got from entrance fees will be
used for winners! See Noise homepage for more info!

As you can see a trip to Noise could be pretty profitable ;)

2. Security

Don't fear to bring anything you want! We hired a professional security
guys! They will guard our stuff all the time!

3. Additional goodies

Believe or not but thanks to our sponsor we could arrange something you
wont see at other parties! Free bowling and food on saturday! Yes, we
plan not to only be closed in one hall but we think it would be nice to
relax a little bit so we prepared this action for you! Again thanks to
our sponsor!

4. Last info

Don't forget usual things (sleep bag, money, atari stuff, good mood
...) and don't hesistate to contact us in case of some problem! Tomorow
we are going to update "Traveling" section (how to get at Noise from
bus station, railway station etc)

So, at the end, we'd like to invite you once again... remember this
party is one-go action, there wont be any further Noise volume. We did
all our best to make sure you wont bore and you just really enjoy our
party. We set entrance fee at the lowest possible boundary (compare

with this year's Outline -- 45/55 Euro vs 15 Euro!), we prepare many cool events and competitions so... it will be *really* worth to visit it.

Don't miss this chance to meet with the folks from 8/16/32bit scene, the chance to see the best demos from all atari platforms, the chance to see some rare atari stuff and of course -- to meet a friendly guys and have a good time!

Regards,
Your Noisy team
http://noise.atari.org

See you in Slovakia!

6473. Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-10 11:59:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <443a730e4382f0@comcast.net>
Source record: 8750

Hello all,

Is there a good program that will display ghost files so I can delete them?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6474. ebay: ICD Link2, AT SPEED, Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 2006-04-10 20:03:20 UTC
From: FumarMata
Message-ID: <Xns97A1E1B9BBB74skdjhfqsnb@212.27.42.206>
Source record: 8751

Hi All,

I found a lot of old Atari stuff in the attic, so I am now unloading that
to make room.

Hopefully someone can be interested in the following,

ICD Link2 (tested)
http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=8794564908

Spectre GCR - Gadgets by Small (no floppy cable)
http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=8794564924
(the manual itself is a masterpiece of hacker genius IMHO)

AT/Speed (turn a MegaST into a genuine 286, ain't that great ! :)
http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=8794564883

Items are in France but can be shipped to Europe or the USA (shipment
charge to be adjusted accordingly).

Any questions or remarks, please email me at
armadillo2024 at free.fr

Cheers,

Fabrice

6475. Re: MagiC 6.1 / 6.2

Newsgroup: comp.sys.atari.st
Date: 2006-04-10 22:22:55 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <3hml32hrjphrmghtpvft91htpp7552vi13@4ax.com>
Source record: 8752

On Tue, 07 Mar 2006 23:38:49 +0100, Funprice
<jhbusscherNOSPAMWHATSOEVER@freemail.nl> wrote:

>On Sun, 26 Feb 2006 22:19:05 +0100, Funprice
><jhbusscherNOSPAMWHATSOEVER@freemail.nl> wrote:
>
>>On Sun, 26 Feb 2006 19:24:08 +0000 (UTC), "Tha Welshgit"
>><steve.sweet@btopenworld.com> wrote:
>>
>>>Hi there
>>>
>>>You can have mine, official disks, its second hand and comes with manual.
>>>
>>>> Anyone outhere still using this program?
>>>>
>>>> I am looking for a copy.
>>>>
>>>> Much appreciated.
>>
>>Okay, I have send you an e-mail.
>>
>>Thank you for your kind offer!
>
>No response from above's mail account.
>
>
>Any other serious offers?
>
>Thank you very much in advance!

Nobody 15" time to upload it to my ftp-server? THANK YOU!!

Send MagiC 6.1/6.2 to my ftp-server!! Ask for IP via e-mail! Much
appreciated.

6476. Re: MagiC 6.1 / 6.2

Newsgroup: comp.sys.atari.st
Date: 2006-04-10 22:35:00 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1144708500.073504.10210@j33g2000cwa.googlegroups.com>
Source record: 8753

Thanks for the offer, but I already have an IP :)

Regards,

/Joakim

6477. dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-11 02:38:34 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <KEE_f.3992$vy1.789@news-server.bigpond.net.au>
Source record: 8754

Afternoon all, decided to have another whack at Xaaes. So far so good. I used Easymint/Xaaes 963 and then installed the latest version of Teradesk. That works fine. Now I am up to installing Xaaes' latest build. So that should be a challenge. Last time I tried it, was a disaster. So far so good tho.
A few questions tho, resolution changes under Xaaes is there any easy way to get 800x600@256 colours or 640x480@65536 colours? I am using a towered Falcon/CT2/NVDI5. I have the flags set for 640x480@256 colours atm. Desktop piccys and other eye candy? Is everyone using Thing? Can Teradesk do it?
I keep getting a Wdialog error from Cops when firing it up as well using Xaaes/Teradesk. Any ideas there? For now I have reverted back to Xcontrol. What/where is the definitive forum for such things? Is there an end to world hunger? Is there intelligent life in outer space?

Any answers to the simple ones would be appreciated;-)

Cheers

Mark

6478. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-11 06:06:35 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1144735595.25823.17.camel@linuxbox>
Source record: 8755

tir, 11,.04.2006 kl. 02.38 +0000, skrev Mark Bedingfield:
> Afternoon all, decided to have another whack at Xaaes. So far so good. I
> used Easymint/Xaaes 963 and then installed the latest version of
> Teradesk. That works fine. Now I am up to installing Xaaes' latest

0.963? That is the old program version of the AES, right? (xaaes.prg or
so?)

>
> build. So that should be a challenge. Last time I tried it, was a
> disaster. So far so good tho.

Oh? What happened then? Did you attempt installing the XaAES kernel
module then?

> A few questions tho, resolution changes under Xaaes is there any easy
> way to get 800x600@256 colours or 640x480@65536 colours? I am using a
> towered Falcon/CT2/NVDI5. I have the flags set for 640x480@256 colours atm.

XaAES can only use the resolutions available via the VDI, which means
you need to know how to configure your screen-enhancer. If you let us
know what you use we may be able to help :)

> Desktop piccys and other eye candy? Is everyone using Thing? Can
> Teradesk do it?

I use Thing most of the time. But since I started work on real themes,
the AES object renderer part, I found that Thing uses progdef's (a
special AES object type that makes the AES call user-functions) to draw
own AES objects. Effectively killing the idea of themes. I'll try to
contact Thomas Binder regarding this. I think Teradesk is clean in this
respect, but I havent dont extensive tests.

> I keep getting a Wdialog error from Cops when firing it up as well using
> Xaaes/Teradesk. Any ideas there? For now I have reverted back to Xcontrol.
> What/where is the definitive forum for such things? Is there an end to
> world hunger? Is there intelligent life in outer space?

What errors do you get? And the correct forum for XaAES discussions is
the forum on xaaes.atari.org :-)

>
> Any answers to the simple ones would be appreciated;-)

Hope the above did the trick ;-)

Best Regards,
Odd Skancke

6479. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-11 06:25:30 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <uZH_f.4109$vy1.3745@news-server.bigpond.net.au>
Source record: 8756

Odd Skancke wrote:
> tir, 11,.04.2006 kl. 02.38 +0000, skrev Mark Bedingfield:
>
>>Afternoon all, decided to have another whack at Xaaes. So far so good. I
>>used Easymint/Xaaes 963 and then installed the latest version of
>>Teradesk. That works fine. Now I am up to installing Xaaes' latest
>
>
> 0.963? That is the old program version of the AES, right? (xaaes.prg or
> so?)

Yup thats it. The one used with the easymint installer. I decided to get
it working before upgrading the kernal etc.
>
>
>>
>>build. So that should be a challenge. Last time I tried it, was a
>>disaster. So far so good tho.
>
>
> Oh? What happened then? Did you attempt installing the XaAES kernel
> module then?

Yes. I did it last year. I can't recal exactly what happened but it
failed and I hadn't backed up my boot drive. I have now;-) I suspect it
was me being in a hurry again, and not spending enough time RTFM.
>
>
>>A few questions tho, resolution changes under Xaaes is there any easy
>>way to get 800x600@256 colours or 640x480@65536 colours? I am using a
>>towered Falcon/CT2/NVDI5. I have the flags set for 640x480@256 colours atm.
>
>
> XaAES can only use the resolutions available via the VDI, which means
> you need to know how to configure your screen-enhancer. If you let us
> know what you use we may be able to help :)

Centscreen.
>
>
>>Desktop piccys and other eye candy? Is everyone using Thing? Can
>>Teradesk do it?
>
>
> I use Thing most of the time. But since I started work on real themes,

> the AES object renderer part, I found that Thing uses progdef's (a
> special AES object type that makes the AES call user-functions) to draw
> own AES objects. Effectively killing the idea of themes. I'll try to
> contact Thomas Binder regarding this. I think Teradesk is clean in this
> respect, but I havent dont extensive tests.

I thought so.
>
>
>>I keep getting a Wdialog error from Cops when firing it up as well using
>>Xaaes/Teradesk. Any ideas there? For now I have reverted back to Xcontrol.
>>What/where is the definitive forum for such things? Is there an end to
>>world hunger? Is there intelligent life in outer space?
>
>
> What errors do you get?

Wdailog needs to be run... or something along those lines. I suspect it
is because I am starting it from the Auto folder rather than mint.cnf?

And the correct forum for XaAES discussions is
> the forum on xaaes.atari.org :-)

I'm on my way. Thanks.
>
>
>>Any answers to the simple ones would be appreciated;-)
>
>
> Hope the above did the trick ;-)
>

Everything but world poverty. Thanks Odd.

Mark

6480. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-11 07:51:01 UTC
From: Odd Skancke <ozkNOSPAM@org.atariSWAPME>
Message-ID: <1144741861.25823.24.camel@linuxbox>
Source record: 8757

```
tir, 11,.04.2006 kl. 06.25 +0000, skrev Mark Bedingfield:
> Odd Skancke wrote:
> > tir, 11,.04.2006 kl. 02.38 +0000, skrev Mark Bedingfield:
> >
> >>Afternoon all, decided to have another whack at Xaaes. So far so good. I
> >>used Easymint/Xaaes 963 and then installed the latest version of
> >>Teradesk. That works fine. Now I am up to installing Xaaes' latest
> >
> >
> > 0.963? That is the old program version of the AES, right? (xaaes.prg or
> > so?)
>
> Yup thats it. The one used with the easymint installer. I decided to get
> it working before upgrading the kernal etc.

There is absolutely no connection anymore between the kernel module and
the old program version of XaAES :)

> >
> >
> >>
> >>build. So that should be a challenge. Last time I tried it, was a
> >>disaster. So far so good tho.
> >
> >
> > Oh? What happened then? Did you attempt installing the XaAES kernel
> > module then?
>
> Yes. I did it last year. I can't recal exactly what happened but it
> failed and I hadn't backed up my boot drive. I have now;-) I suspect it
> was me being in a hurry again, and not spending enough time RTFM.

RTFM surely do raise your chances ;-)

> >
> >
> >>A few questions tho, resolution changes under Xaaes is there any easy
> >>way to get 800x600@256 colours or 640x480@65536 colours? I am using a
> >>towered Falcon/CT2/NVDI5. I have the flags set for 640x480@256 colours atm.
> >
> >
> > XaAES can only use the resolutions available via the VDI, which means
> > you need to know how to configure your screen-enhancer. If you let us
> > know what you use we may be able to help :)
>
```

> Centscreen.

Okie, I think that if you ask questions on the XaAES forum found on
xaaes.atari.org, you will get answers :)

> >
> >
> >>Desktop piccys and other eye candy? Is everyone using Thing? Can
> >>Teradesk do it?
> >
> >
> > respect, but I havent dont extensive tests.
>
> I thought so.
> >
> >
> >>I keep getting a Wdialog error from Cops when firing it up as well using
> >>Xaaes/Teradesk. Any ideas there? For now I have reverted back to Xcontrol.
> >
> > What errors do you get?
>
> Wdailog needs to be run... or something along those lines. I suspect it
> is because I am starting it from the Auto folder rather than mint.cnf?

Never EVER use Wdialog.prg under XaAES! wdialog is a hacked hack which
will render a FreeMiNT/XaAES system unstable. XaAES have own
implementation of most wdialog functions.

>
>
> And the correct forum for XaAES discussions is
> > the forum on xaaes.atari.org :-)
>
> I'm on my way. Thanks.

Great :)

> >
> >>Any answers to the simple ones would be appreciated;-)
> >
> >
> > Hope the above did the trick ;-)
> >
>
> Everything but world poverty. Thanks Odd.

I think the reason why there are pagues every now and then... mother
nature tries to clean up a bit when there are too many who needs to eat.
However, we've 'mutated', so the world is like a body whose immunesystem
doesnt stand a chance...

Best Regards,
Odd Skancke

6481. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-11 10:05:40 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0604111200570.1747@localhost>
Source record: 8758

Hello, Edward!

ESBJ> Is there a good program that will display ghost files so I can
ESBJ> delete them?

What kind of files do you regard as "ghost" files?

- hidden or system files?
-> most desktops can be configured to show them
- damaged directory entries?
- "files" allocating space (in the FAT) but having no directory entries?
-> here I'd propose tools like Diskus or simple disc monitors

Regards,

Alexander

6482. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-11 11:12:57 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <443b8c63$0$10673$afc38c87@news.optusnet.com.au>
Source record: 8759

Odd Skancke wrote:
> tir, 11,.04.2006 kl. 06.25 +0000, skrev Mark Bedingfield:
>
>>Odd Skancke wrote:
>>
>>>tir, 11,.04.2006 kl. 02.38 +0000, skrev Mark Bedingfield:
>>>
>>>
>>>>Afternoon all, decided to have another whack at Xaaes. So far so good. I
>>>>used Easymint/Xaaes 963 and then installed the latest version of
>>>>Teradesk. That works fine. Now I am up to installing Xaaes' latest
>>>
>>>
>>> 0.963? That is the old program version of the AES, right? (xaaes.prg or
>>>so?)
>>
>>Yup thats it. The one used with the easymint installer. I decided to get
>>it working before upgrading the kernal etc.
>
>
> There is absolutely no connection anymore between the kernel module and
> the old program version of XaAES :)

I have much to learn.
>
>
>>>
>>>>build. So that should be a challenge. Last time I tried it, was a
>>>>disaster. So far so good tho.
>>>
>>>
>>> Oh? What happened then? Did you attempt installing the XaAES kernel
>>>module then?
>>
>>Yes. I did it last year. I can't recal exactly what happened but it
>>failed and I hadn't backed up my boot drive. I have now;-) I suspect it
>>was me being in a hurry again, and not spending enough time RTFM.
>
>
> RTFM surely do raise your chances ;-)

yup, I have been in the computer industry for 11 years and hate reading
manuals;-) Last resort only.
>
>

>>>
>>>>A few questions tho, resolution changes under Xaaes is there any easy
>>>>way to get 800x600@256 colours or 640x480@65536 colours? I am using a
>>>>towered Falcon/CT2/NVDI5. I have the flags set for 640x480@256 colours atm.
>>>
>>>
>>> XaAES can only use the resolutions available via the VDI, which means
>>>you need to know how to configure your screen-enhancer. If you let us
>>>know what you use we may be able to help :)
>>
>>Centscreen.
>
>
> Okie, I think that if you ask questions on the XaAES forum found on
> xaaes.atari.org, you will get answers :)

Done.
>
>
>>>
>>>>Desktop piccys and other eye candy? Is everyone using Thing? Can
>>>>Teradesk do it?
>>>
>>>
>>>respect, but I havent dont extensive tests.
>>
>>I thought so.
>>
>>>
>>>>I keep getting a Wdialog error from Cops when firing it up as well using
>>>>Xaaes/Teradesk. Any ideas there? For now I have reverted back to Xcontrol.
>>>
>>> What errors do you get?
>>
>>Wdailog needs to be run... or something along those lines. I suspect it
>>is because I am starting it from the Auto folder rather than mint.cnf?
>
>
> Never EVER use Wdialog.prg under XaAES! wdialog is a hacked hack which
> will render a FreeMiNT/XaAES system unstable. XaAES have own
> implementation of most wdialog functions.

Control Panels

Please run the system extension WDIALOG, which is supplied with NVDI, or
use the multitasking sytem Magic4.

I have disabled it, but no change.
>
>
>>

>>And the correct forum for XaAES discussions is
>>
>>>the forum on xaaes.atari.org :-)
>>
>>I'm on my way. Thanks.
>
>
> Great :)
>
>
>
>>>>Any answers to the simple ones would be appreciated;-)
>>>
>>>
>>> Hope the above did the trick ;-)
>>>
>>
>>Everything but world poverty. Thanks Odd.
>
>
> I think the reason why there are pagues every now and then... mother
> nature tries to clean up a bit when there are too many who needs to eat.
> However, we've 'mutated', so the world is like a body whose immunesystem
> doesnt stand a chance...
>
Odd, I agree;-)

Just registered at forum.xaaes CU.

Mark

6483. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-11 13:03:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.11.13.03.50.694933@charter.net>
Source record: 8760

On Tue, 11 Apr 2006 12:05:40 +0200, Alexander Beuscher wrote:

>
> Hello, Edward!
>
> ESBJ> Is there a good program that will display ghost files so I can
> ESBJ> delete them?
>
> What kind of files do you regard as "ghost" files?
>
> - hidden or system files?
> -> most desktops can be configured to show them
> - damaged directory entries?
> - "files" allocating space (in the FAT) but having no directory entries?
> -> here I'd propose tools like Diskus or simple disc monitors
>
>
> Regards,
>
> Alexander

I'm wondering if he means zombie processes...?

--
_/_/_/

6484. Re: Apology to all for my Netiquette "Sorry"

Newsgroup: comp.sys.atari.st
Date: 2006-04-11 17:28:53 UTC
From: you <you@cogeco.ca>
Message-ID: <3bV_f.65218$fd.54181@read2.cgocable.net>
Source record: 8761
Cross-posted to: comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups, comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

lezhewitt67@hotmail.com wrote:

> I am writing this email to apologise for the Message i sent earlier, which
> has upset a few people. As a Newbie to usenets i didnt realise what i was
> doing and i assure you i wont do it again. I am sorry to all concerned.
>
> My apologies lezHewitt.
>
> NO REPLY

What was it that you did? Just so others will know not to do it. :)

6485. [GAME] pmdoom, pmheretic pmhexen 0.50

Newsgroup: comp.sys.atari.st
Date: 2006-04-12 20:20:01 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.04.12.20.19.59.993087@caramail-NOSPAM.com>
Source record: 8762

Hello,

Two small fixes this time:
- '@' character is not usable in GEM configuration dialog for TTP command
line, fixed.
- Also reserve 256 KB ST-RAM as default instead of 128 KB.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6486. Re: Ben's Birthday Bash!

Newsgroup: comp.sys.atari.st
Date: 2006-04-12 22:40:47 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <8lf%f.30566$Hk1.14927@read1.cgocable.net>
Source record: 8763
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers wrote:

> This March I'm celebrating my Birthday! If you want to bless me, I'm
> trying to raise Capital to buyout an Atari Dealer of all his Atari goods!
> So give me your Atari business, send all Atarians Marching my way and help
> save Atari goods from extinction, buying from Ben Saves Atari!
>
> I'm creating a NEW Atari catalog. Catalog's name is NEWINBOX.TXT compiled
> from all items NEW in BOX from all my other catalogs made up of Hardware,
> Games/Software and Books for the 8 Bit, ST & Jaguar! Instead of 38 columns
> of text width it will be 80 column width, Most entries will be 1 line each
> and sorted alphabetically by title. You'll only find my NEW items in this
> catalog as I'm removing such NEW item's from their other catalogs.
>
> http://BensCatalogs.Atari.org Atari's for sale!
> http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
> http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
> http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!

Happy belated birthday, Ben. Also, good to see that you're finally making
the leap to 80 columns. Welcome to the new millenium.

--
--
AlbaClause: A contraction of the words albatross and clause.

http://sarnia.selfip.org --- Go ahead, hack it!

6487. ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2006-04-13 07:58:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604130053140.31706-100000@onyx.spiritone.com>
Source record: 8764
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6488. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-04-13 08:01:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604130058370.31706-100000@onyx.spiritone.com>
Source record: 8765
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All books on Sale! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6489. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-04-13 08:03:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604130101450.31706-100000@onyx.spiritone.com>
Source record: 8766
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6490. FS: NIB: ATARI GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-04-13 08:07:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604130104020.31706-100000@onyx.spiritone.com>
Source record: 8767
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/newinbox.htm Factory New Atari ST Games!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!

Check out my NEW Catalogs with Games and other ST Software all NEW in the BOX! Most Games I have 1 or 2 of. Buy while it last. 1st come 1st serve! Mostly Games! Check out this NEW Catalog in my New 80 Column wide text Format available for Download! Catalog has most Titles listed below.

1st Mail*, 5 Intelligent Strategy Games*, A320 Airbus*, Afrika Korps*, Air Bucks*, Air Support*, All Aboard!*, Alpha Waves*, The Ancient Art of War in the Skies*, APB*, Arctic Fox*, Aussie Joker Poker*, Axe of Rage*, B17 Flying Fortress*, Baal*, Back to the Future-Part III*, Back to the Golden Age*, The Ball Game*, Bart vs. the World*, Battlehawks 1942*, Battle Master*, Battleship*, Beach Volley*, Black Gold*, Black Lamp*, Blitzkrieg May 1940*, Blood Money*, Blue Angels*, The Blues Brothers*, Bobo*, Boston Bomb Club*, Botics*, Bubble+*, California Games*, California Games II*, Campaign - Tactical & Strategic War Simulation*, Campaign - From North Africa to Northern Europe*, Captain Blood*, Captain Planet and the Planeteers*, Carrier Command*, Cartoon Capers*, Centerfold Squares*, Champion of the Raj*, Chaos Strikes Back*, Chaos Strikes Back-Cheats*, The Charge of the Light Brigade*, Chronicles of Omega*, Sid Meier's Civilization*, Clue Master Detective*, Colorado*, Combat Course*, Conquests of Camelot*, Cool World*, Count and Add*, Crack Down*, Crime Wave*, DARKMAN*, D-Day*, Death Sword*, Defender II*, Defenders of the Earth*, Degas Elite*, Devious Designs*, Diplomacy*, Dive Bomber*, DogFight - 80 years of Aerial WarFare*, Domination*, Doodlebug*, Double Dragon II*, Downhill Challenge*, Dragons Breath*, Dragons Lair*, Dragons Lair II*, Dragons Lair III: The Curse of Mordread*, Drakkhen*, Duck Tales*, Dynasty Wars*, East vs. West-Berlin 1948*, Edd the duck!*, ELF*, F-15 Strike Eagle*, F-15 Strike Eagle II*, F/16 Combat Pilot*, F-19 Stealth Fighter*, Falcon*, Falcon Mission Disk vol. 1*, Falcon Mission Disk vol. 2*, Ferrari*, Fire and Brimstone*, First Samurai*, Flash*, Flight Simulator II*, Flood*, Frenetic*, Frontline*, Frost Byte*, Fun School 3*, Future Wars*, The Games*, Gato*, General Store*, Germ Crazy*, Gnome Ranger*, Grammar Expert*, Grandstand*, Great Battles*, Greens - the Ultimate 3-D Golf Simulation*, Guardians*, Hammerfist*, Harley-Davidson-The Road to Sturgis*, Highway Patrol 2*, Hill Street Blues*, Hostage*, Hot Rubber*, Impossible Mission2*, Indy - Indiana Jones and the Last Crusade*, Insects in Space*, Interphase*, Invasion*, Ivanhoe*, Jack Nicklaus Greatest 18 Holes of Major Championship Golf*, Khalaan*, The Killing Cloud*, KLAX*, Knightmare*, Knights of the Sky*, The Legend of William Tell*, Legends

of Valour vol. 1- The Dawning*, Lemmings / Oh No! More Lemmings - Special Limited Edition Double Pack *, Lemmings the Tribes*, Lombard Rally*, Lords of Conquest*, M1 Tank Platoon*, Magnum - The Compilation*, Macro Assembler*, The Magnetic Scrolls Collection*, Manix*, Marble Madness*, Matrix Marauders*, Maupiti Island*, Mean 18*, Metro Cross*, MicroLeague Wrestling*, MICROprose Formula One Grand Prix*, MidWinter*, Mig-29 Fulcrum*, Missile Command*, Mortville Manor*, The Muscle Cars-The Duel:Test Drive II Car Disk*, The Navigator*, Night Shift*, Nine Princes in Amber*, North & South*, NVDI 5*, Obsession*, Oh No! More Lemmings*, OIDS*, Onslaught*, Operation: Cleanstreets*, Operation Stealth*, Operation Thunderbolt*, Outzone*, Paris - Dakar*, The Pawn*, Play and Read: Part One*, Play and Read: Part Four*, Populous II*, Power Drift*, Predator 2*, A Prehistoric Tale*, ProShow Plus*, Race Drivin'*, Sid Meier's Railroad Tycoon*, Rainbow Island*, Reach for the Skies*, Red Storm Rising*, Rick Dangerous*, Risky Woods*, Road Raider*, Roadwar2000*, Robinson's Requiem*, RoboZone*, Rock N Roll Clams*, Rogue*, Rorke's Drift*, Rotox*, RVF Honda*, Scramble Spirits*, Shadow Dancer*, Shanghai*, Silent Service*, Silent Service II*, Skate Wars*, Sky Chase*, SkyFox*, Sleepwalker*, Space Ace*, Space Cutter*, Space Harrier II*, Space Quest II*, Space Shuttle - The Space Flight Simulator*, Speedball2*, Spitfire 40*, Spirit of Excalibur*, STalker 3*, Starglider*, StarQuake*, Steel Empire*, Stormball*, Strikefleet*, Strip Poker II*, ST Star Raiders*, Stunt Track Racer*, Sub Battle Simulator*, Substation*, Sundog*, The SuperCars - Test Drive II Car Disk*, Superstar Ice Hockey*,Team Suzuki*, Team Yankee*, Techno Cop*, Teenage Mutant Hero Turtles*, Terrorpods*, Tetris*, Their Finest Hour - The Battle of Britain*, Their Finest Missions - Volume One*, Thunderhawk AH-73M*, Thunder Jaws*, Time*, Torvak the Warrior*, Total Eclipse*, Tower Toppler*, Tracker/ST*, Treasure Trap*, Trio 1*, Tusker*, TV Sports Football*, Twin World*, Typhoon Thompson*, UMS - The Universal Military Simulator*, Utopia - The Creation of a Nation*, WallStreet*, War in the Gulf*, Warlock*, Warlock- the Avenger*, Welltris*, WindWalker*, Winter Games*, Word for Word*, Word Perfect*, Word Up*, World Karate Championship*, WWF EuropeanRampage Tour*, Xiphos*, Yolanda - the Ultimate Challenge*, Will Harvey's Zany Golf*, Zone Warrior*, Zynaps*

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6491. [CT63]

Newsgroup: comp.sys.atari.st
Date: 2006-04-13 16:00:12 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <443e758b$0$20956$636a55ce@news.free.fr>
Source record: 8768

I received the CPU.
I begin Shippings tomorrow.

6492. Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-14 02:30:32 UTC
From: MrShoujo@webtv.net
Message-ID: <19575-443F0948-1115@storefull-3273.bay.webtv.net>
Source record: 8769

A friend of mine has a 1040STf with a problem regarding the internal floppy. I don't know what he did to it, but almost 2 years ago when we had to move and the ST went to his apartment (long story how it was his, but I had it at my house), and when I set it up, it worked fine. Then he moved it to another room some time after that.

Now when he turns it on, the drive makes a noise, it does indeed spin the disk, but as I observed, the drive moves the head(s) back and forth, then at some point the desktop gives up and displays 2 drive icons and the Trash icon.

The disk in question used to boot up with a boot sector and virus detector thingy, then load a mouse accelerator, then load the desktop inf file, then go.

I tried another drive but the drive was dead, so I'm going to try one more drive that I can think of before I have to give up and tell him to buy a replacement. When I tried the apparently dead drive, the desktop wouldn't even come up with any drive icons at all.

The 1040STf is stock with absolutely no modifications. I hope there's no problem with the section of the power supply for the drive. I wonder if he dropped it or something while moving things and just won't admit it. At any rate, I figure it'll cost him about $50 or so for a new internal drive. It's got an external drive that for all I know works.

If the drive has a speed control thingy that I know is in the drives for the Atari 8-bits, I don't know where it is. I don't understand how this thing went out of spec just sitting around. I don't recall the internal drive making a noise before, so he's done something that FUBARed it.

Any help on what could be wrong, good info on relatively cheap(er) priced replacements... replies here are probably what will happen, or you can email me directly (sorta preferred).

I managed to replace the internal drive on my 1040STf that yet another friend has with another 720K mech, but I don't count on finding those anymore at HAMfests for $5. ^.^

Later. and thanks.

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

"They make crayONs; do they make crayOFFs?"

6493. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-14 09:39:20 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <StednZ1C2c_S8aLZnZ2dnUVZ8sidnZ2d@bt.com>
Source record: 8770

"Andrew Floyd" <MrShoujo@webtv.net> wrote in message
news:19575-443F0948-1115@storefull-3273.bay.webtv.net...
>
> Now when he turns it on, the drive makes a noise, it does indeed spin
> the disk, but as I observed, the drive moves the head(s) back and forth,
> then at some point the desktop gives up and displays 2 drive icons and
> the Trash icon.
>
>
> I tried another drive but the drive was dead, so I'm going to try one
> more drive that I can think of before I have to give up and tell him to
> buy a replacement. When I tried the apparently dead drive, the desktop
> wouldn't even come up with any drive icons at all.
>

Maybe try formatting a blank disk after the ST has crawled it to the
desktop. This may identify a dead drive. The other (less than
conventional) solution would be to give the ST the 1inch drop but if you
have it open already just push all of the chips in one by one.

6494. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-14 10:00:37 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060414105843168O7-derryck@cixcoukinvalid>
Source record: 8771

On 2006-04-14 03:30:32 +0100, MrShoujo@webtv.net (Andrew Floyd) said:

> I tried another drive but the drive was dead, so I'm going to try one
> more drive that I can think of before I have to give up and tell him to
> buy a replacement. When I tried the apparently dead drive, the desktop
> wouldn't even come up with any drive icons at all.

You did of course make sure that the ribbon cable was plugged into the
replacement drive the right way round? Ataris are odd that way!

Also you need to reconfigure PC floppy drives to be ID0, they're
normally set to be 1.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

6495. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-14 10:32:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200604141232.a29802@b.maus.de>
Source record: 8783

Hi Andrew,

AF>I figure it'll cost him about $50 or so for a new internal drive.
that seems very expensive to me. I think 15 Euro (~20 US-$) should do.

Almost any PC flopy drive will do. Maybe the drive is to be jumpered
half-size (720 bytes instead of the PC's usual 1.44Kb). I recommend
Epson or Chinon, but I don`t know if these brands still exist nor
produce floppy drives, for most PCs are delivered without floppy
drives.

AF>If the drive has a speed control thingy that I know is in the drives
AF>for the Atari 8-bits, I don't know where it is.
I don't think you can control the speed that has to be 300 rpm.

AF>Now when he turns it on, the drive makes a noise, it does indeed spin
AF>the disk,
That means power is there, no doubt.

AF>then at some point the desktop gives up and displays 2 drive icons and
AF>the Trash icon.
That's quite normal and means that no readable disk has been found.

I'd do the following: Format a disk on any computer, PC or Atari don't
mind, for the 720 format. Leave it empty and give your drive another
try. Then you will get the known desktop (two drive and one trash
icon), change the desktop (add another icon, move one icon...), save
the desktop, that will give you one new file (DESKTOP.INF) on the
empty disk, and reboot.

If the new desktop appears, all but your original disk is fine. If
not, you really have a floppy drive problem.

Und TTschï¿½
ps

6496. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-14 13:50:58 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <nu-dnX7owskrNaLZnZ2dnUVZ8qGdnZ2d@pipex.net>
Source record: 8772

Any normal 1.44 PC drive will work if you change the ID select.

No desktop icons is normally a deeper problem witht he drive, plugging the cable in the wrong way can do that. oh and of course 1.44 drive actually need the cable plugging in backwards so you may have to do some plastic snapping to get it to fit.... Not all 720k drives will be set to the correct ID....

looking at the other posts here... Didn't Alison do a document about drives and mods ?

Chris

"Andrew Floyd" <MrShoujo@webtv.net> wrote in message
news:19575-443F0948-1115@storefull-3273.bay.webtv.net...
>
> A friend of mine has a 1040STf with a problem regarding the internal
> floppy. I don't know what he did to it, but almost 2 years ago when we
> had to move and the ST went to his apartment (long story how it was his,
> but I had it at my house), and when I set it up, it worked fine. Then he
> moved it to another room some time after that.
>
> Now when he turns it on, the drive makes a noise, it does indeed spin
> the disk, but as I observed, the drive moves the head(s) back and forth,
> then at some point the desktop gives up and displays 2 drive icons and
> the Trash icon.
>
> The disk in question used to boot up with a boot sector and virus
> detector thingy, then load a mouse accelerator, then load the desktop
> inf file, then go.
>
> I tried another drive but the drive was dead, so I'm going to try one
> more drive that I can think of before I have to give up and tell him to
> buy a replacement. When I tried the apparently dead drive, the desktop
> wouldn't even come up with any drive icons at all.
>
> The 1040STf is stock with absolutely no modifications. I hope there's no
> problem with the section of the power supply for the drive. I wonder if
> he dropped it or something while moving things and just won't admit it.
> At any rate, I figure it'll cost him about $50 or so for a new internal
> drive. It's got an external drive that for all I know works.
>
> If the drive has a speed control thingy that I know is in the drives for
> the Atari 8-bits, I don't know where it is. I don't understand how this
> thing went out of spec just sitting around. I don't recall the internal

> drive making a noise before, so he's done something that FUBARed it.
>
> Any help on what could be wrong, good info on relatively cheap(er)
> priced replacements... replies here are probably what will happen, or
> you can email me directly (sorta preferred).
>
> I managed to replace the internal drive on my 1040STf that yet another
> friend has with another 720K mech, but I don't count on finding those
> anymore at HAMfests for $5. ^.^
>
> Later. and thanks.
>
> "Read this very carefully, I shall type this only once nyo!"
> "There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
>
> "They make crayONs; do they make crayOFFs?"
>

6497. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-14 16:04:01 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <QJP%f.5434$L.211276@news20.bellglobal.com>
Source record: 8773

should this guy do more diagnostics?
why doesn't he use sys-info take paremeters into account ,then save tos img
with tos.ram
then load into emulator and compare tos from his computer to tos from
emulator ... at this point i ataris do that ,make little sound before
reliezing no boot disk but analysing more could direct to further
trouble...psugesting internal circuit defect or something.

charles

6498. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-14 19:21:38 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <u7CdnYQF1-5VaaLZRVnyrg@bt.com>
Source record: 8774

Ello you :)

Mmmm, yeah, sort of wrote something but never finished it. ang on..
http://www.retro.dial.pipex.com/fdcompat/stfdds.txt Now I don't want to
hear any criticism or comeback on that as it's just something I toyed with,
everyone can sod off!! :)

Easiest way for the OP is trial and error. If the original drive is a
double sided and it's failed, it may just format single sided disks on it's
way out.

"exxos" <exxos@home.co.uk> wrote in message
news:nu-dnX7owskrNaLZnZ2dnUVZ8qGdnZ2d@pipex.net...
> Any normal 1.44 PC drive will work if you change the ID select.
>
> No desktop icons is normally a deeper problem witht he drive, plugging the
> cable in the wrong way can do that. oh and of course 1.44 drive actually
> need the cable plugging in backwards so you may have to do some plastic
> snapping to get it to fit.... Not all 720k drives will be set to the
> correct ID....
>
> looking at the other posts here... Didn't Alison do a document about
drives
> and mods ?
>
> Chris
>
>
>
>

6499. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-15 03:22:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4440922667b5f1@comcast.net>
Source record: 8777

>
>I managed to replace the internal drive on my 1040STf that yet another
>friend has with another 720K mech, but I don't count on finding those
>anymore at HAMfests for $5. ^.^
>
>Later. and thanks.

I bought a new floppy for my Hades from ATY Computers. It works great, but it
cost me around $70. Still, it was worth it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6500. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-15 03:23:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4440922667b5f2@comcast.net>
Source record: 8779

>in article 443a730e4382f0@comcast.net, Edward S. Baiz Jr. wrote on 4/10/06
>7:59 AM:
>
>> Hello all,
>>
>> Is there a good program that will display ghost files so I can delete them?
>
>Bash is pretty good at displaying all the files on the HD. Even ones with
>extremely long names that the desktop won't.

Thanks Lonny, I will give that a try.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6501. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-15 03:25:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4440922667b5f3@comcast.net>
Source record: 8778

```
>
> Hello, Edward!
>
>ESBJ> Is there a good program that will display ghost files so I can
>ESBJ> delete them?
>
>What kind of files do you regard as "ghost" files?
>
>- hidden or system files?
> -> most desktops can be configured to show them
>- damaged directory entries?
>- "files" allocating space (in the FAT) but having no directory entries?
> -> here I'd propose tools like Diskus or simple disc monitors
>

Basically all of the above. I can get the BoxKite file selector to display,
but I cannot delete them.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone
```

6502. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-15 07:02:59 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1145084579.545191.255630@j33g2000cwa.googlegroups.com>
Source record: 8775

gfa midi charles wrote:
> then load into emulator and compare tos from his computer to tos from
> emulator ... at this point i ataris do that ,make little sound before

Charles, you're talking bollards.

6503. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-15 07:08:45 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1145084925.636435.58640@i40g2000cwc.googlegroups.com>
Source record: 8776

techie_alison wrote:
> Ello you :)
>
> Mmmm, yeah, sort of wrote something but never finished it. ang on..
> http://www.retro.dial.pipex.com/fdcompat/stfdds.txt Now I don't want to
> hear any criticism or comeback on that as it's just something I toyed with,
> everyone can sod off!! :)

Hmm, not even constructive criticism? ;-)

It's an interesting doc, but the ascii tables dont line up in my
browser <ducks to avoid flying tableware> though its easy enough to
read.

Thanks for publishing it :-)

6504. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-15 12:23:35 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <ZMCdnSJLCdPRed3ZRVnyjQ@bt.com>
Source record: 8780

"Coda" <smeg_007@hotmail.com> wrote in message
news:1145084925.636435.58640@i40g2000cwc.googlegroups.com...
>
> techie_alison wrote:
> > Ello you :)
> >
> > Mmmm, yeah, sort of wrote something but never finished it. ang on..
> > http://www.retro.dial.pipex.com/fdcompat/stfdds.txt Now I don't want to
> > hear any criticism or comeback on that as it's just something I toyed
with,
> > everyone can sod off!! :)
>
> Hmm, not even constructive criticism? ;-)
>
> It's an interesting doc, but the ascii tables dont line up in my
> browser <ducks to avoid flying tableware> though its easy enough to
> read.
>
> Thanks for publishing it :-)
>

Right!! :) http://www.retro.dial.pipex.com/fdcompat/

Naaa, don't do tableware, just kick scream bite get-stroppy whip etc.

6505. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-15 16:48:32 UTC
From: Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de>
Message-ID: <e1r8i6$o67$00$1@news.t-online.com>
Source record: 8781

Hi Edward!

>I can get the BoxKite file selector to display, but I cannot delete
>them.

If you have Diskus (or perhaps SED), you can enter the directory and
rename or delete the files by directly editing the directory entries.
But caution, it's quite easy to do great damage to your data if you
don't know exactly what you are doing!

With best regards
Ekkehard

6506. Re: Need help with internal 1040STf drive

Newsgroup: comp.sys.atari.st
Date: 2006-04-15 17:46:47 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1145123207.266810.326200@t31g2000cwb.googlegroups.com>
Source record: 8782

techie_alison wrote:
> Right!! :) http://www.retro.dial.pipex.com/fdcompat/
>
> Naaa, don't do tableware, just kick scream bite get-stroppy whip etc.

Hey, thats great. Thanks for not having a fit! :-)

6507. AtarICQ 0.168 is released

Newsgroup: comp.sys.atari.st
Date: 2006-04-15 21:46:53 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1145137613.509418.28480@v46g2000cwv.googlegroups.com>
Source record: 8784

Hi all,

Following the recent progress in XaAES, aICQ is now available in a new release where some things have been adjusted to work and look smoother together with XaAES. For example, aICQ is now rendered okay also when the AES draws textures as background on 3d-objects. In addition to this, the tabs has been equipped with a discrete 3d-look that should kick in if you run AtarICQ in >=256 colour mode.

Users with scrollwheel mice might be interested in knowing that aICQ now responds to WM_ARROWED, and also supports XaAES WHL_AROWWHEEL mode causing in which the AES sends extended WM_ARROWED messages to further optimise the scrolling.

In addition to the above, a couple of bugs has also been found and fixed. (For more details, see below)

To skip the details, and go to download site: http://www.ataricq.org

----- New in AtarICQ 0.168 ---

* aICQ's message window is now tweaked to look at its best when the dialog background is using a bitmap texture. As a result of this, the feature to configure the background fill colour from within the preferences has been removed. If you wish to tweak the background colour to a solid fill colour, you should however be able to do so using your favourit RSC-editor.

* Small adjustment made to popups, fixing appearance under latest XaAES.

* Scrolling behaviour changed slightly: When the slider is not located at its bottom position, the text will not scroll to bottom when new messages are coming in. If located at bottom => follow bottom.

* In addition to the above, aICQ will now need the slider to be located at its bottom position in order to consider messages to be read.

* The TABs in the message window are now equipped with a discrete 3D-look when your setup can use >=256 colours. The active tab will also be enlarged slightly to further allow you to distinguish it from the unselected ones.

* AtarICQ will now redirect WM_ARROWED messages to the vertical sliders in both contact list and message window. When a mouse scrollwheel is rotated XaAES sends WM_ARROWED messages even to windows that don't have a native slider. This means that at least

under XaAES you can now use your scrollwheel to scroll inside aICQ
windows. AtarICQ also supports XaAES extended scrollwheel messages,
using the WHL_AROWWHEEL mode.

* A bug that would cause display problems in the text input field in
the message window has been fixed. It would only hit if the user had
installed a custom system font, which had different char width/height
than the original Atari font. Should be fixed now.

* Discovered a nasty bug that would cause very bad memory corruption
upon certain incoming messages. The reason was that certain clients
are using a single ascii-13 to indicate a rowbreak.
Should be fixed now.

Regards,

/Joakim

http://www.ataricq.org
http://xaaes.atariforge.net
http://topp.atari-users.net

6508. XaAES alpha update available

Newsgroup: comp.sys.atari.st
Date: 2006-04-15 23:11:23 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1145142683.185337.26100@z34g2000cwc.googlegroups.com>
Source record: 8785

Hi all,

Since a couple of somewhat serious issues in latest alpha release has
been found, there is now an alpha update available for you to download.
It also has a couple of new additions. These are the most important
changes:

* Fixed bug causing COPS's CPX windows to disappear right after
opening.

* New AES keyboard combo, CTRL+ALT+P, will restore palette to system
default in colour modes 256 or less.

* New AES keyboard combo, CTRL+ALT+D, make a snapshot (needs external
app, see readme.txt)

* Fixed a glitch where using CLOSER widget to close Taskmanager window
released all information it contained.

* Taskmanager showed selected entries as black text on black background
- fixed.

+even more fixes. See docs for details.

http://xaaes.atariforge.net

Regards,

/Joakim

http://www.ataricq.org
http://xaaes.atariforge.net
http://topp.atari-users.net

6509. Atari Online News, Etc. #08-15

Newsgroup: comp.sys.atari.st
Date: 2006-04-16 01:34:31 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1145151271.173275.218030@i39g2000cwa.googlegroups.com>
Source record: 8787

```
A-ONE #0815 04/14/06

~ CCAG 2006 Show Nears! ~ People Are Talking! ~ PS2 Price Cut
Nears?
~ New Spyware Doctor! ~ Big Brother On the Job ~ Studio Son beta!
~ Weighing .tel Domain! ~ AOL Blocking E-mails? ~ Students Face
Off!

-* MySpace.com Moves To Safety! *-
-* MySpace Hires Online Security Chief *-
-* WordPerfect Office Offers More for Less! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

6510. Re: XaAES alpha update available

Newsgroup: comp.sys.atari.st
Date: 2006-04-16 01:37:19 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <44419ce9$0$10675$afc38c87@news.optusnet.com.au>
Source record: 8786

GokMasE wrote:
> Hi all,
>
> Since a couple of somewhat serious issues in latest alpha release has
> been found, there is now an alpha update available for you to download.
> It also has a couple of new additions. These are the most important
> changes:
>
>
> * Fixed bug causing COPS's CPX windows to disappear right after
> opening.
>
> * New AES keyboard combo, CTRL+ALT+P, will restore palette to system
> default in colour modes 256 or less.
>
> * New AES keyboard combo, CTRL+ALT+D, make a snapshot (needs external
> app, see readme.txt)
>
> * Fixed a glitch where using CLOSER widget to close Taskmanager window
> released all information it contained.
>
> * Taskmanager showed selected entries as black text on black background
> - fixed.
>
> +even more fixes. See docs for details.
>
>
> http://xaaes.atariforge.net
>

You bloody little ripper;-)

Mark

6511. Re: XaAES alpha update available

Newsgroup: comp.sys.atari.st
Date: 2006-04-16 07:37:36 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1145173056.248286.159930@j33g2000cwa.googlegroups.com>
Source record: 8788

Mark Bedingfield wrote:
> You bloody little ripper;-)
>
> Mark

Nothing else in the world sounds like an excited Aussie :-)

6512. Re: XaAES alpha update available

Newsgroup: comp.sys.atari.st
Date: 2006-04-16 11:10:47 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1145185847.149674.222520@e56g2000cwe.googlegroups.com>
Source record: 8790

Mark Bedingfield wrote:
> Coda wrote:
> > Mark Bedingfield wrote:
> >
> >>You bloody little ripper;-)
> >>
> >>Mark
> >
> >
> > Nothing else in the world sounds like an excited Aussie :-)
> >
>
> Ouch, mate. I'm a Kiwi;-)

Or maybe a Kiwi thats spent too much time hanging around Aussies ;-)

Sorry, I know how much NZ'ers hate being mistaken for Aussies...

6513. Re: XaAES alpha update available

Newsgroup: comp.sys.atari.st
Date: 2006-04-16 11:10:48 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <44422351$0$7604$afc38c87@news.optusnet.com.au>
Source record: 8789

Coda wrote:
> Mark Bedingfield wrote:
>
>>You bloody little ripper;-)
>>
>>Mark
>
>
> Nothing else in the world sounds like an excited Aussie :-)
>

Ouch, mate. I'm a Kiwi;-)

Mark

6514. Re: XaAES alpha update available

Newsgroup: comp.sys.atari.st
Date: 2006-04-16 11:33:34 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <444228a7$0$7527$afc38c87@news.optusnet.com.au>
Source record: 8791

Coda wrote:
> Mark Bedingfield wrote:
>
>>Coda wrote:
>>
>>>Mark Bedingfield wrote:
>>>
>>>
>>>>You bloody little ripper;-)
>>>>
>>>>Mark
>>>
>>>
>>>Nothing else in the world sounds like an excited Aussie :-)
>>>
>>
>>Ouch, mate. I'm a Kiwi;-)
>
>
> Or maybe a Kiwi thats spent too much time hanging around Aussies ;-)
>
> Sorry, I know how much NZ'ers hate being mistaken for Aussies...
>

Lol, we share a lot of coloquilisms. I live in Melbourne tho, so you are forgiven. But I will never support the Wallabies. Go the All Blacks. I dunno 20 million people and the can't even get a decent Rugby team together ;-).

BTW the latest Xaaes updates work a treat. Fixed heaps of niggly problems.

Mark

6515. Re: XaAES alpha update available

Newsgroup: comp.sys.atari.st
Date: 2006-04-16 12:01:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1145188913.331423.303590@v46g2000cwv.googlegroups.com>
Source record: 8792

Mark Bedingfield wrote:

> Lol, we share a lot of coloquilisms. I live in Melbourne tho, so you are
> forgiven. But I will never support the Wallabies. Go the All Blacks. I
> dunno 20 million people and the can't even get a decent Rugby team
> together ;-).

Yeah, but the Maori are big frightening people! ;-)

> BTW the latest Xaaes updates work a treat. Fixed heaps of niggly problems.

I think that was implied by:

>>> You bloody little ripper;-)

:-D

6516. ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.st
Date: 2006-04-17 04:36:52 UTC
From: Lance Lyon <llyon@landover.NOSPAM.no-ip.com>
Message-ID: <44431b75@dnews.tpgi.com.au>
Source record: 8793
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

Landover BBS's classic computer ftp archive.

Supporting :

Amstrad - CPC, NC100 & PCW
Apple - Apple II & IIgs
Atari - 800XL, 2600, 5200, 7800 & ST
Commodore - 364, C64, C65, C128, CBM-II, PET, Plus4, C16 & VIC20 (Amiga via web BBS)
CP/M - mostly Commodore 128 related, but some others
Exidy Sorceror
MSX
Sam Coupe
Sinclair - Spectrum, Z88, & QL
X86 - DOS, Windows & OS/2

Over 70,000 files.

FTP - ftp://landover.no-ip.com
Web - http://landover.no-ip.com

---
avast! Antivirus: Outbound message clean.
Virus Database (VPS): 0615-3, 04/14/2006
Tested on: 4/17/2006 2:37:01 PM
avast! - copyright (c) 1988-2005 ALWIL Software.
http://www.avast.com

6517. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-17 06:53:45 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0604170845300.1238@localhost>
Source record: 8794

Hi, Edward!

EF> If you have Diskus (or perhaps SED), you can enter the directory and
EF> rename or delete the files by directly editing the directory entries.

But before you do so you should check wether the directory entries are
related to a (trace of) allocated data clusters.

Or even better: Let your tool check the integrity of the file system...

EF> But caution, it's quite easy to do great damage to your data if you
EF> don't know exactly what you are doing!

Right, if you don't utilise advanced functionality of your tool then
it's almost essential to have the background. Any sector monitor software
that I have used so far gives appropriate warnings at least...

Regards,

Alexander

6518. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.st
Date: 2006-04-17 14:59:38 UTC
From: "Paul F. Johnson" <paul@all-the-johnsons.co.uk>
Message-ID: <u3O0g.278879$zk4.20821@fe3.news.blueyonder.co.uk>
Source record: 8795
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

Lance Lyon wrote:

> FTP - ftp://landover.no-ip.com
> Web - http://landover.no-ip.com

Pity you need a username and password to get in to the ftp site...

6519. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.st
Date: 2006-04-17 15:33:34 UTC
From: spike1@freenet.co.uk
Message-ID: <h9pch3-k72.ln1@ridcully.fsnet.co.uk>
Source record: 8796
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

Paul F. Johnson <paul@all-the-johnsons.co.uk> did eloquently scribble:
>
>
> Lance Lyon wrote:
>
>> FTP - ftp://landover.no-ip.com
>> Web - http://landover.no-ip.com
>
> Pity you need a username and password to get in to the ftp site...

See my other post... Alas, checking the QL directory, I'm not too sure how
good the site is...
I just tried a couple of the zip files there, and they both came back
broken.
(I think he screwed up his encoding on the page and marked them as text/html
or something, downloading in forced binary mode didn't help either)
--

---

spike1@freenet.co.uk	
Andrew Halliwell BSc(hons)	"The day Microsoft makes something that doesn't
in	suck is probably the day they start making
Computer science	vacuum cleaners" - Ernst Jan Plugge

6520. BBS Express ST download?

Newsgroup: comp.sys.atari.st
Date: 2006-04-17 18:50:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.17.18.50.31.892107@charter.net>
Source record: 8798

Back in 1999, when Rich Sanchez closed official support for BBS Express! ST, he released a final version into the public domain. I don't have a copy of this release but would love to...

I've been trolling the Atari FTP sites (Belgian, Umich, etc) for the last month and have been unable to find it. I've been looking in Networking, Modem, BBS, etc,... I've also downloaded the index files from these sites and searched them. No luck.

Does anyone know where a copy of this release can be found? Any/all help appreciated. Thank you.

--
_/_/_/

6521. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.st
Date: 2006-04-17 19:09:56 UTC
From: Lance Lyon <llyon@landover.NOSPAM.no-ip.com>
Message-ID: <4443e807@dnews.tpgi.com.au>
Source record: 8797
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

<spike1@freenet.co.uk> wrote in message
news:h9pch3-k72.ln1@ridcully.fsnet.co.uk...

> I just tried a couple of the zip files there, and they both came back
> broken.

Just checked, there were some broken archives in some of the sub directories
for that machine, removed 'em - will restore later from another backup.

cheers,

Lance

---
avast! Antivirus: Outbound message clean.
Virus Database (VPS): 0616-0, 04/17/2006
Tested on: 4/18/2006 5:09:58 AM
avast! - copyright (c) 1988-2005 ALWIL Software.
http://www.avast.com

6522. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.st
Date: 2006-04-17 19:28:32 UTC
From: spike1@freenet.co.uk
Message-ID: <ke6dh3-gq2.ln1@ridcully.fsnet.co.uk>
Source record: 8699
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

```
Lance Lyon <llyon@landover.nospam.no-ip.com> did eloquently scribble:
>
>
> <spike1@freenet.co.uk> wrote in message
> news:h9pch3-k72.ln1@ridcully.fsnet.co.uk...
>
>> I just tried a couple of the zip files there, and they both came back
>> broken.
>
> Just checked, there were some broken archives in some of the sub directories
> for that machine, removed 'em - will restore later from another backup.

Nope, just tried "60games.zip" and that came out blank too.
(not empty, blank, as in, full of nothing but chr$(0) (NUL) chars)

--
_____________________________________________________________________________
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell BSc(hons)| I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-----------------------------------------------------------------------------
```

6523. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-17 22:16:08 UTC
From: vdjole@EUnet.yu
Message-ID: <e21432$3mq$1@news.eunet.yu>
Source record: 8700

Hello all;

On 11 Apr 2006 08:06:35 , Odd Skancke wrote:

> 0.963? That is the old program version of the AES, right?

I would like to note that this seems to be probably the last version that works correctly on ST-series computers. It does not appear to be a matter of insufficient memory (e.g. a 030 version of xaaes can be run on a 4MB TT)- but the '000' XaAES binaries of newer releases invariantly seem to crash at startup, with 'illegal instruction' faults. Have these binaries ever been really tested on MC68000 machines?

>XaAES can only use the resolutions available via the VDI, which means
>you need to know how to configure your screen-enhancer. If you let us
>know what you use we may be able to help :)

Odd, do you intend to implement resolution change into shel_write() function in XaAES? Then at least the 'standard' Falcon/ST video modes would be easily set, e.g. from TeraDesk, and the screen enhancers should then probably work as well. As XaAES already can change to 'standard' video resolutions from the task manager, it would probably be an almost trivial matter to enable it through shel_write(), wouldn't it? Now that newest MyAES supports such call to shel_write(), XaAES is the only AES V4 left without this capability.

>> Desktop piccys and other eye candy? Is everyone using Thing? Can
>> Teradesk do it?

No, TeraDesk can not draw desktop background pictures and there are no plans to implement that. Personally, I think that desktop pictures are in fact distracting to the user, and a waste of system resources. However, it would probably be possible for an interested party to code a separate utility that would insert a background picture into the root screen object. MyAES contains a background-picture capability, though not as a separate module.

Btw. Mark, I saw in xaaes forum that you inquired about restoration of the palette after some old ill-behaving programs. Try setting the 'Save palette' option in Video options of TeraDesk. It has two effects: 1) the palette is saved at program start and restored later, and 2) the palette is saved and loaded together with desktop configuration file. It may happen, that you may have to set the particular misbehaving program as 'no multitask' in TeraDesk in order for this palette restoration to work (please tell me if it works).

> I use Thing most of the time. But since I started work on real themes,
>the AES object renderer part, I found that Thing uses progdef's (a
>special AES object type that makes the AES call user-functions) to draw

>own AES objects. Effectively killing the idea of themes. I'll try to
>contact Thomas Binder regarding this. I think Teradesk is clean in this
>respect, but I havent dont extensive tests.

TeraDesk -may- use progdef objects for drawing some elements in dialogs:
various button types and dialog titles are drawn as progdefs -only if- TeraDesk
concludes that an AES does not know of them (i.e. if appl_getinfo() about
understanding WHITEBAK flag is negative). Through an environment variable
one can force the use of these progdefs, if desired. Also, at least some
FTEXT-type objects in TeraDesk are always drawn as progdefs (e.g. scrolled
editable fields for long names).

>Is there intelligent life in outer space?

Possibly, though on planet Earth it has not been found so far.

>And the correct forum for XaAES discussions is
>the forum on xaaes.atari.org :-)

Btw. I tried to register to that, and got an information that I would be
sent an e-mail shortly, to tell me how to activate the account- but no mail
ever came. Any suggestions?

regards;

Djordje Vukovic

6524. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-18 12:58:57 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4444dfa2$0$7599$afc38c87@news.optusnet.com.au>
Source record: 8701

Djordje Vukovic wrote:
> Hello all;
>
> On 11 Apr 2006 08:06:35 , Odd Skancke wrote:
>
>
>>0.963? That is the old program version of the AES, right?
>
>
> I would like to note that this seems to be probably the last version that
> works correctly on ST-series computers. It does not appear to be a matter of
> insufficient memory (e.g. a 030 version of xaaes can be run on a 4MB TT)-
> but the '000' XaAES binaries of newer releases invariantly seem to crash at
> startup, with 'illegal instruction' faults. Have these binaries ever been
> really tested on MC68000 machines?
>
>
>
>>XaAES can only use the resolutions available via the VDI, which means
>>you need to know how to configure your screen-enhancer. If you let us
>>know what you use we may be able to help :)
>
>
> Odd, do you intend to implement resolution change into shel_write() function
> in XaAES? Then at least the 'standard' Falcon/ST video modes would be easily
> set, e.g. from TeraDesk, and the screen enhancers should then probably work
> as well. As XaAES already can change to 'standard' video resolutions from
> the task manager, it would probably be an almost trivial matter to enable
> it through shel_write(), wouldn't it? Now that newest MyAES supports such
> call to shel_write(), XaAES is the only AES V4 left without this capability.
>
>
>
>>>Desktop piccys and other eye candy? Is everyone using Thing? Can
>>>Teradesk do it?
>
>
> No, TeraDesk can not draw desktop background pictures and there are no
> plans to implement that. Personally, I think that desktop pictures are in
> fact distracting to the user, and a waste of system resources. However,
> it would probably be possible for an interested party to code a separate
> utility that would insert a background picture into the root screen object.
> MyAES contains a background-picture capability, though not as a separate
> module.

I agree, it is distracting and a waste of resources. But nice every now
and then;-)

>
> Btw. Mark, I saw in xaaes forum that you inquired about restoration of the
> palette after some old ill-behaving programs. Try setting the 'Save palette'
> option in Video options of TeraDesk. It has two effects: 1) the palette is
> saved at program start and restored later, and 2) the palette is saved and
> loaded together with desktop configuration file. It may happen, that you may have
> to set the particular misbehaving program as 'no multitask' in TeraDesk
> in order for this palette restoration to work (please tell me if it works).

Odd has added the ability to restore the palette using 'Ctrl+alt+P'
works great. Will give your trick a go too, thanks.
>
>
>
>>I use Thing most of the time. But since I started work on real themes,
>>the AES object renderer part, I found that Thing uses progdef's (a
>>special AES object type that makes the AES call user-functions) to draw
>>own AES objects. Effectively killing the idea of themes. I'll try to
>>contact Thomas Binder regarding this. I think Teradesk is clean in this
>>respect, but I havent dont extensive tests.
>
>
> TeraDesk -may- use progdef objects for drawing some elements in dialogs:
> various button types and dialog titles are drawn as progdefs -only if- TeraDesk
> concludes that an AES does not know of them (i.e. if appl_getinfo() about
> understanding WHITEBAK flag is negative). Through an environment variable
> one can force the use of these progdefs, if desired. Also, at least some
> FTEXT-type objects in TeraDesk are always drawn as progdefs (e.g. scrolled
> editable fields for long names).
>
>
>
>>Is there intelligent life in outer space?
>
>
> Possibly, though on planet Earth it has not been found so far.

Mice and Dolphins;-)
>
>
>
>>And the correct forum for XaAES discussions is
>>the forum on xaaes.atari.org :-)
>
>
> Btw. I tried to register to that, and got an information that I would be
> sent an e-mail shortly, to tell me how to activate the account- but no mail
> ever came. Any suggestions?
>

>
There was a post on the forum about that today I think.

Mark

BTW Odd has been fixing bugs faster than I can find them, try getting
help like that at M$.

6525. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-18 14:34:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.18.14.34.56.532506@charter.net>
Source record: 8702

On Tue, 18 Apr 2006 22:58:57 +1000, Mark Bedingfield wrote:

> BTW Odd has been fixing bugs faster than I can find them, try getting
> help like that at M$.

Brother, you just said a mouthful! :-)

--
_/_/_/

6526. FA: Atari ST computer Items

Newsgroup: comp.sys.atari.st
Date: 2006-04-19 05:23:56 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1145424236.828704.130420@u72g2000cwu.googlegroups.com>
Source record: 8703

I have listed more of the items Im clearing out on Ebay. I have so
much more and keep finding more. Hope to list another 25-30 auctions
tomorrow. Ther are over 20 Atari items Check them out at:
http://search.ebay.com/_W0QQfgtpZ1QQfrppZ25QQsassZatariQ5fonly

BTW, Shipping will be combined if possible

Thanks, AO

6527. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.st
Date: 2006-04-19 07:26:10 UTC
From: Guy Macon <http>
Message-ID: <qfednYce2KKIe9jZRVn_vA@giganews.com>
Source record: 8704
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.apple2,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Lance Lyon wrote:
>
>
>Landover BBS's classic computer ftp archive.
>
>Supporting :
>
>Amstrad - CPC, NC100 & PCW
>Apple - Apple II & IIgs
>Atari - 800XL, 2600, 5200, 7800 & ST
>Commodore - 364, C64, C65, C128, CBM-II, PET, Plus4, C16 & VIC20 (Amiga
>via web BBS)
>CP/M - mostly Commodore 128 related, but some others
>Exidy Sorceror
>MSX
>Sam Coupe
>Sinclair - Spectrum, Z88, & QL
>X86 - DOS, Windows & OS/2
>
>Over 70,000 files.
>
>FTP - ftp://landover.no-ip.com
>Web - http://landover.no-ip.com

421 error: Too many users connected. :(

I would be happy to put a mirror up on my website at
[http://www.electronics-engineer.com/] (or .net or .org)
It has a lot of unused storage and bandwidth, and I haven't
really done anything useful with it.

6528. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.st
Date: 2006-04-19 11:33:13 UTC
From: Lance Lyon <llyon@landover.NOSPAM.no-ip.com>
Message-ID: <44461ff9@dnews.tpgi.com.au>
Source record: 8705
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.apple2,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi Guy,

"Guy Macon" <http://www.guymacon.com/> wrote in message
news:qfednYce2KKIe9jZRVn_vA@giganews.com...
>
> 421 error: Too many users connected. :(

I've set an arbitrary limit of 10 at a time.

>
> I would be happy to put a mirror up on my website at
> [http://www.electronics-engineer.com/] (or .net or .org)
> It has a lot of unused storage and bandwidth, and I haven't
> really done anything useful with it.

Contact me off-list.

cheers,

Lance

---
avast! Antivirus: Outbound message clean.
Virus Database (VPS): 0616-2, 04/18/2006
Tested on: 4/19/2006 9:33:13 PM
avast! - copyright (c) 1988-2005 ALWIL Software.
http://www.avast.com

6529. Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-19 18:08:04 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <ELWdnUd0AZGb5tvZnZ2dnUVZ8qKdnZ2d@bt.com>
Source record: 8706

Hello,

Just took delivery of 180 new PCBs today, the other 120 or so went over the last 6 months. Thanks to all those that bought and who are reading this.

This is the new version of the boards, much much smaller using SMD components this time; http://www.retro.dial.pipex.com/Pest_040/pest_040.jpg

There's still some of the larger PeST left on eBay at the moment; http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8794824308 If you did want one of these new small ones just bid and let me know which to send, there's about 10 watchers there at the moment but will relist as I don't think the 3 will sell in the final moments.

In some ways Chris and I are finding it mildly amusing reading some of the other Atari forums where someone will slate PeST and go off to develop their own PS2 interface shouting about it all along the way, which ends up with numerous components, capacitors, crystals, and then you have to build the thing yourself. PeST is the smallest, neatest, simplest that you can get. High praise is given to Eiffel if anyone wants to jump in there, although you can't just 'buy' it and have it two days later.

What colour heatshrink should I use for this new PeST??? Red? Yellow? Green? Blue? or stick with Black?

Aly x

6530. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-19 18:51:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.19.18.51.58.139313@charter.net>
Source record: 8707

On Wed, 19 Apr 2006 19:08:04 +0100, techie_alison wrote:

> What colour heatshrink should I use for this new PeST??? Red? Yellow?
> Green? Blue? or stick with Black?
>
> Aly x

Well, I appreciate all your efforts. :-)

Personally, I'd stick with black or even original Atari gray. If you can
get that one?

Thanks!

--
_/_/_/

6531. Re: BBS Express ST download?

Newsgroup: comp.sys.atari.st
Date: 2006-04-19 19:11:11 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <44468b54$0$27269$626a54ce@news.free.fr>
Source record: 8708

hi,

you could find it here (BBS Express! ST version 1.98a)
< http://www.atari-forum.com/viewtopic.php?t=8611 >

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

6532. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-19 20:42:33 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <grWdnWgf766nAtvZRVnygw@bt.com>
Source record: 8709

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.04.19.18.51.58.139313@charter.net...
> On Wed, 19 Apr 2006 19:08:04 +0100, techie_alison wrote:
>
> > What colour heatshrink should I use for this new PeST??? Red? Yellow?
> > Green? Blue? or stick with Black?
> >
> > Aly x
>
> Well, I appreciate all your efforts. :-)
>
> Personally, I'd stick with black or even original Atari gray. If you can
> get that one?
>
> Thanks!
>

Mmmm, might be able to do white. Hey, maybe grey....

The following link may be broken up;

http://www.rapidelectronics.co.uk/rkmain.asp?PAGEID=80010&CTL_CAT_CODE=&STK_
PROD_CODE=M73512&XPAGENO=2

6533. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-19 21:40:56 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1145482856.789218.18800@t31g2000cwb.googlegroups.com>
Source record: 8710

techie_alison wrote:
> Hello,
>
> Just took delivery of 180 new PCBs today, the other 120 or so went over the
> last 6 months. Thanks to all those that bought and who are reading this.
>
> This is the new version of the boards, much much smaller using SMD
> components this time; http://www.retro.dial.pipex.com/Pest_040/pest_040.jpg

An even more elegant solution to the Atari mouse issue. Thank you for
your efforts.

> What colour heatshrink should I use for this new PeST??? Red? Yellow?
> Green? Blue? or stick with Black?

Atari grey would be best. If you want to be fancy, how about
stenciling a multi-colored fuji on white? ;-)

Galen

6534. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 01:33:13 UTC
From: not@onyournelly.com
Message-ID: <4446e4d8@212.67.96.135>
Source record: 8711

On 19-Apr-2006, "techie_alison" <retro@dial.pipex.com> wrote:

> Just took delivery of 180 new PCBs today, the other 120 or so went over
> the
> last 6 months. Thanks to all those that bought and who are reading this

I bought and am well satisfied with the old version. It's never caused a
problem from day 1. Can't ask for more than that. WHo cares about cosmetics?
I don't. If it works, that's good enough.

6535. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 12:48:05 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <BYydnZeC4cAZHNrZRVnyig@bt.com>
Source record: 8712

<not@onyournelly.com> wrote in message news:4446e4d8@212.67.96.135...
>
> On 19-Apr-2006, "techie_alison" <retro@dial.pipex.com> wrote:
>
> > Just took delivery of 180 new PCBs today, the other 120 or so went over
> > the
> > last 6 months. Thanks to all those that bought and who are reading this
>
> I bought and am well satisfied with the old version. It's never caused a
> problem from day 1. Can't ask for more than that. WHo cares about
cosmetics?
> I don't. If it works, that's good enough.
>

:) Part of the reward here is giving you something that does the job, thank
you.

6536. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 12:56:11 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <TpudncqGcZ3iHtrZRVny0A@bt.com>
Source record: 8713

"Galen" <atarigalen@yahoo.com> wrote in message
news:1145482856.789218.18800@t31g2000cwb.googlegroups.com...
>
> techie_alison wrote:
> > Hello,
> >
> > Just took delivery of 180 new PCBs today, the other 120 or so went over
the
> > last 6 months. Thanks to all those that bought and who are reading
this.
> >
> > This is the new version of the boards, much much smaller using SMD
> > components this time;
http://www.retro.dial.pipex.com/Pest_040/pest_040.jpg
>
> An even more elegant solution to the Atari mouse issue. Thank you for
> your efforts.
>
> > What colour heatshrink should I use for this new PeST??? Red? Yellow?
> > Green? Blue? or stick with Black?
>
> Atari grey would be best. If you want to be fancy, how about
> stenciling a multi-colored fuji on white? ;-)
>
> Galen
>

Hi Galen,

Just picked up the heatshrink, we're going multicoloured. Will just do
these at random I think unless anyone has a preference.

Brilliant to hear that you're getting on well. It's a personal reward
somewhat to see the thing all over the world, I've finally achieved
something and helped some people out!! :) Yayyyyyy!!!

You know, I'm tempted to do these new ones 1/2 price for any of the existing
users, not a sales gimmick mind, more to look after the people who believed
in me. Also I've done it in such a way that if ever I update the firmware I
can re-flash old PeSTs on request. Only issue I've ever found is with one
TT, haven't a clue what it is, still sorting that one out with a Logic
Analyser right now, guy has offered to pay for the extra PeSTs but I stick
with how I would like to be treated by someone selling me something.

Thanks so much to all, you've cheered me up in life a little bit. :)

Aly xx

6537. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 15:20:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.20.15.20.07.96853@charter.net>
Source record: 8714

On Wed, 19 Apr 2006 21:42:33 +0100, techie_alison wrote:

> Mmmm, might be able to do white. Hey, maybe grey....
>
> The following link may be broken up;
>
> http://www.rapidelectronics.co.uk/rkmain.asp?PAGEID=80010&CTL_CAT_CODE=&STK_
> PROD_CODE=M73512&XPAGENO=2

It is broke up, but easy to grab 'n paste into a browser.

I tend to like darker colors personally, so gray, black, etc, looks
alright, but I do like the other posters idea of a fancy Fuji branded
white one... :-)

--
_/_/_/

6538. ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 15:25:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604200821580.30652-100000@onyx.spiritone.com>
Source record: 8718
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6539. Re: BBS Express ST download?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 15:26:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.20.15.26.53.790590@charter.net>
Source record: 8715

On Wed, 19 Apr 2006 21:11:11 +0200, [ProToS] wrote:

> hi,
>
> you could find it here (BBS Express! ST version 1.98a)
> < http://www.atari-forum.com/viewtopic.php?t=8611 >
>
> SeeU

I must be blind. :-)

I can't find an actual link to download it from. I've got the registered
version of 1.98a...does this version have the source code? Thats what I
was looking for.

Thanks.

--
_/_/_/

6540. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 15:28:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604200825410.30652-100000@onyx.spiritone.com>
Source record: 8717
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All books on Sale! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6541. Re: BBS Express ST download?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 15:29:55 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.20.15.29.55.917363@charter.net>
Source record: 8716

On Wed, 19 Apr 2006 21:11:11 +0200, [ProToS] wrote:

> hi,
>
> you could find it here (BBS Express! ST version 1.98a)
> < http://www.atari-forum.com/viewtopic.php?t=8611 >
>
> SeeU

Nevermind, I forgot I had to login before I could see the download link.

Thanks, I'm off to look it over.

--
_/_/_/

6542. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 15:31:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604200828560.30652-100000@onyx.spiritone.com>
Source record: 8721
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6543. FS: NIB: ATARI GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 15:33:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604200831250.30652-100000@onyx.spiritone.com>
Source record: 8720
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Dear Atarians, to all those who signed up for my E-Mailing list. Who asked for a Heads Up concerning New Atari stuff. I've created a New catalog named NEWINBOX.TXT this Catalog is different. It's 80 Columns, alphabetized by title and shows maker. Like MICROprose. And unlike my other 40 column catalogs, most entries are one line followed by a blank line. So I'm keeping it short. For Now it holds all my NEW in the BOX Games and other Software for the ST. Next I'll be moving all my NEW in the BOX Atari stock to this NEW Catalog. Hardware/ Games-Software & Books. 8 Bit, ST and Jaguar. Request NEWINBOX.TXT in E-Mail or use my Links below. 1st come 1st serve! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/newinbox.htm Factory New Atari ST Games!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6544. Re: BBS Express ST download?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 15:53:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.20.15.53.28.91900@charter.net>
Source record: 8719

On Wed, 19 Apr 2006 21:11:11 +0200, [ProToS] wrote:

> hi,
>
> you could find it here (BBS Express! ST version 1.98a)
> < http://www.atari-forum.com/viewtopic.php?t=8611 >
>
> SeeU

Okay, I just extracted it and glanced through it quickly.

So...the source code is -not- included? I had hoped it would be there, so some minor updates could be done. That date error is the worst thing, right off hand. Accepting (built-in) speeds higher than 19.2k would be nice as well.

Guess I'll keep on dreaming.

--
_/_/_/

6545. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 17:22:18 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <Nq-dnRNGbNRUXNrZnZ2dnUVZ8qednZ2d@bt.com>
Source record: 8722

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.04.20.15.20.07.96853@charter.net...
> On Wed, 19 Apr 2006 21:42:33 +0100, techie_alison wrote:

> I tend to like darker colors personally, so gray, black, etc, looks
> alright, but I do like the other posters idea of a fancy Fuji branded
> white one... :-)

A Fuji branded one would costs loadsa, but an idea all the same. Gray I
have :)

6546. Re: BBS Express ST download?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 18:17:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.20.18.17.44.297459@charter.net>
Source record: 8723

On Thu, 20 Apr 2006 12:15:19 -0400, lp wrote:

> You can force old apps to use those newer rates if you use those serial
> patches. The really popular one, the name escapes me at this moment.
> It remaps the older lower rates nobody uses anymore to the upper ones these
> apps can't normally set, example: 150, 300, 600, etc are mapped to the rates
> above 19.2k. I use to do this on my TT before the inet came along and
> ethernet.

Hey LP!

I think you're referring to HSMODEM and on the hardware side, the RSVE
serial port upgrade.

Those are very good from what I've seen, but I'd just like to have Express
do it itself, ya know?

Can't have everything though, I guess. :-)

--
_/_/_/

6547. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 20:55:32 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <UPWdnYBzG-qZaNrZRVny0Q@pipex.net>
Source record: 8724

```
"techie_alison" <retro@dial.pipex.com> wrote in message
news:Nq-dnRNGbNRUXNrZnZ2dnUVZ8qednZ2d@bt.com...
>
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2006.04.20.15.20.07.96853@charter.net...
>> On Wed, 19 Apr 2006 21:42:33 +0100, techie_alison wrote:
>
>> I tend to like darker colors personally, so gray, black, etc, looks
>> alright, but I do like the other posters idea of a fancy Fuji branded
>> white one... :-)
>
> A Fuji branded one would costs loadsa, but an idea all the same. Gray I
> have :)
>
>

Probably $100,000 each for the rights to print the fuji as im sure its still
under copyright somewhere ;-)

hmmm, printing on heatshrik eh..... *ponders*...

Chris
```

6548. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-20 23:29:00 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1145575740.413149.285580@i39g2000cwa.googlegroups.com>
Source record: 8725

exxos wrote:
> Probably $100,000 each for the rights to print the fuji as im sure its still
> under copyright somewhere ;-)
>
> hmmm, printing on heatshrik eh..... *ponders*...

To print then shrink, or shrink then print, that is the question ;-)

6549. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 00:07:59 UTC
From: atarian90 <atarian90@yahoo.com>
Message-ID: <1145578079.817520.113650@t31g2000cwb.googlegroups.com>
Source record: 8726

techie_alison wrote:

> In some ways Chris and I are finding it mildly amusing reading some of the
> other Atari forums where someone will slate PeST and go off to develop their
> own PS2 interface shouting about it all along the way, which ends up with
> numerous components, capacitors, crystals, and then you have to build the
> thing yourself.

Yeah, but at least I know I'll actually have a PS/2 mouse interface
IN MY HANDS. I hope the other interface does get done, so I don't
have to give any more money to that crook Chris Swinson at CPS
Electronics who stole almost US$100 from me.

Ali, contrary to the glowing reviews, you also have 3 pissed (pested?)
off and unhappy customers here who still do not have the 3 PeSTs that I
ordered last year.

I wish I could write a glowing review for the PeST (which sounds like
an excellent product), but this ordeal has left a bad impression on
this project. I supported the PeST project from the very beginning
when this was first announced. I enjoyed reading the updates on your
progress and seeing the extraordinary progress being made. It was great
excitement to see it done, so I supported your efforts by pre-ordering
the PeST through the CPS Electronics web store (since they were taking
care of the international orders, and so that PCBs can be ordered at a
good price).

When the shipment didn't arrive for well over a month, I contacted
Chris at CPS on the status. He said he would check up on it. So I
waited another couple weeks, and I even went to the Post Office to see
if they had it by chance, but no luck. I then asked Chris for an
update. He asked if I ordered it with tracking. Huh? The shipping
rate included tracking, right? Nope! He said it would be too much
trouble for him, so he sends my US$100 worth of merchandise to me using
standard (read: CHEAPEST!) shipping rate. What the F***?! Who would
send US$100 worth of product overseas without any tracking?!
Apparently, Chris. And, he did this WITHOUT informing the customer -
me! Note that I would have gladly paid extra for shipping with
tracking if Chris would have stated that the UKP2.50 shipping that was
AUTOMATICALLY tacked on to any PeST order was only for standard
shipping. However, he DOES NOT LIST any other shipping option!!!

Unfortunately, he continues this DECEPTIVE shipping cost practice
today. Check out the website yourself at http://pest.atari.org . It
STILL DOES NOT show what shipping rate he uses. He still does NOT state
that he uses standard postage (i.e. the cheapest rate!), and he still

does NOT state that one must ask him if they want to use a shipping rate with tracking.

Really, how does he expect INTERNATIONAL customers to know what the shipping rates are in the UK? From his messages, he sounds like a strict businessman yet he doesn't have the business sense to make sure the INTERNATIONAL customer is given a choice of shipping options, or to make sure to pick a default shipping method that can guarantee that the package will arrive at the customers' door overseas. He continues not to take responsibility for his mistake of not clearly stating the shipping method. It is be stupid to assume that most international customers know shipping rates of other countries. I bet most US residents do not know the UK shipping rates, and I bet most UK residents don't know the US shipping rates either.

Good businesspeople help their customers (especially those not familiar with the territory) to make the correct purchases. Actually, Ali, a good example is your method of selling the PeST. Your website has good information, but most importantly, your ordering page CLEARLY LISTS the many shipping options that your customers can choose to make the correct shipping choice. That is not the case with the CPS site. You're stuck with cheap shipping or nothing at all. I wish you handled international orders instead of the crooked "businessman" at CPS Electronics. To all those who did receive your PeSTs from Chris/CPS, consider yourself LUCKY.

Ali, again, I appreciate your efforts to the Atari community and the PeST sounds like an excellent product, but I can't continue supporting it until I get the PeSTs that I paid for using my hard-earned money.

I know you can't control Chris (or can you? :-)), but I supported the PeST project from the beginning, and kept with the updates, and felt the excitement when it was done. I did my good deed in helping the project and the Atari community by pre-ordering the PeST. What happens? I get screwed! It's sad to see your extraordinary efforts overshadowed by a crook like Chris Swinson/CPS Electronics who steals their customers' money and uses deceptive shipping practices.

I hope you can find another supplier more honest than Chris/CPS, so that your products don't get mired in his dishonest "business" practices. You just may regain three happy customers.

- Phil

6550. Re: BBS Express ST download?

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 01:12:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.21.01.12.17.395265@charter.net>
Source record: 8727

On Thu, 20 Apr 2006 15:08:18 -0400, lp wrote:

> That's the one. But you do not need to add hardware unless the machine
> don't have these rates. At least on the TT, just installing the patches in
> the auto folder let me trick old software into doing the 115k rate.

Would that work with a Mega STe and its enhanced ports? I don't have a TT
but I've got a very nice Mega STe.

BTW, did you see that last TT that went on Ebay? It had accessories, but
man...$650!

> I know that feeling all to well. lol

:-) I'll bet!

> I though the guy at video61 bought the rights to express, or maybe it was
> the 8-bit version. I forget now.

I think you're right, but I think its the 8bit version.

--
_/_/_/

6551. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 12:40:19 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <9padnS9WruOnTNXZRVnyuQ@bt.com>
Source record: 8728

"atarian90" <atarian90@yahoo.com> wrote in message
news:1145578079.817520.113650@t31g2000cwb.googlegroups.com...
>
> Yeah, but at least I know I'll actually have a PS/2 mouse interface
> IN MY HANDS. I hope the other interface does get done, so I don't
> have to give any more money to that crook Chris Swinson at CPS
> Electronics who stole almost US$100 from me.
>
> Ali, contrary to the glowing reviews, you also have 3 pissed (pested?)
> off and unhappy customers here who still do not have the 3 PeSTs that I
> ordered last year.
>

Hi Phil,

I'll sort that out, drop me a personal mail. I was loosely aware of this in
that Chris had mentioned it and was dealing with it.

If you send me your home address I'll make it good myself. Chris and I
operately separately as far as the selling goes, if you've paid for it I
want you to have them. It's more than money for me. :)

Aly

6552. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 16:35:13 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <5tadnUxEUME7l9TZnZ2dnUVZ8s-dnZ2d@pipex.net>
Source record: 8729

"Coda" <smeg_007@hotmail.com> wrote in message
news:1145575740.413149.285580@i39g2000cwa.googlegroups.com...
>
> exxos wrote:
>> Probably $100,000 each for the rights to print the fuji as im sure its
>> still
>> under copyright somewhere ;-)
>>
>> hmmm, printing on heatshrik eh..... *ponders*...
>
> To print then shrink, or shrink then print, that is the question ;-)
>

Didn't think of that one :o) ... Stupid idea :p

Chris

6553. TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 18:07:15 UTC
From: blah@blah.com
Message-ID: <357i42hicn3rtaiuoo5fhrb561kkg5icv3@4ax.com>
Source record: 8730

Greetings all,

Have an Atari TT which usually has just the vanilla GEM desktop running on it. The other day I decided to boot it using MagiC which is installed on the C drive. MagiC promptly crashed the machine and I'm now unable to boot from the HD.

Tried holding C, D, E... when booting to force a boot from one of those drives but it does not work. Boots fine from floppy but can't access the "corrupt" drives. Knife ST only reports 'A' as being avalble.

HD does make a noise but the light stays off.

Anyone got any ideas on how to get back onto the 'C' drive or tools I might use to see if the HD is fried?

Thanks in advance

Dave

Email: dgr167 at aol dot com

6554. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 18:34:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <0s6dnfE2f7YQuNTZnZ2dnUVZ8s2dnZ2d@pipex.net>
Source record: 8731

<blah@blah.com> wrote in message
news:357i42hicn3rtaiuoo5fhrb561kkg5icv3@4ax.com...
> Greetings all,
>
> Have an Atari TT which usually has just the vanilla GEM desktop
> running on it. The other day I decided to boot it using MagiC which
> is installed on the C drive. MagiC promptly crashed the machine and
> I'm now unable to boot from the HD.
>
> Tried holding C, D, E... when booting to force a boot from one of
> those drives but it does not work. Boots fine from floppy but can't
> access the "corrupt" drives. Knife ST only reports 'A' as being
> avalble.
>
> HD does make a noise but the light stays off.
>
> Anyone got any ideas on how to get back onto the 'C' drive or
> tools I might use to see if the HD is fried?
>
> Thanks in advance
>
> Dave
>

Not a expert on this, but have you tried installing HD driver on a floppy
and holding down ALT to force booting from floppy ? I managed to corrupt
the driver.sys on my C: drive and couldn't access my drives, if you boot
from a fresh floppy with HD driver installed on it then try acessing your
drivers.... I only used HD8 driver, you should be able to detect the drive
from there... install the updated HD driver to floppy first then you can
again boot from floppy and hopefully access your hard drive... at that point
you can install a new driver to the C: drive...

HTH.
Chris

6555. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 19:36:25 UTC
From: blah@blah.com
Message-ID: <ctbi429cm9qeec1c9vt0i5f5l6g20o47ep@4ax.com>
Source record: 8732

On Fri, 21 Apr 2006 19:34:25 +0100, "exxos" <exxos@home.co.uk> wrote:

>
><blah@blah.com> wrote in message
>news:357i42hicn3rtaiuoo5fhrb561kkg5icv3@4ax.com...
>> Greetings all,
>>
>> Have an Atari TT which usually has just the vanilla GEM desktop
>> running on it. The other day I decided to boot it using MagiC which
>> is installed on the C drive. MagiC promptly crashed the machine and
>> I'm now unable to boot from the HD.
>>
>> Tried holding C, D, E... when booting to force a boot from one of
>> those drives but it does not work. Boots fine from floppy but can't
>> access the "corrupt" drives. Knife ST only reports 'A' as being
>> avalble.
>>
>> HD does make a noise but the light stays off.
>>
>> Anyone got any ideas on how to get back onto the 'C' drive or
>> tools I might use to see if the HD is fried?
>>
>> Thanks in advance
>>
>> Dave
>>
>
>Not a expert on this, but have you tried installing HD driver on a floppy
>and holding down ALT to force booting from floppy ? I managed to corrupt
>the driver.sys on my C: drive and couldn't access my drives, if you boot
>from a fresh floppy with HD driver installed on it then try acessing your
>drivers.... I only used HD8 driver, you should be able to detect the drive
>from there... install the updated HD driver to floppy first then you can
>again boot from floppy and hopefully access your hard drive... at that point
>you can install a new driver to the C: drive...
>
>HTH.
>Chris

Hi Chris,

I've got HD Driver version 6. Machine boots up with the floppy disk
but all the menu options which access the HD report 'no devices
found'. This is all from within HDDRUTIL.

There's no option or program on the disk that allows installation to floppy. Is there any reason for me booting from a "fresh floppy" as opposed to the original disk?

I suppose the HD might have died but it does seem a bit of a coincidence.

Cheers
Dave

Email: dgr167 at aol dot com

6556. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 19:40:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4asqpqFurbdrU1@individual.net>
Source record: 8733

blah@blah.com wrote:

> Anyone got any ideas on how to get back onto the 'C' drive or
> tools I might use to see if the HD is fried?

First you should check whether your drive is recognized when running an
ID check. Only when the drive is found will a hard disk driver be able
to find any partitions on it.
In case your drive is found but no partitions can be accessed the
drive's root sector might be corrupted. Depending on how the drive was
partitioned the root sector information can either be restored
automatically by the software used for partitioning the drive or by
other tools.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6557. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 20:05:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <6PWdnfRTDcJOp9TZRVny1Q@pipex.net>
Source record: 8734

<blah@blah.com> wrote in message
news:ctbi429cm9qeec1c9vt0i5f5l6g20o47ep@4ax.com...
> On Fri, 21 Apr 2006 19:34:25 +0100, "exxos" <exxos@home.co.uk> wrote:
>
>>
>><blah@blah.com> wrote in message
>>news:357i42hicn3rtaiuoo5fhrb561kkg5icv3@4ax.com...
>>> Greetings all,
>>>
>>> Have an Atari TT which usually has just the vanilla GEM desktop
>>> running on it. The other day I decided to boot it using MagiC which
>>> is installed on the C drive. MagiC promptly crashed the machine and
>>> I'm now unable to boot from the HD.
>>>
>>> Tried holding C, D, E... when booting to force a boot from one of
>>> those drives but it does not work. Boots fine from floppy but can't
>>> access the "corrupt" drives. Knife ST only reports 'A' as being
>>> avalble.
>>>
>>> HD does make a noise but the light stays off.
>>>
>>> Anyone got any ideas on how to get back onto the 'C' drive or
>>> tools I might use to see if the HD is fried?
>>>
>>> Thanks in advance
>>>
>>> Dave
>>>
>>
>>Not a expert on this, but have you tried installing HD driver on a floppy
>>and holding down ALT to force booting from floppy ? I managed to corrupt
>>the driver.sys on my C: drive and couldn't access my drives, if you boot
>>from a fresh floppy with HD driver installed on it then try acessing your
>>drivers.... I only used HD8 driver, you should be able to detect the drive
>>from there... install the updated HD driver to floppy first then you can
>>again boot from floppy and hopefully access your hard drive... at that
>>point
>>you can install a new driver to the C: drive...
>>
>>HTH.
>>Chris
>
>
> Hi Chris,

>
> I've got HD Driver version 6. Machine boots up with the floppy disk
> but all the menu options which access the HD report 'no devices
> found'. This is all from within HDDRUTIL.
>
> There's no option or program on the disk that allows installation to
> floppy. Is there any reason for me booting from a "fresh floppy" as
> opposed to the original disk?
>

Well I am just going on my HD floppy, the drivers were there but it will not be setup to "take control" of my hard drive.. So you load up HD8 from floppy and auto detect... then install the driver to floppy... when you reboot the driver is configured to read your drive so you then can access your partitions... just running the driver on its own will not work until you do all the setup stuff..

> I suppose the HD might have died but it does seem a bit of a
> coincidence.
>

Make sure it comes up when you boot from floppy that HD8 is actually loading.. then load the util prg and search for devices... by the sounds of it , if its comes up "not devices found" then it sounds like a hardware issue. Check your cables....

good luck.
chris

6558. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 20:22:27 UTC
From: blah@blah.com
Message-ID: <vaei42dslj5hq2uvse69o2qr2ngc4c8esv@4ax.com>
Source record: 8735

Hello Uwe,

ID Check reports devices ACSI 0...7 & SCSI 0...7.1, no errors.

The drives(s) was partitioned using HD Driver v6.

Does it look like I'm looking at a corrupted hard disk driver?

Cheers
Dave

On Fri, 21 Apr 2006 21:40:39 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>blah@blah.com wrote:
>
>> Anyone got any ideas on how to get back onto the 'C' drive or
>> tools I might use to see if the HD is fried?
>
>First you should check whether your drive is recognized when running an
>ID check. Only when the drive is found will a hard disk driver be able
>to find any partitions on it.
>In case your drive is found but no partitions can be accessed the
>drive's root sector might be corrupted. Depending on how the drive was
>partitioned the root sector information can either be restored
>automatically by the software used for partitioning the drive or by
>other tools.

Email: dgr167 at aol dot com

6559. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 20:25:54 UTC
From: blah@blah.com
Message-ID: <gpfi42t4f6uj6dsj208hkagjbkl2ak572g@4ax.com>
Source record: 8736

Just a thought... If the hard disk driver on 'C' got corrupted then
is there any reason I can't boot from 'D'...'F'? I've tried holding
down the keys 'D'...'F' on various boot attempts.

Dave

On Fri, 21 Apr 2006 21:40:39 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>blah@blah.com wrote:
>
>> Anyone got any ideas on how to get back onto the 'C' drive or
>> tools I might use to see if the HD is fried?
>
>First you should check whether your drive is recognized when running an
>ID check. Only when the drive is found will a hard disk driver be able
>to find any partitions on it.
>In case your drive is found but no partitions can be accessed the
>drive's root sector might be corrupted. Depending on how the drive was
>partitioned the root sector information can either be restored
>automatically by the software used for partitioning the drive or by
>other tools.

Email: dgr167 at aol dot com

6560. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 20:45:56 UTC
From: swe@atari.org
Message-ID: <8wb2g.1974$oj5.743331@news.siol.net>
Source record: 8737

blah@blah.com wrote:

> Does it look like I'm looking at a corrupted hard disk driver?

>>> Anyone got any ideas on how to get back onto the 'C' drive or
>>> tools I might use to see if the HD is fried?

Magic is known to fuckup MBR (master boot record) sometimes.. It may be
the cas with you, drive is unusable until u fix the MBR. Back in old days
we did that in DOS...

janez

6561. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 20:55:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <EYudnUEg0_Dt29TZRVny1Q@pipex.net>
Source record: 8738

<blah@blah.com> wrote in message
news:gpfi42t4f6uj6dsj208hkagjbkl2ak572g@4ax.com...
>
> Just a thought... If the hard disk driver on 'C' got corrupted then
> is there any reason I can't boot from 'D'...'F'? I've tried holding
> down the keys 'D'...'F' on various boot attempts.
>

only the C: drive has the driver, once the C: drive is lost the other drives
are lost with it.

Chris

6562. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 22:44:25 UTC
From: vdjole@EUnet.yu
Message-ID: <e2bn87$po2$1@news.eunet.yu>
Source record: 8739

On 18 Apr 2006 22:58:57 , Mark Bedingfield wrote:

>BTW Odd has been fixing bugs faster than I can find them, try getting
>help like that at M$.

BBtw the next release of TeraDesk will have a couple of bugs fixed
that ae relevant mostly in XaAES. See new.txt on TeraDesk
home page.

Djordje

6563. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-21 23:32:51 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <zYd2g.8929$wK1.491751@news20.bellglobal.com>
Source record: 8740

hello hard disk user,i use icd 6 is this what you use for your harddrive .
sometimes my hard drive goes all funny and resetting or re-configuring the
boot inf is my only suggestion, these things should really be more stable .
does yours"bottom" out on large file transfers from disk to hard drive?

charles
but on a tt i don't know only st4 and ste

6564. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-22 06:03:37 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4atv9pFv2c0mU1@individual.net>
Source record: 8741

swe@atari.org wrote:

> Magic is known to fuckup MBR (master boot record) sometimes.. It may be
> the cas with you, drive is unusable until u fix the MBR. Back in old days
> we did that in DOS...

MagiC is known for that? Hmm, I have been using MagiC, including beta
versions, for years, and it never destroyed my root sector.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6565. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-22 06:10:44 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4atvn5Fuf33cU1@individual.net>
Source record: 8742

blah@blah.com wrote:

> ID Check reports devices ACSI 0...7 & SCSI 0...7.1, no errors.

Does the ID check report any *devices*, i.e. devices names? Or does it
just give you the list of bus names, without anything else?
Note that the ID check in HDDRIVER 8.1 is more sophisticated, and for
checking IDs the demo version of HDDRIVER 8.1
(http://www.seimet.de/hddriver_english.html) will also do. It's probably
a good idea to use the demo for the check in your case.

> The drives(s) was partitioned using HD Driver v6.
>
> Does it look like I'm looking at a corrupted hard disk driver?

First we have to know whether any device is actually found, see my note
above. If no device is found there is something wrong with the hardware.
If the hard disk device is found but no partitions are detected the root
sector may be corrupted. Current versions of HDDRIVER write a duplicate
of the root sector to the drive, which can be used to restore the actual
root sector. I am not sure anymore, though, if HDDRIVER 6 also does it
this way, because it is rather old. The manual provides information on that.

As already mentioned by others the bootable hard disk driver is usually
(but not necessarily) located on partition C:. If the root sector is
corrupted no partition data is available, i.e. the hard disk driver
cannot be loaded and booting from hard disk fails.

There is no mechanism to install a hard disk driver on a floppy, by the
way. Just start the driver from the AUTO folder (hddriver.prg is located
there) when booting or by double-clicking it.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6566. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-04-22 09:24:04 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4449f634_3@x-privat.org>
Source record: 8743

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq0168.zip
(178.223 bytes) Nice GEM based ICQ client for STiK/STiNG/Gluestik/MagicNet

ftp://chapelie.rma.ac.be/atari/internet/atarirc-205.zip
(213.975 bytes) Powerful GEM based IRC client for STiK/STiNG/Gluestik/MagicNet

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.50.zip
(331.978 bytes) Atari version of Doom.
You need the PC version of Doom (shareware or registered) or Doom 2.

ftp://chapelie.rma.ac.be/atari/game/pmheretic-0.50.zip
(328.511 bytes) Atari version of Heretic.
You need the PC version of Heretic (shareware or registered)

ftp://chapelie.rma.ac.be/atari/game/pmhexen-0.50.zip
(382.608 bytes) Atari version of Hexen.
You need the PC version of Hexen (shareware or registered).

Have fun,
Martin
```

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6567. Re: Falcon battery?

Newsgroup: comp.sys.atari.st
Date: 2006-04-22 12:42:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.22.12.42.08.982913@charter.net>
Source record: 8744

On Mon, 13 Mar 2006 10:02:24 -0500, Ronald J. Hall wrote:

> On Mon, 13 Mar 2006 11:16:14 +0100, Matthias Arndt wrote:
>
>> Jackpot! Same behaviour as mine on the Falcon! Even without Xcontrol,
>> the date and in my case the clock get corrupted that way!
>>
>> I wouldn't mind about a dead RTC, had to set clock and date by hand on
>> my ST as well but I'd like to have a stable clock/date while power is on.
>>
>> Matthias

Just wanted to add something else to this thread...

Its odd, but when I bootup in standard TOS, it behaves just like we talked
about above. The clock is off, and will return to a faulty date even if
you set it after booting up, after a short time, or whenever an app is run.

When I bootup in MINT/Thing though, the behavior changes. The clock is
wrong at first, of course, but once I set it, it then retains the correct
time until I power off.

I wonder what the difference is?

Of course, this is just another reason to use/endorse MINT. :-)

--
_/_/_/

6568. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-22 17:56:52 UTC
From: blah@blah.com
Message-ID: <lcqk425jfdhi8pvtqr9i4n2ipkcc90kgsj@4ax.com>
Source record: 8745

Thanks for all the responses.

Ok still having problems. I've downloaded the demo version of HD
Driver 8.1 and copied to a floppy drive.

Put HDDRIVER.PRG & the associated (?) .UPL file in the auto folder,
computer freezes when booting up. All I get to see is the copyright
message.

Runnning HDDRIVER.PRG by double clicking from a non-auto folder pretty
much has the same result.

Running HDDRUTIL I get the foloowing messages:

* No XDHI support
* No SCSI support

Once it's finished loading all the options under 'Harddisk' are greyed
out.

Menu Tools | Device check shows...

BUS0 Atari ACSI
BUS1 Atari SCSI

Then freezes up.

Tools | Autoconfiguring has the same result.

ID Check from the HD Driver 6 disk reports ACSI 0...7 & SCSI 0...7.1
with *no* descriptions.

Sorry if this is all a bit lame but there is no manual on the v6 disk,
its an original but the previous owner seems to have added other stuff
to it.

Cheers
Dave

On Fri, 21 Apr 2006 19:07:15 +0100, blah@blah.com wrote:

>Greetings all,
>
>Have an Atari TT which usually has just the vanilla GEM desktop
>running on it. The other day I decided to boot it using MagiC which
>is installed on the C drive. MagiC promptly crashed the machine and
>I'm now unable to boot from the HD.
>
>Tried holding C, D, E... when booting to force a boot from one of

>those drives but it does not work. Boots fine from floppy but can't
>access the "corrupt" drives. Knife ST only reports 'A' as being
>avalble.
>
>HD does make a noise but the light stays off.
>
>Anyone got any ideas on how to get back onto the 'C' drive or
>tools I might use to see if the HD is fried?
>
>Thanks in advance
>
>Dave
>
>
>
>
>Email: dgr167 at aol dot com

Email: dgr167 at aol dot com

6569. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-22 17:59:23 UTC
From: blah@blah.com
Message-ID: <jkrk42d9epav9tf9tprfa8bij97ru7anfg@4ax.com>
Source record: 8746

On Fri, 21 Apr 2006 21:40:39 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>blah@blah.com wrote:
>
>> Anyone got any ideas on how to get back onto the 'C' drive or
>> tools I might use to see if the HD is fried?
>
>First you should check whether your drive is recognized when running an
>ID check. Only when the drive is found will a hard disk driver be able
>to find any partitions on it.
>In case your drive is found but no partitions can be accessed the
>drive's root sector might be corrupted. Depending on how the drive was
>partitioned the root sector information can either be restored
>automatically by the software used for partitioning the drive or by
>other tools.

I'm not 100% sure which software was used to partition the drive
originally. I thought it was HD Driver 6 but I've just found an old
boot disk (again does not boot) which has ICD 6 on it.

Dave

Email: dgr167 at aol dot com

6570. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-22 18:01:14 UTC
From: blah@blah.com
Message-ID: <9prk42pofl28mbffami1aa1ji1qmrfkpi0@4ax.com>
Source record: 8747

Hi,
Not had a problem in the past copying from FD to HD.

Dave

On Fri, 21 Apr 2006 16:32:51 -0700, "gfa midi charles"
<charles.copp@sympatico.ca> wrote:

>hello hard disk user,i use icd 6 is this what you use for your harddrive .
>sometimes my hard drive goes all funny and resetting or re-configuring the
>boot inf is my only suggestion, these things should really be more stable .
> does yours"bottom" out on large file transfers from disk to hard drive?
>
>charles
>but on a tt i don't know only st4 and ste
>

Email: dgr167 at aol dot com

6571. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-22 19:18:20 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4avds0Fv5epjU1@individual.net>
Source record: 8748

blah@blah.com wrote:

> Menu Tools | Device check shows...
>
> BUS0 Atari ACSI
> BUS1 Atari SCSI
>
> Then freezes up.

OK, this means that most likely something is wrong with your hardware.
The fact that your machine freezes might be an indication that something
is wrong with your TT, not with your hard disk drive.
I suggest that you disconnect your drive, and then run the device check
once again. Your machine should not freeze.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6572. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-22 21:53:40 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <Ea-dnSU0RI_8OdfZRVnygw@bt.com>
Source record: 8649

"techie_alison" <retro@dial.pipex.com> wrote in message
news:9padnS9WruOnTNXZRVnyuQ@bt.com...
>
> "atarian90" <atarian90@yahoo.com> wrote in message
> news:1145578079.817520.113650@t31g2000cwb.googlegroups.com...
> >
>
> Hi Phil,
>
> I'll sort that out, drop me a personal mail. I was loosely aware of this
in
> that Chris had mentioned it and was dealing with it.
>
> If you send me your home address I'll make it good myself. Chris and I
> operately separately as far as the selling goes, if you've paid for it I
> want you to have them. It's more than money for me. :)
>
> Aly
>
>

Phil,

I have not as yet heard from you..

Alison

6573. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-23 01:49:48 UTC
From: atarian90 <atarian90@yahoo.com>
Message-ID: <1145756988.525139.196490@t31g2000cwb.googlegroups.com>
Source record: 8650

Aly,

Sorry for the delay. Check your e-mail. Thank you very much again.

I hope everyone orders a PeST or two from Aly now. You never know when
you may need one...

Phil

6574. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-23 10:19:11 UTC
From: swe@atari.org
Message-ID: <zwl2g.1998$oj5.754932@news.siol.net>
Source record: 8651

Uwe Seimet wrote:

> MagiC is known for that? Hmm, I have been using MagiC, including beta
> versions, for years, and it never destroyed my root sector.

Happened here 2 times (v4 legal and v5 illegal) after a untrigered crash (once during booting with "system overschreiben" errror). Also i do know other ppl with MBR problems. In most cases, if not all, hdd probs started after Magic has crashed. Afaik it was also all on Falcons, but i would not give a hand in fire for that claim :)

Janez

P.S> if u dont experience the problem, its not certain it do not exist :)

6575. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-23 15:08:37 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <e2g59l$n21$1@reader1.panix.com>
Source record: 8652

been there, done that, several times. First turn off power. Next, do
whatever you have to do to get the drive bay loose and flipped back.
Unplug the hard drive. Put stuff back until you can turn TT power back on,
do so, with HDDriver in the A drive. Or, with ICDBOOT in the A drive. Do
what is necessary to run the boot program.

Carefully, plug the drive back in. The power connector will go part way
backwards, and make sparks. Do not make sparks. Then run the device check
program, and see if the drive is found. If so, you have a booted machine
and a found drive, and you can do something to it.

If not, you have a source of good refrigerator magnets.

Jim

blah@blah.com writes:

: Greetings all,

: Have an Atari TT which usually has just the vanilla GEM desktop
: running on it. The other day I decided to boot it using MagiC which
: is installed on the C drive. MagiC promptly crashed the machine and
: I'm now unable to boot from the HD.

: Tried holding C, D, E... when booting to force a boot from one of
: those drives but it does not work. Boots fine from floppy but can't
: access the "corrupt" drives. Knife ST only reports 'A' as being
: avalble.

: HD does make a noise but the light stays off.

: Anyone got any ideas on how to get back onto the 'C' drive or
: tools I might use to see if the HD is fried?

: Thanks in advance

: Dave

: Email: dgr167 at aol dot com

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6576. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-23 15:44:15 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <444ba0ca$0$6675$8fcfb975@news.wanadoo.fr>
Source record: 8653

Did any think that this TT won't boot just because He doesn't want to?
He may have reached a suprior level of conscience!
Try to talk to him, negociate. Be kind and patient. Tell him how Magic
was an error, that you apologize, how much you regret!

Guillaume "helpful" Tello.

6577. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-23 15:58:47 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <2cWdnZoe074rP9bZRVnyiQ@bt.com>
Source record: 8654

"atarian90" <atarian90@yahoo.com> wrote in message
news:1145756988.525139.196490@t31g2000cwb.googlegroups.com...
> Aly,
>
> Sorry for the delay. Check your e-mail. Thank you very much again.
>
> I hope everyone orders a PeST or two from Aly now. You never know when
> you may need one...
>
> Phil
>

Coolies, have the address, label printed, will mail on a tracking ID
tomorrow :)

3 of these lovelies on the way; http://www.retro.dial.pipex.com/pest_040

Aly

6578. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-23 16:49:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4b1ph3Fv3vimU1@individual.net>
Source record: 8655

swe@atari.org wrote:

> Happened here 2 times (v4 legal and v5 illegal) after a untrigered crash
> (once during booting with "system overschreiben" errror). Also i do know
> other ppl with MBR problems. In most cases, if not all, hdd probs started
> after Magic has crashed. Afaik it was also all on Falcons, but i would not
> give a hand in fire for that claim :)

I do not think that MagiC would write to the root sector at all. Why
should an operating system do that? The root sector does not containt
any data relevant for the OS, which only knows about the partition data.
The only software accessing the root sector is software like hard disk
tools and hard disk driver installation programs.

By the way, when using a hard disk driver like HDDRIVER, which offers
write protection for the root sector, one should activate this feature.
be it with or without MagiC.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6579. Atari ONline News, Etc. #08-16

Newsgroup: comp.sys.atari.st
Date: 2006-04-23 23:34:54 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1145835294.820524.293960@e56g2000cwe.googlegroups.com>
Source record: 8657

A-ONE #0816 04/21/06

~ Opera Releases Opera 9 ~ People Are Talking! ~ Web's Role In
Life!
~ Sony Cuts PS2 Price! ~ Tax E-filing Taxed! ~ AtarICQ Update
News!
~ XaAES Update Available ~ New UniqueAuction.com! ~ Fighting Kid
Porn!
~ Mass. Rejects Microsoft ~ E-mail Authentication! ~ AtarIRC Upgrade
News!

-* Oracle To Launch Own Linux? *-
-* Microsoft Faces Tough SenderID Sell! *-
-* Washington Settles Oregonian Spyware Suit! *-

--- ---
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj@*tarinews*org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org

6580. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-23 23:36:24 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <YbU2g.14002$vy1.305@news-server.bigpond.net.au>
Source record: 8656

Djordje Vukovic wrote:
> On 18 Apr 2006 22:58:57 , Mark Bedingfield wrote:
>
>
>>BTW Odd has been fixing bugs faster than I can find them, try getting
>>help like that at M$.
>
>
> BBtw the next release of TeraDesk will have a couple of bugs fixed
> that ae relevant mostly in XaAES. See new.txt on TeraDesk
> home page.
>
> Djordje

Sweeet. When is that due Djordie?

Mark

6581. Atari Artist magazines...Toronto

Newsgroup: comp.sys.atari.st
Date: 2006-04-24 08:27:40 UTC
From: rEs <res@sympatico.ca>
Message-ID: <5u2p42ppi3eiko7v1133drk1suvgbcrjiu@4ax.com>
Source record: 8658

```
Atari Artist
$25 for all
downtown Toronto, can deliver with reasonable distance

86 Apr/May 130XE
86 Nov/Dec Games
86 Sep/Oct To the Future

87 Jan/Feb Atari Solutions
87 Nov/Dec PC Ditto
87 Sep/Oct Stunning Animation
87 Spring Soul of a New ST
87 Summer Home & Office, Midi, DTP

88 Jan/Feb Will Piracy Kill the Atari?
88 Jul/Aug Atari SLM804 Laser Printer
88 Mar/Apr DTP
88 May/June WordPerfect
88 Nov/Dec A Different Kind of Support

89 Jan/Feb Pixel to Torch: Forging the Sculpture of Tomorrow
89 Jul/Aug New Hardware Makes Headlines
89 Mar/Apr The High Performance ST
89 Nov/Dec Games Explosion

90 Jan/Feb Hacking Your Atari
90 Spring Building a Business with Your home computer

91 Mar/Apr Mega Ste, DTP
91 Sep Words & Pictures
91 Summer Atari is Everywhere

92 Feb Atari Artists
92 Jan Atari in the Movies
92 Jul/Aug Graphic Power
92 Mar/Apr QuickST 3.0
92 May/Jun Lynx Special Edition
92 Nov/Dec Atari Falcon030

93 Feb Atari Artists
```

6582. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-24 13:44:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <444d0344554d62@comcast.net>
Source record: 8660

>Hi Edward!
>
>
>>I can get the BoxKite file selector to display, but I cannot delete
>>them.
>
>If you have Diskus (or perhaps SED), you can enter the directory and
>rename or delete the files by directly editing the directory entries.
>But caution, it's quite easy to do great damage to your data if you
>don't know exactly what you are doing!
>
>
>With best regards
>Ekkehard

Yes you are correct Ekkehard. I have done this before using HS Sentry. It works great in removing those files, but it does not work under Magic and it does not like long file names. I really hope that Anodnye will soon make Diamond Edge long-file-name compatible. Roger said that would happen soon, but he first wanted to get out the DVD version of CD Writer Suite which is just about finished.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6583. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-24 13:45:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <444d0344554d63@comcast.net>
Source record: 8662

```
>
> Hi, Edward!
>
>EF> If you have Diskus (or perhaps SED), you can enter the directory and
>EF> rename or delete the files by directly editing the directory entries.
>
>But before you do so you should check wether the directory entries are
>related to a (trace of) allocated data clusters.
>
>Or even better: Let your tool check the integrity of the file system...
>
>EF> But caution, it's quite easy to do great damage to your data if you
>EF> don't know exactly what you are doing!
>
>Right, if you don't utilise advanced functionality of your tool then
>it's almost essential to have the background. Any sector monitor software
>that I have used so far gives appropriate warnings at least...
>
>
> Regards,
>
> Alexander

You are also correct Alexander.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone
```

6584. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-24 13:56:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <444d0344554d64@comcast.net>
Source record: 8661

>Greetings all,
>
>Have an Atari TT which usually has just the vanilla GEM desktop
>running on it. The other day I decided to boot it using MagiC which
>is installed on the C drive. MagiC promptly crashed the machine and
>I'm now unable to boot from the HD.
>
>Tried holding C, D, E... when booting to force a boot from one of
>those drives but it does not work. Boots fine from floppy but can't
>access the "corrupt" drives. Knife ST only reports 'A' as being
>avalble.
>
>HD does make a noise but the light stays off.
>
>Anyone got any ideas on how to get back onto the 'C' drive or
>tools I might use to see if the HD is fried?
>
>Thanks in advance
>
>Dave
>
>
>
>
>Email: dgr167 at aol dot com

I would boot up the TT using a floppy, run HDDriver and then edit the auto
folder of the C partition.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6585. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-24 19:46:33 UTC
From: blah@blah.com
Message-ID: <5maq425gbapkegsouqj7d2749o68kghghe@4ax.com>
Source record: 8659

Hi all,

Won't be able to get at the Atari internals until next week. I'll
try all suggestions and get back to the group with the results.

Thanks
Dave.

On Fri, 21 Apr 2006 19:07:15 +0100, blah@blah.com wrote:

>Greetings all,
>
>Have an Atari TT which usually has just the vanilla GEM desktop
>running on it. The other day I decided to boot it using MagiC which
>is installed on the C drive. MagiC promptly crashed the machine and
>I'm now unable to boot from the HD.
>
>Tried holding C, D, E... when booting to force a boot from one of
>those drives but it does not work. Boots fine from floppy but can't
>access the "corrupt" drives. Knife ST only reports 'A' as being
>avalble.
>
>HD does make a noise but the light stays off.
>
>Anyone got any ideas on how to get back onto the 'C' drive or
>tools I might use to see if the HD is fried?
>
>Thanks in advance
>
>Dave
>
>
>
>
>Email: dgr167 at aol dot com

Email: dgr167 at aol dot com

6586. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-25 18:45:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.25.18.45.34.457419@charter.net>
Source record: 8663

On Mon, 24 Apr 2006 17:44:16 +0400, Edward S. Baiz Jr. wrote:

> Roger said that would happen soon, but he first wanted to get out the
> DVD version of CD Writer Suite which is just about finished.

Yes, and its awesome. DVD burning on your Atari! :-)

--
_/_/_/

6587. New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-25 20:26:04 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <JZCdnec_ZMd5GNPZnZ2dneKdnZydnZ2d@comcast.com>
Source record: 8664
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.atari.st

I have some dysan DSDD disks in sealed hard plastic case, in sets of 10 cases with 10 disks each for 100 disks total. If anyone is interested they are $20 for the 100 in hard cases of 10 each, price will include media mail shipping the whole box is a bit heavy.

Let me know if you want any, these have been stored in ac storage and I've used them myself with some astra 2001 drives which are true double density and they work flawlessy.

I rather not list on ebay so let me know asap if anyone is interested $20 shipped per box of 10 hard cases total of 100 sealed new disks. The hard cases also elminate your disk storage problems.

http://home.comcast.net/~sonofman1/dysan1.JPG

http://home.comcast.net/~sonofman1/dysan2.JPG

6588. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 03:06:57 UTC
From: not@onyournelly.com
Message-ID: <444ee3d0@212.67.96.135>
Source record: 8665
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

On 25-Apr-2006, "Lion Of Judah" <sonofman1@comcast.net> wrote:

> I have some dysan DSDD disks in sealed hard plastic case, in sets of 10
> cases with 10 disks each for 100 disks total. If anyone is interested they
>
> are $20 for the 100 in hard cases of 10 each, price will include media
> mail
> shipping the whole box is a bit heavy.

Will you ship to the UK???

6589. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 03:25:24 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <p6qdnUgPP6ewddPZnZ2dnUVZ_u2dnZ2d@comcast.com>
Source record: 8666
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

<not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
>
> On 25-Apr-2006, "Lion Of Judah" <sonofman1@comcast.net> wrote:
>
>> I have some dysan DSDD disks in sealed hard plastic case, in sets of 10
>> cases with 10 disks each for 100 disks total. If anyone is interested
>> they
>>
>> are $20 for the 100 in hard cases of 10 each, price will include media
>> mail
>> shipping the whole box is a bit heavy.
>
> Will you ship to the UK???

Sorry, try to find someone in the USA to get it for you then have them ship
over to you. Thanks.

6590. FS: Ultima 5 complete and like new

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 03:26:34 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <GYmdnZDxuanuddPZRVn-pA@comcast.com>
Source record: 8667

http://snipurl.com/pojj

Thanks for looking.

6591. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 07:21:20 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <e2n6uudbt1@gemini.csx.cam.ac.uk>
Source record: 8668

```
"exxos" <exxos@home.co.uk> wrote in message
news:UPWdnYBzG-qZaNrZRVny0Q@pipex.net...
>
> "techie_alison" <retro@dial.pipex.com> wrote in message
> news:Nq-dnRNGbNRUXNrZnZ2dnUVZ8qednZ2d@bt.com...
>>
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> news:pan.2006.04.20.15.20.07.96853@charter.net...
>>> On Wed, 19 Apr 2006 21:42:33 +0100, techie_alison wrote:
>>
>>> I tend to like darker colors personally, so gray, black, etc, looks
>>> alright, but I do like the other posters idea of a fancy Fuji branded
>>> white one... :-)
>>
>> A Fuji branded one would costs loadsa, but an idea all the same. Gray I
>> have :)
>>
>>
>
> Probably $100,000 each for the rights to print the fuji as im sure its
> still under copyright somewhere ;-)
>
> hmmm, printing on heatshrik eh..... *ponders*...
>
> Chris
>
```

By chance I saw a machine that does just that on Monday, its a hand held printer where the cartridges contain the heatshrink (3:1 ratio) and I presume the ink, if you go to the Farnell website (http://uk.farnell.com/jsp/home/homepage.jsp) and enter T107M into the search you can find out more if your interested although starting at £80 its probably not cost effective for you.

Stephen Moss

6592. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 09:27:56 UTC
From: mores_p@hotmail.com
Message-ID: <1146043676.118460.66650@e56g2000cwe.googlegroups.com>
Source record: 8669
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.atari.st

Yes, i am interested. My email address is mores_p@hotmail.com. Please tell me what to do.

I assume this disks can be used with Apple 2 right? I am not an experienced an apple ii user.

Mark

6593. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 09:29:44 UTC
From: mores_p@hotmail.com
Message-ID: <1146043784.168452.180360@v46g2000cwv.googlegroups.com>
Source record: 8670
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.atari.st

Oops, my email doesn't show correctly.

You could also try "mxp4758@louisiana.edu".

Thank you,
Mark

6594. Re: Latest version of PeST on the way, colour heatshrink?

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 09:50:56 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <4r2dnUlZ151k3dLZRVnyuw@bt.com>
Source record: 8671

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:e2n6uudbt1@gemini.csx.cam.ac.uk...

> >
> > Probably $100,000 each for the rights to print the fuji as im sure its
> > still under copyright somewhere ;-)
> >
> > hmmm, printing on heatshrik eh..... *ponders*...
> >
> > Chris
> >
>
> By chance I saw a machine that does just that on Monday, its a hand held
> printer where the cartridges contain the heatshrink (3:1 ratio) and I
> presume the ink, if you go to the Farnell website
> (http://uk.farnell.com/jsp/home/homepage.jsp) and enter T107M into the
> search you can find out more if your interested although starting at £80
its
> probably not cost effective for you.
>
> Stephen Moss
>
>

That and the lawsuit :)

6595. where to find F.A.S.T.E.R. Disk Magazine

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 10:58:08 UTC
From: Paul R <nospam@nospam.com>
Message-ID: <444f523f$0$23156$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 8672

Does anyone know of a download or ftp site where I can get copies of the old
F.A.S.T.E.R. Disk Magazine?

Thanks,
p

6596. FS: Lucasarts Zak McKraken mint and Maniac Mansion sealed for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 14:15:13 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <ur-dnREaG9LhHdLZnZ2dnUVZ_t-dnZ2d@comcast.com>
Source record: 8673

Thanks for looking.

http://snipurl.com/pp2h

http://snipurl.com/pp2i

6597. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 15:48:02 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.04.26.15.48.02.472574@nosspamatari-source.com>
Source record: 8674

On Sun, 23 Apr 2006 12:19:11 +0200, swe wrote:

> Uwe Seimet wrote:
>
>
>> MagiC is known for that? Hmm, I have been using MagiC, including beta
>> versions, for years, and it never destroyed my root sector.
>
> Happened here 2 times (v4 legal and v5 illegal) after a untrigered crash
> (once during booting with "system overschreiben" errror). Also i do know
> other ppl with MBR problems. In most cases, if not all, hdd probs started
> after Magic has crashed. Afaik it was also all on Falcons, but i would not
> give a hand in fire for that claim :)
>
> Janez
>
> P.S> if u dont experience the problem, its not certain it do not exist :)

This happened for me a lot too, but only on 520ST and Mega ST, never on
Mega STe, TT or Falcon. So put that in your pipe and smoke it? ;) Then
again I remember going on vacation and coming back to a crashed overheated
hard disk that was powering my BBS, so it's not 100% sure to blame MagiC
in those cases either.

Thanks,
Mark

6598. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 16:05:55 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4b9k33Fvsse3U1@individual.net>
Source record: 8675

Mark D wrote:

> This happened for me a lot too, but only on 520ST and Mega ST, never on
> Mega STe, TT or Falcon. So put that in your pipe and smoke it? ;) Then
> again I remember going on vacation and coming back to a crashed overheated
> hard disk that was powering my BBS, so it's not 100% sure to blame MagiC
> in those cases either.

As I already mentioned, in order to destroy the root sector contents
MagiC would have to write on this sector explicitly. But why should
MagiC contain code to write to the root sector? And why should this code
be executed rather by random?
This just does not make any sense.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6599. PeST_040 PS2 Mouse Interface Released

Newsgroup: comp.sys.atari.st
Date: 2006-04-26 16:13:58 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <GJ6dnXLqmaIjB9LZRVnyvw@bt.com>
Source record: 8676

Hi All,

The PeST_040 PS2 mouse interface is ready for sale on eBay;
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8802372433

For those that haven't heard of PeST, it's a buy it now interface which plugs straight into your Atari ST and allows you to use a standard PS2 mouse as would be used on your Windows PC. No extra bits of configuration or wires are required and the device works straight out of the box. Several scaling modes are also available to either speed up or slow down your mouse pointer.

There are about 100 users of the older PeST_030 out there, the 030 version was slightly larger and this new version is smaller using SMD components.

Delivery is available worldwide via tracked post and takes about 6-7 working days to ship to the USA, I'm in the UK.

Thanks so much to all those that bought and supported me before, without whom these new ones wouldn't be possible.

All the best,

techie_alison

6600. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 00:16:28 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <s6ednRWkktXGkM3ZRVnyhQ@bt.com>
Source record: 8677
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

<not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
>
> Will you ship to the UK???
>

They can be found in the UK, usually from the odd few office suppliers,
takes a few hours of phoning round. :)

There's some on eBay right now, darn sight cheaper too.. :) Dysan 5.25"

6601. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 01:36:19 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <-MmdnfMlhKaCvc3ZnZ2dnUVZ_tSdnZ2d@comcast.com>
Source record: 8678
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:s6ednRWkktXGkM3ZRVnyhQ@bt.com...
> <not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
>>
>> Will you ship to the UK???
>>
>
> They can be found in the UK, usually from the odd few office suppliers,
> takes a few hours of phoning round. :)
>
> There's some on eBay right now, darn sight cheaper too.. :) Dysan 5.25"

Glad he can get them in the UK. Doesn't seem to be the hard plastic storage
case though.

6602. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 01:44:24 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <_fSdneRJT6GZv83ZRVn-vQ@comcast.com>
Source record: 8679
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: Inline uuencoded payload not displayed: rtCurve.gif

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:s6ednRWkktXGkM3ZRVnyhQ@bt.com...
> <not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
>>
>> Will you ship to the UK???
>>
>
> They can be found in the UK, usually from the odd few office suppliers,
> takes a few hours of phoning round. :)
>
> There's some on eBay right now, darn sight cheaper too.. :) Dysan 5.25"

By the way if this is the ebay item you're referring to: 8800678628

They are nowhere near my price. He is charging about $8 for 10 disks, I am charging $20 for 10 hard plastic cases of 10 disks each (10 hard plastic cases, totalling 100 disks with shipping included).

The label on the box Dysan 100 refers to it's 100% error free slogan, not 100 disks in that box it's only 10 as you can see because it's also quite slim.

I am practically giving these away since I am moving and don't want to store them in a garage where heat may get them, they have been in ac storage with some of my other collections for the longest while and I saved 2 boxes of 100 each for myself. At present I have 4 boxes of 100 each left. Sold 4 boxes of 100 already. This is a no brainer if you need disks and are in the USA.

[Inline uuencoded payload not displayed: rtCurve.gif]

6603. Re: PeST_040 PS2 Mouse Interface Released

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 01:57:30 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <Ks-dnQvblsGIuM3ZRVn-gg@comcast.com>
Source record: 8680

"techie_alison" <retro@dial.pipex.com> wrote in message
news:GJ6dnXLqmaIjB9LZRVnyvw@bt.com...
> Hi All,
>
> The PeST_040 PS2 mouse interface is ready for sale on eBay;
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8802372433

Great...you're tempting me to break out my whole ST setup including hard
drive and monitor.

>
> For those that haven't heard of PeST, it's a buy it now interface which
> plugs straight into your Atari ST and allows you to use a standard PS2
> mouse
> as would be used on your Windows PC. No extra bits of configuration or
> wires are required and the device works straight out of the box. Several
> scaling modes are also available to either speed up or slow down your
> mouse
> pointer.
>
> There are about 100 users of the older PeST_030 out there, the 030 version
> was slightly larger and this new version is smaller using SMD components.
>
> Delivery is available worldwide via tracked post and takes about 6-7
> working
> days to ship to the USA, I'm in the UK.
>
> Thanks so much to all those that bought and supported me before, without
> whom these new ones wouldn't be possible.
>
> All the best,
>
> techie_alison
>
>

6604. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 02:41:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <445059f4486c52@comcast.net>
Source record: 8688

>On Mon, 24 Apr 2006 17:44:16 +0400, Edward S. Baiz Jr. wrote:
>
>> Roger said that would happen soon, but he first wanted to get out the
>> DVD version of CD Writer Suite which is just about finished.
>
>Yes, and its awesome. DVD burning on your Atari! :-)

Yes it is awsome. I am one of the beta testers and the beta works great. I heard there is going to be a DVD version of Aniplay. That will be so great to have that.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6605. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 03:01:01 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <HtW3g.3473$fx.308772@news20.bellglobal.com>
Source record: 8682
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

wow at this rate
and demand , i may
find a home for my 5.25 inch disks

i need opinion first , should i put on e-bay ?
a whole 100 or two hundred 5.25 atari floppies?
used various titles and some 8-bit copy dongle tape to disk cartridge
plugins.
.....
.....

"Lion Of Judah" <sonofman1@comcast.net> wrote in message
news:_fSdneRJT6GZv83ZRVn-vQ@comcast.com...
> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
> news:s6ednRWkktXGkM3ZRVnyhQ@bt.com...
> > <not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
> >>
> >> Will you ship to the UK???
> >>
> >
> > They can be found in the UK, usually from the odd few office suppliers,
> > takes a few hours of phoning round. :)
> >
> > There's some on eBay right now, darn sight cheaper too.. :) Dysan 5.25"
>
> By the way if this is the ebay item you're referring to: 8800678628
>
> They are nowhere near my price. He is charging about $8 for 10 disks, I am
> charging $20 for 10 hard plastic cases of 10 disks each (10 hard plastic
> cases, totalling 100 disks with shipping included).
>
> The label on the box Dysan 100 refers to it's 100% error free slogan, not
> 100 disks in that box it's only 10 as you can see because it's also quite
> slim.
>
> I am practically giving these away since I am moving and don't want to
store
> them in a garage where heat may get them, they have been in ac storage
with
> some of my other collections for the longest while and I saved 2 boxes of
> 100 each for myself. At present I have 4 boxes of 100 each left. Sold 4
> boxes of 100 already. This is a no brainer if you need disks and are in
the
> USA.

>
>
>

6606. Re: PeST_040 PS2 Mouse Interface Released

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 03:04:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.27.03.04.47.975338@charter.net>
Source record: 8681

On Wed, 26 Apr 2006 21:57:30 -0400, Lion Of Judah wrote:

> Great...you're tempting me to break out my whole ST setup including hard
> drive and monitor.

Whaaaaaaaaat??? You don't have it out already??? :-)

--
_/_/_/

6607. Factory pressed dvd movies, ps2, psp & xbox backups for sale !!!

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 05:44:49 UTC
From: sparco77@spankthedonkey.com
Message-ID: <1146116689.510172.207860@j33g2000cwa.googlegroups.com>
Source record: 8683
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

We're offering all the latest factory pressed high quality dvd movies, ps2, psp and xbox silvers with factory printed colour inserts at fantastic prices, whether for personal use or reselling. We're shipping worldwide with various shipping methods. For resellers, please contact us for bulk discounts.

For a complete list and prices, please email us at movieworld@time.net.my

(Please state the type of list that you want and tell us your location as the prices varies for different locations. If you're reseller, please state the quantity you wish to order per shipment and we'll quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

6608. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 06:37:19 UTC
From: swe@atari.org
Message-ID: <CEZ3g.2126$oj5.791905@news.siol.net>
Source record: 8684

Uwe Seimet wrote:

> This just does not make any sense.

Sense or no sense: Magic booting, report "system overschreiben" and disk is not recognisable after that. I doubt much of other apps are executed during booting. Happened to me twice and i know other ppl with same problem, in most cases after 68000 error.. I dont claim Magic itself is quilty per say, but why after crashes in TOS or MiNT i never reproduced the error? Problems with FAT etc yes, never had MBR error...

After all this started the thread:

>Have an Atari TT which usually has just the vanilla GEM desktop
>running on it. ï¿½The other day I decided to boot it using MagiC which
>is installed on the C drive. ï¿½MagiC promptly crashed the machine and
>I'm now unable to boot from the HD.

Disk was okay until crash, since OS was booted....

Also Magic (atleast in v5) didnt support file locking and deleting the active app folder and exiting app, did result in crashing and sometimes in partiton lost.. Im not telling that to dismiss Magic, im just stating what i experienced and what is potentialy dangerous to do....

Janez

6609. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 07:46:31 UTC
From: vdjole@EUnet.yu
Message-ID: <e2pssltfb1@news.eunet.yu>
Source record: 8686

On 23 Apr 2006 23:36:24 , Mark Bedingfield wrote:

>> BBtw the next release of TeraDesk will have a couple of bugs fixed
>> that are relevant mostly in XaAES. See new.txt on TeraDesk
>> home page.
>>
>Sweeet. When is that due Djordie?

I am not sure. Several days ago a problem with MyMail was reported that
appears to be a bug in AV-protocol implementation in TeraDesk. I would
like to locate and correct that first. Also, I still didn't really test
the fix for displaying size of large disk partitions.

Regards;

6610. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 08:16:42 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <hJmdnVNbdtH84c3ZRVnyvQ@bt.com>
Source record: 8685
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

```
"Lion Of Judah" <sonofman1@comcast.net> wrote in message
news:_fSdneRJT6GZv83ZRVn-vQ@comcast.com...
> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
> news:s6ednRWkktXGkM3ZRVnyhQ@bt.com...
> > <not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
> They are nowhere near my price. He is charging about $8 for 10 disks, I am
> charging $20 for 10 hard plastic cases of 10 disks each (10 hard plastic
> cases, totalling 100 disks with shipping included).
>
> The label on the box Dysan 100 refers to it's 100% error free slogan, not
> 100 disks in that box it's only 10 as you can see because it's also quite
> slim.
>
> I am practically giving these away since I am moving and don't want to
store
> them in a garage where heat may get them, they have been in ac storage
with
> some of my other collections for the longest while and I saved 2 boxes of
> 100 each for myself. At present I have 4 boxes of 100 each left. Sold 4
> boxes of 100 already. This is a no brainer if you need disks and are in
the
> USA.
>
>
>
```

Yep, I noticed that afterwards :) Yours are super cheap. It's certainly an adventure selling overseas that's for sure, about £7-8 here sending something that weighs 150g, mind you, once at that threshold, something weighing close to 1Kg is about £9. Untracked stuff is about £2-3.

6611. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 08:48:04 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <0cSdnaSXP7XNGM3ZRVn-rA@comcast.com>
Source record: 8687
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

"gfa midi charles" <charles.copp@sympatico.ca> wrote in message
news:HtW3g.3473$fx.308772@news20.bellglobal.com...
> wow at this rate
> and demand , i may
> find a home for my 5.25 inch disks
>
> i need opinion first , should i put on e-bay ?
> a whole 100 or two hundred 5.25 atari floppies?
> used various titles and some 8-bit copy dongle tape to disk cartridge
> plugins.

I think people who need disks will try to look for brand new. At least it's
what I would want. Used 5.25" disks are usually percieved to be unreliable.
However you might want to list on ebay for what your disks contain on them
software-wise. That might have some interest.

> .....
> .....
>
> "Lion Of Judah" <sonofman1@comcast.net> wrote in message
> news:_fSdneRJT6GZv83ZRVn-vQ@comcast.com...
>> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
>> news:s6ednRWkktXGkM3ZRVnyhQ@bt.com...
>> > <not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
>> >>
>> >> Will you ship to the UK???
>> >>
>> >
>> > They can be found in the UK, usually from the odd few office suppliers,
>> > takes a few hours of phoning round. :)
>> >
>> > There's some on eBay right now, darn sight cheaper too.. :) Dysan
>> > 5.25"
>>
>> By the way if this is the ebay item you're referring to: 8800678628
>>
>> They are nowhere near my price. He is charging about $8 for 10 disks, I
>> am
>> charging $20 for 10 hard plastic cases of 10 disks each (10 hard plastic
>> cases, totalling 100 disks with shipping included).
>>
>> The label on the box Dysan 100 refers to it's 100% error free slogan, not
>> 100 disks in that box it's only 10 as you can see because it's also quite
>> slim.

>>
>> I am practically giving these away since I am moving and don't want to
> store
>> them in a garage where heat may get them, they have been in ac storage
> with
>> some of my other collections for the longest while and I saved 2 boxes of
>> 100 each for myself. At present I have 4 boxes of 100 each left. Sold 4
>> boxes of 100 already. This is a no brainer if you need disks and are in
> the
>> USA.
>>
>>
>>
>
>

6612. Re: Ghost Files

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 13:25:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.27.13.25.14.174556@charter.net>
Source record: 8689

On Thu, 27 Apr 2006 06:41:46 +0400, Edward S. Baiz Jr. wrote:

> Yes it is awsome. I am one of the beta testers and the beta works great. I
> heard there is going to be a DVD version of Aniplay. That will be so great to
> have that.

I'm a beta tester too Edward. :-)

I'd certainly love to see a DVD version of Aniplay.

--
_/_/_/

6613. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 16:28:04 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4bc9p1F10jbdrU1@individual.net>
Source record: 8690

swe@atari.org wrote:

> Sense or no sense: Magic booting, report "system overschreiben" and disk

"System ï¿½berschrieben" means that the binary code of MagiC was destroyed
by a process writing to MagiC's internal memory.
Note that you can prevent this by using the MAGTOROM software (TT and
Falcon only) which can be downloaded for free from my website.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6614. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 17:50:49 UTC
From: swe@atari.org
Message-ID: <Yv74g.2144$oj5.795758@news.siol.net>
Source record: 8691

Uwe Seimet wrote:

> Note that you can prevent this by using the MAGTOROM software (TT and
> Falcon only) which can be downloaded for free from my website.

Yes, i was using that and it did fix the problem... Im not using Magic anymore, but would suggest users to use MAGTOROM, and to be carefull when deleting files, especialy folders of an active app, since it may lead to potential data loss.. (usualy deleting folder of an active app is an error, mistake in a hurry etc...)

Janez

6615. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 19:49:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604271246040.14321-100000@onyx.spiritone.com>
Source record: 8692
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6616. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 19:51:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604271249390.14321-100000@onyx.spiritone.com>
Source record: 8693
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All books on Sale! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6617. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 19:55:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604271253320.14321-100000@onyx.spiritone.com>
Source record: 8694
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6618. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-27 23:43:49 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <VGc4g.17720$vy1.5959@news-server.bigpond.net.au>
Source record: 8695

Djordje Vukovic wrote:
> On 23 Apr 2006 23:36:24 , Mark Bedingfield wrote:
>
>
>>>BBtw the next release of TeraDesk will have a couple of bugs fixed
>>>that are relevant mostly in XaAES. See new.txt on TeraDesk
>>>home page.
>>>
>>
>>Sweeet. When is that due Djordie?
>
>
> I am not sure. Several days ago a problem with MyMail was reported that
> appears to be a bug in AV-protocol implementation in TeraDesk. I would
> like to locate and correct that first. Also, I still didn't really test
> the fix for displaying size of large disk partitions.

No preasure;-). Thanks for the hard work mate. If you or Odd ever get to Aussie, I will buy you a beer.

Cheers

Mark

6619. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-28 03:07:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.28.03.07.30.906122@charter.net>
Source record: 8696

On Thu, 27 Apr 2006 23:43:49 +0000, Mark Bedingfield wrote:

> No preasure;-). Thanks for the hard work mate. If you or Odd ever get to
> Aussie, I will buy you a beer.

Heck, I wish we could buy them a beer *now*... :-)

--
_/_/_/

6620. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-28 03:33:09 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <V1g4g.17851$vy1.124@news-server.bigpond.net.au>
Source record: 8697

Ronald J. Hall wrote:
> On Thu, 27 Apr 2006 23:43:49 +0000, Mark Bedingfield wrote:
>
>
>>No preasure;-). Thanks for the hard work mate. If you or Odd ever get to
>>Aussie, I will buy you a beer.
>
>
> Heck, I wish we could buy them a beer *now*... :-)
>
They would never finish it then;-)

Mark

6621. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-28 03:44:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.28.03.44.05.18126@charter.net>
Source record: 8698

On Fri, 28 Apr 2006 03:33:09 +0000, Mark Bedingfield wrote:

> Ronald J. Hall wrote:
>> On Thu, 27 Apr 2006 23:43:49 +0000, Mark Bedingfield wrote:
>>
>>
>>>No preasure;-). Thanks for the hard work mate. If you or Odd ever get to
>>>Aussie, I will buy you a beer.
>>
>>
>> Heck, I wish we could buy them a beer *now*... :-)
>>
> They would never finish it then;-)
>
> Mark

Heh, how about we just send them the label then? :-)

--
_/_/_/

6622. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-28 06:21:29 UTC
From: swe@atari.org
Message-ID: <lvi4g.2156$oj5.798938@news.siol.net>
Source record: 8599

Ronald J. Hall wrote:

>> They would never finish it then;-)
>>
>> Mark
>
> Heh, how about we just send them the label then? :-)

U may just get empty archive (label) back as well with new version number
in return.... :)

Janez

6623. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-28 07:21:12 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1146208872.314330.164310@g10g2000cwb.googlegroups.com>
Source record: 8600

2 beers if you come to Hungary ...

6624. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-28 07:31:10 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <2xj4g.17969$vy1.7684@news-server.bigpond.net.au>
Source record: 8601

Joe Iron wrote:
> 2 beers if you come to Hungary ...
>

Hey, I have a family to feed. But I'll go three anyway;-)

Can't wait to see what the Germans come up with, Lol.

Mark

6625. Re: dumb xaaes questions

Newsgroup: comp.sys.atari.st
Date: 2006-04-28 14:56:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.28.14.56.54.916965@charter.net>
Source record: 8602

On Fri, 28 Apr 2006 08:21:29 +0200, swe wrote:

> Ronald J. Hall wrote:
>
>>> They would never finish it then;-)
>>>
>>> Mark
>>
>> Heh, how about we just send them the label then? :-)
>
> U may just get empty archive (label) back as well with new version
> number in return.... :)
>
> Janez

You misunderstood - I meant in anticipation of what was coming...a
"teaser", so to speak... :-)

--
_/_/_/

6626. Re: Atari Explorer magazines...Toronto

Newsgroup: comp.sys.atari.st
Date: 2006-04-28 15:54:54 UTC
From: rEs <res@sympatico.ca>
Message-ID: <nke452hmuec9ucv2eju0u9lgb3l1du4qvf@4ax.com>
Source record: 8603

sorry, that's Atari Explorer magazine

shipping from Toronto, Canada

>86 Apr/May 130XE
>86 Nov/Dec Games
>86 Sep/Oct To the Future
>
>87 Jan/Feb Atari Solutions
>87 Nov/Dec PC Ditto
>87 Sep/Oct Stunning Animation
>87 Spring Soul of a New ST
>87 Summer Home & Office, Midi, DTP
>
>88 Jan/Feb Will Piracy Kill the Atari?
>88 Jul/Aug Atari SLM804 Laser Printer
>88 Mar/Apr DTP
>88 May/June WordPerfect
>88 Nov/Dec A Different Kind of Support
>
>89 Jan/Feb Pixel to Torch: Forging the Sculpture of Tomorrow
>89 Jul/Aug New Hardware Makes Headlines
>89 Mar/Apr The High Performance ST
>89 Nov/Dec Games Explosion
>
>90 Jan/Feb Hacking Your Atari
>90 Spring Building a Business with Your home computer
>
>91 Mar/Apr Mega Ste, DTP
>91 Sep Words & Pictures
>91 Summer Atari is Everywhere
>
>92 Feb Atari Artists
>92 Jan Atari in the Movies
>92 Jul/Aug Graphic Power
>92 Mar/Apr QuickST 3.0
>92 May/Jun Lynx Special Edition
>92 Nov/Dec Atari Falcon030
>
>93 Feb Atari Artists

6627. Stock Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-04-28 18:53:41 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1146250421.903187.58690@g10g2000cwb.googlegroups.com>
Source record: 8604

What are the sympotms of a stock Falcon if the clock patch is not
installed? Are the modifications on the CzubaTech site are recommended
to do or they only just CT60 specific?

Thanks

6628. Re: Stock Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-04-28 20:12:00 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44527715$0$29491$636a55ce@news.free.fr>
Source record: 8605

The modification on my web site seems to work fine on stock falcon...
It is :
- 33 ohms resistors on R216, R221 & R222 (some sotck falcon have 0 ohm on R221).
- 68 ohms resistor to ground as line terminator on the SDMA clk trace juste before the entry of the SDMA clock pin

The 74F04 or 08 modification is not recommended for CT60/63, even at 16 Mhz falcon bus (not boosted).

Regards

Joe Iron wrote:
> What are the sympotms of a stock Falcon if the clock patch is not
> installed? Are the modifications on the CzubaTech site are recommended
> to do or they only just CT60 specific?
>
> Thanks

6629. Re: Stock Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-04-29 07:06:56 UTC
From: swe@atari.org
Message-ID: <_fE4g.2202$oj5.812555@news.siol.net>
Source record: 8606

Joe Iron wrote:

> What are the sympotms of a stock Falcon if the clock patch is not
> installed? Are the modifications on the CzubaTech site are recommended
> to do or they only just CT60 specific?

Mine symptoms were random SCSI locking when transfering more data..
Locking was also connected with DMA load, so if i used higher resolutions
in more colors, locking was worse... hdd led just lit and all freezed till
i reboot.... I had revJ board tried all sorts of patches back then, noone
worked correctly, but on end CT2 fixed it for good :) However i didnt try
patch from Rodolphe, worth a try, his solutions usual work... On other
hand, revJ seems to be odd board :)

Janez

6630. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-04-29 07:30:48 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44531628_1@x-privat.org>
Source record: 8607

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq168_g.zip
(17.549 bytes) German Resource file(s) for AtarICQ 0.168

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php
```

6631. Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-04-29 09:15:50 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1146302150.691029.291280@i40g2000cwc.googlegroups.com>
Source record: 8608

Hi,

I try to connect to the net with iconnect 1.7 (and 1.8 too) and N.aes 2
but it's impossible. Iconnect run correctly but PPP negociation failed
when I try to connect to my ISP. I have no problem with same config in
MagiC.

Anyone can help me ?

Thanks a lot,

Cyril.

6632. Re: Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-04-29 12:30:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200604291430.a30787@b.maus.de>
Source record: 8610

> Iconnect run correctly but PPP negociation failed when I try to connect
> to my ISP.

What rsdeamon.prg do yu use? The latest version work only with MagiC. Try it
with the old one.

RSDAEMON.NEW\RSDAEMON.PRG 5835 Bytes
RSDAEMON.OLD\RSDAEMON.PRG 3971 Bytes

Gerhard

6633. Chess Champion 2175

Newsgroup: comp.sys.atari.st
Date: 2006-04-29 17:49:00 UTC
From: Ed <lener@vt.edu>
Message-ID: <e308uo$ft5$1@solaris.cc.vt.edu>
Source record: 8609

Anyone have an NTSC copy of this game? This is one of the later chess games to come out for the Atari ST and has several nice features. I have an original disk (along with box and manual) but it can no longer be read. I found the files on DBUG but that is a PAL-only version and tells me to contact my supplier for an NTSC one. Great advice, if this was still 1991. The program does not use an executable boot sector so running a 50Mhz boot disk first was no help.

6634. [UTD] May Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2006-04-30 07:45:30 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44546b1a$0$21297$8fcfb975@news.wanadoo.fr>
Source record: 8611

Hi,

The software "Eureka" is updated on its WEB page. It is a
"2D Graph Describer and 3D Modeller". You will fetch it at :

<http://eureka.atari.org/eurka605.zip>
That is the Complete Common Edition
<http://eureka.atari.org/eurka020.zip>
Is the Complete 68020 Edition
<http://eureka.atari.org/eurkafpu.zip>
Is the Limited FPU Edition
<http://eureka.atari.org/eurklite.zip>
Is the Lite Edition, working on early ST with 720kb floppy
<http://eureka.atari.org/lib_dgem.zip>
Are Dynamic Libraries Extensions for Eureka
<http://eureka.atari.org/tiny045.zip>
Is the OpenGL Extension (requires previous package)

With this release you can better generate 3D slideshows.

I wish you big fun with this new STuff !

Best regards,

-- François LE COAT
Author of Eureka 2.12
<http://eureka.atari.org>

6635. Re: Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-04-30 12:59:11 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1146401951.199031.132050@i39g2000cwa.googlegroups.com>
Source record: 8612

> What rsdeamon.prg do yu use? The latest version work only with MagiC. Try it
> with the old one.

> RSDAEMON.NEW\RSDAEMON.PRG 5835 Bytes
> RSDAEMON.OLD\RSDAEMON.PRG 3971 Bytes

Ok I'll verify, Thanks a lot.

Cyril.

6636. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-04-30 20:18:23 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44551b8f$1_3@x-privat.org>
Source record: 8613

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq168_g.zip
(17.549 bytes) German Resource file(s) for AtarICQ 0.168

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka605.zip
(881.051 bytes) 2D Graph Describer, 3D Modeller

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka605-020.zip
(890.615 bytes) 68020 version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka605-fpu.zip
(850.180 bytes) Limited fpu version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eureka605-lite.zip
(233.603 bytes) Lite version working on early ST with floppy

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
```

UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6637. Atari Online News, Etc. #08-17

Newsgroup: comp.sys.atari.st
Date: 2006-05-01 11:53:37 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1146484417.952854.170170@y43g2000cwc.googlegroups.com>
Source record: 8614

A-ONE #0817 04/28/06

~ Asia Top Spam Relayer! ~ People Are Talking! ~ New MacBook
Imminent!
~ Revolution Becomes Wii ~ Seagate Monster Drive! ~ Can't Fire
Surfer!
~ Broadband & Power Lines ~ Trojan Demands Ransom! ~ Web Population
High
~ eBay Express Launched! ~ New Internet Explorer! ~ Air Force One
Hoax!

-* PeST Mouse Interface Release *-
-* Symantec Expands Anti-Phishing Push *-
-* EU Draft Law Recommends Jail For Pirating! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

6638. [GAME] pmdoom, pmheretic, pmhexen 0.51

Newsgroup: comp.sys.atari.st
Date: 2006-05-01 15:01:54 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.05.01.15.01.54.59664@caramail-NOSPAM.com>
Source record: 8615

Hello,

Once again, only one bugfix: the R_MapPlane error has been fixed, it was
caused by an uninitialized memory buffer. I know this error was triggering
very often.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6639. Monthly winners/prizes

Newsgroup: comp.sys.atari.st
Date: 2006-05-02 18:15:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.02.18.15.38.265353@charter.net>
Source record: 8616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings everyone!

Here are the lucky, the few, the proud winners of this months prizes at The DarkForce! BBS:

April 2006
1. Magic Phrazes - Slor wins the $25.00 prize
2. ST Magazine - Sthelier wins the free 3 mag. subscription

Congratulations to our winners!

Also, here are next months prizes:

May 2006
1. Final Frontier II - one lucky winner, or *team* will win the $25.00 prize. Team members will divide up winnings. If the game goes into more than one month, that months prize money will be included. As sysop, I will be playing, but am exempt from winning, or joining any team.
2. ST Magazine - some lucky Atari caller will win a free 3 mag. subscription.

Good luck to all! :-)

--
_/_/_/

6640. Re: Monthly winners/prizes

Newsgroup: comp.sys.atari.st
Date: 2006-05-03 02:33:30 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns97B7E57A0CFF5emuslor@216.196.97.136>
Source record: 8617
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Despite all prevention efforts, "Ronald J. Hall" <dark_lord@charter.net>
wrote in news:pan.2006.05.02.18.15.38.265353@charter.net:

> Here are the lucky, the few, the proud winners of this months prizes
> at The DarkForce! BBS:
>
> April 2006
> 1. Magic Phrazes - Slor wins the $25.00 prize
> 2. ST Magazine - Sthelier wins the free 3 mag. subscription
>

Yea Slor!

--
James
http://www.slornet.com

6641. Free PEST mouse adapter!

Newsgroup: comp.sys.atari.st
Date: 2006-05-03 15:51:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.03.15.51.01.374023@charter.net>
Source record: 8618

Folks, Alison Challis, of PEST fame has graciously offered to
donate a PEST mouse adapter for the monthly prize giveaway
at The DarkForce! BBS.

So this month, just for you Atarians - we are giving away
a PEST mouse adapter!

Remember, it only takes 1 call each month to qualify, but
the more times you call, the more chances you have to
win.

We use a small program called "winner" that randomly
picks a name from the list of callers each month...

Good luck to all! :-)

--
_/_/_/

6642. Re: Stock Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-05-03 17:51:57 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C07EBA5D.14FF1%vlg@o2.pl>
Source record: 8619

w poscie 44527715$0$29491$636a55ce@news.free.fr, Rodolphe Czuba od rodolphe.Beurkcaca.spam.czuba@free.fr napisal 28-04-06 22:12:

> The modification on my web site seems to work fine on stock falcon...
> It is :
> - 33 ohms resistors on R216, R221 & R222 (some sotck falcon have 0 ohm on
> R221).
> - 68 ohms resistor to ground as line terminator on the SDMA clk trace juste
> before the entry of the SDMA clock pin
>
> The 74F04 or 08 modification is not recommended for CT60/63, even at 16 Mhz
> falcon bus (not boosted).

So, I got new Falcon revison 005 and with 68Ohms resistor I got SCSI PROBLEM (!?) in 060 mode. How it can be?

Pawel Kaznowski

6643. Mint network settings

Newsgroup: comp.sys.atari.st
Date: 2006-05-03 19:21:56 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1146684116.007434.307340@u72g2000cwu.googlegroups.com>
Source record: 8620

Hi all,

I was wondering if there were files to edit for network (ethernec) in
/etc and /var. I remember there being a few places in order to manually
configure the network

6644. Mint network settings

Newsgroup: comp.sys.atari.st
Date: 2006-05-03 19:22:01 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1146684121.837307.233280@i39g2000cwa.googlegroups.com>
Source record: 8621

Hi all,

I was wondering if there were files to edit for network (ethernec) in
/etc and /var. I remember there being a few places in order to manually
configure the network

6645. MEGA STE/ TT Key Color...

Newsgroup: comp.sys.atari.st
Date: 2006-05-03 22:56:22 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <lya6g.33661$Kn4.23816@bignews2.bellsouth.net>
Source record: 8622

Was going thru some of my Atari Stuff and came upon
a Mega STE/TT Keyboard. The colour of letters/numbers and
etc on the keys are a Blue/Green.

And the keyboard case is white. Not a off white or
light grey.

Is this the normal colour?

phantomm@bellsouth.net

6646. Re: MEGA STE/ TT Key Color...

Newsgroup: comp.sys.atari.st
Date: 2006-05-04 00:00:38 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Gub6g.22171$vy1.16618@news-server.bigpond.net.au>
Source record: 8623

phantomm wrote:
> Was going thru some of my Atari Stuff and came upon
> a Mega STE/TT Keyboard. The colour of letters/numbers and
> etc on the keys are a Blue/Green.
>
> And the keyboard case is white. Not a off white or
> light grey.
>
> Is this the normal colour?
>
For a TT, yes. The MegaSTE is grey and the TT is bone/cream. Quite nice
I think.

Mark

6647. atari-users.net down?

Newsgroup: comp.sys.atari.st
Date: 2006-05-04 02:04:27 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1146708267.426032.278560@g10g2000cwb.googlegroups.com>
Source record: 8624

I couldn't reach it 9pm CST...

6648. Atari 1040 ST 4 mb RAM For Sale cheap

Newsgroup: comp.sys.atari.st
Date: 2006-05-04 02:52:25 UTC
From: LUIGI FELICI <lqhminei@ngi.it>
Message-ID: <e3bqaf$8l0$1@nnrp.ngi.it>
Source record: 8625

http://cgi.ebay.it/ws/eBayISAPI.dll?ViewItem&item=8803046858

8803046858

few hours left!

thanks

6649. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-05-04 08:40:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605040137520.6854-100000@onyx.spiritone.com>
Source record: 8626
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6650. 20% OFF ALL ATARI GAMES NEW/USED!

Newsgroup: comp.sys.atari.st
Date: 2006-05-04 08:42:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605040140290.6854-100000@onyx.spiritone.com>
Source record: 8627
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

For Sale: Crates & Crates of Atari Games! Some Lots of, Some 1 or 2!
More Atari Games than anywhere else. Atari, the most well documented! ST,
8 Bit & Jaguar! Some you wont find anywhere else but here! ALL 20% off.

My ST Games/Software NEW in the BOX has more than TRIPLED in size! Moved
all NEW in the BOX stock to just one Catalog! Hardware, Games/Software
and Books for 8 Bit, Jaguar and ST Platforms all NEW in the BOX moved to
my NEWINBOX.TXT Catalog! Please Check it out! Now going through May, ALL
GAMES/SOFTWARE USED & NEW for the Classic Atari 8 Bit, Atari ST and Atari
Jaguar are 20% off! E-Mail Atari@aracnet.com or call Ben (503)256-9974!

http://BensCatalogs.Atari.org Ben's Website & more Catalogs
http://www.aracnet.com/~atari/8bt_soft.htm Classic 8 Bit Games/Software
http://www.aracnet.com/~atari/jaggames.htm Jaguar Games
http://www.aracnet.com/~atari/newinbox.htm Combined Factory New Atari
http://www.aracnet.com/~atari/specials.htm Daily Atari Specials
http://www.aracnet.com/~atari/st_soft.htm ST Games/Software Catalog

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6651. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-05-04 08:45:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605040143060.6854-100000@onyx.spiritone.com>
Source record: 8628
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6652. Re: atari-users.net down?

Newsgroup: comp.sys.atari.st
Date: 2006-05-04 13:40:21 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1146750021.861383.116140@y43g2000cwc.googlegroups.com>
Source record: 8629

DNS issue.. everything is fine now.

The 4 DNS servers I have with my registar.. I thought was a good
backup. I guess not.

Rob
www.atari-users.net

6653. Looking for a Falcon (Canada)

Newsgroup: comp.sys.atari.st
Date: 2006-05-04 15:13:18 UTC
From: michael <michaelbricout@hotmail.com>
Message-ID: <iSo6g.3164$A26.82546@ursa-nb00s0.nbnet.nb.ca>
Source record: 8630

Hello,

I am looking for an Atari Falcon with 4Mo RAM and an internal harddrive
(any size).

I still to this day code on the ST in my sparetime (mostly game related
stuff), and I'd really like to try myself at the Falcon.

Please email me at michaelbricout(at)hotmail.com

I am located in Eastern Canada.

Thanks,
Michael

6654. Re: Looking for a Falcon (Canada)

Newsgroup: comp.sys.atari.st
Date: 2006-05-04 18:48:01 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <x%r6g.4048$ix6.291432@news20.bellglobal.com>
Source record: 8631

hey mike , saluet ?? i think thats french .
i live in ontario, i code for the atari as well .
what you been workin on?
do you give advice for novice coders , and for those of us which use basic
or gfa?
i'm always busy coding midi stuff.

well i don't really know about falcons ,but its similar to a pc as far as i
can tell,
all i have is st stf ste mega st4,

charles
oh and the ever powerfull emulator "steem" which is very steady and easy to
manage.
i find atari stuff every where and will relay over to you if any falcon
related.

6655. Re: Looking for a Falcon (Canada)

Newsgroup: comp.sys.atari.st
Date: 2006-05-04 19:14:56 UTC
From: michael <michaelbricout@hotmail.com>
Message-ID: <Qos6g.3221$A26.84008@ursa-nb00s0.nbnet.nb.ca>
Source record: 8632

Salut Charles ;)

The Falcon was the last of the ST series. Some kind of an ST on steroid. It has all of the STE's features (it is mostly backward compatible with the older ST series), but it has a 16 Mhz 68030 CPU, a DSP, much better sound and GFX hardware (it has svga graphic modes, can be hooked-up to a VGA monitor, etc), an internal IDE hardrive, an external SCSI port, LAN, etc. Truly a fantastic machine.

I usually do game and demo-style code in Assembly. I have an ongoing project with a group of local retrocoders. Perhaps we'll release something, some day. Feel free to shoot any question you may have (you can email me if you like), I'll do my best to try and help.

Cheers,
Michael

6656. Re: Monthly winners/prizes

Newsgroup: comp.sys.atari.st
Date: 2006-05-05 12:17:42 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <olH6g.70453$fd.42395@read2.cgocable.net>
Source record: 8633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:

> Greetings everyone!
>
> Here are the lucky, the few, the proud winners of this months prizes at
> The DarkForce! BBS:
>
> April 2006
> 1. Magic Phrazes - Slor wins the $25.00 prize
> 2. ST Magazine - Sthelier wins the free 3 mag. subscription
>
> Congratulations to our winners!
>
> --
>
> Also, here are next months prizes:
>
> May 2006
> 1. Final Frontier II - one lucky winner, or *team* will win the $25.00
> prize. Team members will divide up winnings. If the game goes into more
> than one month, that months prize money will be included. As sysop, I will
> be playing, but am exempt from winning, or joining any team.
> 2. ST Magazine - some lucky Atari caller will win a free 3 mag.
> subscription.
>
> Good luck to all! :-)
>

Yikes! That's one expensive BBS you're running there. The cash prizes
alone are an outlay of $300 per year. I don't know what the magazine
subscriptions cost, but running the DarkForce BBS is certainly not cheap.
--
--
AlbaClause: A contraction of the words albatross and clause.

http://sarnia.selfip.org --- PAC*RAT --- People Against Corruption *
Right Always Triumphs

6657. DarkForce BBS (was: DarkForce problems)

Newsgroup: comp.sys.atari.st
Date: 2006-05-05 13:19:51 UTC
From: Al Andalus <8bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0605050912270.28150@furyy1>
Source record: 8634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
On Sat, 8 Apr 2006 at 11:16 -0400, Ronald J. Hall scribbled:
->Its now: 24,177.23.112 ... Until my server gets this updated,
->you'll be unable to telnet to "bbs.darkforce.org" although the
->actual IP address will work.

Is that comma a typo? This works: 24.177.23.112.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *
```

6658. Re: DarkForce BBS (was: DarkForce problems)

Newsgroup: comp.sys.atari.st
Date: 2006-05-05 14:25:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.05.14.25.56.909175@charter.net>
Source record: 8635
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Fri, 05 May 2006 09:19:51 -0400, Al Andalus wrote:

> Is that comma a typo? This works: 24.177.23.112.

Yes, thats a typo - thanks for pointing it out.

BTW, everythings back to normal now, and everyone can simply use:

"bbs.darkforce.org".

--
_/_/_/

6659. Re: Monthly winners/prizes

Newsgroup: comp.sys.atari.st
Date: 2006-05-05 14:26:59 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.05.14.26.59.921590@charter.net>
Source record: 8636

On Fri, 05 May 2006 08:17:42 -0400, AlbaClause wrote:

> Yikes! That's one expensive BBS you're running there. The cash prizes
> alone are an outlay of $300 per year. I don't know what the magazine
> subscriptions cost, but running the DarkForce BBS is certainly not cheap.

But the personal rewards, the personal rewards my friend, are *priceless*. :-)

--
_/_/_/

6660. Re: MEGA STE/ TT Key Color...

Newsgroup: comp.sys.atari.st
Date: 2006-05-05 19:15:08 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <%rN6g.31401$iB2.23450@bignews4.bellsouth.net>
Source record: 8637

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:Gub6g.22171$vy1.16618@news-server.bigpond.net.au...
> phantomm wrote:
>> Was going thru some of my Atari Stuff and came upon
>> a Mega STE/TT Keyboard. The colour of letters/numbers and
>> etc on the keys are a Blue/Green.
>>
>> And the keyboard case is white. Not a off white or
>> light grey.
>>
>> Is this the normal colour?
>>
> For a TT, yes. The MegaSTE is grey and the TT is bone/cream. Quite nice I
> think.
>
> Mark

I've never seen a TT close up before, but I do have a Mega STE,
so this extra keyboard is for a TT then. Cool.

I like the look of it too.
For awhile there, I thought I had a rare keyboard. :)

I have heard of a Falcon with Green Letters on the keys.

Thanks,
phantomm@bellsouth.net

6661. Re: Looking for a Falcon (Canada)

Newsgroup: comp.sys.atari.st
Date: 2006-05-05 19:28:08 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <7EN6g.31409$iB2.27840@bignews4.bellsouth.net>
Source record: 8638

"michael" <michaelbricout@hotmail.com> wrote in message
news:iSo6g.3164$A26.82546@ursa-nb00s0.nbnet.nb.ca...
> Hello,
>
> I am looking for an Atari Falcon with 4Mo RAM and an internal harddrive
> (any size).
>
> I still to this day code on the ST in my sparetime (mostly game related
> stuff), and I'd really like to try myself at the Falcon.
>
> Please email me at michaelbricout(at)hotmail.com
>
> I am located in Eastern Canada.
>
> Thanks,
> Michael
>

You will really enjoy a Falcon. I started out on a 1040STe and after I got
my
first Falcon, I was really hooked. Lots of nice programs for it.
I have 6 Falcons and a few motherboards for parts. Plus alot of aftermarket
hardware/upgrades/software. Sorry none are for sale at the moment.

I do hope you find a Falcon in good working order, and maybe you can code
some stuff especially for it. We can use all the programmers we can get.

phantomm@bellsouth.net

6662. Falcon Disassembly problem

Newsgroup: comp.sys.atari.st
Date: 2006-05-06 01:19:51 UTC
From: Emil <emiliocris2@yahoo.com>
Message-ID: <1146878391.866824.169620@y43g2000cwc.googlegroups.com>
Source record: 8639

Hi, I dissaembled an atari falcon and I am left with two black spacers and a copper spacer. Not sure where they should be placed on the motherboard. Can someone help or provide photos/diagram for me? thanks.

6663. Re: Falcon Disassembly problem

Newsgroup: comp.sys.atari.st
Date: 2006-05-06 02:43:10 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.06.02.43.10.56896@charter.net>
Source record: 8640

On Fri, 05 May 2006 18:19:51 -0700, Emil wrote:

> Hi, I dissaembled an atari falcon and I am left with two black spacers
> and a copper spacer. Not sure where they should be placed on the
> motherboard. Can someone help or provide photos/diagram for me? thanks.

That almost sounds like the "risers" that hold up the floppy drive, except
there are 3 of the black spacers for that.

Check to see if the narrow end of each fits into the bottom of the floppy,
and the wider end fits into the motherboard itself.

Other than that, I'm afraid I don't know without actually seeing them

Any chance you could snap a pic or something?

HTHs.

--
_/_/_/

6664. WTB Falcon case parts

Newsgroup: comp.sys.atari.st
Date: 2006-05-06 11:20:45 UTC
From: cii-2d21@iximail.com
Message-ID: <1146914445.439999.210900@j33g2000cwa.googlegroups.com>
Source record: 8641

Hi,

Looking for any spare Falcon case parts for a rescue. I have various parts but would welcome anything. In particular the bottom of the Falcon case, the bracket/spacers for mounting the HD, and a keyboard.

Anything considered.

Email me on

rwe-4cif
at
iximail.com

Cheers

Ian

6665. Information needed on Matrix Graphics Cards - specifically C110/128

Newsgroup: comp.sys.atari.st
Date: 2006-05-06 16:10:16 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <IT37g.113$pj4.28@newsfe1-win.ntli.net>
Source record: 8642

I can't find a page listing the specs of this card nor it's upgraded functions.

Can anyone help?

Thanks in advance,

Oliver

6666. Atari ST Developer Docs...

Newsgroup: comp.sys.atari.st
Date: 2006-05-06 18:18:08 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1146939488.886838.16850@e56g2000cwe.googlegroups.com>
Source record: 8643

Hi all,

I have a set of these binders and diskettes...

Has anyone scanned these in yet?
Did they have errors in them?
What is the status of owning them?

I have a duplex scanner so scanning them wouldnt be too bad. Is there
any call for them?

I've tried to OCR a page. There were too many spelling errors to
correct. PDF would have to be the way to go (unless somebody has nimble
fingers and a TON of free time).

Ideas?

Rory

6667. Re: Information needed on Matrix Graphics Cards - specifically C110/128

Newsgroup: comp.sys.atari.st
Date: 2006-05-06 19:03:54 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <445cf31d$0$21552$626a54ce@news.free.fr>
Source record: 8644

hi,
"Alpha1" <inboxNOSPAM@arcadeoll.com> a crit dans le message de news:
IT37g.113$pj4.28@newsfe1-win.ntli.net...
>I can't find a page listing the specs of this card nor it's upgraded
>functions.
>
> Can anyone help?
>
> Thanks in advance,
>
> Oliver
>

go to
< http://www.holleman.demon.nl/matrix/ >
you will find driver and some info.

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

6668. Re: Falcon Disassembly problem

Newsgroup: comp.sys.atari.st
Date: 2006-05-06 21:17:09 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1146950229.749879.222300@g10g2000cwb.googlegroups.com>
Source record: 8645

These are definately the floppy drive holders. One of them is brass,
which provides an earth to the floppy. You know it never crossed my
mind, but these things must have cost atari a fortune to make...

6669. Re: Falcon Disassembly problem

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 02:31:58 UTC
From: Emil <emiliocris2@yahoo.com>
Message-ID: <1146969118.423309.209200@i39g2000cwa.googlegroups.com>
Source record: 8646

Thanks guys - that's where they go. :)

6670. Re: Falcon Disassembly problem

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 03:08:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.07.03.08.54.890677@charter.net>
Source record: 8647

On Sat, 06 May 2006 19:31:58 -0700, Emil wrote:

> Thanks guys - that's where they go. :)

Another satisfied customer... :-)

--
_/_/_/

6671. Re: Atari ST Developer Docs...

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 04:11:11 UTC
From: atarian90 <atarian90@yahoo.com>
Message-ID: <1146975070.983022.154390@i40g2000cwc.googlegroups.com>
Source record: 8648

Yes. I'd like to see them scanned and put online.

6672. Re: Atari ST Developer Docs...

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 08:35:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1146990933.960539.240510@i40g2000cwc.googlegroups.com>
Source record: 8549

Rory.A.McMahon@gmail.com wrote:

> Did they have errors in them?

>There were too many spelling errors to

They didn't take care of the spelling, and neither the technical details. They are only good for historical purposes, there are many other technical references that are accurate and complete. It's a similar story with the Falcon developer docs that I have.

Coda.

6673. Re: WTB Falcon case parts

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 08:37:48 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1146991068.640609.216970@j73g2000cwa.googlegroups.com>
Source record: 8550

cii-2d21@iximail.com wrote:
> Looking for any spare Falcon case parts for a rescue. I have various
> parts but would welcome anything. In particular the bottom of the
> Falcon case, the bracket/spacers for mounting the HD, and a keyboard.
>
> Anything considered.

Location?

6674. Re: WTB Falcon case parts

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 10:25:47 UTC
From: cii-2d21@iximail.com
Message-ID: <1146997547.531655.45800@e56g2000cwe.googlegroups.com>
Source record: 8551

I can take delivery in the US or UK (family there).

Cheers

Ian.

6675. Re: Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 11:24:33 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1147001073.787188.305370@v46g2000cwv.googlegroups.com>
Source record: 8552

Hi,

I have verify but no change. Iconnect run correctly, dialing is ok, but iconnect stop (and freeze) at "ppp configurieren". I don't understand what's happened. With MagiC, no soucy. My configuration is : Falcon 030 with ct60 at 66 MHz / 512 Mb fast ram / 14 Mb st ram / NAES 2.0 with Mint 1.16.3 (from cvs) / Jinnee 2.5 / NVDI 5.03. In this configuration, STinG run correctly. I have tested drvin.prg and scc.prg in auto folder, same pb. I have tested scc.xdd and slip.xif to replace drin and scc, same problem. I have tested to desactivate all "exec" lines in mint.cnf and "run" lines in naes.cnf but same problem.

an idee ?

Thanks a lot for your helping.

Cyril.

6676. Re: Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 12:36:35 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <445de9d3$1_3@x-privat.org>
Source record: 8553

cyril wrote:
>
> Hi,
>
> I have verify but no change. Iconnect run correctly, dialing is ok, but
> iconnect stop (and freeze) at "ppp configurieren". I don't understand
> what's happened. With MagiC, no soucy. My configuration is : Falcon 030
> with ct60 at 66 MHz / 512 Mb fast ram / 14 Mb st ram / NAES 2.0 with
> Mint 1.16.3 (from cvs) / Jinnee 2.5 / NVDI 5.03. In this configuration,
> STinG run correctly. I have tested drvin.prg and scc.prg in auto
> folder, same pb. I have tested scc.xdd and slip.xif to replace drin and
> scc, same problem. I have tested to desactivate all "exec" lines in
> mint.cnf and "run" lines in naes.cnf but same problem.
>
> an idee ?

I probably can't help you but I know for sure that back in the time
when I was using a dial-in connection I was able to use Iconnect under
N_AES 2.0/FreeMiNT 1.15.x.

If it works with current cvs freeMiNT kernel I really don't know as I
don't use a dial-in connection anymore.

Anyway I think the starting order of auto prg's is important. Can you
post your auto prg's (in starting order)?

Question: Why do you want to use an inferior PPP-stack instead of
MiNTnet?

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6677. Re: Atari ST Developer Docs...

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 12:53:46 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ecKdnWlmJt1GcMDZnZ2dnUVZ8tydnZ2d@eclipse.net.uk>
Source record: 8554

"Coda" <smeg_007@hotmail.com> wrote in message
news:1146990933.960539.240510@i40g2000cwc.googlegroups.com...
>
> Rory.A.McMahon@gmail.com wrote:
>
> > Did they have errors in them?
>
> >There were too many spelling errors to
>
> They didn't take care of the spelling, and neither the technical
> details. They are only good for historical purposes, there are many
> other technical references that are accurate and complete. It's a
> similar story with the Falcon developer docs that I have.
>

But it would still be nice to see them, for historical purposes. How about
getting them put on www.bitsavers.org

> Coda.
>

6678. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 12:53:54 UTC
From: blah@blah.com
Message-ID: <0frr521f3g1f8prgp67odk28l145q84r5b@4ax.com>
Source record: 8555

Hi,

I've open the TT case and disconnected the power lead which
goes to the HD. This is the right hand side lift up cover.

Ran the latest demo version of HDdriver and I get the same as before

BUS0 ACSI
BUS1 SCSI

The bee has been busy for approx 10 minutes. The option to 'Esc'
makes no difference.

So it's not the HD that's corrupt then...?

Dave

On Sat, 22 Apr 2006 21:18:20 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>blah@blah.com wrote:
>
>> Menu Tools | Device check shows...
>>
>> BUS0 Atari ACSI
>> BUS1 Atari SCSI
>>
>> Then freezes up.
>
>OK, this means that most likely something is wrong with your hardware.
>The fact that your machine freezes might be an indication that something
>is wrong with your TT, not with your hard disk drive.
>I suggest that you disconnect your drive, and then run the device check
>once again. Your machine should not freeze.

Email: dgr167 at aol dot com

6679. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 13:16:12 UTC
From: blah@blah.com
Message-ID: <1ksr52h11fr8a83r19afctm1lffbalnu2n@4ax.com>
Source record: 8556

Hi all,

Sat lurking in a cupboard I have a Gasteiner mega drive ASCI model.

What are peoples thoughts on setting the TT up to boot from this to
prove if its the SCSI controller thats broken.

There TT appears to function perfectly when booten from FD.

Are there any software tools to help diagnose which part for the
hardware is faulty.

Cheers
Dave

On Mon, 24 Apr 2006 20:46:33 +0100, blah@blah.com wrote:

>Hi all,
>
>Won't be able to get at the Atari internals until next week. I'll
>try all suggestions and get back to the group with the results.
>
>Thanks
>Dave.
>
>
>On Fri, 21 Apr 2006 19:07:15 +0100, blah@blah.com wrote:
>
>>Greetings all,
>>
>>Have an Atari TT which usually has just the vanilla GEM desktop
>>running on it. The other day I decided to boot it using MagiC which
>>is installed on the C drive. MagiC promptly crashed the machine and
>>I'm now unable to boot from the HD.
>>
>>Tried holding C, D, E... when booting to force a boot from one of
>>those drives but it does not work. Boots fine from floppy but can't
>>access the "corrupt" drives. Knife ST only reports 'A' as being
>>avalble.
>>
>>HD does make a noise but the light stays off.
>>
>>Anyone got any ideas on how to get back onto the 'C' drive or
>>tools I might use to see if the HD is fried?
>>
>>Thanks in advance

>>
>>Dave
>>
>>
>>
>>
>>Email: dgr167 at aol dot com
>
>
>
>
>Email: dgr167 at aol dot com

Email: dgr167 at aol dot com

6680. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 14:57:41 UTC
From: blah@blah.com
Message-ID: <2n2s521djfskoceqpqjon76vjdhveuieee@4ax.com>
Source record: 8557

Ok this is getting stranger. With the ASCI Gasteiner mega drive
plugged in and running HD Driver 8.1 (demo) I get the following...

HDDRUTIL 8.16 Device Check

Operating System: TOS 3.05

Bus 0: Atari ACSI
00.00: SEAGATE ST1096N
Direct Access
Bus 1: Atari SCSI
07.00: ATARI TT HDDRIVER 0816 Processor

Does this mean that the SCSI drive can now be seen?

Dave

On Sat, 22 Apr 2006 21:18:20 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>blah@blah.com wrote:
>
>> Menu Tools | Device check shows...
>>
>> BUS0 Atari ACSI
>> BUS1 Atari SCSI
>>
>> Then freezes up.
>
>OK, this means that most likely something is wrong with your hardware.
>The fact that your machine freezes might be an indication that something
>is wrong with your TT, not with your hard disk drive.
>I suggest that you disconnect your drive, and then run the device check
>once again. Your machine should not freeze.

Email: dgr167 at aol dot com

6681. Re: Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 15:03:10 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1147014190.276763.274060@i39g2000cwa.googlegroups.com>
Source record: 8558

Ok, I'm not in my home actually, but i'll verify and I post my auto folder order. I say mint is in the last position...

For your question : Mint Net is so hard for me (I don't understand the configuration) and I think Mintnet can't run Emailer...

Thanks a lot for your answer,

Cyril.

6682. CCAG 2006 Show May 27th

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 15:35:15 UTC
From: FMH <fmh@copper.net>
Message-ID: <445e12ca_4@newsfeed.slurp.net>
Source record: 8559

Itï¿½s a new year which means a new CCAG Show!

Buy, sell, trade, play, and see classic video games, computers, peripherals, memorabilia, and more at the Classic Computing and Gaming Show (CCAG) on May 27, 2006 (and again in October, 2006) at the National Guard Armory, 3520 Grove Ave. Lorain, Ohio from 5:00 PM - 9:00 PM. Vendors, clubs, and collectors will be displaying and selling their retrogaming and retrocomputing goods, from Pong and Atari to Nintendo, Apple and IBM to Commodore and everything in between with many set up for you to play with and explore. We have 5000+ square feet of space. Help us fill it all up!

For more information please go to http://www.ccagshow.com/

6683. Re: Information needed on Matrix Graphics Cards - specifically C110/128

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 15:59:26 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <h76s529i5u0e54o4lmnm0p5shdbrlmlhrv@4ax.com>
Source record: 8560

On Sat, 6 May 2006 21:03:54 +0200, "[ProToS]"
<protos(at)arcadia-crew(dot)com> wrote:

>go to
>< http://www.holleman.demon.nl/matrix/ >
>you will find driver and some info.

Sometimes I think: why am I keeping this site up? Today I think: keep
it going, Louie.

3 users a year ain't that bad :-)

6684. Re: Information needed on Matrix Graphics Cards -

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 18:27:42 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <445e3c1e$1_3@x-privat.org>
Source record: 8561

Louis Holleman wrote:
>
> On Sat, 6 May 2006 21:03:54 +0200, "[ProToS]"
> <protos(at)arcadia-crew(dot)com> wrote:
>
>
>>go to
>>< http://www.holleman.demon.nl/matrix/ >
>>you will find driver and some info.
>
> Sometimes I think: why am I keeping this site up? Today I think: keep
> it going, Louie.
>
> 3 users a year ain't that bad :-)

Hello Louis,

Long time no see.
Still reading the Atari groups after all these years?

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6685. [GAME] pmdoom, pmheretic, pmhexen 0.52

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 18:53:26 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.05.07.18.53.23.653908@caramail-NOSPAM.com>
Source record: 8562

Le Mon, 01 May 2006 17:01:54 +0200, Patrice Mandin a ï¿œcritï¿œ:

> Once again, only one bugfix: the R_MapPlane error has been fixed, it was
> caused by an uninitialized memory buffer. I know this error was triggering
> very often.

And this week, I was able to setup a null-modem connection using PPP
between my Linux box and my Falcon, to debug network code. For people
interested, I made a page about setting up the null-modem PPP connection
on my site.

On the networked game side, network game packets checksum routine was not
endianness friendly, so I had to disable it. I was able to play a game
between my two machines. Note that it was working before, but only between
systems with same endianness.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6686. Re: Looking for a Falcon (Canada)

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 22:44:21 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-43B9B1.18442107052006@news.isp.giganews.com>
Source record: 8563

In article <x%r6g.4048$ix6.291432@news20.bellglobal.com>,
"gfa midi charles" <charles.copp@sympatico.ca> wrote:

> hey mike , saluet ?? i think thats french .
> i live in ontario, i code for the atari as well .
> what you been workin on?
> do you give advice for novice coders , and for those of us which use basic
> or gfa?
> i'm always busy coding midi stuff.
>
> well i don't really know about falcons ,but its similar to a pc as far as i
> can tell,
> all i have is st stf ste mega st4,
>
> charles
> oh and the ever powerfull emulator "steem" which is very steady and easy to
> manage.
> i find atari stuff every where and will relay over to you if any falcon
> related.

Noooo its not like a PC in any way .. (if you have to compare, compare
to other motorola based machines like the Macintosh or Amiga, but not
that intel based monster.)

its 'just' an ST with a 030 processor and more ram, better video.. etc..

It was the 'next generation' of the ST series (and it ended up being
the end of the line too)

Never got one when they were new.. now its hard to find them, espically
at a reasonable cost.

6687. FS: Lot of antique computers:TI-994a | ZX-81 | TS1000 | TS1500 | TS2068

Newsgroup: comp.sys.atari.st
Date: 2006-05-07 23:19:50 UTC
From: discarn8@gmail.com
Message-ID: <1147043990.759075.135760@i40g2000cwc.googlegroups.com>
Source record: 8564
Cross-posted to: comp.sys.amstrad.8bit,comp.os.cpm,comp.sys.atari.st,comp.sys.tandy

Lot of antique computers TI-994a / ZX-81 / TS1000 / TS1500 /TS2068 /
TS2020
- e-mail for specific and exact details -

$200 USDobo + S&H

1 TI994/a w/ Voice module & Games
Several TS1000's
1 ZX-81 w/ original 64 MEMPAK
2 TS1500
2 TS2068
1 Thermal TS printer
1 TS Joystick
[2] TS 2020 Tape Decks
TS Winky board
TS RAM PACKs
Timex Sinclair Books, Manuals, Programming Guides and magazines

SOLD AS IS

IF YOU ARE A SCAMMING MORON - PLEASE READ - I DO NOT/WILL NOT ACCEPT
FED-EX, USPS or OTHER MONEY ORDERS - PLEASE DO NOT WASTE YOURS OR MY
TIME

This is in or around aurora, co

6688. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-08 05:12:29 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4c829tF13t318U1@individual.net>
Source record: 8565

blah@blah.com wrote:

> So it's not the HD that's corrupt then...?

I think it's possible than another part of your hardware is broken, but
of course it's impossible to do a proper analysis here.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6689. Re: Looking for a Falcon (Canada)

Newsgroup: comp.sys.atari.st
Date: 2006-05-08 10:18:28 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <PVE7g.1875$aq5.76817@news20.bellglobal.com>
Source record: 8566

OK OK OK
I KNOW NOW , YES THAT SPARKED MY MEMORY , IT LOOKS LIKE A ST BUT HAS MULTI COLOURED LETTERS WHICH MAKE THE WORD "ATARI FALCON"..I REMEMBER , WHEN I SPY ONE YOU'LL BE THE FIRST TO KNOW MICHEAL.

CHARLES

6690. Atari Online News, Etc. #08-18

Newsgroup: comp.sys.atari.st
Date: 2006-05-08 13:53:27 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1147096407.502582.226870@i40g2000cwc.googlegroups.com>
Source record: 8567

A-ONE #0818 05/05/06

~ Vista Delayed Again? ~ People Are Talking! ~ Ballmer's New
Boast
~ Get Fired for Web Use? ~ Professors Ban Laptops ~ Yahoo Faces
Suit!
~ Spammers vs. Anti-Spam ~ Macs Are Virus Targets ~ Free Phone
Numbers!
~ Doom Creators Go Mobile ~ Islamic Game Propaganda ~ Vista Delayed
Again?

-* Rhode Island Going Wireless! *-
-* Spyware Operator To Pay $4 Million! *-
-* MySpace Faces Call To Protect Children More *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

6691. Re: FS: Lot of antique computers:TI-994a | ZX-81 | TS1000 | TS1500 | TS2068

Newsgroup: comp.sys.atari.st
Date: 2006-05-08 15:10:59 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1147101059.533389.213610@e56g2000cwe.googlegroups.com>
Source record: 8568
Cross-posted to: comp.sys.amstrad.8bit,comp.os.cpm,comp.sys.atari.st,comp.sys.tandy

The title says 'lots'. I only counted 5.

6692. Re: FS: Lot of antique computers:TI-994a | ZX-81 | TS1000 | TS1500 | TS2068

Newsgroup: comp.sys.atari.st
Date: 2006-05-08 21:54:57 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.05.08.21.54.48.955293@nosspamatari-source.com>
Source record: 8569
Cross-posted to: comp.sys.amstrad.8bit,comp.os.cpm,comp.sys.atari.st,comp.sys.tandy

On Mon, 08 May 2006 08:10:59 -0700, Coda wrote:

> The title says 'lots'. I only counted 5.

Lot - A separate portion; a number of things taken collectively; all
objects sold in a single purchase transaction; as, a lot of stationery;

The title says "Lot" and according to the contents it does indeed seem to
fit the description.

Thanks,
Mark
http://www.atari-source.org

6693. [WEB] CTPCI : website area open !

Newsgroup: comp.sys.atari.st
Date: 2006-05-08 23:11:57 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <445fd03d$0$21111$626a54ce@news.free.fr>
Source record: 8570

www.czuba-tech.com

6694. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-08 23:18:20 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <fvidnXEC_s9dTMLZRVnysg@eclipse.net.uk>
Source record: 8571

<blah@blah.com> wrote in message
news:2n2s521djfskoceqpqjon76vjdhveuieee@4ax.com...
> Ok this is getting stranger. With the ASCI Gasteiner mega drive
> plugged in and running HD Driver 8.1 (demo) I get the following...
>
>
> HDDRUTIL 8.16 Device Check
>
> Operating System: TOS 3.05
>
> Bus 0: Atari ACSI
> 00.00: SEAGATE ST1096N
> Direct Access
> Bus 1: Atari SCSI
> 07.00: ATARI TT HDDRIVER 0816 Processor
>
> Does this mean that the SCSI drive can now be seen?
>

It looks like it. I think something is amis. My personal expereince is that
the TT is very sensitive to termination issues. Have you removed an external
device that was terminated?

> Dave
>
>
>
>
> On Sat, 22 Apr 2006 21:18:20 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
> wrote:
>
> >blah@blah.com wrote:
> >
> >> Menu Tools | Device check shows...
> >>
> >> BUS0 Atari ACSI
> >> BUS1 Atari SCSI
> >>
> >> Then freezes up.
> >
> >OK, this means that most likely something is wrong with your hardware.
> >The fact that your machine freezes might be an indication that something
> >is wrong with your TT, not with your hard disk drive.
> >I suggest that you disconnect your drive, and then run the device check
> >once again. Your machine should not freeze.

>
>
>
>
> Email: dgr167 at aol dot com

6695. Re: FS: Lot of antique computers:TI-994a | ZX-81 | TS1000 | TS1500 | TS2068

Newsgroup: comp.sys.atari.st
Date: 2006-05-08 23:39:22 UTC
From: DaveG <dave-ng@nospam.tld>
Message-ID: <KEQ7g.66500$wl.54833@text.news.blueyonder.co.uk>
Source record: 8572
Cross-posted to: comp.sys.amstrad.8bit,comp.os.cpm,comp.sys.atari.st,comp.sys.tandy

Sometime on Sun, 07 May 2006 17:19:50 -0700, discarn8 scribbled:

> IF YOU ARE A SCAMMING MORON - PLEASE READ - I DO NOT/WILL NOT ACCEPT
> FED-EX, USPS or OTHER MONEY ORDERS - PLEASE DO NOT WASTE YOURS OR MY
> TIME

Speaking of spammers, it's a shame there's no Tandy, Atari or CP/M kit in
your sale. It might have been relevant in those three groups

> This is in or around aurora, co

If you intend to sell locally, why broadcast your advert around the world?

--
Dave
Beauty is in the eye of the beerholder

6696. WMV Files

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 01:46:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44601eb82e7f30@comcast.net>
Source record: 8449

Hello,

Is there a program for the Atari that will play WMV files?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6697. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 05:10:51 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4camjsF155b3dU1@individual.net>
Source record: 8573

blah@blah.com wrote:

> Bus 0: Atari ACSI
> 00.00: SEAGATE ST1096N
> Direct Access
> Bus 1: Atari SCSI
> 07.00: ATARI TT HDDRIVER 0816 Processor
>
> Does this mean that the SCSI drive can now be seen?

It means that the Seagate drive can be seen and that the TT's SCSI ID
can also be seen. Looks quite normal to me.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6698. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 07:25:59 UTC
From: blah@blah.com
Message-ID: <prg06295eum7s8vsakj5b9nubvsviunqpb@4ax.com>
Source record: 8574

On Tue, 9 May 2006 00:18:20 +0100, "David Wade" <g8mqw@yahoo.com>
wrote:

><blah@blah.com> wrote in message
>news:2n2s521djfskoceqpqjon76vjdhveuieee@4ax.com...
>> Ok this is getting stranger. With the ASCI Gasteiner mega drive
>> plugged in and running HD Driver 8.1 (demo) I get the following...
>>
>>
>> HDDRUTIL 8.16 Device Check
>>
>> Operating System: TOS 3.05
>>
>> Bus 0: Atari ACSI
>> 00.00: SEAGATE ST1096N
>> Direct Access
>> Bus 1: Atari SCSI
>> 07.00: ATARI TT HDDRIVER 0816 Processor
>>
>> Does this mean that the SCSI drive can now be seen?
>>
>
>It looks like it. I think something is amis. My personal expereince is that
>the TT is very sensitive to termination issues. Have you removed an external
>device that was terminated?
>

Hi,
No there's been no other devices attached to this TT since I got it
almost 1 year ago.

Would it be worth trying a different HD and ensuring that it's
terminated.

Dave

Email: dgr167 at aol dot com

6699. Diamond Back

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 07:30:11 UTC
From: blah@blah.com
Message-ID: <96h0629uvm9t1kbd8ck2tsgh2ie4t9prmc@4ax.com>
Source record: 8575

Hi,

Does Diamond Back 3 support image backup to ZIP drives?
I have 2.51 which only supports floppies.

Dave

Email: dgr167 at aol dot com

6700. Re: Information needed on Matrix Graphics Cards -

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 07:36:29 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <tbrt52hr9h2ubdhn0fectakpisctin2mt3@4ax.com>
Source record: 8576

On 7 May 2006 20:27:42 +0200, Martin Byttebier <geek@atarians.com>
wrote:

>Hello Louis,
>
>Long time no see.
>Still reading the Atari groups after all these years?

Hi Martin,

indeed. Yes, I'm still reading this one (not anything else on Atari),
just to keep an eye onto stuff like these Matrix cards. At times
there's some valuable info....

The Ataris themselves are fully covered with dust, tho' .... and the
strange part is that I'm not keen on selling em either.

Take care,

Louis

6701. Is Welfare Part of Capitalism?

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 08:54:15 UTC
From: defendingtruthwithscience@yahoo.com
Message-ID: <1147164855.621539.196600@j73g2000cwa.googlegroups.com>
Source record: 8577

This article is dedicated to:

A man I met, with most of his body heavily burned, simply because he
was a Chinese during the 1998 May Riot in Indonesia.
Lots of capitalists that are slaughtered during the cultural evolution.
Ten thousands of peaceful smugglers that are massacred in Banda island
by the Dutch for conducting peaceful spice trade and all that are
similar to them.
All minority groups and individuals that face discrimination, even
genocide, for economically contributing too much for their society.
All customers that have to pay higher products due to protection of
tariff and trades.
Productive people that are fined with income tax for the victimless
crime of making honest money.
Smart students that are slowed down so not to move too fast.
Industries that do not get subsidy, or even banned to protect
unproductive industry and laborers that earn much less due to such
restrictions.
Poor starving people that could have been rich had their countries
choose to embrace free market.
Women and males that are trapped in unhappy marriage which they have a
hard time getting out.
Women and children that have lots of their best choices taken under the
pretext of protection.
Immigrants and refuges.
Is welfare part of capitalism?

In short, no. In consensually, punishing the productive through income
tax to reward parasitic behavior is the biggest affront against the
principle of free market. In fact, from many governments intervention
in economy, the one that proponents of free market often oppose the
most is welfare.

However, when we look further, capitalism and welfare is not really
total opposites. Most importantly, properly done, a straight forward
welfare program can cause less market distortion, and hence an
efficient replacement to buy votes from losers, than farm subsidies,
public schools, minimum wage, trades restrictions, tariffs, and sex
laws. If it's done by taxing wealth, rather than income, the amount of
market distortion can be minimized further.

Welfare is also cheap. It'll cost $5000/year to a welfare recipient
in USA, for example. However, we need to remember that the
recipients' lifestyle worth only $500. The other $4500 goes to
implicit welfare due to higher living costs. That implicit welfare

includes minimum wage, immigrations laws, and food subsidy, or protections.

If somehow a straight forward explicit welfare program can replace all relatively more evil governments' interventions, then capitalists are probably better of not opposing welfare so much. Even Milton Friedman supports schemes called guaranteed minimum income, which is like welfare but with much less market distortion.

That's not where the similarity ends. One of the main creeds of capitalism is that consent and competition should be preferred over force. Without that consent, anyone can simply make us choose to make our self worst of under the pretext that it is for our own good. In fact, most laws against consensual acts can be traced down to protection of some disgruntled competitors often done under the pretext of the consenting parties' own good.

Anti prostitution and anti polygamy laws, for example, is there to ration females to poor dumb males under the pretext of protecting the consenting women. Of course, all natural resources tend to be rationed somewhat proportional to ones' voting power. And that does explain why democracy and anti polygamy laws go hand in hand too. One man one vote soon leads to one man one wife.

Well, at least Matt Ridley agrees with me and he's a well known mainstream scientific researchers. I guess that's also why so many uncompetitive people want to ensure that evolution theory is not taught in school. You can also read a famous psikiatrist book, "The road less traveled," you'll see that life long monogamous marriage is just a trap to prevent highly desirable people from being available to those who they want more, and romance is just the lure to that trap.

On the women side, anti pornography laws is really meant to prevent highly desirable women from advertising her assets and hence protecting less pretty women from the higher industry standard a public display of superior desirability might cause. Countries that embrace porn tend to have prettier women. Where did all the unsexy ones go? They're all shifting out of the gene pool, and hence are doing their best to oppose porn preaching religious doctrines that men should judge women based on any features but beauty, which they can't offer.

Another issue is consent. Welfare program is not consensual; however, it's relatively more consensual then civil war. In ancient time, when we have different ideological opinions, we end up killing each other to proof who are "right." The Catholic would kill the Gnostic, the Sunni would kill the Shiah. One King would kill the other. A younger prince will argue that the older prince is demon. Might makes right.

Such differences of opinions are of course solved with war, which is a very cost inefficient way to know who're "right." However it does work in some subjective practical sense. If we look in the past and try to figure out whether the Gnostic or the Catholic is the one that's

heretical or "right" respectively, we need only to see who won. The Gnostics are slaughtered, so they must be the heretic, or do they? At least I bet there are way more people in the world that think that way than the other way around, excluding me actually.

It doesn't matter how many books many institutionalized religions burned, how much restrictions of freedom of speech and irrationality they embraced, how many witnesses they snuffed outs and all other techniques that would not have stand the scrutiny of a peer reviewed scientific journal, or even a reasonable jury in the court of law. Too many people don't believe who are right and reasonable, they believe who are mighty. Right or wrong, the win will always become right anyway.

Now, under democratic context, we don't kill those who oppose us, rather we try to persuade enough people to join our cause. How do we persuade them? By money of course. Welfare program is then a reasonably cost efficient method to buy votes.

When too many people are on a side, we will sort of know that going to war will hurt the other side; hence we comply anyway with the whim of majority avoiding the costly alternatives. While not ideal, this is indeed how right and wrong is really decided, proper assessments of each sides' bargaining position and mutually cherished compromised line of war, plus a bunch of lies covering what's going on to safe each sides' face.

No matter how noble the purpose, lies and prejudices lead to misunderstanding, that leads to more war. Hence, the best contribution is simply to unmask all lies.

All in all, peaceful democracy is indeed a more cost efficient ways to measure ones' bargaining position. While democracy often lead to decisions opposites of freedom, like popularly supported victimless crime, income tax, and welfare, it's indeed relatively more cost efficient than civil war.

That's not when the coherency end. Various natural laws restrict various possible political outcomes. We can't expect a stone will fly to the sky when we drop it as much as we cannot expect a human to be generally unselfish. If we want to kill our enemies, we'll do well dropping a big stone on top of our enemies head rather than dropping the stone on top of our own head expecting the stone to somewhat magically fly to the enemies head.

The same way, we can't demand market distortion and expect that the best and brightest among us to still magically be a nice tax payer rather than dictators and corruptors. In a country where selling porn or building a good franchise chain is more difficult and less lucrative than becoming a dictator, guess what the smart would end up doing? Ask Saddam.

If we want rich and prosperous countries, we must know that it will and only will happen when we properly align individuals' interests with productivity.

Such coherency tends to make certain things come in package with another. We can expect that moving electric field will induce magnetic field. The same way, in life, we observe similar things. Communism and socialism, for example, always come in package with dictatorship and corruptions when smart people realize that being dictators pay more than building a business empire.

To the opposite capitalistic countries comes in package with softer deals for losers, such as, guess what, welfare.

We know from our economic classes that free market capitalism brings prosperity within market mechanism. However, it turns out that the prosperity that free market brings also profit the less successful beyond market mechanism. Capitalism and the prosperity that come with it tend to facilitate ideological changes in ways that benefit the less successful. One such ideological change is the popular support for losers' benefits. One such benefit is, guess what, welfare.

The most obvious samples of such ideological shifts the free market bring are the elimination of slavery in US. What happened? As usual, the northern part of America is an industrial country. At that time, steel industries are relatively more modern than the farming industry. Higher tech industry increase labors' productivity. When labor's productivity goes up, entrepreneurs will want to hire as many workers as possible. Hence, labors' salary will go up. This will kill of industries with less labor's productivity. At the end, the marginal productivity of labors in the least productive industry will go up. That value is labors' salary.

Under competitive equilibrium, the more productive and efficient a person is, the more he benefits everyone in the chain of productivity except those similar to him. Hence, an entrepreneurs coming up with ways to improve labors' productivity would benefit everyone, including workers and consumers, at the expense of other entrepreneurs and capitalists. Read that Karl Marx!

Then what? When labors' salary goes up, obviously labors will move to the employers that pay them higher. Hence, farm labors in the south want to move to the north. They can't do so legally though because they were slaves. Hence, the northern capitalists in US want to free slaves so they can hire more workers. And then the southern capitalists in US want to keep slavery. This then results in war. The bigger the labors' productivity, the more intensive capitalists have to free slaves. The more supporters there will be on a cause the more likely the cause won. Hence, slaves were freed.

Unfortunately, people still want to help losers and buy votes from those who are too expensive and too stubborn to switch. That explains why the farms in US gets subsidy.

If losing means not as successful as the other, then there will always be losers. However, we see how free market shifts the worlds' system in ways that benefits the losers too. Unlike the commies' propaganda, capitalism does not cause or even enlarge disparity of wealth. Capitalism only changes the way such disparity are earned to the benefits of all.

At the end of the warring states period in China, the king of Chin, Shih Huang Ti, and his prime minister, Li Si were the winner. Within one generation they have all their family slaughtered. If that's what winning means, what did losing means in pre-capitalistic countries? In ancient time, losing meant having all the males slaughtered, enslaved, or castrated and all the females raped and winning means risking your whole family slaughtered by rebels. In socialists countries the rich are corruptors and dictators that slice each other throats while the poor are starving.

Now, thanks to the prosperity only free market can bring, losing means they can leave on welfare, with plenty of chance to climb back and proof their worth, like J. K. Rowling. Now, slaves are so free and highly paid thanks to increase in labors' productivity. In fact, when slave jobs are moving to China under globalization, slaves in US refused to be emancipated and want to keep their slave jobs in US rather than evolving into entrepreneurs. So, much for the land of the free and the place of the brave. Some people don't mind dying for what they believe in but are too scared to start a business. Evolutions will fix that I guess.

Free market gives abundances to everyone. The benefits the free market brings benefit those less capable from being successful not only within the system but also through non market mechanism, like the ending of slavery and the start of reverse slavery we call welfare. But how do those really work? Is there a general principle?

Each of us is greedy and selfish that we want as many as possible for us. Humans' greed and selfishness is an undisputable scientific facts, as sure as the sun rise in the east, as sure as a stone will fall to the ground pulled by gravity. We're not just greedy and selfish. Greed and selfishness doesn't explain all the war, suffering, and poverty we face.

In fact, greed is good. Properly aligned, under free market, the greatest among us shall be the one productively providing the best service to the most customers. Blessed be the productive because they'll be rich. This will encourage higher and higher standard of living that we are currently enjoying.

Free market allows those who serve more to grow richer. To those who have more profit, to those more capital are given. Even kingdom of heaven don't mind using this nice positive feedback effect. Who needs new deals to break up companies?

Also, women prefer the rich. The next time you watch soap opera, make sure it's made in some country with the highest IQ in the world, like Hong Kong.

Free sex means richer males will consensually attract and mate with more women producing more kids. That's the whole point of getting rich by the way. Duh?

In fact, that's what being a living human male is all about:

1. Gain control ship of as much money or power as possible.

2. Attract or in anyway acquire as many females as possible.

3. Make kids.

4. Use that kids as tools to make grand children.

You bet it's right because it's science. Of course, they don't teach this important fact in biology class because government interfere in education.

Hence, when we're free, without genocide, without war, even with humanitarians aids given to appease enemies, the meek will indeed inherit the earth.

More than greedy and selfish, some humans are simply not humans because they embrace the root of all evil, envy. That explains why we have so many laws against mutually beneficial consensual acts and governments regulations to protect us from our own choices. The truth is, all those laws and restrictions are more often not there to protect stupid people from making mistakes. All such laws are there to prevent the smart from making the right choices.

That's why, for example, every body has to move equally slowly in school, to prevent the smart from moving faster. That's why various reproductive techniques are politically incorrect proportional to the expected quality of genetic material that will be duplicated. In particular, life long monogamous marriage, free sex, prostitution, polygamy, and cloning are sequences that both have increasingly expected value of genetic quality outcome and politically incorrectness.

In Europe and China, the smart monks are encouraged not to get married. When some minority groups don't buy the bullshit and hence greatly improving their productively earned wealth and genetic quality, such minority groups somehow become victims of genocide.

Life is like a real time strategy games. That means when we're not at war, we're in a race. That's simply how we evolve. Morality, religions, and ideologies, are stuffs created by really smart people to persuade us to run backward.

Peace means we're in a race. Freedom means we are in a competition. Some people just don't want to compete. Hence, they craft lies and

prejudices against those who are in front preventing progress to prosperity.

I'll tell you the scientific truth. It's from the fruit we knows the tree. Anyone opposing free trades and globalization is more evil than Hitler or Nazi. If only Japan and German could have acquired natural resources through consensual peaceful trade, Nazism wouldn't have been popular there and Hitler wouldn't have risen to power. With his mass hypnotic skills, he may have ended up as seminar speaker I guess.

If only those who had wanted to incite the Second World War see all the miracles and prosperity the free market brings, they would have repented and embrace free market. Yet, after all the prosperity and wealth the free market is bringing to all of us, still many people choose to oppose competition, and hence, miss-properly align our interests from productivity. That is the cause of all evil in the world.

All causes opposing free market can be negotiated and appeased. However, if the very thing that a group of people want to prevent is the success of the others, then the situation is pretty much kill or be killed zero sum game.

How does such situation usually end up? What would be our optimum solutions for such situation?

Under normal circumstances, an optimum solution of any business decisions is a solution where the marginal revenue equals to the marginal costs. Hence, in a zero sum game, each party will try to maximize its benefit to that point. Sometimes, the marginal costs have a spike. There is a certain point where increasing a resources allocation beyond a certain point will create adverse costs. For example, increasing the number of labors will increase revenue.

After a certain point, increasing one additional labor will mean buying a new machine or building a new factory. We may end up choosing to do it, we may not. In either case, discretions are the better part of the valor when it comes to that line.

The same way, in most countries, each of us can increase our profits using property we own or consensually rent. When we maximize our profit that way, the public will, ideally and some times truly, not interfere, and defend us from being prevented to enjoy our "rights" by others. However, when we start using others' property to maximize our gain, say by stealing, public opinions may shift from protecting us to against us.

Hence, the choice whether we should steal or not depends on the extra costs of crossing the politically correctness line of war. If a person sees that the potential gain justifies the increase costs of public support shifts, he'll still steal and make a great career out of it. Otherwise he'll stop stealing while coming up with a pretext to

justify his cowardly decisions, such as morality.

But what do the people choose their reaction to a specific act like stealing? They do so based on their sense of fairness, justice, and right-wrong discernment. How do people get that sense? From ideology. The ideology, religions, or whatever, then decides the line of war where the rest of us should consider before crossing. But how does the line gets drawn? By estimates of bargaining position.

Let's examine an example. Is the King (or Queen?) of England the King of France? Don't know. How do we know? In the beginning, a ruling class from France went to England and become king of England. Then they lost control of France. Hence, king of England wanted to take back the controls they have lost. Well, such conflicts are solved by war. In this particular case, the war lasted 100 years.

The British attacked France and successfully route knights with long bows. Then, the Frances stroke back driving the British back to their isolated islands. However, the France cannot move further and go all the way to attack British because of the Strait of Dover separating the two nations. Finally both sides realized that the straits somehow became the sacred line of war. It's not auspicious to cross the line of war for either side. The France, having more army and larger population would beat up the British on land, and the British being stronger at sea can always repulsed France sea invasion. Hence, we got peace.

Such natural separators like straits and mountains explain why Europeans are divided into many different countries. The Chinese, not having that natural line of war, end up getting united all the time.

Now, let's get back to the question whether welfare is part of capitalism. If all of us have just enough food, and some people don't work, what would we end up doing to those who are not productive?

Humans' basic instincts and preferences lead to gene pool survival. When food is scarce, such as when the people demand centralized planning, it would serve ones' gene pool survival to slaughter the parasites rather than sharing food to them. That's because sharing food to those who do not earn it means starving ones own self. In fact, humans will kill each other to literally eat each other when food is scarce. Such is what happened in China and Rusia when centralized planning, governments' intervention in economy, and prejudices against successful capitalists became the norm.

However, when food and money are abundance, such as when the people embrace free market, fighting the parasites might cause more gene pool survival lost than feeding them. On the other hand, simply giving and yielding toward threaten will motivate people to keep pushing us around. Moreover, giving in to those who can use force against us will motivate countries to build arms rather than say, better video games.

Hence, one possible strategy to minimize open war while still properly aligning ones interest with other individuals around them is to give to those who ask nicely and ask less. As free market brings a lot of abundance, those who are needy can be appeased much more cheaply than those who are envy, and hence, we got welfare program.

To be frank, I'd rather see the unproductive people have bigger TV rather than letting them make more kids. It's more humane, and cheaper. Guess what? Most people that know they're not very capable either would rather have that too.

Back to the France vs British. If only both sides have realized the true bargaining positions of each, they wouldn't have to resort to such expensive 100 years war right? The thing is, the 100 years war are the most credible and accurate ways to measure ones' bargaining position. War shows which one is stronger, and hence leads to a mutual understanding of where the line of war might be.

If only we can wave our gun and scare the enemies, it'll be great. However, the only threats that are credible are those actually done.

How do we know a cause's bargaining position? Democracy might give some light by counting the number of those who are in favor or against what we consider lesser evil. However, number counting can be deceiving. We hold this truth with plenty of evidences, that humans are inherently different.

We have difference capability and preferences, and hence different choices and outcome. It's useless to lay net in front of anything with wings. Those who are genetically predestined to be successful will get rich anyway whether through honest capitalistic means or through dictatorship.

Those who are small in numbers can hence be quite strong. Preventing the smart from making money honestly will then turn them into corruptors and dictators. When the Chileans demand to prosecute their entrepreneurs, they end up getting a dictator, the way any country that demand slavery over freedom deserves. Fortunately, Pinochet are relatively benign compared to others dictator and embrace free market giving the miraculous prosperity that the Chilean now enjoy.

Now, US government arrested his daughter for a crime of tax evasion. An act that wouldn't have been a crime if making honest money is free. The miracle of Chili becomes the model of China's moving to free market. It also helps to end communism all over the world peacefully. If capitalists fail to show thanks to Pinochet family, I don't know what would happen to all of us.

So, beyond number counting, the more accurate ways are then through skirmishes. When people cross the public's opinion line of war and we don't strike back, the line of war will shift against the coward by precedence. By fighting back, we'll then have a more accurate knowledge of which one the public would agree with.

Hence, it's very important to retaliate to what others do to us, either good or bad. It's a pleasure to serve my friends, it's also a pleasure to wipe out envy enemies that are on our ways, should my friends wish or don't mind.

When a fraudster tricks my brother over $3,900, my main concern is not to get my money back. My main concern is to get the fraudster to jail even if that will costs far more money than the $3,900. When a thief steals my money on 2001, my concern is also not to get my property back. What's just is to encourage the whole world to post any thieves conviction records on the net to prevent further larcenies.

It makes me wonder though. Why people consider it cruel to damage a thief or a fraudster' reputation? The mere acts of making honest money are punishable by income tax. When Everett O. Lasher makes an argument in court, the case leads to $5000 fine, and understandably, a suicide. The mere acts of successfully fending of ones' home from thieves lead to a life long jail term for Tony Martin. Thousands would march against WTO demanding harsh laws to punish those exercising consensual trades. In Iran, the mere acts of switching religions can lead to death penalty.

In Indonesia, new laws are being drafted giving years in prison for kissing in public. Of course, public rape during May riot are still far from being punished.

This while murderers of Vincent Chin went free without jail term. Thousands would march to end death penalty against murderers. In Indonesia, religious fundamentalists can come to a house and destroy properties from houses providing consensual entertainment with polices watching. Those people often get away or lightly punish.

If consensual productive acts are punished while damaging inconsensual forces are not, soon, all highly productive people would end up in gas chamber after the next Cultural Revolution, or what ever. Those who are left are those smart enough to be dictators enslaving the rest of us.

Prejudices reminds me of an envy old hag that's so determined to ruin my reputation for being friendly to her and her friends, after her own friendly communication. I never intended to fraud anyone or steal her money yet I got my reputation ruined. I am very disappointed to see that there are people in the world that want to bring me down more than they want to bring down a thief.

I have tried to resolve the issue privately by suggesting to that thing that she's really not important enough for anyone to pretend to be her friend. Moreover, I didn't need her as a friend. All this was just a damage-less misunderstanding caused by her own friendly communication which I could simply publicly straighten out. At least, it used to be.

However, that vermin really wished to get the issue public telling lies that she never communicated with me, possibly to boost that things' feeling of importance her genes deny her. Well, if she got so mad over a few friendly introductions, I can only wonder what that thing would

do when it finds out that her true envy natures are revealed to 55000 newsgroups several times. It'll happen again and again whenever I feel like.

Hence, just look for "envy vermin" on the net to find out what's really going on including what she said privatedly. Let the public decide who are more honest, rational, scientific, and straightforward. Let the market decides which one are worthy and who are worthless. It's a great mistake to ever consider such thing as a friend, a mistake no body should do. It's her kind that turns people of from making money productively.

Hopefully we can undermine public opinions against all form of envy motivated lies and prejudices. At the end, we'll greatly weaken laws against victimless crime and easily out compete all envy people out of the gene pool. That'll ensure that the free fair market competition would reign over war when all lies and prejudices against those more successful are gone.

Now that being said, I want to move all jobs that can be done online to Asia, especially, copy writers. Take advantage of the value difference and leverage like hell is how we all make money in any system. Who's with me?

Free market is all merciful and all compassionate. At the end, even those that oppose free market will benefits from free trades.

6702. Superboot or something else ??

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 09:23:56 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e3pn3d$55i$1$8302bc10@news.demon.co.uk>
Source record: 8578

Is superboot still the best boot selector ?

Are there any others out there that people rank ?

Thanks,

Alan.

6703. Re: Information needed on Matrix Graphics Cards -

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 09:42:14 UTC
From: cii-2d21@iximail.com
Message-ID: <1147167734.392480.166660@u72g2000cwu.googlegroups.com>
Source record: 8579

I have a Matrix M128 card with the original Atari drivers. Does anyone know if this will work in a Mega STe? Also I noticed the card has a 15 pin connector (SVGA style) although I'm pretty sure this is a mono card. Does anyone know what the pin out is for this connector? Is the output ECL by any chance?

Cheers

Ian.

6704. Re: Superboot or something else ??

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 15:03:23 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4460af3b$1_1@x-privat.org>
Source record: 8580

Alan Hourihane wrote:
>
> Is superboot still the best boot selector ?
>
> Are there any others out there that people rank ?

Personaly I prefer Xboot. I'm using it since the early days. Xboot
never have let me down. I'm still using it on the Hades.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6705. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 15:52:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4cbs78F152v6sU1@individual.net>
Source record: 8581

blah@blah.com wrote:

> Would it be worth trying a different HD and ensuring that it's
> terminated.

Yes, that's definitely worth trying. Ensure that not only the HD but
also the TT is terminated because both physical ends of the SCSI chain
must be terminated. If only one HD is connected to the TT, the TT must
be terminated because it is located at one end of the chain.
The terminators are located on the TT's motherboard, close to the SCSI port.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6706. Re: Superboot or something else ??

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 17:24:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200605091924.a31453@b.maus.de>
Source record: 8587

Salve commonly, Alan Hourihane <alan_hourihane@hotmail.com> wrote:

> Are there any others out there that people rank ?

What's about McBoot from John McLoud?

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

6707. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 19:16:58 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <4MCdnRfD_eExd_3ZRVny0A@eclipse.net.uk>
Source record: 8582

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:4cbs78F152v6sU1@individual.net...
> blah@blah.com wrote:
>
> > Would it be worth trying a different HD and ensuring that it's
> > terminated.
>
> Yes, that's definitely worth trying. Ensure that not only the HD but
> also the TT is terminated because both physical ends of the SCSI chain
> must be terminated. If only one HD is connected to the TT, the TT must
> be terminated because it is located at one end of the chain.
> The terminators are located on the TT's motherboard, close to the SCSI
port.
>

If you are missing the resistors from the MBO you can always pop a
terminator on the external SCSI port.

> --
> ---
> Dr. Uwe Seimet http://www.linkbylink.net/

6708. 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 19:51:51 UTC
From: Karsten Schenk <karsten-schenk@gmx.net>
Message-ID: <e3qrt4$p45$02$1@news.t-online.com>
Source record: 8583

Hallo,

I'm searching for specifications of the 1st word document format.
Does anyone know where to find them?

Thanks in advance

Karsten

6709. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 20:05:43 UTC
From: blah@blah.com
Message-ID: <i9t16251i3lgumnrlunoqlfr3248v0igij@4ax.com>
Source record: 8584

The TT has only one HD at the moment so wouldnt the terminators on the
board be already terminated? I will obviously check though.

Ok... leads me on to the next question... what are my options on HDs?
I have a brand new IBM 36gb sat doing nothing, it has the ultra scsi
68 pin connection but could I use it with a pin changer?

On Tue, 09 May 2006 17:52:39 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>blah@blah.com wrote:
>
>> Would it be worth trying a different HD and ensuring that it's
>> terminated.
>
>Yes, that's definitely worth trying. Ensure that not only the HD but
>also the TT is terminated because both physical ends of the SCSI chain
>must be terminated. If only one HD is connected to the TT, the TT must
>be terminated because it is located at one end of the chain.
>The terminators are located on the TT's motherboard, close to the SCSI port.

Email: dgr167 at aol dot com

6710. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 20:06:46 UTC
From: blah@blah.com
Message-ID: <jht162lpbinknm3a47rogsps3md5ctlu77@4ax.com>
Source record: 8585

What, just plug a terminator in the 25pin port?

On Tue, 9 May 2006 20:16:58 +0100, "David Wade" <g8mqw@yahoo.com>
wrote:

>
>"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
>news:4cbs78F152v6sU1@individual.net...
>> blah@blah.com wrote:
>>
>> > Would it be worth trying a different HD and ensuring that it's
>> > terminated.
>>
>> Yes, that's definitely worth trying. Ensure that not only the HD but
>> also the TT is terminated because both physical ends of the SCSI chain
>> must be terminated. If only one HD is connected to the TT, the TT must
>> be terminated because it is located at one end of the chain.
>> The terminators are located on the TT's motherboard, close to the SCSI
>port.
>>
>
>If you are missing the resistors from the MBO you can always pop a
>terminator on the external SCSI port.
>
>> --
>> ---
>> Dr. Uwe Seimet http://www.linkbylink.net/
>

Email: dgr167 at aol dot com

6711. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-09 20:08:50 UTC
From: blah@blah.com
Message-ID: <9lt162h97hm3ne3tnclehud12ci2vpvo37@4ax.com>
Source record: 8586

Can't access any of the HD partitions at the moment.

On Mon, 24 Apr 2006 17:56:12 +0400 (MET DST), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>
>I would boot up the TT using a floppy, run HDDriver and then edit the auto
>folder of the C partition.

Email: dgr167 at aol dot com

6712. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-10 04:41:58 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4cd99oF158ktfU1@individual.net>
Source record: 8588

blah@blah.com wrote:

> Ok... leads me on to the next question... what are my options on HDs?
> I have a brand new IBM 36gb sat doing nothing, it has the ultra scsi
> 68 pin connection but could I use it with a pin changer?

Yex, you can use any SCSI-2/SCSI-3 drive, as long as you have a pin
changer. Since these pin changers are not Atari-specific it is usually
no problem to buy one.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6713. Veloce+ drivers?

Newsgroup: comp.sys.atari.st
Date: 2006-05-10 12:23:08 UTC
From: cii-2d21@iximail.com
Message-ID: <1147263788.319924.228670@u72g2000cwu.googlegroups.com>
Source record: 8589

Hi,

I recenty picked up an Atari STe which was fitted with a Veloce+
accelerator. This seems to work fine - but I wondered if anyone had
any drivers or docs for this device? I've found a few review articles
on
the web, but no drivers or other info.

Thanks

Ian.

6714. Re: Diamond Back

Newsgroup: comp.sys.atari.st
Date: 2006-05-10 14:15:55 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1147270555.265285.182840@v46g2000cwv.googlegroups.com>
Source record: 8590

Hi,

Not sure about ZIP drive, but I have had some Seagate SCSI tape drives
work with it.

Rory

6715. Re: Veloce+ drivers?

Newsgroup: comp.sys.atari.st
Date: 2006-05-10 14:34:59 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <4461fa29$0$27880$626a54ce@news.free.fr>
Source record: 8591

hi
<cii-2d21@iximail.com> a crit dans le message de news:
1147263788.319924.228670@u72g2000cwu.googlegroups.com...
> Hi,
>
> I recenty picked up an Atari STe which was fitted with a Veloce+
> accelerator. This seems to work fine - but I wondered if anyone had
> any drivers or docs for this device? I've found a few review articles
> on
> the web, but no drivers or other info.
>
> Thanks
>
> Ian.
>

I have send the latest driver to your email.

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

6716. Re: Diamond Back

Newsgroup: comp.sys.atari.st
Date: 2006-05-10 17:31:58 UTC
From: blah@blah.com
Message-ID: <9q8462ha4u84f15orl2h6uhjuib8ds1s7l@4ax.com>
Source record: 8592

Hi,

Which version have you got? I guess if it can do tape units it
should be able to do zips. Mine just has the option to image backup
to floppy.

Dave

On 10 May 2006 07:15:55 -0700, Rory.A.McMahon@gmail.com wrote:

>Hi,
>
>Not sure about ZIP drive, but I have had some Seagate SCSI tape drives
>work with it.
>
>Rory

Email: dgr167 at aol dot com

6717. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-10 22:52:07 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <zLGdna786rgA8__ZnZ2dnUVZ8s-dnZ2d@eclipse.net.uk>
Source record: 8593

<blah@blah.com> wrote in message
news:jht162lpbinknm3a47rogsps3md5ctlu77@4ax.com...
>
> What, just plug a terminator in the 25pin port?
>

The terminators on the MBO are removed when you have a device on the
external bus. This device should be terminated, or there should be a
seperate terminator after it. If you have:-

1) No terminators on the motherboard
(becuase the machine once had external devices and no longer does)
2) No terminating resistor pack in the spares drawer
3) No external devices connected

Then putting a 25-pin terminator on the external SCSI port should correctly
terminate the bus. The practice is common on SUN Sparc Stations...

> On Tue, 9 May 2006 20:16:58 +0100, "David Wade" <g8mqw@yahoo.com>
> wrote:
>
> >
> >"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
> >news:4cbs78F152v6sU1@individual.net...
> >> blah@blah.com wrote:
> >>
> >> > Would it be worth trying a different HD and ensuring that it's
> >> > terminated.
> >>
> >> Yes, that's definitely worth trying. Ensure that not only the HD but
> >> also the TT is terminated because both physical ends of the SCSI chain
> >> must be terminated. If only one HD is connected to the TT, the TT must
> >> be terminated because it is located at one end of the chain.
> >> The terminators are located on the TT's motherboard, close to the SCSI
> >port.
> >>
> >
> >If you are missing the resistors from the MBO you can always pop a
> >terminator on the external SCSI port.
> >
> >> --
> >> ---
> >> Dr. Uwe Seimet http://www.linkbylink.net/
> >
>

>
>
>
> Email: dgr167 at aol dot com

6718. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-11 00:10:24 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Jhv8g.18742$SI4.10878@bignews1.bellsouth.net>
Source record: 8594

"Karsten Schenk" <karsten-schenk@gmx.net> wrote in message
news:e3qrt4$p45$02$1@news.t-online.com...
> Hallo,
>
> I'm searching for specifications of the 1st word document format.
> Does anyone know where to find them?
>
> Thanks in advance
>
> Karsten
>

Speaking of 1st Word....

I have 1st Word Plus from GST Software.
Version is 3.20TT
for the STF/STFM/STE/Mega ST/TT as Labeled on the disk.
It is in new condition, have never used it.

Was wondering if anyone still uses it and would it make a good editor to
use with programs like Newsie/Oasis to write/edit E-Mail and etc?

phantomm@bellsouth.net
.

6719. Dyna Cadd Dongle?

Newsgroup: comp.sys.atari.st
Date: 2006-05-11 00:13:43 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Nkv8g.18743$Sl4.10993@bignews1.bellsouth.net>
Source record: 8595

I have a complete boxed version of Dyna Cadd.
Not sure what version it is.
Any way inside the box is a small grey 9 pin female plug
with a Label that says Dyna Cadd Atari ST/TT on it.

Whats it for and were does it go??

phantomm@bellsouth.net

6720. That's Write 3

Newsgroup: comp.sys.atari.st
Date: 2006-05-11 00:23:21 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Rtv8g.18745$Sl4.17496@bignews1.bellsouth.net>
Source record: 8596

Have version 3.1G, Is this program similar to PageStream?

If so, which one is better and does That's Write 3 run on a
Falcon?

And is version 2.2 of PageStream the last version before they
released the final cut down version?

If so, what if any, are the differences in the software.

phantomm@bellsouth.net

6721. Re: Superboot or something else ??

Newsgroup: comp.sys.atari.st
Date: 2006-05-11 00:28:17 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <uyv8g.18748$SI4.16964@bignews1.bellsouth.net>
Source record: 8597

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:e3pn3d$55i$1$8302bc10@news.demon.co.uk...
> Is superboot still the best boot selector ?
>
> Are there any others out there that people rank ?
>
> Thanks,
>
> Alan.
>
There are alot of these. I have used SuperBoot on all types of Ataris
including
the Falcon with a CT2B, and it works well.

However, there are a few more for the Falcon, that have special features.

I believe one was called Start em Up, but not sure if It was for all
Ataris or not, but I believe it was.

6722. Re: That's Write 3

Newsgroup: comp.sys.atari.st
Date: 2006-05-11 00:54:57 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <BXv8g.1486$S7.650@news-server.bigpond.net.au>
Source record: 8598

phantomm wrote:
> Have version 3.1G, Is this program similar to PageStream?

Closer to Papyrus IIRC. It uses SpeedoGDOS. But it is a document processor.
>
> If so, which one is better and does That's Write 3 run on a
> Falcon?

It does run on the Falcon. But you need NVDI or SpeedoGDOS.
>
> And is version 2.2 of PageStream the last version before they
> released the final cut down version?

Yes it was. I still use it.
>
> If so, what if any, are the differences in the software.
>
See above;-)

Mark

6723. Re: Dyna Cadd Dongle?

Newsgroup: comp.sys.atari.st
Date: 2006-05-11 13:24:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.11.13.24.15.413232@charter.net>
Source record: 8450

On Wed, 10 May 2006 20:13:43 -0400, phantomm wrote:

>
> I have a complete boxed version of Dyna Cadd.
> Not sure what version it is.
> Any way inside the box is a small grey 9 pin female plug
> with a Label that says Dyna Cadd Atari ST/TT on it.
>
> Whats it for and were does it go??
>
> phantomm@bellsouth.net

Hey. Have you tried running the program? For some reason, deep within the
(admittedly foggy) recesses of my mind, I'm thinking thats a dongle for
copy protection. That if its not plugged in, the software won't run.

I remember screenshots of DynaCadd when it first came out. Looked amazing.

--
_/_/_/

6724. Re: Dyna Cadd Dongle?

Newsgroup: comp.sys.atari.st
Date: 2006-05-11 13:31:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.11.13.31.52.937997@charter.net>
Source record: 8451

On Thu, 11 May 2006 09:24:30 -0400, Ronald J. Hall wrote:

A further followup - a google search revealed this:

http://www.atarimax.com/freenet/freenet_material/
6.16and32-BitComputersSupportArea/8.OnlineMagazines/showarticle.php?167

(that should be all one line)

-Its an interview on Znet with the DynaCadd people-

"Dave/Nate-ISD> The upgrade cost from DynaCADD 1.84 to 2.0 is US $99.95
or the equivalent in Canadian dollars, about $119.95 this week. And
yes, we have finally changed our cartridge port dongle and replaced it
with a small, tiny, little, unobtrusive joystick key. We now have all
the neccessay ingredients in-house for proper Digitizer support,
including DynaCADD specific templates as well as the accessories to
drive the CRP Digitizer."

So it looks like it plugs into the joystick port. I'm assuming #2 since
you're using the mouse in the program. :)

Hope this helps Barry.

--
_/_/_/

6725. Re: WMV Files

Newsgroup: comp.sys.atari.st
Date: 2006-05-11 17:05:19 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.05.11.17.05.18.987158@caramail-NOSPAM.com>
Source record: 8452

Le Tue, 09 May 2006 05:46:44 +0400, Edward S. Baiz Jr. a ï¿œcritï¿œ:

> Is there a program for the Atari that will play WMV files?

Didier Mequignon ported the Unix mplayer program a while ago, so maybe it could play some WMV files. However most codecs required are win32/x86 only, and on Linux/x86 for example, mplayer uses wine as a library to load win32 codecs.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6726. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-11 19:47:14 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <e400ribfu1@gateix.bernstein.loc>
Source record: 8458

Hallo,

> I'm searching for specifications of the 1st word document format.
> Does anyone know where to find them?

Theree was a description of the 1st Word+ format in the german magazine
"ST Computer". I dont know which number, but i can search for the
article if you want to have a copy.

Tsch��
Michael

6727. Re: Atari ST Developer Docs...

Newsgroup: comp.sys.atari.st
Date: 2006-05-11 23:52:52 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1147391572.321225.179150@g10g2000cwb.googlegroups.com>
Source record: 8453

Nope, just got a long list of stuff and this wasn't at the top :)

Anyway here is the scoop:

Ok, got a chance to look at the docs and compared them to your page of
document and specs.

It looks that the set of binders I have is the original atari dev kit.
The date on the 'Thanks for the interest in Atari ST" is 09/27/85.

It has the following:

Software:
Utilities Disk
Compiler Disk
Linker Disk
RCS (Resource Construction Set) ALPHA version
MicroEMACS

Documentation:
Non-Disclosure Agreement
Screen Resolution Memo
6 copies of the Software Performance Report
Introduction to GEM Programming (references to IBM-PC)
GEM VDI Programmers Guide Volume 1
GEM AES Programmers Guide Volume 2
GEM DOS Specification, rev 13 May16,1985
Hitchhikers Guide to the BIOS Sep 12,1985
Line-A Technical Reference Manual Sep 9,1985
Intelligent Keyboard Specification Feb 26,1985
BIOS Listing Jul 9,1985
DRI "C" Language Programmers Guide
DRI Programmers Guide (Assembler, Linker, and Debugger)
Kermit Users Guide Apr 5,1985
Atari Hardware Specifications Jan 24,1985
Programming the DMA Channel and the 1772
MIDI address page to write for more information
Printer Specifications (STC504, SMM804, SDM 124)
Cartridge Slot Specifications
Sound Chip Specs
MK68901 Specs
ST Schematic

Also there was an envelope with

Mega ST Internal Expansion Bus Documentation
S.A.L.A.D. Still another line A Document

International Software News #5 from Atari Corp

Thats it!
Rory

6728. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 00:48:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605111745430.13604-100000@onyx.spiritone.com>
Source record: 8455
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6729. ALL ATARI GAMES 20% OFF OR FREE!

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 00:51:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605111749020.13604-100000@onyx.spiritone.com>
Source record: 8457
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

For Sale: Crates & Crates of Atari Games! Some Lots of, Some 1 or 2!
More Atari Games than anywhere else. Have you played your Atari Today! ST,
8 Bit & Jaguar! Some you wont find anywhere else but here! ALL 20% off.

Cant afford a vacation? Take a mini-vacation on your Atari. Why not, it's
paid for! Relax! Save on Gas! Play games on your Atari! Or look for Atari
games at http://BenSells.Atari.org Games Starting at $5 & Up! The Name
everyone knows for Gaming Fun? Have you Played your Atari Today? For
Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids Hardening of
the Ataris! E-Mail: Atari@aracnet.com or Call Ben Anytime @(503)256-9974!

$60.00 purchase Gets a FREE GAME for your Atari 8 Bit! Choose from 8 Games
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

My ST Games/Software NEW in the BOX has more than TRIPLED in size! Moved
all NEW in the BOX stock to just one Catalog! Hardware, Games/Software
and Books for 8 Bit, Jaguar and ST Platforms all NEW in the BOX moved to
my NEWINBOX.TXT Catalog! Please Check it out! Now going through May, ALL
GAMES/SOFTWARE USED & NEW for the Classic Atari 8 Bit, Atari ST and Atari
Jaguar are 20% off! E-Mail Atari@aracnet.com or call Ben (503)256-9974!

http://BensCatalogs.Atari.org Ben's Website & more Catalogs
http://www.aracnet.com/~atari/8bt_soft.htm Classic 8 Bit Games/Software
http://www.aracnet.com/~atari/jaggames.htm Jaguar Games
http://www.aracnet.com/~atari/newinbox.htm Combined Factory New Atari
http://www.aracnet.com/~atari/specials.htm Daily Atari Specials
http://www.aracnet.com/~atari/st_soft.htm ST Games/Software Catalog

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6730. Re: Falcon Disassembly problem

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 00:52:57 UTC
From: malo.morgen@nowhere.com
Message-ID: <e40m99nic2@ss408.t-com.hr>
Source record: 8454

LOL..hese are or loppy drive copper one goes to upper left hole of the floppy drive (when seen fro above)

On 5 May 2006 18:19:51 -, "Emil" wrote:
>Hi, I dissaembled an atari falcon and I am left with two black spacers
>and a copper spacer. Not sure where they should be placed on the
>motherboard. Can someone help or provide photos/diagram for me? thanks.
>
>.

6731. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 00:53:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605111751310.13604-100000@onyx.spiritone.com>
Source record: 8456
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6732. Re: Is Welfare Part of Capitalism?

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 01:49:29 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <0cSdnc210fs9d_7ZRVn-gw@inreach.com>
Source record: 8459

POINK

--
The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords
Astro Blog
http://starlord.bloggerteam.com/

<defendingtruthwithscience@yahoo.com> wrote in message
news:1147164855.621539.196600@j73g2000cwa.googlegroups.com...
> This article is dedicated to:
>

6733. Re: Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 09:30:01 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1147426201.404728.309400@v46g2000cwv.googlegroups.com>
Source record: 8460

Hi,

my auto folder order is :

_ DFB_AUTO.prg (boot selector)
_ CT60XBIOS.PRG
_ DSPXBIOS.PRG
_ CKBD.PRG
_ CLOCKY.PRG
_ NVDI.PRG
_ EXTENDOS.PRG
_ CENTSCREEN.PRG
_ SOCKETS.PRG
_ MINT040.PRG

I have SLIP.XIF and SCC.XDD in C:\MINT

I have tested to replace scc.xdd and slip.xif by hsmodem drires but no
results.

ACC :

_ Cops.1.08 (I have tested 1.09 version but he can't load all active
cpx. He read 16 cpx max. If I try to reload, I have 8 cpx. I have
tested with copsload too, but same problem)
_ N.Fileselector
_ CT60 Temperature
_ Mint Setter
_ St Guide
_ M player 2.9b

CPX :

_ SESSION.CPX (Extendos)
_ BUBBLE.CPX
_ CLOCK.CPX
_ COMPOSE.CPX
_ MOUSE030.CPX
_ CT60CONF.CPX
_ FILEINFO.CPX
_ NCACHE.CPX
_ NPRNCONF.CPX
_ NVDICONF.CPX
_ NCONTROL.CPX
_ WCOLOR.CPX
_ DFREE_VF.CPX
_ GENERAL6.CPX

_ HDDRCONF.CPX
_ IMPRESS.CPX

If anyone help me,

Thnaks a lot,

Cyril.

6734. ALT+<key> shortcuts in dialogs

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 10:54:11 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1147431251.109008.260060@g10g2000cwb.googlegroups.com>
Source record: 8461

Hi all,

While MagiC and N.AES allows programmers to specify which char (by setting WHITBAK flag, plus position of the underscore in bits 8-14 in OBJ_STATE) in a button text that should host an underscore, does anyone know if the AES is also responsible for handling the actual keyboard short cut?

*That is, should FORM_KEYBD() detect that a particular key combo, for example ALT+D, is defined and report back to the app that the corresponding button was pressed? (From what I can tell, MagiC will for example report that the key even was not used/eaten by FORM_KEYBD whereas XaAES will, and then report back that an EXIT button was pressed)

*Or is the AES in this case just displaying an underscore on a button text character, and nothing else...? (Which would seem like a rather crippled implementation, so I hope this is not the case)

Regards,

/Joakim

6735. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 12:45:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4464af7ce3a915@comcast.net>
Source record: 8464

>
>"Karsten Schenk" <karsten-schenk@gmx.net> wrote in message
>news:e3qrt4$p45$02$1@news.t-online.com...
>> Hallo,
>>
>> I'm searching for specifications of the 1st word document format.
>> Does anyone know where to find them?
>>
>> Thanks in advance
>>
>> Karsten
>>
>
>Speaking of 1st Word....
>
>I have 1st Word Plus from GST Software.
>Version is 3.20TT
>for the STF/STFM/STE/Mega ST/TT as Labeled on the disk.
>It is in new condition, have never used it.
>
>Was wondering if anyone still uses it and would it make a good editor to
>use with programs like Newsie/Oasis to write/edit E-Mail and etc?
>
>phantomm@bellsouth.net

I use it on my STe, but I Papyrus Gold on the Hades. It does do an excellent,
nothing fancy mind you.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6736. Re: Diamond Back

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 12:48:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4464af7ce3a916@comcast.net>
Source record: 8465

>Hi,
>
>Does Diamond Back 3 support image backup to ZIP drives?
>I have 2.51 which only supports floppies.
>
>Dave

I have DB3 and it works with floppies, hard disks and SCSI tape drives. I am not sure about ZIP drives. It may if the computer views the disks as a hard disk. Jaz drive backup may be possible, but I never tried it out.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6737. Re: Superboot or something else ??

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 12:49:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4464af7ce3a917@comcast.net>
Source record: 8466

>Is superboot still the best boot selector ?
>
>Are there any others out there that people rank ?
>
>Thanks,
>
>Alan.

SuperBoot works fine, but I prefer Xboot.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6738. Re: That's Write 3

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 12:51:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4464af7ce3a918@comcast.net>
Source record: 8467

>
>Have version 3.1G, Is this program similar to PageStream?
>
>If so, which one is better and does That's Write 3 run on a
>Falcon?
>
>And is version 2.2 of PageStream the last version before they
>released the final cut down version?
>
>If so, what if any, are the differences in the software.
>
>phantomm@bellsouth.net

I have version 2.2 of Pagestream. It was the last version. Nice program.
I use Calamus SL 2006 now, but PageStream is still on my STe hard drive. Too
good to just toss away. I never used That's Write.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6739. FA CIB Atari 2600 System Console + 2 NIB Sealed Games

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 13:49:38 UTC
From: mabb96 <mabb96_member@newsguy.com>
Message-ID: <e423pi0306s@drn.newsguy.com>
Source record: 8462

Thanks for looking:

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ25QQsassZmabb96

--
NewsGuy.Com 30Gb $9.95 Carry Forward and On Demand Bandwidth

6740. Live moving/sizing Teradesk window with MagiC

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 20:16:14 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1147464974.621676.262050@y43g2000cwc.googlegroups.com>
Source record: 8463

Hi all,

Anyone else tried Teradesk under MagiC-PC, and noticed very weird
(lagging response, and strange redraws) related to live moving and
sizing of the Teradesk windows?

Regards,

/Joakim

6741. Re: Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 21:30:15 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4464fe67_1@x-privat.org>
Source record: 8468

cyril wrote:
>
> Hi,
>
> my auto folder order is :
>
> _ DFB_AUTO.prg (boot selector)
> _ CT60XBIOS.PRG
> _ DSPXBIOS.PRG
> _ CKBD.PRG
> _ CLOCKY.PRG
> _ NVDI.PRG
> _ EXTENDOS.PRG
> _ CENTSCREEN.PRG
> _ SOCKETS.PRG
> _ MINT040.PRG
>
> I have SLIP.XIF and SCC.XDD in C:\MINT
>
> I have tested to replace scc.xdd and slip.xif by hsmodem drires but no
> results.

Seems good to me. The only different with my setup is that I used the
HSMODA drivers (drvin.prg, scc.prg) and MiNT kernel 1.15.X

I never has used ppp-connect with newer kernels.
Maybe you can try it out with the 1.15.12 package (if these works on
CT60's?).

>
> ACC :
>
> _ Cops.1.08 (I have tested 1.09 version but he can't load all active
> cpx. He read 16 cpx max. If I try to reload, I have 8 cpx. I have
> tested with copsload too, but same problem)
> _ N.Fileselector
> _ CT60 Temperature
> _ Mint Setter
> _ St Guide
> _ M player 2.9b

AFAIK, there is a problem with Cops 1.09. I use 1.08 myself.

I wished I could help you more but it just too far back in time (2001)
to remember me the details.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6742. Re: WMV Files

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 21:30:15 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4464fe67$1_2@x-privat.org>
Source record: 8469

Patrice Mandin wrote:
>
> Le Tue, 09 May 2006 05:46:44 +0400, Edward S. Baiz Jr. a ï¿½crit :
>
>> Is there a program for the Atari that will play WMV files?
>
> Didier Mequignon ported the Unix mplayer program a while ago, so maybe it
> could play some WMV files. However most codecs required are win32/x86
> only, and on Linux/x86 for example, mplayer uses wine as a library to load
> win32 codecs.

M_player suports all kind of formats (mov, avi, mpg, flm, fli, flc,
flh, gif, dl, bat, cdh, cdl, cdv, seq, dlt) but no wmv.

wine a library?

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6743. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 21:30:16 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4464fe68$1_3@x-privat.org>
Source record: 8470

phantomm wrote:
>

> Speaking of 1st Word....

>
> Was wondering if anyone still uses it and would it make a good editor to
> use with programs like Newsie/Oasis to write/edit E-Mail and etc?

1st Word as an e-mail editor? What's wrong with Everest or Qed?

It's *bad enough* people sends e-mails in html format, don't make it
worser by sending e-mails nobody, except those with 1st Word, can
read.

Anyway 1 st Word is history. It hardly runs on modern systems.

TTYS
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6744. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 21:32:37 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4464fef5$1_2@x-privat.org>
Source record: 8471

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. Karl Samyn AKA saka negotiates with the new net adminstrator to
change this. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.52.zip
(332.491 bytes) Atari version of Doom.
You need the PC version of Doom (shareware or registered) or Doom 2.

ftp://chapelie.rma.ac.be/atari/game/pmheretic-0.52.zip
(328.837 bytes) Atari version of Heretic.
You need the PC version of Heretic (shareware or registered)

ftp://chapelie.rma.ac.be/atari/game/pmhexen-0.52.zip
(383.041 bytes) Atari version of Hexen.
You need the PC version of Hexen (shareware or registered).

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php
```

6745. Re: ALT+<key> shortcuts in dialogs

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 22:04:29 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <ND79g.7911$aq5.379219@news20.bellglobal.com>
Source record: 8472

sorry gomaskeie
you can probally do program loops around me , but i may be able to
help.....
as far as i know the aes ,tos and vdi reference guides all have opcodes in
the rear near the index and syntax for routine mentioned ,,,gintin ,gintout
,peek global+2 etc etc ..
check them , is that what you desire.?????

charles

6746. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 22:44:11 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Qc89g.42282$Kn4.23886@bignews2.bellsouth.net>
Source record: 8473

"Martin Byttebier" <geek@atarians.com> wrote in message
news:4464fe68$1_3@x-privat.org...
>
>
> phantomm wrote:
>>
>
>> Speaking of 1st Word....
>
>>
>> Was wondering if anyone still uses it and would it make a good editor to
>> use with programs like Newsie/Oasis to write/edit E-Mail and etc?
>
> 1st Word as an e-mail editor? What's wrong with Everest or Qed?
>
> It's *bad enough* people sends e-mails in html format, don't make it
> worser by sending e-mails nobody, except those with 1st Word, can
> read.
>
> Anyway 1 st Word is history. It hardly runs on modern systems.
>
> TTYS
> Martin
>

Well, I did say that I had never used it.
So if it does not allow the universal Text format, then
it's news to me.

Nothing wrong with Everest or Qed, I have used both.
Just came across a new 1st Word Plus package and it looked
decent. Thought I would get some input from some that have used it.
phantomm@bellsouth.net

6747. Re: Dyna Cadd Dongle?

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 22:57:28 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <ip89g.42291$Kn4.23750@bignews2.bellsouth.net>
Source record: 8474

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.05.11.13.31.52.937997@charter.net...
> On Thu, 11 May 2006 09:24:30 -0400, Ronald J. Hall wrote:
>
> A further followup - a google search revealed this:
>
> http://www.atarimax.com/freenet/freenet_material/
> 6.16and32-BitComputersSupportArea/8.OnlineMagazines/showarticle.php?167
>
> (that should be all one line)
>
> -Its an interview on Znet with the DynaCadd people-
>
> "Dave/Nate-ISD> The upgrade cost from DynaCADD 1.84 to 2.0 is US $99.95
> or the equivalent in Canadian dollars, about $119.95 this week. And
> yes, we have finally changed our cartridge port dongle and replaced it
> with a small, tiny, little, unobtrusive joystick key. We now have all
> the neccessay ingredients in-house for proper Digitizer support,
> including DynaCADD specific templates as well as the accessories to
> drive the CRP Digitizer."
>
> So it looks like it plugs into the joystick port. I'm assuming #2 since
> you're using the mouse in the program. :)
>
> Hope this helps Barry.
>
Sure does, thanks for the info.

The Dongle had me stumped as it looks to wide to fit in the
9 pin joystick port.
When I do set it up, I'm going to use one of the MouseMasters
that I have for the dongle.

Thanks Again.
phantomm@bellsouth.net

6748. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 22:59:15 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44651343_2@x-privat.org>
Source record: 8475

phantomm wrote:
>
>
> "Martin Byttebier" <geek@atarians.com> wrote in message
> news:4464fe68$1_3@x-privat.org...
>>
>>
>> phantomm wrote:
>>>
>>
>>> Speaking of 1st Word....
>>
>>>
>>> Was wondering if anyone still uses it and would it make a good editor to
>>> use with programs like Newsie/Oasis to write/edit E-Mail and etc?
>>
>> 1st Word as an e-mail editor? What's wrong with Everest or Qed?
>>
>> It's *bad enough* people sends e-mails in html format, don't make it
>> worser by sending e-mails nobody, except those with 1st Word, can
>> read.
>>
>> Anyway 1 st Word is history. It hardly runs on modern systems.
>>
>> TTYS
>> Martin
>>
>
> Well, I did say that I had never used it.
> So if it does not allow the universal Text format, then
> it's news to me.

It can save in ascii but 1 st word own format can only be read by a
few programs. Calamus for instance can import 1 st word docs.

My point is that if one use 1st word as a e-mail editor one will try
to use it's possibilities but now I'm think about it I believe it
would be impossible to use it as e-mail editor.
>
> Nothing wrong with Everest or Qed, I have used both.
> Just came across a new 1st Word Plus package and it looked
> decent. Thought I would get some input from some that have used it.

When it came on the market it was a very good program indeed but as
said before it's a old program which doesn't run very well on

N_AES/XaAES.

Back in time I've used it but I never managed to print the docs out
properly.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6749. Looking for Tai Pan game, Ocean

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 23:08:33 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <762dnYpFBPPviPjZnZ2dnUVZ8tKdnZ2d@bt.com>
Source record: 8476

Hi,

Would anyone know the whereabouts of a Tai-Pan disk image or executable?

It was one of the first games I was stuck with for months when I had my ST
in the 80's.

Anyone else have any games they were stuck with as a teenager?

Thanks,

Aly

6750. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 23:23:37 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <PN89g.42292$Kn4.19394@bignews2.bellsouth.net>
Source record: 8477

"Martin Byttebier" <geek@atarians.com> wrote in message
news:4464fe68$1_3@x-privat.org...
>
>
> phantomm wrote:
>>
>
>> Speaking of 1st Word....
>
>>
>> Was wondering if anyone still uses it and would it make a good editor to
>> use with programs like Newsie/Oasis to write/edit E-Mail and etc?
>
> 1st Word as an e-mail editor? What's wrong with Everest or Qed?
>
> It's *bad enough* people sends e-mails in html format, don't make it
> worser by sending e-mails nobody, except those with 1st Word, can
> read.
>
> Anyway 1 st Word is history. It hardly runs on modern systems.
>
> TTYS
> Martin

BTW, Martin I have often wondered why you still have links to
programs on UTSI that no longer exist, such as for
Apex Alpha, and other Titan related software as well as others?

>
> http://www.againsttcpa.com | In 2002 began the war for digital freedom
>
> --
> *********Greetings from Troll Newsreader**********
> ** On the seventh day He created Atari **
> ** But He uses a freeMiNT powered Hades 060 now **
> UTSI: http://users.telenet.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>
>
> Inviato da X-Privat.Org - Registrazione gratuita
> http://www.x-privat.org/join.php

6751. Graphics on Atari

Newsgroup: comp.sys.atari.st
Date: 2006-05-12 23:55:42 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Sf99g.42311$Kn4.36650@bignews2.bellsouth.net>
Source record: 8478

I know alot of Atari ST-Falcon users have moved to other
platforms for Graphics work.

Was wondering if anyone reading this group still uses any of
the Atari Graphics/Animation packages that were released?

I personally have tried to collect most all of them, and there was
some really nice software created. Especially if you had a good
Graphics card and or a Falcon.

Music related software was big on the Ataris for awhile.
I'm sure there are still people like me who still uses their
Ataris for Music related stuff.

But I really never heard alot about the Graphics/Animation
area. Anyone still using their Ataris for Graphics stuff??

If so, what Software are you using and for what uses?

phantomm@bellsouth.net

6752. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 05:46:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200605130746.a53923@wun.maus.de>
Source record: 8493

Hallo Martin!

MB>Anyway 1 st Word is history. It hardly runs on modern systems.

It surely runs on my Milan. In 1280x1024x64k.

Version 3.20 TT was quite cleanly written for its time.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6753. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 05:59:40 UTC
From: blah@blah.com
Message-ID: <ebta625ktn6uijm4tnh35k1q0di0d1rhlb@4ax.com>
Source record: 8479

Dunno, quiet like MagiC and really. That said, once I
get these HD issues sorted am gonna have a go at MiNT and some other
replacement desktop.

What are peoples thought's on desktops?

Dave

On Sun, 23 Apr 2006 17:44:15 +0200, "Guillaume Tello"
<houten.van@wanadoo.fr> wrote:

> Did any think that this TT won't boot just because He doesn't want to?
> He may have reached a suprior level of conscience!
> Try to talk to him, negociate. Be kind and patient. Tell him how Magic
>was an error, that you apologize, how much you regret!
>
> Guillaume "helpful" Tello.
>

Email: dgr167 at aol dot com

6754. Screenshot

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 06:02:01 UTC
From: blah@blah.com
Message-ID: <ugta6256asts5017ein5rrocdtf7nchbm8@4ax.com>
Source record: 8480

Hi,

How do you get screen shot's of running programs or open
windows from a real Atari not an emulator?

Dave

Email: dgr167 at aol dot com

6755. Re: Diamond Back

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 06:03:48 UTC
From: blah@blah.com
Message-ID: <clta62prsfbell0rs3k0gh2ugna48gtpor@4ax.com>
Source record: 8481

Is DB3 still available ot purchase/upgrade?

On Fri, 12 May 2006 16:48:20 +0400 (MET DST), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>>Hi,
>>
>>Does Diamond Back 3 support image backup to ZIP drives?
>>I have 2.51 which only supports floppies.
>>
>>Dave
>
>I have DB3 and it works with floppies, hard disks and SCSI tape drives. I am
>not sure about ZIP drives. It may if the computer views the disks as a hard
>disk. Jaz drive backup may be possible, but I never tried it out.

Email: dgr167 at aol dot com

6756. Re: WMV Files

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 06:54:58 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1hf9pi1.fz9p0jutyhdiN%NOSPAMS@wanadoo.fr>
Source record: 8482

Martin Byttebier <geek@atarians.com> wrote:

> Patrice Mandin wrote:
> >
> > Le Tue, 09 May 2006 05:46:44 +0400, Edward S. Baiz Jr. a ï¿½crit :
> >
> >> Is there a program for the Atari that will play WMV files?
> >
> > Didier Mequignon ported the Unix mplayer program a while ago, so maybe it
> > could play some WMV files. However most codecs required are win32/x86
> > only, and on Linux/x86 for example, mplayer uses wine as a library to load
> > win32 codecs.
>
> M_player suports all kind of formats (mov, avi, mpg, flm, fli, flc,
> flh, gif, dl, bat, cdh, cdl, cdv, seq, dlt) but no wmv.

No, the Mplayer from the unix world.

http://perso.wanadoo.fr/didierm/files/MPlayer-1.0pre4-atari.lzh
Works fine with the DVD support in Extendos.

Sure it's slow, it's just a compilation.
I have never tried crosoft files.

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6757. Re: Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 07:21:31 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1147504891.707960.149400@d71g2000cwd.googlegroups.com>
Source record: 8483

Hi Martin,

I don't know if 1.15.12 run on CT60... But the Mint kernel of NAES 2.0
don't work (I don't know the version number of it)

I'll try 1.15.12.

Thanks a lot,

Cyril.

6758. Re: Screenshot

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 07:55:30 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <7P6dnYlaD9fEEvjZnZ2dnUVZ8s6dnZ2d@bt.com>
Source record: 8484

<blah@blah.com> wrote in message
news:ugta6256asts5017ein5rrocdtf7nchbm8@4ax.com...
> Hi,
>
> How do you get screen shot's of running programs or open
> windows from a real Atari not an emulator?
>
> Dave
>

Digital camera on a tripod. Failing that, one of these TV RGB in cards for a PC. The output from an emulator though always seems excellent and final when compared to those methods.

6759. Re: Screenshot

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 08:53:23 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1147510403.890293.42970@j33g2000cwa.googlegroups.com>
Source record: 8485

Hi Dave,

Depending on which Atari you wish to take the screenshot on, there are
different solutions. If you have MiNT installed, I would say that
"GFASNAP" might be useful, saving images to *.TGA. I also recall a desk
accessory called "SNIP" which saves *.IMG files, but I can't recall if
it was just for monochrome mode or colour too.

You might perhaps also find some useful information in this thread:

http://www.atari-forum.com/viewtopic.php?t=7545&highlight=screenshot

Regards,

/Joakim

6760. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 09:12:56 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4465a318$1_1@x-privat.org>
Source record: 8486

phantomm wrote:
>

> BTW, Martin I have often wondered why you still have links to
> programs on UTSI that no longer exist, such as for
> Apex Alpha, and other Titan related software as well as others?

Euch, good question.
Lack of free time is one of the reasons.
Before I delete links I really want to be sure the software in
question doesn't have a link anymore. This involve lots of internet
searching, etc... Read time consuming.
In case of Apex Alpha and other Titan realated soft I think I can
delete the links.

Maybe I will work on the UTSI this weekend.
If you (or others) have new links please let me know.

TIA,

Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6761. Re: Screenshot

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 09:53:50 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4465acae$1_3@x-privat.org>
Source record: 8487

blah@blah.com wrote:
>
> Hi,
>
> How do you get screen shot's of running programs or open
> windows from a real Atari not an emulator?

There are a few utilities you can use to maka a snapshot of the
screen.

JML_Snapshot. Make a snap in (X)IMG, IFF and TIFF
German/English version
<URL:http://www.the-mclouds.de/> Follow the link software. You can get
a free key (Freier Schlï¿½ssel) to unlock the shareware restriction.

GFA Snap. Requires MiNT
<URL:http://www.bright.net/~gfabasic> Follow the link downloads

Snapper
<URL:http://www.jebnet.de/atarisoft.html>
<URL:ftp://chapelie.rma.ac.be/atari/graph-tools/snapper.zip>

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6762. speedo caches

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 12:03:21 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <4465cafe$0$21297$8fcfb975@news.wanadoo.fr>
Source record: 8488

Hello,

i wonder how many kb should i reserve with SpeedoGDOS 5 for a correct use
without using too much ram? (lines in the EXTEND.SYS file)
I have 20 fonts, (TTF and SPD, no bitmap ones) and a Mega STE 4Mb.

Thanks,

Guillaume.

6763. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 13:41:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.13.13.41.09.746193@charter.net>
Source record: 8489

On Sat, 13 May 2006 06:59:40 +0100, blah wrote:

> Dunno, quiet like MagiC and really. That said, once I
> get these HD issues sorted am gonna have a go at MiNT and some other
> replacement desktop.
>
> What are peoples thought's on desktops?
>
> Dave

I'd try these three and then decide:

Thing
Teradesk
Jinnee

Jinnee is commercial though - you'll have to buy it, although I think
there is a demo somewhere. Thing and Teredesk are free, try them out first.

--
_/_/_/

6764. Re: Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 13:48:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.13.13.48.44.759173@charter.net>
Source record: 8490

On Sat, 13 May 2006 00:21:31 -0700, cyril wrote:

> Hi Martin,
>
> I don't know if 1.15.12 run on CT60... But the Mint kernel of NAES 2.0
> don't work (I don't know the version number of it)
>
> I'll try 1.15.12.
>
> Thanks a lot,
>
> Cyril.

Hmm, I've got NAES v2.0 and easymint installed here, on my CT60
Falcon, which I believe uses 1.15.xx, AFAIK.

--
_/_/_/

6765. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 14:16:36 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4465ea44$1_1@x-privat.org>
Source record: 8491

Ronald J. Hall wrote:
>
> On Sat, 13 May 2006 06:59:40 +0100, blah wrote:
>
>> Dunno, quiet like MagiC and really. That said, once I
>> get these HD issues sorted am gonna have a go at MiNT and some other
>> replacement desktop.
>>
>> What are peoples thought's on desktops?
>>
>> Dave
>
> I'd try these three and then decide:
>
> Thing
> Teradesk
> Jinnee
>
> Jinnee is commercial though - you'll have to buy it, although I think
> there is a demo somewhere. Thing and Teredesk are free, try them out first.

Thing is *not* free. It's shareware.
Personaly I use Thing 1.27 which I prefer above Jinnee. I do have
Jinnee (registrated user) but I don't like it very much.
Thing, Teradesk and Jinnee, all works fine with MiNT.

HTH,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6766. Atari Online News, Etc. #08-19

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 16:46:24 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1147538784.709721.218280@i39g2000cwa.googlegroups.com>
Source record: 8492

```
A-ONE #0819 01/12/06

~ UK Spam Is Law Breaker ~ People Are Talking! ~ CCAG 2006 Show!
~ Philly Going Wireless? ~ Bill To Ban MySpace! ~ Cybercrime Bill
Lax!
~ 'Botmaster' Gets Jail! ~ Consoles Take Over E3! ~ Search Engines
Fail
~ XXX Domain Rejected! ~ MySpace Wins 'Webby'! ~ Yahoo and China

-* UK Hacker To Be Extradited! *-
-* International Pedophilia Crackdown! *-
-* NYC Fires Employee for Surfing the Internet *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

6767. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 18:21:54 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be.invalid>
Message-ID: <pan.2006.05.13.18.21.53.436891@pandora.be.invalid>
Source record: 8494

Op Sat, 13 May 2006 07:46:00 +0200, schreef Ekkehard Flessa:

> Hallo Martin!
>
>
> MB>Anyway 1 st Word is history. It hardly runs on modern systems.
>
> It surely runs on my Milan. In 1280x1024x64k.
>
> Version 3.20 TT was quite cleanly written for its time.

Ok, I've a little bit exaggerated. 1st word does run on my Hades too but
it has some redraw probs (on N_AES and XaAES) and it eats all available
memory if you don't take precautions. I only let 1 st word uses ST-RAM.

All by all it doesn't runs very smoothly.

Tschï¿½ï¿½,
Martin

6768. Configuring Linksys BEFSR41 EtherFast to work with EtherNEC & STiNG

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 20:16:39 UTC
From: dark_willow1981@lycos.com
Message-ID: <1147551399.556529.42470@d71g2000cwd.googlegroups.com>
Source record: 8495

Hi,

I've just moved house and have a new cable broadband service
(WightCable - UK) which uses dynamic IP addresses. I have the following
equipment which I'd like to use simply to share the cable link for
Atari and PC, I dont need a full LAN with file/print sharing or
anything else.

Motorola SurfBoard SB5101E Cable Modem
LinkSys EtherFast BEFSR41 4 port router with NAT anad DHCP server
facilities
Dell Laptop PC running WinXP
Atari TT030 with EtherNEC running MagiC v6.2 and STiNG v1.26

I have had no luck in configuring the router at all to get it work with
the TT. The Laptop can access the network no problem but I believe it
is simply using dynamic rather than working the the static NAT
addresses which I've tired to assign. The manual for hte router is next
to no help, and I'm not that used to dealing the broadband links, so if
anyone has any guides on how to get it all running, it'd be really
appreciated, as up until now I've skirted around it by using consumer
broadband for PC and dial up for Atari.

6769. Logistix spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 21:34:14 UTC
From: Emil <emiliocris2@yahoo.com>
Message-ID: <1147556054.466030.236330@i40g2000cwc.googlegroups.com>
Source record: 8497

I am looking for this spreadsheet program. Anyone remember it or have it for sale? Thanks.

6770. Re: TT Wont boot from HD

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 21:36:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.13.21.36.12.910259@charter.net>
Source record: 8496

On Sat, 13 May 2006 16:16:36 +0200, Martin Byttebier wrote:

> Thing is *not* free. It's shareware.

My apologies Martin. I thought that the author had released it after the
last version.

Its actually what I use - I have a registered version that I paid for.

> Personaly I use Thing 1.27 which I prefer above Jinnee. I do have
> Jinnee (registrated user) but I don't like it very much.
> Thing, Teradesk and Jinnee, all works fine with MiNT.

Thanks for the info.

--
_/_/_/

6771. Re: Configuring Linksys BEFSR41 EtherFast to work

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 21:44:03 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44665323$1_2@x-privat.org>
Source record: 8498

dark_willow1981@lycos.com wrote:
>

> I have had no luck in configuring the router at all to get it work with
> the TT. The Laptop can access the network no problem but I believe it
> is simply using dynamic rather than working the the static NAT
> addresses which I've tired to assign. The manual for hte router is next
> to no help, and I'm not that used to dealing the broadband links, so if
> anyone has any guides on how to get it all running, it'd be really
> appreciated, as up until now I've skirted around it by using consumer
> broadband for PC and dial up for Atari.

You must give the TT a static IP address. Normally you can set that in
the router setup. On a Linksys you can probably set this in the "access
restriction" menu --> edit list of pc's

Then set that static address in your Sting network configuration file.
It must look like this.
lo0 127.0.0.1 127.0.0.0 255.0.0.0 127.255.255.255
ne0 192.168.1.4 192.168.1.0 255.255.255.0 192.168.1.255

The default route should point to the IP address of the router
ne0 192.168.1.1

Be aware the above examples are taken from my mintnet setup. How the
syntax is for Sting I really don't know.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6772. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 22:39:33 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <ybt9g.41510$iB2.25780@bignews4.bellsouth.net>
Source record: 8499

"Martin Byttebier" <geek@atarians.com> wrote in message
news:4465a318$1_1@x-privat.org...
>
>
> phantomm wrote:
>>
>
>> BTW, Martin I have often wondered why you still have links to
>> programs on UTSI that no longer exist, such as for
>> Apex Alpha, and other Titan related software as well as others?
>
>
> Euch, good question.
> Lack of free time is one of the reasons.
> Before I delete links I really want to be sure the software in
> question doesn't have a link anymore. This involve lots of internet
> searching, etc... Read time consuming.
> In case of Apex Alpha and other Titan realated soft I think I can
> delete the links.
>
> Maybe I will work on the UTSI this weekend.
> If you (or others) have new links please let me know.
>
> TIA,
>
> Martin

Would you happen to have the Apex Alpha Demo?
I know Titan was working on a followup to Apex Media which I have.
Rumors in the past say that a working Demo called Apex Alpha or Apex Audio
does exist, and I would love to have a copy of it.

If anyone has it, I would really appreciate a copy of it.
phantomm@bellsouth.net

6773. Re: Logistix spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2006-05-13 23:02:06 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Gwt9g.41528$iB2.14274@bignews4.bellsouth.net>
Source record: 8500

"Emil" <emiliocris2@yahoo.com> wrote in message
news:1147556054.466030.236330@i40g2000cwc.googlegroups.com...
>I am looking for this spreadsheet program. Anyone remember it or have
> it for sale? Thanks.
>

I happen to have the original manual, reference card, and original 2 disks.

Manual says version 1.1, 1Meg of memory is required and is hard drive
installable.

It looks like a interesting program, it can read dBase, ASCII, CSV and
other
file formats such as Lotus and SuperCalc. According to the manual.

Its a rather old program and I have never used it before.
Have you used it before? If not how did you find out about it?

If you cannot find it anywhere else, then I would probably sell it to you.
phantomm@bellsouth.net

6774. Atari Chat Anyone?

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 00:34:07 UTC
From: Terry Olsen <tolsen64@hotmail.com>
Message-ID: <44666d7a$0$29255$88260bb3@free.teranews.com>
Source record: 8501

I have a free chat system set up if anyone is interested in chatting about your favorite computer. I only have a windows client available, but will be working on a linux client in the near future.

To sign up, visit http://boycot.no-ip.com/boycotchat If you don't get the confirmation email after you sign up, email me and i'll activate your account.

To get the client software, visit http://boycot.no-ip.com/software/ and click the "BoycoT Chat Client" link.

*** Posted via a free Usenet account from http://www.teranews.com ***

6775. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 02:44:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4466c6324dd1f2@comcast.net>
Source record: 8505

>
>
>phantomm wrote:
>>
>
>> Speaking of 1st Word....
>
>>
>> Was wondering if anyone still uses it and would it make a good editor to
>> use with programs like Newsie/Oasis to write/edit E-Mail and etc?
>
>1st Word as an e-mail editor? What's wrong with Everest or Qed?
>
>It's *bad enough* people sends e-mails in html format, don't make it
>worser by sending e-mails nobody, except those with 1st Word, can
>read.

Everest is ok, but QED does an excellent job. I am not sure about 1st Word. I would test it out by sending myself an email just to see how it looks. Besides, if I going to use it, I would try 1st Word Plus. It is a lot better than the plain 1st Word and it what I use on my STe.

>Anyway 1 st Word is history. It hardly runs on modern systems.

Yes, I agree here.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6776. Re: Diamond Back

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 02:45:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4466c6324dd1f3@comcast.net>
Source record: 8506

>
>Is DB3 still available ot purchase/upgrade?

Maybe. I would try 16/32 Systems in the UK.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6777. Re: Graphics on Atari

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 02:49:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4466c6324dd1f4@comcast.net>
Source record: 8504

>
>I know alot of Atari ST-Falcon users have moved to other
>platforms for Graphics work.
>
>Was wondering if anyone reading this group still uses any of
>the Atari Graphics/Animation packages that were released?
>
>I personally have tried to collect most all of them, and there was
>some really nice software created. Especially if you had a good
>Graphics card and or a Falcon.
>
>Music related software was big on the Ataris for awhile.
>I'm sure there are still people like me who still uses their
>Ataris for Music related stuff.
>
>But I really never heard alot about the Graphics/Animation
>area. Anyone still using their Ataris for Graphics stuff??
>
>If so, what Software are you using and for what uses?
>
>
>phantomm@bellsouth.net

I have a Nova Graphics card on my Hades. I use Calamus SL 2006 alot but mainly for person use. I print out my Christmas labels every year. I not only print out the addresses, but also a little Christmas graphic scene. I use a Christmas card(s) that I received the previou year. I scan them and put them into Calamus before printing. I also use it for making up label for my video collection. There is other stuff also. I also use PhotoTip for getting pictures ready for use in Calamus.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6778. Re: Screenshot

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 02:51:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4466c6324dd1f5@comcast.net>
Source record: 8507

>Hi,
>
>How do you get screen shot's of running programs or open
>windows from a real Atari not an emulator?
>
>Dave

I use Image Copy for this. It works best in a muti-tasking environment.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6779. Re: Configuring Linksys BEFSR41 EtherFast to work

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 08:10:06 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060514091332168O7-derryck@cixcoukinvalid>
Source record: 8502

On 2006-05-13 22:44:03 +0100, Martin Byttebier <geek@atarians.com> said:

> You must give the TT a static IP address. Normally you can set that in
> the router setup. On a Linksys you can probably set this in the "access
> restriction" menu --> edit list of pc's

The router will have a config section where can be set a range of IP
numbers which will not be set by the router's auto-setting function,
which is what I think you're saying there Martin.

The OP needs to make sure that the TT's fixed IP address is within that range.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6780. Re: Configuring Linksys BEFSR41 EtherFast to work

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 09:52:29 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4466fddd$1_3@x-privat.org>
Source record: 8503

Derryck Croker wrote:
>
> On 2006-05-13 22:44:03 +0100, Martin Byttebier <geek@atarians.com> said:
>
>> You must give the TT a static IP address. Normally you can set that in
>> the router setup. On a Linksys you can probably set this in the "access
>> restriction" menu --> edit list of pc's
>
> The router will have a config section where can be set a range of IP
> numbers which will not be set by the router's auto-setting function, which
> is what I think you're saying there Martin.

I was wrong though about how to set the static address. One
must look at setup/advanced routing. Here can you set the static IP of
the TT.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6781. Re: Graphics on Atari

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 16:39:45 UTC
From: Paolo <paolo@null.nul>
Message-ID: <l3J9g.9784$b5.151733@twister2.libero.it>
Source record: 8508

phantomm ha scritto:
> I know alot of Atari ST-Falcon users have moved to other
> platforms for Graphics work.
>
> Was wondering if anyone reading this group still uses any of
> the Atari Graphics/Animation packages that were released?
>
> I personally have tried to collect most all of them, and there was
> some really nice software created. Especially if you had a good
> Graphics card and or a Falcon.
>
> Music related software was big on the Ataris for awhile.
> I'm sure there are still people like me who still uses their
> Ataris for Music related stuff.
>
> But I really never heard alot about the Graphics/Animation
> area. Anyone still using their Ataris for Graphics stuff??
>
> If so, what Software are you using and for what uses?
>
>
> phantomm@bellsouth.net
>
>
>

Well, Photoline ST (or TT) is a GREAT and faster and cheaper alternative
to Photoshop for everyday jobs.
Then I use GEMgraph (not for pure graphics, but for calc/pblishing)
I used OverlayII for title animations. I still thing it's great, but the
low resolution limits somehow its utility (I can use it only in
not-full-screen titling).

6782. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 17:14:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8eadnUk0edbr-PrZRVnyuA@pipex.net>
Source record: 8509

In message <e3qrt4$p45$02$1@news.t-online.com>, karsten-schenk@gmx.net said:

>I'm searching for specifications of the 1st word document format.
>Does anyone know where to find them?
>

Hi Karsten

The UK distributors of 1st Word, GST, published a document
'Software Developers Guide for 1st Word Plus' which contains quite
a lot of info about the format. What did you want to know? I could
send you a photocopy if you let me have your address by email to
xlator AT cix DOT co DOT uk.

Regards, /Peter/

6783. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 17:14:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <AJudneLnDNrq-PrZRVnyiw@pipex.net>
Source record: 8510

In message <Jhv8g.18742$Sl4.10878@bignews1.bellsouth.net>, phantomm@bellsouth.net said:

>I have 1st Word Plus from GST Software.
>Version is 3.20TT
>for the STF/STFM/STE/Mega ST/TT as Labeled on the disk.
>It is in new condition, have never used it.
>
>Was wondering if anyone still uses it and would it make a good editor to
>use with programs like Newsie/Oasis to write/edit E-Mail and etc?

My wife still uses it as her prefered WP program, and I use it at
times for letters etc. You may find it a bit slow for your email
purposes - if you do use it, make sure that you save the text with
'WP mode' *off* as otherwise it will use ASCII 29-31 for spaces
and add a header including a ruler.

1WP *.DOC files import fine in Papyrus and some other DTP programs.

Regards, /Peter/

6784. Re: That's Write 3

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 17:14:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <btqdncHvPpjl-PrZRVnyhg@pipex.net>
Source record: 8511

In message <BXv8g.1486$S7.650@news-server.bigpond.net.au>,
mark@nomorespamplease.computercom.com.au said:

>> Have version 3.1G, Is this program similar to PageStream?
>
>
>Closer to Papyrus IIRC. It uses SpeedoGDOS. But it is a document processor.
>>
>> If so, which one is better and does That's Write 3 run on a
>> Falcon?
>
>It does run on the Falcon. But you need NVDI or SpeedoGDOS.

Yes, I still use it for some of my older publications that were
written in TW3. Note that you also need Speedo *.SPD fonts - it
won't use TTFs. Furthermore, it usually caches bitmapped versions
of fonts separately for the screen and printer in larger sizes
(the minimum size is adjustable) which can take up a lot of hard
drive space - mine are 2 and 8 MB respectively. These can be
deleted, but it then takes longer to build up a bit-map before you
can use a font.

It's quite versatile, but I prefer Papyrus as it's more flexible
in things like line and para spacing, and can use TTFs.

Regards, /Peter/

6785. CTPCI and video cards

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 21:18:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.14.21.18.44.630169@charter.net>
Source record: 8512

I know the CTPCI with a Radeon video card is still very "newish", so what
I'm asking is probably still in the "not sure" stages but...

Will a CT60 Falcon, equipped with a Radeon video card, via the CTPCI still
be able to show/run/display standard Atari video? I mean, if I still
wanted to play a game, will this new setup run it?

Thanks, just trying to get my head wrapped around the concept of any Atari
besides the clones (Milan, Hades, etc) using a standard PC video card. :)

--
_/_/_/

6786. Re: Live moving/sizing Teradesk window with

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 22:05:04 UTC
From: vdjole@EUnet.yu
Message-ID: <e489ie$ka1$1@news.eunet.yu>
Source record: 8513

On 12 May 2006 13:16:14 , "GokMasE" wrote:

>Anyone else tried Teradesk under MagiC-PC, and noticed very weird
>(lagging response, and strange redraws) related to live moving and
>sizing of the Teradesk windows?

A similar problem is visible in XaAES: realtime resizing of directory windows does not work correctly. This has been fixed now (please see "New after this release" on http://solair.eunet.yu/~vdjole/teradesk.htm) and will be available in the next version of TeraDesk, to be released within a week or so. Most probably the fix will also apply to the problem yopu experienced in Magic-PC.

Djordje

6787. Re: Live moving/sizing Teradesk window with

Newsgroup: comp.sys.atari.st
Date: 2006-05-14 22:25:10 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1147645510.038106.171910@j33g2000cwa.googlegroups.com>
Source record: 8514

Hi Djordje,

That looks promising, I will have a look at the next version when it is released.

Thanks,

/Joakim

6788. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-15 11:44:26 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060515124408168O7-derryck@cixcoukinvalid>
Source record: 8515

On 2006-05-14 18:14:30 +0100, xlator@cix.compulink.co.uk said:

Hi Peter,

> by email to xlator AT cix DOT co DOT uk.

Your email return address is in plain sight in your message header!

Welcome back BTW!

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6789. Re: Atari ST Developer Docs...

Newsgroup: comp.sys.atari.st
Date: 2006-05-15 13:14:37 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0605151457480.1302@localhost>
Source record: 8516

Hi, Lonny!

I> If you have a doc to donate, let me know.

You read the thread about the Motorola MFP? The data sheet can be
downloaded from the net, but would suit your collection. I could look for
the link or send it to you by eMail.

l> I apologize for the dull look, an html guru I am not. It's also not done.
l> More files yet to add. Enjoy.

About the look - I think it's right the way it is. Clearly arranged, no
distracting "designer" frippery.

Thanks,

Alexander

6790. Re: CTPCI and video cards

Newsgroup: comp.sys.atari.st
Date: 2006-05-15 14:06:15 UTC
From: swe@atari.org
Message-ID: <mV%9g.3156$oj5.945678@news.siol.net>
Source record: 8517

> Will a CT60 Falcon, equipped with a Radeon video card, via the CTPCI still
> be able to show/run/display standard Atari video? I mean, if I still
> wanted to play a game, will this new setup run it?

It will, but on Falcons video port. So u will need either switcher or 2nd
monitor. 2 monitors are not bad idea, i hope that virtual consoles in mint
will run on original video and AES on CTPCI.

Janez

6791. Re: CTPCI and video cards

Newsgroup: comp.sys.atari.st
Date: 2006-05-15 14:56:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.15.14.56.12.212662@charter.net>
Source record: 8518

On Mon, 15 May 2006 16:06:15 +0200, swe wrote:

> It will, but on Falcons video port. So u will need either switcher or 2nd
> monitor. 2 monitors are not bad idea, i hope that virtual consoles in mint
> will run on original video and AES on CTPCI.
>
> Janez

Now that would be way cool. :-)

--
_/_/_/

6792. Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-15 16:32:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4468d7664475d0@comcast.net>
Source record: 8520

Hello All,

I am in process of re-installing MintNet. Things are mostly up and running. I do have get Mint connected to the Internet using my Ethernet card and I have to get X Window running. I used EasyMint and I noticed some files were not installed because of what I think is because the names wee too long. Sounds strange, but that is what I am getting. If I take the X11.tar file and extract it under Magic, things are ok. If I try the same under Mint, I am certain files are not extracted. I am getting an error that the file cannot be created and am denied access. If the name is too long what I can do to fix it? Should I use the ADDMEM program? I use it for Magic, but not for Mint. Suggestions?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6793. [ANN] Lynx C Dev Kit for Atari ST 0.2.0

Newsgroup: comp.sys.atari.st
Date: 2006-05-15 21:17:59 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <4468f007$0$294$7a628cd7@news.club-internet.fr>
Source record: 8519

Baguette & croissants :)

New version of the pack dev kit environment machin running on Atari ST,
for C coding and building demos & games for the Atari Lynx.

Download on my homepage or directly in the folder
http://rajah.atari.org/files/ -> lynxdev_st020.zip

Modifications in the 0.2.0
- lynxer, make_lnx, bin2c and wav2lsf GFA rewrite
+ lynxer support more than 16 files (see doc)
- sprpck and bin2obj recompiled with PureC (BMP image no more
supported)
- added original version of lyxass

Voilï¿½ :)

-- Pierre TON-THAT - Rajah Lone / Renaissance
http://rajah.atari.org

6794. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 02:41:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.16.02.41.29.640285@charter.net>
Source record: 8521

On Mon, 15 May 2006 20:32:50 +0400, Edward S. Baiz Jr. wrote:

> Hello All,
>
> I am in process of re-installing MintNet. Things are mostly up and
> running. I do have get Mint connected to the Internet using my Ethernet
> card and I have to get X Window running. I used EasyMint and I noticed
> some files were not installed because of what I think is because the
> names wee too long. Sounds strange, but that is what I am getting. If I
> take the X11.tar file and extract it under Magic, things are ok. If I
> try the same under Mint, I am certain files are not extracted. I am
> getting an error that the file cannot be created and am denied access.
> If the name is too long what I can do to fix it? Should I use the ADDMEM
> program? I use it for Magic, but not for Mint. Suggestions?

Edward, you do have an ext2 partition, right?

--
_/_/_/

6795. Re: CTPCI and video cards

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 12:54:02 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C08F980A.15944%vlg@o2.pl>
Source record: 8522

w poscie C08E3F35.5E9B%gfa-basic@mint.net, lp od gfa-basic@mint.net napisal
15-05-06 20:22:

> in article pan.2006.05.15.14.56.12.212662@charter.net, Ronald J. Hall wrote
> on 5/15/06 10:56 AM:
>
>> On Mon, 15 May 2006 16:06:15 +0200, swe wrote:
>>
>>> It will, but on Falcons video port. So u will need either switcher or 2nd
>>> monitor. 2 monitors are not bad idea, i hope that virtual consoles in mint
>>> will run on original video and AES on CTPCI.
>>>
>>> Janez
>>
>> Now that would be way cool. :-)
>
> The TT can do this, AES on the VME video port, and vcons on the old monitor
> port. It is very handy indeed. Should be doable on the Falcon I'd think
> with the right vcons.

Yeah, a very handy especially when you've got monitor with two SIGNAL
INPUTS!
So we need good Drivers then, and maybe good idea is to write to author of
drivers for CTPCI - RADEON. Didier Mequignon his name :)

Pawel Kaznowski

6796. WTD IDE/SCSI for STe

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 13:02:43 UTC
From: cii-2d21@iximail.com
Message-ID: <1147784563.500768.63710@j55g2000cwa.googlegroups.com>
Source record: 8523

Looking for any SCSI/IDE interface with or without HD for an Atari STe.
This
machine is fitted with a Veloce+ and their is an adapter on the board
for
the IDEal IDE interface - but I guess that's a very long shot :-)

Any other interface considered internal or external.

Cheers

Ian. (US & UK).

6797. Re: CTPCI and video cards

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 13:35:24 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <5efe0$4469d51c$d55dbe81$1106@news.chello.nl>
Source record: 8524

Pawel Kaznowski wrote:
> w poscie C08E3F35.5E9B%gfa-basic@mint.net, lp od gfa-basic@mint.net napisal
> 15-05-06 20:22:
>
>
>>in article pan.2006.05.15.14.56.12.212662@charter.net, Ronald J. Hall wrote
>>on 5/15/06 10:56 AM:
>>
>>
>>>On Mon, 15 May 2006 16:06:15 +0200, swe wrote:
>>>
>>>
>>>> It will, but on Falcons video port. So u will need either switcher or 2nd
>>>>monitor. 2 monitors are not bad idea, i hope that virtual consoles in mint
>>>>will run on original video and AES on CTPCI.
>>>>
>>>> Janez
>>>
>>>Now that would be way cool. :-)
>>
>>The TT can do this, AES on the VME video port, and vcons on the old monitor
>>port. It is very handy indeed. Should be doable on the Falcon I'd think
>>with the right vcons.
>
>
> Yeah, a very handy especially when you've got monitor with two SIGNAL
> INPUTS!
> So we need good Drivers then, and maybe good idea is to write to author of
> drivers for CTPCI - RADEON. Didier Mequignon his name :)
>

It is basically question of disentangling BIOS screen output
from VDI output.

I once (many years ago) used TT-Digger for this purpose
on the NOVA VDI.

This VDI took over ALL screen output.
I succeeded in removing or modifying those parts.
The result was that I got all VDI output to the colour monitor
connected to the NOVA card, and all BIOS (mostly printf) output
to the TTM195.

Everything under TOS 3.06 ROM AES.

Thus I learned that the AES exclusively used VDI.
Which was nice. :-)

Unfortunately I made a disastress mistake, totally ruining
the TT-Digger efforts.
Then I upgraded to a ATI MACH NOVA having a different VDI
binary, and I abandoned the lot.

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
Worked 1968-1977 with ICL 1900: http://www.fcs.eu.com/index.html
Worked 1977-1985 with ICL 2900: http://en.wikipedia.org/wiki/VME

6798. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 13:42:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <446a01003a8ef0@comcast.net>
Source record: 8529

>On Mon, 15 May 2006 20:32:50 +0400, Edward S. Baiz Jr. wrote:
>
>> Hello All,
>>
>> I am in process of re-installing MintNet. Things are mostly up and
>> running. I do have get Mint connected to the Internet using my Ethernet
>> card and I have to get X Window running. I used EasyMint and I noticed
>> some files were not installed because of what I think is because the
>> names wee too long. Sounds strange, but that is what I am getting. If I
>> take the X11.tar file and extract it under Magic, things are ok. If I
>> try the same under Mint, I am certain files are not extracted. I am
>> getting an error that the file cannot be created and am denied access.
>> If the name is too long what I can do to fix it? Should I use the ADDMEM
>> program? I use it for Magic, but not for Mint. Suggestions?
>
>Edward, you do have an ext2 partition, right?

Yes I do.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6799. Re: Atari ST Developer Docs...

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 13:57:49 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0605161537400.1171@localhost>
Source record: 8525

Hi, Lonny!

l> Unless I goofed there should be an MFP doc there.

Sorry, I did expect it in the "Data Sheets" section, did not look through
the "Atari DevKit" section thoroughly. Should have been thinking first ;-)

But this makes me suggest that you link to the gathered documents from an
additional tree that sorts them by contents instead of the way one could
obtain them originally.

Anyway, the link to the /Motorola/ 68901 Data Sheet is
<http://www.datasheetarchive.com/search.php?q=mc68901&sType=part&ExactDS=Starts>.
This PDF is a scan as well, so no big advantage in quality. But it seems
to be more elaborate in the timing diagrams at least.

Regards,

Alexander

6800. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 14:51:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <446a1118965f0@comcast.net>
Source record: 8530

Well now I found out the problem. It is not MintNet it is the Thing desktop. When I load in Jinnee I can display all the files in question, but when Thing is up I cannot as it reports the file names are too long. Any Thing experts out there. What is the latest version. I am using 1.27.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6801. Re: Graphics on Atari

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 16:54:37 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <7tnag.47316$Kn4.17708@bignews2.bellsouth.net>
Source record: 8526

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4466c6324dd1f4@comcast.net...

>>If so, what Software are you using and for what uses?
>>
>>
>>phantomm@bellsouth.net
>
> I have a Nova Graphics card on my Hades. I use Calamus SL 2006 alot but
> mainly
> for person use. I print out my Christmas labels every year. I not only
> print
> out the addresses, but also a little Christmas graphic scene. I use a
> Christmas card(s) that I received the previou year. I scan them and put
> them
> into Calamus before printing. I also use it for making up label for my
> video
> collection. There is other stuff also. I also use PhotoTip for getting
> pictures ready for use in Calamus.
>
>

I have a TT/MSTE version that you select with a jumper.
What type of Nova Graphics card will work on the Hades?

I have Various DTP programs, and don't use them as much as I use to.
Years ago, I was into PageStream, recently I got a package called
QuickForms for PageStream that has a CD full of Forms, templates, fonts and
etc for PageStream and other DTP applications. There are Calamus fonts on it
as well. This package also came with 2 3 1/2 disks and a manual. Haven't
fully
explored it yet, but it has gotten me interested in DTP again.

It's hard for me to choose which way to go with DTP. I have the full
version
of PageStream, plus extra software and etc for it.
So I can use it as is, knowing I have the latest version.

I have Calamus SL, Papyrus Gold v.5, Calligrapher Gold and a few others.
PageStream is the only one I have really used so I know it well.
Papyrus Gold looks really good to me, but I would want to upgrade to the
latest version. I think version 5 supports colour, but not sure if there
are major
bugs in it that would prevent me from really using it.

I'd like to find a update release notes for each release of Papyrus Gold, Calamus SL,
and Calligrapher Gold. I'm not sure if Calligrapher is still supported or how far any
upgrades went. I also like to know about any printer support. These probably use
NVDI which I have. I like the idea of using a DTP product that can use some of
the latest printers if any. Using NVDI or Not.

I would be using the DTP software on a Falcon. Either with a standard CPU or upgraded with CT2B or Nemesis. Or MSTE with a Nova Graphics Card.

PhotoTip, I don't recall that one at the moment. Is that anything like PhotoLine?

BTW, do you know if Apex Media will run on the Hades?
phantomm@bellsouth.net

6802. Re: Graphics on Atari

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 17:19:37 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <yQnag.47323$Kn4.1004@bignews2.bellsouth.net>
Source record: 8527

"Paolo" <paolo@null.nul> wrote in message
news:l3J9g.9784$b5.151733@twister2.libero.it...
>>
>> If so, what Software are you using and for what uses?
>>
>>
>> phantomm@bellsouth.net
>>
>>
>>
>
> Well, Photoline ST (or TT) is a GREAT and faster and cheaper alternative
> to Photoshop for everyday jobs.
> Then I use GEMgraph (not for pure graphics, but for calc/pblishing)
> I used OverlayII for title animations. I still thing it's great, but the
> low resolution limits somehow its utility (I can use it only in
> not-full-screen titling).
>

Yes I agree Photoline is good. I was just looking thru a Computer Mag that
I got
in the mail that sells all types of Graphics/Audio software and hardware for
the PC and
Mac. Some of the prices for Graphic software was hard to believe, for
example
AutoDesk Maya 7 Unlimited runs from $7000 to $9000 US!!
It must very nice for that price.
Others run anywhere from $100 to $2000.

I've not used Overlay II before, can one still get the full version?

I have a few Genlocks that I can use for doing titles and graphics in video.
There are software only packages that can do similar results.
BitBopper, can do some amazing things. The full version was released and
still
can be downloaded as far as I know. Every Falcon owner should get this one.
phantomm@bellsouth.net

6803. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 18:02:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200605162002.a32063@b.maus.de>
Source record: 8548

Hi Ekkehard,

EF>It surely runs on my Milan. In 1280x1024x64k.
and one more: also on an original TT in any available resolution,
under TOS or MagiC...

Und TTschï¿½
ps

6804. Re: 1st word

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 18:03:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200605162003.a32064@b.maus.de>
Source record: 8399

Hello Martin,

MB>Anyway 1 st Word is history.
please give an Atari soft that is _not_ history! (Pure irony) ;-)

Und TTschï¿½
ps

6805. Re: WTD IDE/SCSI for STe

Newsgroup: comp.sys.atari.st
Date: 2006-05-16 18:45:21 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <446a1dc1$0$8136$626a54ce@news.free.fr>
Source record: 8528

I was requested several weeks ago for a design of a IDE port for STE
machines.
I answered to the french guys that I need at least 100 buyers to do a
design.
And after 1 month, he sent me a list of near 100 guys....

So, it is possible I will design this small simple board for STE.

I take your email and will inform you later...

Regards

cii-2d21@iximail.com wrote:
> Looking for any SCSI/IDE interface with or without HD for an Atari
> STe. This
> machine is fitted with a Veloce+ and their is an adapter on the board
> for
> the IDEal IDE interface - but I guess that's a very long shot :-)
>
> Any other interface considered internal or external.
>
> Cheers
>
> Ian. (US & UK).

6806. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-17 01:12:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.17.01.12.54.719977@charter.net>
Source record: 8531

On Tue, 16 May 2006 17:42:06 +0400, Edward S. Baiz Jr. wrote:

>>Edward, you do have an ext2 partition, right?
>
> Yes I do.

Okay, I read your other message about the Thing desktop and you're right. That is a limitation of Thing. I've heard rumors that the last (unreleased) version addressed this, but its not available as far as I know. I've got v1.27 as well, registered.

Have you tried Teradesk as a replacement desktop? I believe it has support for those really long filenames, and its still supported and being developed.

--
_/_/_/

6807. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-17 17:04:10 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <446b578a_1@x-privat.org>
Source record: 8532

Edward S. Baiz Jr. wrote:
>
> Well now I found out the problem. It is not MintNet it is the Thing desktop.
> When I load in Jinnee I can display all the files in question, but when Thing
> is up I cannot as it reports the file names are too long. Any Thing experts
> out there. What is the latest version. I am using 1.27.
>

That's a Thing 1.27 problem. The latest available version is Thing
1.27. There is also Thing 1.29 - which doesn't have that long file
problem - but that version has only been distributed amongst beta
tester. Some years ago there was in this newsgroup an announcement of
Thomas Binder. He stated that everyone interested in the latest beta
version could get it from him. Since then I wrote numerous mails to
him but never got a reply back. :-(

Anyway if you feel comfortable with Jinnee do use it. It works very
good under MiNT.
Under Thing 1.27 you still can see these too long files names with the
shell.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6808. WTB/Trade Atari STacy

Newsgroup: comp.sys.atari.st
Date: 2006-05-17 19:16:05 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <IDKag.51975$MM6.4818@bignews3.bellsouth.net>
Source record: 8533

I am looking for a non working Atari STacy that
has the internal Hard Drive.

If you have one for sale or trade, then do e-mail me.

Thanks,
phantomm@bellsouth.net

6809. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 00:58:46 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <446bc6c6$0$13564$ba620e4c@news.skynet.be>
Source record: 8534

Hello,

Martin Byttebier wrote:
> Edward S. Baiz Jr. wrote:

>> Well now I found out the problem. It is not MintNet it is the Thing desktop.
>> When I load in Jinnee I can display all the files in question, but when Thing
>> is up I cannot as it reports the file names are too long. Any Thing experts
>> out there. What is the latest version. I am using 1.27.

> That's a Thing 1.27 problem. The latest available version is Thing
> 1.27. There is also Thing 1.29 - which doesn't have that long file
> problem - but that version has only been distributed amongst beta
> tester. Some years ago there was in this newsgroup an announcement of
> Thomas Binder. He stated that everyone interested in the latest beta
> version could get it from him. Since then I wrote numerous mails to
> him but never got a reply back. :-(

I mailed Thomas a few weeks ago about that same matter and he sent me Thing
1.29 beta. However, There are still some limitations on filename lengths.
It displays longish filenames, but they are not editable. I haven't tested
thoroughly, though.

Cheers,
JFL

Jean-Franï¿½ois Lemaire

6810. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 01:23:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.18.01.23.38.595148@charter.net>
Source record: 8535

On Thu, 18 May 2006 00:58:46 +0000, Jean-Francois Lemaire wrote:

> I mailed Thomas a few weeks ago about that same matter and he sent me Thing
> 1.29 beta. However, There are still some limitations on filename lengths.
> It displays longish filenames, but they are not editable. I haven't tested
> thoroughly, though.

Any chance he's going to release that for the *rest* of the world? :-)

--
_/_/_/

6811. Re: Is Welfare Part of Capitalism?

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 03:28:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.18.03.28.48.321680@charter.net>
Source record: 8536

On Thu, 18 May 2006 02:46:25 +0000, Rustynutt wrote:

> On Thu, 11 May 2006 18:49:29 -0700, "Starlord"
> <starlord@sidewalkastronomy.info> wrote:
>
>>POINK
>
> Damn bots.........

You tell'em. Lets send a 'Bot to eat their Bot! :-)

--
_/_/_/

6812. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 03:57:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <446c1db2875031@comcast.net>
Source record: 8538

>
>
>Edward S. Baiz Jr. wrote:
>>
>> Well now I found out the problem. It is not MintNet it is the Thing desktop.
>> When I load in Jinnee I can display all the files in question, but when Thing
>> is up I cannot as it reports the file names are too long. Any Thing experts
>> out there. What is the latest version. I am using 1.27.
>>
>
>That's a Thing 1.27 problem. The latest available version is Thing
>1.27. There is also Thing 1.29 - which doesn't have that long file
>problem - but that version has only been distributed amongst beta
>tester. Some years ago there was in this newsgroup an announcement of
>Thomas Binder. He stated that everyone interested in the latest beta
>version could get it from him. Since then I wrote numerous mails to
>him but never got a reply back. :-(

I found out that I do have version 1.29 Beta and it does display the files in question that 1.27 does not. It is only in German however, but that is ok. I want to re-install Mint using Easymint and will give that a try and see just how it goes.

>Anyway if you feel comfortable with Jinnee do use it. It works very
>good under MiNT.

Yes it does work ok, but the color is screwed up. I have N.AES version 2 and Jinnee works best in the 16-bit mode, not the 24 or 32-bit modes. I did try and use it to install Easymint, but it did not work too well.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6813. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 03:58:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <446c1db2875032@comcast.net>
Source record: 8539

>On Tue, 16 May 2006 17:42:06 +0400, Edward S. Baiz Jr. wrote:
>
>>>Edward, you do have an ext2 partition, right?
>>
>> Yes I do.
>
>Okay, I read your other message about the Thing desktop and you're right.
>That is a limitation of Thing. I've heard rumors that the last
>(unreleased) version addressed this, but its not available as far as I
>know. I've got v1.27 as well, registered.

Yeah Me too.

>Have you tried Teradesk as a replacement desktop? I believe it has support
>for those really long filenames, and its still supported and being
>developed.

I will give that a try. I forgot about that. Thanks for reminding me.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6814. Re: Graphics on Atari

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 04:07:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <446c1db2875033@comcast.net>
Source record: 8540

>I have a TT/MSTE version that you select with a jumper.
>What type of Nova Graphics card will work on the Hades?

I have a Nova Graphics Plus card, PCI version, with 4 meg of Ram.

>It's hard for me to choose which way to go with DTP. I have the full
>version
>of PageStream, plus extra software and etc for it.
>So I can use it as is, knowing I have the latest version.

Yes I also have PageStream. Great Program. It is on my STe.

>I have Calamus SL, Papyrus Gold v.5, Calligrapher Gold and a few others.
>PageStream is the only one I have really used so I know it well.
>Papyrus Gold looks really good to me, but I would want to upgrade to the
>latest version. I think version 5 supports colour, but not sure if there
>are major
>bugs in it that would prevent me from really using it.

YOu should use Calamus SL. It is an excellent program and offers more features
than PageStream. It is a little hard to use, but after you get the hang of it,
it's easy. I also have Papyrus Gold version 10 and it is super.

>upgrades went. I also like to know about any printer support. These
>probably use
>NVDI which I have. I like the idea of using a DTP product that can use some
>of
>the latest printers if any. Using NVDI or Not.

I also have NVDI version 5.03 and an old Epson Photo 700 color printer which
does an decent job. Papyrus and Calamus uses it just fine. There is a separate
module for Calamus called VDIprint which lets Calamus use any printer that I
have set up with using NVDI.

PhotoTip is not really like PhotoLine but then it is. PhotoTip is meant to be
used with a digital camera, but can be used without one. It also will take a
photo and will allow one to change it in most any way possible.

>BTW, do you know if Apex Media will run on the Hades?
>phantomm@bellsouth.net

No, I am not sure. Have not tried that one.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6815. Nordic Atari Show (June 30-July 2)

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 09:42:30 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1147945350.525382.169300@i40g2000cwc.googlegroups.com>
Source record: 8537

Hi all,

In case anyone has missed the information about NAS2006 (Nordic Atari Show), the date has been set to June 30 - July 2. Yes, this year NAS will span 3 days, something that should make it more appealing to ppl that has to travel long distances to get there.

Like the last few years, NAS will be held at Samskolan in Gothenburg. We are told that we can expect more details on NAS from the official website soon, but unless something is radically different from the event last year visitors should be able to access the computer room all around the clock. Last year, those who did not want to waste their precious money on a hotel room could grab their sleeping bag for a nap in the sleeping room.

* To monitor the official website for official news regarding NAS2006:

http://www.sak.nu/nas/index.htm

* To see which ppl that are planning on going to NAS, and to view pictures from previous NAS events:

http://nas.atari.org

Hope to see a lot of you ppl at NAS2006 :)

Regards,

/Joakim

6816. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 12:15:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605180513310.10879-100000@onyx.spiritone.com>
Source record: 8541
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6817. ALL ATARI GAMES 20% OFF OR FREE!

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 12:19:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605180515540.10879-100000@onyx.spiritone.com>
Source record: 8543
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

For Sale: Crates & Crates of Atari Games! Some Lots of, Some 1 or 2!
More Atari Games than anywhere else. Have you played your Atari Today! ST,
8 Bit & Jaguar! Some you wont find anywhere else but here. ALL 20% OFF!

Cant afford a vacation? Take a mini-vacation on your Atari. Why not, it's
paid for! Relax! Save on Gas! Play games on your Atari! Or look for Atari
games at http://BenSells.Atari.org Games Starting at $5 & Up! The Name
everyone knows for Gaming Fun! Have you Played your Atari Today? For
Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids Hardening of
the Ataris! E-Mail: Atari@aracnet.com or Call Ben Anytime @(503)256-9974!

$60.00 purchase Gets a FREE GAME for your Atari 8 Bit! Choose from 8 Games
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

My ST Games/Software NEW in the BOX has more than TRIPLED in size! Moved
all NEW in the BOX stock to just one Catalog! Hardware, Games/Software
and Books for 8 Bit, Jaguar and ST Platforms all NEW in the BOX moved to
my NEWINBOX.TXT Catalog! Please Check it out! Now going through May, ALL
GAMES/SOFTWARE USED & NEW for the Classic Atari 8 Bit, Atari ST and Atari
Jaguar are 20% off! E-Mail Atari@aracnet.com or call Ben (503)256-9974!

http://BensCatalogs.Atari.org Ben's Website & more Catalogs
http://www.aracnet.com/~atari/8bt_soft.htm Classic 8 Bit Games/Software
http://www.aracnet.com/~atari/jaggames.htm Jaguar Games
http://www.aracnet.com/~atari/newinbox.htm Combined Factory New Atari
http://www.aracnet.com/~atari/specials.htm Daily Atari Specials
http://www.aracnet.com/~atari/st_soft.htm ST Games/Software Catalog

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6818. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 12:22:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605180519480.10879-100000@onyx.spiritone.com>
Source record: 8542
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6819. Re: Nordic Atari Show (June 30-July 2)

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 13:51:29 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <446c7bdf$0$8133$626a54ce@news.free.fr>
Source record: 8544

But the problem is that school is stopping in France after July 4th...
So, for people coming from far and having some children it is not possible
to go the Saturday end of morning and go back for Sunday evening !
Not from France at least !

Could you not put this show the next WE ????
I may be able to come....
;-)

GokMasE wrote:
> Hi all,
>
> In case anyone has missed the information about NAS2006 (Nordic Atari
> Show), the date has been set to June 30 - July 2. Yes, this year NAS
> will span 3 days, something that should make it more appealing to ppl
> that has to travel long distances to get there.
>
> Like the last few years, NAS will be held at Samskolan in Gothenburg.
> We are told that we can expect more details on NAS from the official
> website soon, but unless something is radically different from the
> event last year visitors should be able to access the computer room
> all around the clock. Last year, those who did not want to waste their
> precious money on a hotel room could grab their sleeping bag for a nap
> in the sleeping room.
>
> * To monitor the official website for official news regarding NAS2006:
>
> http://www.sak.nu/nas/index.htm
>
> * To see which ppl that are planning on going to NAS, and to view
> pictures from previous NAS events:
>
> http://nas.atari.org
>
>
>
> Hope to see a lot of you ppl at NAS2006 :)
>
>
> Regards,
>
> /Joakim

6820. Re: Is Welfare Part of Capitalism?

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 22:33:04 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <Q8adnTjaKpi8a_HZRVnyiw@eclipse.net.uk>
Source record: 8546

"Rustynutt" <rustynutt@dingleberry.net> wrote in message
news:ovnn62pvl54as630dgroannq607ev3obt4@4ax.com...
> On Thu, 11 May 2006 18:49:29 -0700, "Starlord"
> <starlord@sidewalkastronomy.info> wrote:
>
> >POINK
>
> Damn bots........

Now Now , don't feed the trolls....

6821. Re: Is Welfare Part of Capitalism?

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 23:02:16 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <dsCdnTzgT7iPYvHZnZ2dnUVZ_vidnZ2d@inreach.com>
Source record: 8547

I'm not any kind of a 'bot'.

--
The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords
Astro Blog
http://starlord.bloggerteam.com/

"Rustynutt" <rustynutt@dingleberry.net> wrote in message
news:ovnn62pvl54as630dgroannq607ev3obt4@4ax.com...
> On Thu, 11 May 2006 18:49:29 -0700, "Starlord"
> <starlord@sidewalkastronomy.info> wrote:
>
>>POINK
>
> Damn bots.........

6822. PowerUp2 Falcon accelerator

Newsgroup: comp.sys.atari.st
Date: 2006-05-18 23:29:34 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.s9rsvkr2knc94k@81-174-208-102.pth-as1.dial.plus.net>
Source record: 8545

Hi
I've bought a Falcon with a 16 to 32 MHZ accelerator fitted in it.

The guy selling says the 16 to 32 MHZ accelerator is probably a "Powerup2"
he hasn't been able to locate the software to turn it on & off yet. Can
anyone point me to the utility that does this or to more detailed info on
the PowerUp2 accelerator. I have tried google without much success so far.

regards
Maurice

6823. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-19 08:52:09 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <446d8739$1_3@x-privat.org>
Source record: 8400

Edward S. Baiz Jr. wrote:
>
>>
>>
>>Edward S. Baiz Jr. wrote:
>>>
>>> Well now I found out the problem. It is not MintNet it is the Thing desktop.
>>> When I load in Jinnee I can display all the files in question, but when
>>> Thing
>>> is up I cannot as it reports the file names are too long. Any Thing experts
>>> out there. What is the latest version. I am using 1.27.
>>>
>>
>>That's a Thing 1.27 problem. The latest available version is Thing
>>1.27. There is also Thing 1.29 - which doesn't have that long file
>>problem - but that version has only been distributed amongst beta
>>tester. Some years ago there was in this newsgroup an announcement of
>>Thomas Binder. He stated that everyone interested in the latest beta
>>version could get it from him. Since then I wrote numerous mails to
>>him but never got a reply back. :-(
>
> I found out that I do have version 1.29 Beta and it does display the files in
> question that 1.27 does not. It is only in German however, but that is ok. I
> want to re-install Mint using Easymint and will give that a try and see just
> how it goes.

Well, well, (almost) everyone seems to have Thing 1.29 except me. :-(

>
>>Anyway if you feel comfortable with Jinnee do use it. It works very
>>good under MiNT.
>
> Yes it does work ok, but the color is screwed up. I have N.AES version 2 and
> Jinnee works best in the 16-bit mode, not the 24 or 32-bit modes. I did try
> and use it to install Easymint, but it did not work too well.

Hmm, just tried out Jinnee in 24 bit mode. The colors were ok. Under
32 bit mode only the desktop icons were screwed up. The desktop
background picture, menu's etc ... are good.
I don't know if it makes any differents but I'm using XaAES 0.998
instead of N_AES 2.0. I stopped using N_AES since quite some time now.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6824. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-19 12:45:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.19.12.45.48.46811@charter.net>
Source record: 8401

On Fri, 19 May 2006 10:52:09 +0200, Martin Byttebier wrote:

> Well, well, (almost) everyone seems to have Thing 1.29 except me. :-(

Don't feel lonely Martin, neither do I! :-(

--
_/_/_/

6825. Final Frontier 2 - player slots still open!

Newsgroup: comp.sys.atari.st
Date: 2006-05-19 14:15:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.19.14.15.56.100628@charter.net>
Source record: 8402

Folks, we've got 13 player slots left in Final Frontier 2. The game is progressing slowly, so it will probably extend into next month. So I'll add another $25 for a total of $50 then, as the cash prize for the winner.

Watch out for the Satharians! (computer AI). They've already found me twice in the deep recessess of space and slagged me. (curse them and consign them to the netherworlds!). :)

--
_/_/_/

6826. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-19 14:26:00 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <446dd578$1_2@x-privat.org>
Source record: 8403

Ronald J. Hall wrote:
>
> On Fri, 19 May 2006 10:52:09 +0200, Martin Byttebier wrote:
>
>> Well, well, (almost) everyone seems to have Thing 1.29 except me. :-(
>
> Don't feel lonely Martin, neither do I! :-(

Phew, what a relieve.;-) I thought I was the last Thing 1.27 user in
Atari land. I was already thinking about to ask the status of serious
endangered species.

I wonder how we can persuade Thomas Binder to release Thing 1.29.

TTYS
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6827. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-19 14:43:52 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060519154548168O7-derryck@cixcoukinvalid>
Source record: 8404

On 2006-05-19 15:26:00 +0100, Martin Byttebier <geek@atarians.com> said:

> I wonder how we can persuade Thomas Binder to release Thing 1.29.

I hate to say this, but since many people have tried and failed to
contact Thomas then the answer must be that this must be considered
"abandon ware"?

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6828. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-19 15:26:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.19.15.26.51.376870@charter.net>
Source record: 8405

On Fri, 19 May 2006 16:26:00 +0200, Martin Byttebier wrote:

> Phew, what a relieve.;-) I thought I was the last Thing 1.27 user in
> Atari land. I was already thinking about to ask the status of serious
> endangered species.

:-)

> I wonder how we can persuade Thomas Binder to release Thing 1.29.

Hmm, even better yet, is if we could get him to "touch it up" and then
release it?

--
_/_/_/

6829. Atari STFM 520 4Mb + monitors & boxes of games & Progs (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-05-19 18:42:56 UTC
From: Steve Clark <sd.clark@nospam.btinternet.com>
Message-ID: <nfqdnciJ--8ujPPZRVnyiQ@bt.com>
Source record: 8406

I recently moved to a village near Ely, Cambs and sitting in the garage is
my old Atari ST.

I've not use it in years but have no use for it now.

I'm willing to let someone have it at no cost if collected or a short way if
I deliver it, say 50 miles(ish) from Ely.

It's a Atari STFM520 with a 4Mb upgrade internal. Single-sided Floppy drive.
Mono SM124 monitor + Philips 14" colour monitor with a monitor switcher
attached.
I've also got 3 large boxes of programs, games etc, Calligrapher etc.
A handheld B&W scanner too. A few books also.

If there is anyone that would give it a good home then please email me.
But take out the "nospam." from the email address.

Steve Clark

6830. Re: PowerUp2 Falcon accelerator

Newsgroup: comp.sys.atari.st
Date: 2006-05-19 20:11:38 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.s9tedod6knc94k@81-174-216-231.pth-as9.dial.plus.net>
Source record: 8407

Hi
I really appreciate this Rustynutt. Does this also turn off PowerUp2?

On the TT version there is also a seperate program to turn PowerUp off & a cpx utility as well.So it looks like I'm looking for the prog to turn Powerup2 off, the cpx utility and some docs if possible. So far so very good.

regards
Maurice

6831. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 01:22:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <446e9a62369b62@comcast.net>
Source record: 8408

```
>
>> Yes it does work ok, but the color is screwed up. I have N.AES version 2 and
>> Jinnee works best in the 16-bit mode, not the 24 or 32-bit modes. I did try
>> and use it to install Easymint, but it did not work too well.
>
>Hmm, just tried out Jinnee in 24 bit mode. The colors were ok. Under
>32 bit mode only the desktop icons were screwed up. The desktop
>background picture, menu's etc ... are good.
>I don't know if it makes any differents but I'm using XaAES 0.998
>instead of N_AES 2.0. I stopped using N_AES since quite some time now.
>
>TTFN
>Martin

Really? I amy have to try out XaAes. I really would like to use Jinnee.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone
```

6832. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 01:24:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <446e9a62369b63@comcast.net>
Source record: 8409

>On Fri, 19 May 2006 10:52:09 +0200, Martin Byttebier wrote:
>
>> Well, well, (almost) everyone seems to have Thing 1.29 except me. :-(
>
>Don't feel lonely Martin, neither do I! :-(

I tried out TetraDesk in the EasyMint installation and it worked fine. I think there was only one file that did not install.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6833. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 01:25:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <446e9a62369b64@comcast.net>
Source record: 8410

>
>
>Ronald J. Hall wrote:
>>
>> On Fri, 19 May 2006 10:52:09 +0200, Martin Byttebier wrote:
>>
>>> Well, well, (almost) everyone seems to have Thing 1.29 except me. :-(
>>
>> Don't feel lonely Martin, neither do I! :-(
>
>
>Phew, what a relieve.;-) I thought I was the last Thing 1.27 user in
>Atari land. I was already thinking about to ask the status of serious
>endangered species.
>
>I wonder how we can persuade Thomas Binder to release Thing 1.29.
>
>TTYS
>Martin

An English RSC file would also be nice.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6834. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 10:16:25 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <446eec6a_2@x-privat.org>
Source record: 8411

Edward S. Baiz Jr. wrote:
>
>>
>>> Yes it does work ok, but the color is screwed up. I have N.AES version 2 and
>>> Jinnee works best in the 16-bit mode, not the 24 or 32-bit modes. I did try
>>> and use it to install Easymint, but it did not work too well.
>>
>>Hmm, just tried out Jinnee in 24 bit mode. The colors were ok. Under
>>32 bit mode only the desktop icons were screwed up. The desktop
>>background picture, menu's etc ... are good.
>>I don't know if it makes any differents but I'm using XaAES 0.998
>>instead of N_AES 2.0. I stopped using N_AES since quite some time now.
>>
>>TTFN
>>Martin
>
> Really? I amy have to try out XaAes. I really would like to use Jinnee.

You really must do that some time. You won't regret it. Sure there are
some issues that needs to be solved but XaAES as it is today is very useful.

I really don't have any reason at all to return to N_AES.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6835. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 10:47:53 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060520114549168O7-derryck@cixcoukinvalid>
Source record: 8412

On 2006-05-20 02:25:04 +0100, "Edward S. Baiz Jr." <edbaizjr@comcast.net> said:

> An English RSC file would also be nice.

xlator (Peter West) of DDP Translations would be the man to see about this.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6836. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 16:21:23 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <446f4203$0$3803$ba620e4c@news.skynet.be>
Source record: 8413

Hello,

Martin Byttebier wrote:
> Edward S. Baiz Jr. wrote:

>> Really? I amy have to try out XaAes. I really would like to use Jinnee.

> You really must do that some time. You won't regret it. Sure there are
> some issues that needs to be solved but XaAES as it is today is very useful.

> I really don't have any reason at all to return to N_AES.

I concur with Martin and indeed use Jinnee with XaAES and it works perfectly
well except for the lack of backgroud images. But this may be due to fVDI.

Cheers,
JFL

Jean-Franï¿½ois Lemaire

6837. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 18:04:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.20.18.04.34.560088@charter.net>
Source record: 8414

On Sat, 20 May 2006 16:21:23 +0000, Jean-Francois Lemaire wrote:

> I concur with Martin and indeed use Jinnee with XaAES and it works perfectly
> well except for the lack of backgroud images. But this may be due to fVDI.

Hmm, you can't use background images with Jinnee?

--
_/_/_/

6838. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 18:46:47 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <446f6417$0$26862$ba620e4c@news.skynet.be>
Source record: 8415

Hello,

Ronald J. Hall wrote:
>
> On Sat, 20 May 2006 16:21:23 +0000, Jean-Francois Lemaire wrote:
>
>> I concur with Martin and indeed use Jinnee with XaAES and it works perfectly
>> well except for the lack of backgroud images. But this may be due to fVDI.
>
> Hmm, you can't use background images with Jinnee?

Nope. Only black and white images are fine.

Cheers,
JFl

Jean-Franï¿½ois Lemaire

6839. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 18:59:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.20.18.59.06.299614@charter.net>
Source record: 8416

On Sat, 20 May 2006 18:46:47 +0000, Jean-Francois Lemaire wrote:

> Nope. Only black and white images are fine.

Well, thats certainly a bummer. Seems like all modern desktops should
support that.

So Thing and Neodesk are the only Atari desktops that support background
images/wallpaper?

--
_/_/_/

6840. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 20:31:50 UTC
From: Paul Williamson <paul.williamson@zetnet.co.uk>
Message-ID: <pan.2006.05.20.20.31.50.219492@zetnet.co.uk>
Source record: 8417

On Sat, 20 May 2006 14:59:06 -0400, Ronald J. Hall wrote:

> On Sat, 20 May 2006 18:46:47 +0000, Jean-Francois Lemaire wrote:

> So Thing and Neodesk are the only Atari desktops that support background
> images/wallpaper?

I have no problem using background images with Jinnee on my Hades, in 256 colours, which is what I use all the time.

Cheers

Paul

6841. [WWW] SDL and some other helper libraries updated

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 22:49:23 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.05.20.22.49.21.194192@caramail-NOSPAM.com>
Source record: 8418

Hello,

SDL 1.2.10 was officially released this week. New and fixed stuff:
- Added unicode character code support in keyboard drivers.
- Keyboard/mouse management with XBIOS interrupt disabled under MiNT (can cause crashes).
- Added driver for /dev/mouse in MiNT, but disabled at the moment (not usable with other applications at the same time).
- Updated for mintlib 0.57.6.

And for the first time, I also ported some other SDL helper libraries:
- SDL_mixer 1.2.7 (for music and sound replay)
- SDL_image 1.2.5 (for image loading)
- SDL_net 1.2.6 (for network)
- SDL_ttf 2.0.8 (for truetype fonts)

Everything is available on my website now.
--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

6842. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-20 23:38:57 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <446fa891$0$30253$ba620e4c@news.skynet.be>
Source record: 8419

Hello,

Paul Williamson wrote:
>
> On Sat, 20 May 2006 14:59:06 -0400, Ronald J. Hall wrote:
>
>> On Sat, 20 May 2006 18:46:47 +0000, Jean-Francois Lemaire wrote:
>
>> So Thing and Neodesk are the only Atari desktops that support background
>> images/wallpaper?
>
> I have no problem using background images with Jinnee on my Hades, in 256
> colours, which is what I use all the time.

It appears I wasn't clear? I was stating in the other post that with XaAES/fVDI
background images weren't displaying right. I've never said Jinnee
couldn't do them at all. We were talking about XaAES "issues" versus NAES.

Cheers,
JFL

Jean-Franï¿½ois Lemaire

6843. Atari Online News, Etc. #08-20

Newsgroup: comp.sys.atari.st
Date: 2006-05-21 01:40:09 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1148175609.311084.218080@i40g2000cwc.googlegroups.com>
Source record: 8420

A-ONE #0820 05/19/06

~ Smallest Vaio Shown! ~ People Are Talking! ~ New Lua for
TOS!
~ Yahoo Overhauls Home! ~ Fake Anti-Spyware? ~ Aiming At
MySpace!
~ Chat Rooms Help FBI! ~ Hybrid Hard Drive ~ Nordic Atari
Show!
~ Score One for Spammers ~ Employees Favor Surfing ~ Hybrid Hard
Drive!

-* New Intel-based MacBook Out! *-
-* Online Safety for Search Engine Use *-
-* Software Makers Crack Down On Net Piracy! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

6844. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-21 02:12:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.21.02.12.38.544217@charter.net>
Source record: 8421

On Sat, 20 May 2006 23:38:57 +0000, Jean-Francois Lemaire wrote:

> It appears I wasn't clear? I was stating in the other post that with
> XaAES/fVDI background images weren't displaying right. I've never said
> Jinnee couldn't do them at all. We were talking about XaAES "issues"
> versus NAES. Jean-Franï¿½ois Lemaire

Pardon me, that was my fault. Thanks for clearing that up.

--
_/_/_/

6845. Re: That's Write 3

Newsgroup: comp.sys.atari.st
Date: 2006-05-21 02:51:14 UTC
From: Mudge <mudge@nospam.ever>
Message-ID: <5202049.EQCKFXDN@news.telus.net>
Source record: 8422

On 05/12/2006 06:51:40 "Edward S. Baiz Jr." wrote:

> I have version 2.2 of Pagestream. It was the last version. Nice program.

Didn't the authors of Pagestream port that over to the PC and Mac
market ??

Seems to me I heard they were still around and working on Pagestream
for the Mac. It was a superb DTP program for the time.

That's Write from Compo Software in the UK was my WP of choice for as
long as I used the Atari - a great program - and the supposrt crew,
Neil O'Nions and his folks, were fabulous.

--
The Canadian Curmudgeon (in dry, clearish, 19C, Calgary)

Politician #1: "Gentlemen, I wish to tax your memory."
Politician #2: "Why didn't I think of that?"

6846. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-21 09:50:52 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be.invalid>
Message-ID: <pan.2006.05.21.09.50.52.194750@pandora.be.invalid>
Source record: 8423

Op Sat, 20 May 2006 16:21:23 +0000, schreef Jean-Francois Lemaire:

> Hello,
>
> Martin Byttebier wrote:
>> Edward S. Baiz Jr. wrote:
>
>>> Really? I amy have to try out XaAes. I really would like to use Jinnee.
>
>> You really must do that some time. You won't regret it. Sure there are
>> some issues that needs to be solved but XaAES as it is today is very useful.
>
>> I really don't have any reason at all to return to N_AES.
>
> I concur with Martin and indeed use Jinnee with XaAES and it works perfectly
> well except for the lack of backgroud images. But this may be due to fVDI.

Probably yes. Jinnee does display background images on my Hades using
novaVDI

CU,
Martin.

6847. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-21 16:45:46 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1148229946.102574.54150@g10g2000cwb.googlegroups.com>
Source record: 8424

Derryck,

Thing is IMHO *not* abandonware. I emailed the author some time ago
(approx 3 months) and he replied right away. People must be using the
wrong address or something.

-- Peter

Derryck Croker wrote:
> On 2006-05-19 15:26:00 +0100, Martin Byttebier <geek@atarians.com> said:
>
> > I wonder how we can persuade Thomas Binder to release Thing 1.29.
>
> I hate to say this, but since many people have tried and failed to
> contact Thomas then the answer must be that this must be considered
> "abandon ware"?
>
> --
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /

6848. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-21 16:47:37 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1148230057.148048.288170@j55g2000cwa.googlegroups.com>
Source record: 8425

Hi,

It's probably fVDI. Background images works w.o. problems (Hades,
Xaaes, 8bpp screenmode, NVDI).

-- Peter

6849. Atart 1040ST collection for auction

Newsgroup: comp.sys.atari.st
Date: 2006-05-21 18:35:19 UTC
From: Hunter Moon <runedancer@yahoo.com>
Message-ID: <1148236284_6535@news-east.n>
Source record: 8426

I have up for auction on ebay my Atari collection.

This auction is for an Atari ST collection. Everything is sold as is,
but is in good working and cosmetic condition.
The collection contains the following items:
• Atari 1040ST computer
• Atari SH204 hard disk drive (20 MB, I believe)
• Atari SM124 Monochrome Monitor (bright and crisp)
• Atari SC1224 Color Monitor (bright and crisp)
• Monitor Master A-B switch to select between the monichrome and color
monitors
• Atari two button mouse
• Atari joystick (not pictured)
• Over 110 3.5" floppy disks worth of programs
• STation (a support for the monitors and also to house the drives)
• Spectre GCR Magic Sac Macintosh emulator

Here is the URL:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8815716181&rd=1&sspagename=STRK%3AMESE%
3AIT&rd=1

Email

me with any questions you may have.

6850. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-21 19:52:14 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <4470c4ec$0$4510$9b4e6d93@newsread2.arcor-online.net>
Source record: 8427

Hi Jean-Francois!

> It appears I wasn't clear? I was stating in the other post that with XaAES/fVDI
> background images weren't displaying right. I've never said Jinnee
> couldn't do them at all. We were talking about XaAES "issues" versus NAES.

And that is still not clear:

I do use jinnee + XaAES on a Milan and on aranym.

Milan: background images nice and fine
aranym: background images do not work

The only software difference in the 2 setups is the VDI. On Milan it is
NVDI, on aranym fvdi.

Now it is clear whose fault it is.

Of course jinnee can do background images! It even has some cool
feature, that you can
a) use a background pattern
b) use a picture (on top of the pattern)
c) use a mask for the picture

So clearly, jinnee is very decent with background images!

Cheers, Ingo =;->

6851. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-21 20:22:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.21.20.22.56.557746@charter.net>
Source record: 8428

On Sun, 21 May 2006 15:34:00 -0400, lp wrote:

> Same here, he promptly sent me 1.29 when I asked as well.
> He's still on the mintlist. It really is a matter of the right address.

Lonny, do you have an english RSC for v1.29?

--
_/_/_/

6852. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 00:53:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.22.00.53.57.103520@charter.net>
Source record: 8429

On Sun, 21 May 2006 17:51:48 -0400, lp wrote:

> in article pan.2006.05.21.20.22.56.557746@charter.net, Ronald J. Hall
> wrote on 5/21/06 4:22 PM:
>
>> On Sun, 21 May 2006 15:34:00 -0400, lp wrote:
>>
>>> Same here, he promptly sent me 1.29 when I asked as well. He's still
>>> on the mintlist. It really is a matter of the right address.
>>
>> Lonny, do you have an english RSC for v1.29?
>
> Far I know there is no English rsc file for it.

I was afraid of that... :-)

--
_/_/_/

6853. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 03:21:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44715b1eb46411@comcast.net>
Source record: 8434

>Hello,
>
>Martin Byttebier wrote:
>> Edward S. Baiz Jr. wrote:
>
>>> Really? I amy have to try out XaAes. I really would like to use Jinnee.
>
>> You really must do that some time. You won't regret it. Sure there are
>> some issues that needs to be solved but XaAES as it is today is very useful.
>
>> I really don't have any reason at all to return to N_AES.
>
>I concur with Martin and indeed use Jinnee with XaAES and it works perfectly
>well except for the lack of backgroud images. But this may be due to fVDI.
>
>Cheers,
>JFL
>
>Jean-Fran,cois Lemaire

Well I will download it today. Is it hard to setup?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6854. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 03:22:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44715b1eb46412@comcast.net>
Source record: 8435

>On Sat, 20 May 2006 16:21:23 +0000, Jean-Francois Lemaire wrote:
>
>> I concur with Martin and indeed use Jinnee with XaAES and it works perfectly
>> well except for the lack of backgroud images. But this may be due to fVDI.
>
>Hmm, you can't use background images with Jinnee?

I use NVDI. Can this be used with XaAES? I surely hope so and if it does I am
sure Jinnee backgroup images will be no problem.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6855. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 03:23:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44715b1eb46413@comcast.net>
Source record: 8433

>Hello,
>
>Ronald J. Hall wrote:
>>
>> On Sat, 20 May 2006 16:21:23 +0000, Jean-Francois Lemaire wrote:
>>
>>> I concur with Martin and indeed use Jinnee with XaAES and it works perfectly
>>> well except for the lack of backgroud images. But this may be due to fVDI.
>>
>> Hmm, you can't use background images with Jinnee?
>
>Nope. Only black and white images are fine.
>
>Cheers,
>JFl
>
>Jean-Fran,cois Lemaire

Oh, bummer... But if that is the way it is, then that is the way it is.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6856. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 03:25:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44715b1eb46414@comcast.net>
Source record: 8436

>On Sat, 20 May 2006 18:46:47 +0000, Jean-Francois Lemaire wrote:
>
>> Nope. Only black and white images are fine.
>
>Well, thats certainly a bummer. Seems like all modern desktops should
>support that.
>
>So Thing and Neodesk are the only Atari desktops that support background
>images/wallpaper?

That may be the case under XaAes, but under NVDI you can also use the Ease desktop and Jinnie with back background images.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6857. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 03:28:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44715b1eb46415@comcast.net>
Source record: 8438

>Derryck,
>
>Thing is IMHO *not* abandonware. I emailed the author some time ago
>(approx 3 months) and he replied right away. People must be using the
>wrong address or something.
>
>-- Peter

Too bad. Seems he should release the last Beta now (version 1.29). Or can I give it out since he abandoned it?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6858. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 03:29:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44715b1eb46416@comcast.net>
Source record: 8437

>Hi,
>
>It's probably fVDI. Background images works w.o. problems (Hades,
>Xaaes, 8bpp screenmode, NVDI).
>
>-- Peter

Well is the author working on this?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6859. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 03:31:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44715b1eb46417@comcast.net>
Source record: 8439

>On 2006-05-22 01:53:58 +0100, "Ronald J. Hall" <dark_lord@charter.net> said:
>
>>>> Lonny, do you have an english RSC for v1.29?
>>>
>>> Far I know there is no English rsc file for it.
>>
>> I was afraid of that... :-)
>
>If Peter comes to the Cheshunt Computer Club meeting on Wednesday I'll
>ask him if he has already translated this - if he hasn't, then you
>could use the English resource from an earlier version to edit this one.

That is what I was thinking of doing. I have edited RSC files before.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6860. Re: That's Write 3

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 03:31:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44715b1eb46418@comcast.net>
Source record: 8440

>
>
>On 05/12/2006 06:51:40 "Edward S. Baiz Jr." wrote:
>
>> I have version 2.2 of Pagestream. It was the last version. Nice program.
>
>Didn't the authors of Pagestream port that over to the PC and Mac
>market ??

Seemm to me it was ported to the PC. Not sure about the Mac.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6861. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 09:04:23 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060522100331168O7-derryck@cixcoukinvalid>
Source record: 8430

On 2006-05-21 17:45:46 +0100, "PeP" <pep.fishmoose@gmail.com> said:

> Derryck,
>
> Thing is IMHO *not* abandonware. I emailed the author some time ago
> (approx 3 months) and he replied right away. People must be using the
> wrong address or something.

Maybe all those people should contact each other and compare notes :-)

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6862. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 09:06:52 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060522100600752 49-derryck@cixcoukinvalid>
Source record: 8431

On 2006-05-22 01:53:58 +0100, "Ronald J. Hall" <dark_lord@charter.net> said:

>>> Lonny, do you have an english RSC for v1.29?
>>
>> Far I know there is no English rsc file for it.
>
> I was afraid of that... :-)

If Peter comes to the Cheshunt Computer Club meeting on Wednesday I'll
ask him if he has already translated this - if he hasn't, then you
could use the English resource from an earlier version to edit this one.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6863. Re: PowerUp2 Falcon accelerator

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 11:28:00 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.s9x94ypaknc94k@81-174-212-148.pth-as5.dial.plus.net>
Source record: 8432

Hi
Thanks for your help.
I've checked the TT cpx utility it seems to work. Also now have a TTP prog
to switch it off. So that's that sorted.
Had a dabble accessing the internet with CAB last night - very nice,
although
speed is best described as sedate even with the acceleration.

cheers
Maurice

On Fri, 19 May 2006 21:50:03 +0100, Rustynutt <rustynutt@dingleberry.net>
wrote:
> Can you just rename it *.ACC? It just toggles a state on one of the
> keyboard chip legs from what I recall. You will never need to turn it
> off, it is 10000% compatible, so just stick it in the auto folder. It
> only runs the CPU at 32mHz.
> The one for the TT is different (connection wise) AFAIRC. I loved my
> TT but gave up when I couldn't get the CATTAMARAN working properly.
> I didn't see anything on my back up CD in the CPX folder, so it may
> have not came with one. I was pretty anal about keeping all that
> stuff. Looking through the CD makes me want to get the CT060 hooked up
> after the few years it has sit in a box:)

6864. 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 13:04:22 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <XrWdnYdmvfioKOzZRVnyug@bt.com>
Source record: 8441

Having bought an Amiga A500 to further develop PeST with, here's my observations;

1. The ST's PSU is internal, the Amiga's isn't.
2. The Amiga has no reset switch.
3. The Amiga has a box to connect to for TV out, then you need more leads.
4. ST FDD is 1/2 height, Amiga's is 1/3 height.
5. Amiga uses hex screws to get into it, ST doesn't.
6. Metal shielding in ST is thicker, Amiga shielding is deadly sharp!! :(
7. Amiga yellows more severely than the ST.
8. ST is neater in design.
9. Strange memory arrangment on the Amiga, chip ram, real ram!!, i don't know??
10. Workbench 1.3 boot disk is STILL copyrighted!!
11. Amiga disks can't be interchanged with a PC without gizmos

So I have an A500 with no Workbench/Kickstart disks such that I can't do anything with it. You can't even get images of the things off the net, and if you could, you couldn't put them to disk.

Sorry to say it but the Amiga get's the thumbs down, I want to throw this thing in the bin it's so frustratingly awkward.

If I didn't know better I'd say it was a commercial copy of an ST. The ST has a much nicer corporate feel to it. The Amiga is for children to play with.

6865. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 13:49:24 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4471c164$0$12937$91cee783@newsreader02.highway.telekom.at>
Source record: 8442

techie_alison wrote:

> Having bought an Amiga A500 to further develop PeST with, here's my
> observations;
>
> 1. The ST's PSU is internal, the Amiga's isn't.
> 2. The Amiga has no reset switch.
> 3. The Amiga has a box to connect to for TV out, then you need more
> leads. 4. ST FDD is 1/2 height, Amiga's is 1/3 height.

RGB

> 5. Amiga uses hex screws to get into it, ST doesn't.

Message?

> 6. Metal shielding in ST is thicker, Amiga shielding is deadly
> sharp!! :(7. Amiga yellows more severely than the ST.
> 8. ST is neater in design.

question of taste

> 9. Strange memory arrangment on the Amiga, chip ram, real ram!!, i
> don't know??

DMA, Slow RAM, FAST RAM, Chip RAM

> 10. Workbench 1.3 boot disk is STILL copyrighted!!

Great developers great copyright!

> 11. Amiga disks can't be interchanged with a PC without gizmos
>

What a nice feature! But otherwise.

> So I have an A500 with no Workbench/Kickstart disks such that I can't
> do anything with it. You can't even get images of the things off the
> net, and if you could, you couldn't put them to disk.
>
> Sorry to say it but the Amiga get's the thumbs down, I want to throw
> this thing in the bin it's so frustratingly awkward.
>

You could recycle it, at least.

> If I didn't know better I'd say it was a commercial copy of an ST.
> The ST has a much nicer corporate feel to it. The Amiga is for
> children to play with.

The most famous word I have ever/always heard about the AMIGA, is the mentioning of the famous graphic capabilities. And that famous Gfx is the same generation, who made the ATARI 400/800 famous, and the mighty VCS. XL. XE (already Tramiels) ... and so on. 260ST, 520, 1040 etc...

Best Regards,

Daniel Mandic

6866. Re: Dyna Cadd Dongle?

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 13:58:09 UTC
From: "Sheldon Winick"
Message-ID: <rbg3725bblfc689o4an0e1uh84gc0mpge0@4ax.com>
Source record: 8443

The dongle was for copy protection on early releases of DynaCADD. It
was abandoned on later releases, I believe -- at least its not needed
on the version I'm still using on my trusty 'ol TT030 (vers. 2.04.06).
As I recall, the dongle plugged into one of the serial ports, but
check your documentation to be sure.

Sheldon

On Wed, 10 May 2006 20:13:43 -0400, "phantomm"
<phantomm@bellsouth.net> wrote:

>
>I have a complete boxed version of Dyna Cadd.
>Not sure what version it is.
>Any way inside the box is a small grey 9 pin female plug
>with a Label that says Dyna Cadd Atari ST/TT on it.
>
>Whats it for and were does it go??
>
>phantomm@bellsouth.net
>
>

6867. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 15:02:22 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4471d27e$1_1@x-privat.org>
Source record: 8444

lp wrote:
>
> in article 1148229946.102574.54150@g10g2000cwb.googlegroups.com, PeP wrote
> on 5/21/06 12:45 PM:
>
>> Thing is IMHO *not* abandonware. I emailed the author some time ago
>> (approx 3 months) and he replied right away. People must be using the
>> wrong address or something.
>
> Same here, he promptly sent me 1.29 when I asked as well.
> He's still on the mintlist. It really is a matter of the right address.

I did use the address as found on the mintlist some time ago.
For some dark reasons he seems to ignore me.

Can it be he only sends a copy to software developers?

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6868. UniSpec

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 15:59:50 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C097AC96.15D51%vlg@o2.pl>
Source record: 8445

Im hardly seeking one interesting programm for ATARI ST. Anybody ever heard about UniSpec, a succesor of Spectrum 512 graphic editor?

Maybe somebody still got this stuff?

Thanks in advance for any infos.

6869. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 17:42:27 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <4471f803$0$1172$ba620e4c@news.skynet.be>
Source record: 8446

Martin Byttebier wrote:
> lp wrote:
>>
>> in article 1148229946.102574.54150@g10g2000cwb.googlegroups.com, PeP wrote
>> on 5/21/06 12:45 PM:
>>
>>> Thing is IMHO *not* abandonware. I emailed the author some time ago
>>> (approx 3 months) and he replied right away. People must be using the
>>> wrong address or something.
>>
>> Same here, he promptly sent me 1.29 when I asked as well.
>> He's still on the mintlist. It really is a matter of the right address.
>
>
> I did use the address as found on the mintlist some time ago.
> For some dark reasons he seems to ignore me.
>
> Can it be he only sends a copy to software developers?

I'm no software developer to speak of and Thomas replied when I contacted him
a couple of months ago at the address he uses on the MiNTlist. Maybe you weren't
polite with him? :-)

If he reads this thread he must find this discussion rather amusing.

JFL

Jean-Franï¿½ois Lemaire

6870. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 18:07:09 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4471fdcd_1@x-privat.org>
Source record: 8447

Jean-Francois Lemaire wrote:
>
> Martin Byttebier wrote:
>> lp wrote:
>>>
>>> in article 1148229946.102574.54150@g10g2000cwb.googlegroups.com, PeP wrote
>>> on 5/21/06 12:45 PM:
>>>
>>>> Thing is IMHO *not* abandonware. I emailed the author some time ago
>>>> (approx 3 months) and he replied right away. People must be using the
>>>> wrong address or something.
>>>
>>> Same here, he promptly sent me 1.29 when I asked as well.
>>> He's still on the mintlist. It really is a matter of the right address.
>>
>>
>> I did use the address as found on the mintlist some time ago.
>> For some dark reasons he seems to ignore me.
>>
>> Can it be he only sends a copy to software developers?
>
> I'm no software developer to speak of and Thomas replied when I contacted him
> a couple of months ago at the address he uses on the MiNTlist. Maybe you weren't
> polite with him? :-)

Hmm, who knows but if so this was certainly not on purpose. English is
not my mothertongue and my poor knowledge of English is not always
sufficient enough to express me properly.
>
> If he reads this thread he must find this discussion rather amusing.

I hope he finds it amusing.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6871. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 19:16:10 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44720dfa$1_1@x-privat.org>
Source record: 8448

lp wrote:
>
> in article 4471d27e$1_1@x-privat.org, Martin Byttebier wrote on 5/22/06
> 11:02 AM:
>
>> I did use the address as found on the mintlist some time ago.
>> For some dark reasons he seems to ignore me.
>>
>> Can it be he only sends a copy to software developers?
>
> I did pay for it. That's about all I can add. I assume he has a list of
> registered users.

And so did I. I paid for the regular Thing version and I paid twice
for the N_AES version.

Not sure but I believe I got the registration key from InterActive
(Joe Connor).

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

6872. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 20:35:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <_YednWvfcIMDve_ZRVnysQ@pipex.net>
Source record: 8349

In message <446a1118965f0@comcast.net>, edbaizjr@comcast.net said:

>Well now I found out the problem. It is not MintNet it is the Thing desktop.
>When I load in Jinnee I can display all the files in question, but when Thing
>is up I cannot as it reports the file names are too long. Any Thing experts
>out there. What is the latest version. I am using 1.27.

1.27 was the last released version (though 1.29 was announced as a
beta and reputedly available for download, though I never managed to
get it). 1.27 accepts filenames up to at least 33 characters long
(before the point) on the desktop, and permits spaces. However it will
not take that length in the 'Show Info' dialog. For longer names, use
jinnee, which permits 64 character filenames.

Regards, /Peter/

6873. Re: That's Write 3

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 21:44:48 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1148334288.247789.197190@y43g2000cwc.googlegroups.com>
Source record: 8350

Mudge wrote:
> On 05/12/2006 06:51:40 "Edward S. Baiz Jr." wrote:
>
> > I have version 2.2 of Pagestream. It was the last version. Nice program.
>
> Didn't the authors of Pagestream port that over to the PC and Mac
> market ??

Pagestream is still around for pretty much everything except the Atari
-- http://www.pagestream.org/ .

I just purchased an iBook yesterday to replace my aging Powerbook
3400c, and I'm pondering whether to purchase Pagestream 5. I have been
told by customer service that PG 5 can import Atari PG 2.2 formatted
files.

Has anyone else here used PG 4 or 5?

Galen (who played Towers with his son yesterday using dual Falcon 030s)

6874. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 22:54:39 UTC
From: rand@cd.chalmers.se
Message-ID: <e4tfff$ac0$1@gide.ita.chalmers.se>
Source record: 8351

In article <44715b1eb46416@comcast.net>,
Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>>Hi,
>>
>>It's probably fVDI. Background images works w.o. problems (Hades,
>>Xaaes, 8bpp screenmode, NVDI).
>>
>>-- Peter
>
>Well is the author working on this?

Well, contrary to what some people seem to think, I'm not a psychic.
It's usually best to actually tell me about problems rather than to
just assume that I will learn about them by magic. ;-)
(I fixed a bug concerning 32+ open virtual workstations just a
couple of days ago after being told about the issue.)

Anyway, it does indeed sound very likely that the culprit here is
fVDI. Probably an effect of the currently somewhat limited support
for the NVDIv5 blit functions.

Could you tell me in more detail how this problem occurs?
Can I find a downloadable demo of the relevant desktop program?
Is it a problem with all colour images, or only non-bitplane ones?
Does it occur in all screen modes? Only bitplane? Only true colour?
Any debug output from fVDI? Even without normal debug output turned
on, it is supposed to diagnose vr_transfer_bits problems. You might
need to redirect the output to some suitable place to see it, though.

Even if you chose to continue this discussion here, I'd appreciate
if you sent me an email (johan@klockars.net). I don't look in on
c.s.a.st as often as I perhaps should these days.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

6875. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 23:48:37 UTC
From: vdjole@EUnet.yu
Message-ID: <e4tikjcec1@news.eunet.yu>
Source record: 8353

On 22 May 2006 15:35:42 , xlator@cix.compulink.co.uk wrote:
>get it). 1.27 accepts filenames up to at least 33 characters long
>(before the point) on the desktop, and permits spaces. However it will
>not take that length in the 'Show Info' dialog. For longer names, use
>jinnee, which permits 64 character filenames.

Btw. TeraDesk accepts filenames up to 127 characters long (complete paths
up to 255 characters), including spaces and quotes.

However, desktop icons in TeraDesk can have labels only 12 characters long,
so such filenames are severely shortened when displayed on the desktop
(middle parts of names replaced with "...").

cu;

6876. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-22 23:48:40 UTC
From: vdjole@EUnet.yu
Message-ID: <e4tikmcec2@news.eunet.yu>
Source record: 8352

On 20 May 2006 05:24:12 , "Edward S. Baiz Jr." wrote:

>I tried out TetraDesk

In fact TeraDesk, not TetraDesk...

> in the EasyMint installation and it worked fine. I think
> there was only one file that did not install.

What was the matter with that particular file, i.e. in wat way did
it differ from other files so that TeraDesk could not handle it
(if it was TeraDesk's fault at all)?

regards;

6877. ATARI ST PAL games on NTSC machines?

Newsgroup: comp.sys.atari.st
Date: 2006-05-23 04:52:17 UTC
From: Rinaldus Drybone <rinaldus_drybone@lycos.de>
Message-ID: <1148359937.459431.165060@38g2000cwa.googlegroups.com>
Source record: 8354

I have a question about PAL and NTSC games :

Will PAL games work on NTSC machines?

What about games which use the higher
PAL resolution, that means opened borders
or something like sync scrolling?

I know that NTSC games work on PAL machines.
Some do switch to 60Hz, but that's no big deal
when you have an SC1224 or some RGB monitor.

6878. FA and FS: Spectre GCR and other Atari goodies

Newsgroup: comp.sys.atari.st
Date: 2006-05-23 12:46:17 UTC
From: John Jones <mbrunt@NOSPAMyahoo.com>
Message-ID: <PbCdna95d4hwnu7ZnZ2dnUVZ_tidnZ2d@comcast.com>
Source record: 8355

I have put up for auction on ebay a Spectre GCR (Macintosh emulator for
the Atari ST), including the 128k Mac ROMs and all documentation/software.

Item #8815815083
http://cm.ebay.com/cm/ck/1065-29296-2357-0?uid=40782990&site=0&ver=LCA080805&item=8815815083&lk=URL

I also have the following for sale in Dallas, TX, USA. If you're
interested, let me know if you have any questions, or make an offer and
we can discuss shipping. :) I can email pictures if desired. I will be
putting these items on ebay as well within the next couple of weeks.

- 520 ST
Rainbow TOS 1.04
AERCO easieST RAM upgrade, 2.5MB RAM total RAM
Has a couple of broken keys on the keyboard

- MEGA ST4
TOS 1.02
4MB RAM
Includes working keyboard

- SM124 Mono Monitor

- SC1224 Color Monitor

- Hard disk enclosure with ICD adSCSI-Plus SCSI host adapter, 44MB
Syquest removable drive (incl. 2 disks) and 80MB hard drive
(I also have a non-working ICD Advantage-Plus SCSI host adapter - which
AFAIK is an older version of the above but functionally the same. It was
working when I first pulled all this out of the boxes, but I seem to
have broken it. :(After initial successful testing, it started causing
the Atari to bomb during bootup.)

- Two functional Atari ST mice

Please direct any replies or questions to "mbrunt at yahoo.com". Thank
you very much!

Micah Brunt

6879. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-23 17:09:34 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <447341ce$0$16371$ba620e4c@news.skynet.be>
Source record: 8356

Hello Johan,

Johan Klockars wrote:

> In article <44715b1eb46416@comcast.net>,
> Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:

>>>It's probably fVDI. Background images works w.o. problems (Hades,
>>>Xaaes, 8bpp screenmode, NVDI).

>>Well is the author working on this?

> Anyway, it does indeed sound very likely that the culprit here is
> fVDI. Probably an effect of the currently somewhat limited support
> for the NVDIv5 blit functions.

That's what I thought.

> Could you tell me in more detail how this problem occurs?
> Can I find a downloadable demo of the relevant desktop program?
> Is it a problem with all colour images, or only non-bitplane ones?
> Does it occur in all screen modes? Only bitplane? Only true colour?
> Any debug output from fVDI? Even without normal debug output turned
> on, it is supposed to diagnose vr_transfer_bits problems.

I just tried loading 16 and 256 colours images and without debug
on I get this from fVDI beta 7:

v_get_ctab_id not yet supported

Since I'm the one who first mentioned the fact that Jinnee doesn't display
colour images under fVDI, I'l take a closer look and mail you with a
more complete bug report. I haven't bothered you with that since it is
not very important to me.

And yes, a demo version of Jinnee can be downloaded from ASH's website:

http://www.application-systems.de/jinnee/index.html

JFl

Jean-Franï¿½ois Lemaire

6880. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-23 20:36:05 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <5MCdnbRsOr6o7-7ZRVnygQ@pipex.net>
Source record: 8357

In message <20060520114549168 07-derryck@cixcoukinvalid>, derryck@cix.co.uk.invalid said:

>On 2006-05-20 02:25:04 +0100, "Edward S. Baiz Jr." <edbaizjr@comcast.net> said:
>
>> An English RSC file would also be nice.
>
>xlator (Peter West) of DDP Translations would be the man to see about this.

Unfortunately I don't have 1.29, even though I worked with Thomas
in translating previous RSCs. If someone were kind enough to mail
the package to me, I'll see what I can do.

Regards, /Peter/

6881. Re: Nordic Atari Show (June 30-July 2)

Newsgroup: comp.sys.atari.st
Date: 2006-05-23 21:17:06 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1148419026.838385.153360@38g2000cwa.googlegroups.com>
Source record: 8358

Hi again,

Today the Swedish Atari Club posted additional information regarding the upcoming event on their website. Nordic Atari Show 2006 is the Swedish Atari Users Association's annual convention which consist an excellent opportunity for all Atari entusiasts to get together, make new friends and make developement progress, and of course, have a great time!

The theme for NAS will be CT60, EtherNAT, FreeMiNT and XaAES. If it will be anything like last year, we should be able to expect several CT60's in action. Developers of EtherNAT (Nature) and XaAES (Ozk) will be present, as will Nick Harlow of 16/32 Systems.

NAS will be open from June 30 6pm to July 2 3pm. If you just like to visit NAS without bringing any equipment the best times will be from 10am to 7pm on saturday and 10am to 2pm on sunday.

* To review all the details about NAS2006, please visit the official NAS-website

http://www.sak.nu/nas/index.htm

* To see which ppl that are planning on going to NAS, and to view pictures from previous NAS events:

http://nas.atari.org

Regards,

6882. Re: ATARI ST PAL games on NTSC machines?

Newsgroup: comp.sys.atari.st
Date: 2006-05-24 00:37:38 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1148431058.131318.290000@j33g2000cwa.googlegroups.com>
Source record: 8359

Rinaldus Drybone wrote:
> I have a question about PAL and NTSC games :
>
> Will PAL games work on NTSC machines?
>
> What about games which use the higher
> PAL resolution, that means opened borders
> or something like sync scrolling?
>
> I know that NTSC games work on PAL machines.
> Some do switch to 60Hz, but that's no big deal
> when you have an SC1224 or some RGB monitor.

The answer is yes ... (usually at least).

I have several games I purchased mail order from England. (I'm in the USA.) They all work on my STe/SC1224 combination, since the monitor can switch to 50 Hz. (Unfortunately, I can see a flicker at 50 Hz, but it isn't too bad -- your eyesight may vary.) On the other hand, I don't know if all PAL games can be so played. It could be that all the ones I purchased were intentionally written to be compatible.

Galen

6883. Can I use an ATARI ST for usenet trolling?

Newsgroup: comp.sys.atari.st
Date: 2006-05-24 03:16:10 UTC
From: Gerard Mindstep <piano_nerds@yahoo.fr>
Message-ID: <1148440570.852088.202400@g10g2000cwb.googlegroups.com>
Source record: 8360
Cross-posted to: comp.sys.atari.st,is.vedur

I'm an evil usenet troll, but the netcops are chasing me and PCs with
all
that spyware are no good to troll the usenet anonymously.

So can I use the ATARI ST to troll the usenet without being caught
by those nasty netcops? You know, netcops are gay and they'll
do kinky stuff with me if they ever get me.

Can I use anonymous proxies with an ATARI ST and modify
my Browser informatioin, too?

6884. FF: Atari ST Public Domain Collection

Newsgroup: comp.sys.atari.st
Date: 2006-05-24 05:54:23 UTC
From: Michael White <michael12@mindspring.com>
Message-ID: <jyScg.7067$y4.4400@newsread2.news.pas.earthlink.net>
Source record: 8361

All,

At one point I was the caretaker of the Suburban Chicago ATari public domain software. In order to save space, I stored all the files on a QIC-150 using tarfile format (created with MiNT).

Anyway, I no longer have an Atari, SCAT no longer exists, and I don't want to just pitch the tape. Anyone in the DFW (Texas) area who wants it can pick it up. I'll ship it for shipping costs.

BTW, I haven't looked at this tape in a while as I no longer have a QIC-150 drive (otherwise I guess I could just upload it). So buyer (or picker-upper) beware.

Email or 817-427-2129.

Thanks.
--
Michael White "To protect people from the effects of folly is to fill the world with fools." -Herbert Spencer

P.S. If it's not claimed in a couple of weeks, it's going in the trash.

6885. Thing 1.29 WAS Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-24 15:01:28 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060524160107168O7-derryck@cixcoukinvalid>
Source record: 8362

On 2006-05-23 21:36:05 +0100, xlator@cix.compulink.co.uk said:

>>> An English RSC file would also be nice.
>>
>> xlator (Peter West) of DDP Translations would be the man to see about this.
>
> Unfortunately I don't have 1.29, even though I worked with Thomas in
> translating previous RSCs. If someone were kind enough to mail the
> package to me, I'll see what I can do.

I thought that you might have already translated it :-)

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6886. Re: FF: Atari ST Public Domain Collection

Newsgroup: comp.sys.atari.st
Date: 2006-05-24 22:52:25 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1148511145.458172.145950@j55g2000cwa.googlegroups.com>
Source record: 8363

michael,

SCAT does exist. www.scatarians.org. We still have meetings...

You can send the tape to me if you like.. I will try and find way to
extract the files..

Thanks,
Rory McMahon
SCAT 8 bit and ST Librarian

6887. Re: FF: Atari ST Public Domain Collection

Newsgroup: comp.sys.atari.st
Date: 2006-05-24 23:34:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.24.23.34.08.545125@charter.net>
Source record: 8364

On Wed, 24 May 2006 15:52:25 -0700, Rory.A.McMahon wrote:

> michael,
>
> SCAT does exist. www.scatarians.org. We still have meetings...
>
> You can send the tape to me if you like.. I will try and find way to
> extract the files..
>
> Thanks,
> Rory McMahon
> SCAT 8 bit and ST Librarian

Well, I was wondering about that! I just figured maybe you guys had went
belly-up recently, but I'm glad to see you're still around. :-)

--
_/_/_/

6888. Re: FF: Atari ST Public Domain Collection

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 01:46:01 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <n%7dg.1603$ho5.123059@news20.bellglobal.com>
Source record: 8365

hey guys can i get in on this ?
once extracted and resurected can i get a copy of the files because there
might be something usefull
for every body ,ya'know.

charles.copp@sympatico.ca

6889. Re: FF: Atari ST Public Domain Collection

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 02:35:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.25.02.35.12.194916@charter.net>
Source record: 8366

On Wed, 24 May 2006 18:46:01 -0700, gfa midi charles wrote:

> hey guys can i get in on this ?
> once extracted and resurected can i get a copy of the files because there
> might be something usefull
> for every body ,ya'know.
>
> charles.copp@sympatico.ca

Hopefully, since SCAT really isn't defunct, maybe they can put the
collection online for everyone.

--
_/_/_/

6890. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 09:17:22 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <1f6dnRbuic7j6ejZnZ2dnUVZ8tKdnZ2d@bt.com>
Source record: 8367

"Daniel Mandic" <daniel_mandic@ping.at> wrote in message
news:4471c164$0$12937$91cee783@newsreader02.highway.telekom.at...
> > 3. The Amiga has a box to connect to for TV out, then you need more
> > leads. 4. ST FDD is 1/2 height, Amiga's is 1/3 height.
>
> RGB
>

It's a 23 pin D-type without any audio on the port.

6891. Re: Does the ATARI ST have a port for my penis?

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 11:13:24 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <ojgdg.21$C9.2@newsfe4-win.ntli.net>
Source record: 8368

Shame it's on your forehead and not in your pants hey Dick?

"Dick" <ihavesexwithmycomputer@becauseiloveit.com> wrote in message
news:e53v5h$he8$1@emma.aioe.org...
> X-No-Archive:yes
>
> I wonder if the ST is compatible with my 11 inch monstercock.
>
> Is it "plug and play" or do I have to write a driver first?
>
>

6892. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 12:42:25 UTC
From: rand@cd.chalmers.se
Message-ID: <e548nh$kd0$1@gide.ita.chalmers.se>
Source record: 8369

In article <447341ce$0$16371$ba620e4c@news.skynet.be>,
Jean-Francois Lemaire <jflemaire@skynet.be> wrote:
>Johan Klockars wrote:
>
>> In article <44715b1eb46416@comcast.net>,
>> Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>
>>>>It's probably fVDI. Background images works w.o. problems (Hades,
>>>>Xaaes, 8bpp screenmode, NVDI).

They do now with fVDI as well (I've only tested 32 bit mode, but the
rest should work too). :-)

>> fVDI. Probably an effect of the currently somewhat limited support
>> for the NVDIv5 blit functions.

I turned out that Jinnee didn't use the NVDIv5 blit functions after all
(but it did use vq_ctab, which I had forgotten to finish up).

The main problem was that Jinnee used plain old vrt_cpyfm (mono expand blit)
in a somewhat strange way to convert the background image to something
that could easily be blitted to the screen.
I'd forgotten to check for non-screen destination in that function
(vro_cpyfm has done that for a very long time), so it clipped against
the clipping rectangle even when the destination was ordinary memory
rather than the screen (which may sound reasonable, but it's not supposed
to do that).

>I just tried loading 16 and 256 colours images and without debug
>on I get this from fVDI beta 7:
>
>v_get_ctab_id not yet supported

That function is indeed not implemented yet, but it shouldn't really
matter in non-paletted screen modes (it is apparently meant to be used
to let you know if the palette has changed).

>Since I'm the one who first mentioned the fact that Jinnee doesn't display
>colour images under fVDI, I'l take a closer look and mail you with a

No need. It seems to work fine now. :-)
Just download the latest FVDI.PRG from my web site.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net

Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

6893. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 13:36:09 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <4475b2c9$0$11427$ba620e4c@news.skynet.be>
Source record: 8370

Johan Klockars wrote:
> In article <447341ce$0$16371$ba620e4c@news.skynet.be>,
> Jean-Francois Lemaire <jflemaire@skynet.be> wrote:
>>Johan Klockars wrote:
>>> In article <44715b1eb46416@comcast.net>,
>>> Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:

>>>>>It's probably fVDI. Background images works w.o. problems (Hades,
>>>>>Xaaes, 8bpp screenmode, NVDI).
>
> They do now with fVDI as well (I've only tested 32 bit mode, but the
> rest should work too). :-)

>>> fVDI. Probably an effect of the currently somewhat limited support
>>> for the NVDIv5 blit functions.
>
> I turned out that Jinnee didn't use the NVDIv5 blit functions after all
> (but it did use vq_ctab, which I had forgotten to finish up).

>>Since I'm the one who first mentioned the fact that Jinnee doesn't display
>>colour images under fVDI, I'l take a closer look and mail you with a

> No need. It seems to work fine now. :-)

Indeed it does. Thanks for your promptitude, Johan. It changes the look of
things quite a bit :-)

JFL

Jean-Franï¿½ois Lemaire

6894. Re: Does the ATARI ST have a port for my penis?

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 18:00:45 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <yo-dnbUlcae0cujZRVny1Q@bt.com>
Source record: 8371

"Dick" <ihavesexwithmycomputer@becauseiloveit.com> wrote in message
news:e53v5h$he8$1@emma.aioe.org...

> I wonder if the ST is compatible with my 11 inch monstercock.
>

HA!! That's what all the ones with little smelly winkies say. ROFL. I
should know, I've got enough messages from them in my inbox and they're all
full of it.

http://profiles.yahoo.com/alyssa_yc2000

For you friend, ?150 an hour escort rates.

6895. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 19:42:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605251239570.4401-100000@onyx.spiritone.com>
Source record: 8372
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6896. ALL ATARI GAMES 20% OFF OR FREE!

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 19:45:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605251242140.4401-100000@onyx.spiritone.com>
Source record: 8373
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

For Sale: Crates & Crates of Atari Games! Some Lots of, Some 1 or 2!
More Atari Games than anywhere else. Have you played your Atari Today! ST,
8 Bit & Jaguar! Some you wont find anywhere else but here. ALL 20% OFF!

Cant afford a vacation? Take a mini-vacation on your Atari. Why not, it's
paid for! Relax! Save on Gas! Play games on your Atari! Or look for Atari
games at http://BenSells.Atari.org Games Starting at $5 & Up! The Name
everyone knows for Gaming Fun! Have you Played your Atari Today? For
Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids Hardening of
the Ataris! E-Mail: Atari@aracnet.com or Call Ben Anytime @(503)256-9974!

$60.00 purchase Gets a FREE GAME for your Atari 8 Bit! Choose from 8 Games
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

My ST Games/Software NEW in the BOX has more than TRIPLED in size! Moved
all NEW in the BOX stock to just one Catalog! Hardware, Games/Software
and Books for 8 Bit, Jaguar and ST Platforms all NEW in the BOX moved to
my NEWINBOX.TXT Catalog! Please Check it out! Now going through May, ALL
GAMES/SOFTWARE USED & NEW for the Classic Atari 8 Bit, Atari ST and Atari
Jaguar are 20% off! E-Mail Atari@aracnet.com or call Ben (503)256-9974!

http://BensCatalogs.Atari.org Ben's Website & more Catalogs
http://www.aracnet.com/~atari/8bt_soft.htm Classic 8 Bit Games/Software
http://www.aracnet.com/~atari/jaggames.htm Jaguar Games
http://www.aracnet.com/~atari/newinbox.htm Combined Factory New Atari
http://www.aracnet.com/~atari/specials.htm Daily Atari Specials
http://www.aracnet.com/~atari/st_soft.htm ST Games/Software Catalog

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6897. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 19:48:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605251245470.4401-100000@onyx.spiritone.com>
Source record: 8374
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6898. Re: Does the ATARI ST have a port for my penis?

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 20:16:39 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <Bgodg.2894$%Z2.303729@news20.bellglobal.com>
Source record: 8375

i will state very clearly ...."NO IT DOES NOT"
if it becomes trendy you will be the first to know.
yes please write some drivers too.

signed the man against exploitation of atari computer.
c.c.

maybe just pictures of the amiga will be found more stimulating.

ha,ha,ha.laughing ....penis in the atari , the thing is only like a inch and
a bit think anyhow..

6899. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 21:15:33 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <44761e75$0$3879$91cee783@newsreader01.highway.telekom.at>
Source record: 8376

techie_alison wrote:

> > RGB
> >
>
> It's a 23 pin D-type without any audio on the port.

Several manufacturers made RGB cables for ATARI XL/C 64 and AMIGA. I
have both. Makes an excellent picture with my XL....

Audio can be connected even better and easier, via cinch. Although,
that cable-replicas for the mighty AMIGA are including cinch-connectors
L-R! That means Audio via Scart.

Best Regards,

Daniel Mandic

6900. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 21:31:45 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <8npdg.205352$5Z.135011@dukeread02>
Source record: 8377
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Geez Louise your posts are getting OLD!

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0605251239570.4401-100000@onyx.spiritone.com...
> ATARI Adoption Agency: Does your Atari need a
> new home? We adopt! Do you need Atari
> Hardware or Software? Info: Ben at (503)256-9974
> http://adoption.atari.org or atari@aracnet.com
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

6901. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 22:13:41 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <wu6dnaWCw4OJsevZRVnyhQ@bt.com>
Source record: 8378

"Daniel Mandic" <daniel_mandic@ping.at> wrote in message
news:44761e75$0$3879$91cee783@newsreader01.highway.telekom.at...
>
> Best Regards,
>
> Daniel Mandic

Wouldn't have a couple of 1.3 boot disks would you? :) I have the roms in
my machine and a full set of manuals.

6902. ST GUILD BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 22:20:44 UTC
From: Bob Dobalina <cabcon@cox.net>
Message-ID: <%4qdg.17789$8q.7872@dukeread08>
Source record: 8379

New BBS St Guild, back after 10 years. I am rebuilding the BBS now so its underconstruction. 1 Gig of files so far. Upload and help out or grab some files. Any ideas to make it better let me know.!

telnet://68.106.148.180

6903. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-25 22:31:12 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <44763030$0$12927$91cee783@newsreader02.highway.telekom.at>
Source record: 8380

techie_alison wrote:

> Wouldn't have a couple of 1.3 boot disks would you? :) I have the
> roms in my machine and a full set of manuals.

Oh yes, the OS-Disks. Why not?

Mine were/are also with ROM onboard, although the ST/TT made the race
so far. One remaining :), I still like to play.

Best Regards,

Daniel Mandic

6904. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 01:22:15 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <vHsdg.39673$Hk1.19350@read1.cgocable.net>
Source record: 8381
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Docrotcod wrote:

> Geez Louise your posts are getting OLD!
>

Yeah, but if it's any consolation, so are Atari computers.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6905. Re: Configuring Linksys BEFSR41 EtherFast to work

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 08:22:59 UTC
From: dark_willow1981@lycos.com
Message-ID: <1148631779.455955.113990@y43g2000cwc.googlegroups.com>
Source record: 8382

Thanks guys, sorry so long to get back to you, have been away for a bit. I will try again with it after the bank holiday, wish me luck!

6906. Re: Iconnect and N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 10:29:53 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1148639393.394010.310130@u72g2000cwu.googlegroups.com>
Source record: 8383

Hi,

You are right ! Iconnect work xith 1.15.12. Thanks a lot.

Cyril.

6907. NOVASCAN

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 10:33:55 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1148639635.814078.105750@y43g2000cwc.googlegroups.com>
Source record: 8384

Hi all,

WIth N.AES 2.0, I have a problem with Novascan. Black and white scan is ok, but grey and colour scan not work correctly. I have a strange image. With MagiC and MyAeS, it's ok. An idee ?

Thanks a lot,

Cyril.

6908. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 13:49:21 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1148651361.375661.301090@i40g2000cwc.googlegroups.com>
Source record: 8385

> >Thing is IMHO *not* abandonware. I emailed the author some time ago
> >(approx 3 months) and he replied right away. People must be using the
> >wrong address or something.

> Too bad. Seems he should release the last Beta now (version 1.29). Or can I
> give it out since he abandoned it?

Too bad!? Are you kidding me? He's still in business - which is a good
thing!
Ask the dude nicely and he'll give it to you (if you've registered
v.1.27).

Try the right address. I repeat - try the right address. He's on the
mintlist.

One more thing - if you people want this stuff to be free - try to
convince the author to release it under GPL.

regards

-- Peter

6909. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 14:57:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4477497ec88bd1@comcast.net>
Source record: 8395

>Having bought an Amiga A500 to further develop PeST with, here's my
>observations;
>
>1. The ST's PSU is internal, the Amiga's isn't.
>2. The Amiga has no reset switch.
>3. The Amiga has a box to connect to for TV out, then you need more leads.
>4. ST FDD is 1/2 height, Amiga's is 1/3 height.
>5. Amiga uses hex screws to get into it, ST doesn't.
>6. Metal shielding in ST is thicker, Amiga shielding is deadly sharp!! :(
>7. Amiga yellows more severely than the ST.
>8. ST is neater in design.
>9. Strange memory arrangment on the Amiga, chip ram, real ram!!, i don't
>know??
>10. Workbench 1.3 boot disk is STILL copyrighted!!
>11. Amiga disks can't be interchanged with a PC without gizmos

You could also add that the monitors for the ST give a much clearer picture
than the ones for the Amiga. I admit I have never seen an Amiga monitor, but
this is something I have heard for years...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6910. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 14:57:36 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be.invalid>
Message-ID: <pan.2006.05.26.14.57.35.208529@pandora.be.invalid>
Source record: 8386

Op Fri, 26 May 2006 06:49:21 -0700, schreef PeP:

>> >Thing is IMHO *not* abandonware. I emailed the author some time ago
>> >(approx 3 months) and he replied right away. People must be using the
>> >wrong address or something.
>
>> Too bad. Seems he should release the last Beta now (version 1.29). Or can I
>> give it out since he abandoned it?
>
> Too bad!? Are you kidding me? He's still in business - which is a good
> thing!
> Ask the dude nicely and he'll give it to you (if you've registered
> v.1.27).

AFAIK, I did asked him nicely a copy of Thing 1.29 and yes I'm a
registrated user of Thing 1.27
>
> Try the right address. I repeat - try the right address. He's on the
> mintlist.
>
I did use the address as found in the mintlist not that long ago but as
said before he never replied to me.

> One more thing - if you people want this stuff to be free - try to
> convince the author to release it under GPL.

I don't care at all if I've to pay for it. It's a nice and very useful
piece of soft for which I would happely pay a fair amount of money for it.
But as the author doesn't answer too me ...

Kind regards,

Martin

6911. Re: FF: Atari ST Public Domain Collection

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 15:00:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4477497ec88bd2@comcast.net>
Source record: 8396

>All,
>
>At one point I was the caretaker of the Suburban Chicago ATari public domain
>software. In order to save space, I stored all the files on a QIC-150
>using tarfile format (created with MiNT).
>
>Anyway, I no longer have an Atari, SCAT no longer exists, and I don't want
>to just pitch the tape. Anyone in the DFW (Texas) area who wants it can
>pick it up. I'll ship it for shipping costs.

Funny, I am a member of SCAT and I just received an email about this month's
meeting.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6912. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 15:01:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4477497ec88bd3@comcast.net>
Source record: 8397

>I did use the address as found on the mintlist some time ago.
>For some dark reasons he seems to ignore me.
>
>Can it be he only sends a copy to software developers?
>
>
>TTFN
>Martin

Don't think so. He sent me a copy and I am not a programer.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6913. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 15:02:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4477497ec88bd4@comcast.net>
Source record: 8398

>in article 4471d27e$1_1@x-privat.org, Martin Byttebier wrote on 5/22/06
>11:02 AM:
>
>> I did use the address as found on the mintlist some time ago.
>> For some dark reasons he seems to ignore me.
>>
>> Can it be he only sends a copy to software developers?
>
>I did pay for it. That's about all I can add. I assume he has a list of
>registered users.

That could be it since I am a registered user.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6914. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 15:08:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4477497ec88bd6@comcast.net>
Source record: 8299

>In article <44715b1eb46416@comcast.net>,
>Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>>>Hi,
>>>
>>>It's probably fVDI. Background images works w.o. problems (Hades,
>>>Xaaes, 8bpp screenmode, NVDI).
>>>
>>>-- Peter
>>
>>Well is the author working on this?
>
>Well, contrary to what some people seem to think, I'm not a psychic.
>It's usually best to actually tell me about problems rather than to
>just assume that I will learn about them by magic. ;-)
>(I fixed a bug concerning 32+ open virtual workstations just a
> couple of days ago after being told about the issue.)
>
>Anyway, it does indeed sound very likely that the culprit here is
>fVDI. Probably an effect of the currently somewhat limited support
>for the NVDIv5 blit functions.
>
>Could you tell me in more detail how this problem occurs?
>Can I find a downloadable demo of the relevant desktop program?
>Is it a problem with all colour images, or only non-bitplane ones?
>Does it occur in all screen modes? Only bitplane? Only true colour?
>Any debug output from fVDI? Even without normal debug output turned
>on, it is supposed to diagnose vr_transfer_bits problems. You might
>need to redirect the output to some suitable place to see it, though.
>
>Even if you chose to continue this discussion here, I'd appreciate
>if you sent me an email (johan@klockars.net). I don't look in on
>c.s.a.st as often as I perhaps should these days.
>

Ok.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6915. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 15:10:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4477497ec88bd7@comcast.net>
Source record: 8301

>On 20 May 2006 05:24:12 , "Edward S. Baiz Jr." wrote:
>
>>I tried out TetraDesk
>
>In fact TeraDesk, not TetraDesk...
>
>> in the EasyMint installation and it worked fine. I think
>> there was only one file that did not install.
>
>What was the matter with that particular file, i.e. in wat way did
>it differ from other files so that TeraDesk could not handle it
>(if it was TeraDesk's fault at all)?
>
>regards;

No it was not TeraDesk's fault. It had something to do with dependancy.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6916. Re: Thing 1.29 WAS Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 15:29:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4477497ec88bd8@comcast.net>
Source record: 8300

>On 2006-05-23 21:36:05 +0100, xlator@cix.compulink.co.uk said:
>
>>>> An English RSC file would also be nice.
>>>
>>> xlator (Peter West) of DDP Translations would be the man to see about this.
>>
>> Unfortunately I don't have 1.29, even though I worked with Thomas in
>> translating previous RSCs. If someone were kind enough to mail the
>> package to me, I'll see what I can do.
>
>I thought that you might have already translated it :-)

If that is the case, please let me know. I would want a copy.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6917. Re: UniSpec

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 15:30:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4477497ec88bd9@comcast.net>
Source record: 8302

>Im hardly seeking one interesting programm for ATARI ST. Anybody ever heard
>about UniSpec, a succesor of Spectrum 512 graphic editor?
>
>Maybe somebody still got this stuff?
>
>Thanks in advance for any infos.

I have Spectrum 512, but I have not heard of UniSpec.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6918. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 16:54:55 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1148662495.249915.216560@i40g2000cwc.googlegroups.com>
Source record: 8387

> I don't care at all if I've to pay for it. It's a nice and very useful
> piece of soft for which I would happely pay a fair amount of money for it.

When was that? Last time I contacted him was in January, I think. I
used the gryf@... ... address. Complete address can be found here:
http://atari.transaction.free.fr/interactive/authors/binder.htm

> But as the author doesn't answer too me ...

... still doesn't allow anyone to distribute it without his approval.

-- Peter

6919. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 17:08:41 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1148663321.199038.197040@j55g2000cwa.googlegroups.com>
Source record: 8388

lol :-)

10 reasons why my spectrum is better than the ST:

1. It's black
2. It's got rubber keys
3. It's got a separate PSU.
4. It's got a built-in speaker
5. It has a direct-CPU expansion slot
6. It's tape-recorder-compatible
7. Memory arrangement is straight forward unlike ST/TT-ram
8. Built-in basic
9. Doesn't require a mouse
10. The speccy key-click is nicer than the atari-bip

Well.. seriously. Don't get me wrong. I like the Atari line of
computers. I have a F030/CT60 and a Hades which I use every day.
However, to be honest - the Amiga 500 hardware was far more technically
advanced than the 520ST/STE was, in allmost every aspect. I could never
admit that at the time, however...

-- Peter

6920. Looking for CHROMA STUDIO ST

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 18:18:17 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C09D1309.15F7D%vlg@o2.pl>
Source record: 8389

Does it ever has been rekeased?

6921. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 19:14:07 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be.invalid>
Message-ID: <pan.2006.05.26.19.14.37.435647@pandora.be.invalid>
Source record: 8390

Op Fri, 26 May 2006 09:54:55 -0700, schreef PeP:

>> I don't care at all if I've to pay for it. It's a nice and very useful
>> piece of soft for which I would happely pay a fair amount of money for it.
>
> When was that? Last time I contacted him was in January, I think. I
> used the gryf@... ... address. Complete address can be found here:
> http://atari.transaction.free.fr/interactive/authors/binder.htm

I did use the gryf@ address. I think it was around the same periode.
>
>> But as the author doesn't answer too me ...
>
> ... still doesn't allow anyone to distribute it without his approval.
>

Totally agree.

6922. Re: Mint Question

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 19:29:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.26.19.29.14.188108@charter.net>
Source record: 8391

On Fri, 26 May 2006 19:14:07 +0000, Martin Byttebier wrote:

> I did use the gryf@ address. I think it was around the same periode.

Hmm, I've got 2 slighty different addresses like that - I know he did send
me the registration key just last year on one of them (I had registered
years ago, but lost my key - fortunately, Thomas remembered, and still had
me in his database), but I'm not sure now which one?

Here they are:

g<SPAM>ryf@hr<BLOCK>z.th-darm<REM_OVE>stadt.d*HERE*e
gr<REMOVE>yf@hrz<SP_AM>pub.tu-darm<BLOCK>stadt.d*THERE*e

--
_/_/_/

6923. Re: Does the ATARI ST have a port for my penis?

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 20:39:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <0pGdndZ7mtHP-urZnZ2dnUVZ8qednZ2d@pipex.net>
Source record: 8392

"Dick" <ihavesexwithmycomputer@becauseiloveit.com> wrote in message
news:e53v5h$he8$1@emma.aioe.org...
> X-No-Archive:yes
>
> I wonder if the ST is compatible with my 11 inch monstercock.
>
> Is it "plug and play" or do I have to write a driver first?
>
>

It has a 3.5" floppy..

6924. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 21:35:55 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <447774bb$0$3877$91cee783@newsreader01.highway.telekom.at>
Source record: 8393

PeP wrote:

> lol :-)
>
> 10 reasons why my spectrum is better than the ST:
>
> 1. It's black

Right

> 2. It's got rubber keys

Right

> 3. It's got a separate PSU.

Right

> 4. It's got a built-in speaker

Right

> 5. It has a direct-CPU expansion slot

Great

> 6. It's tape-recorder-compatible

Great

> 7. Memory arrangement is straight forward unlike ST/TT-ram

Hmmm, TT is not so bad.

> 8. Built-in basic

Good Basic

> 9. Doesn't require a mouse

It does

> 10. The speccy key-click is nicer than the atari-bip
>
> Well.. seriously. Don't get me wrong. I like the Atari line of
> computers. I have a F030/CT60 and a Hades which I use every day.
> However, to be honest - the Amiga 500 hardware was far more
> technically advanced than the 520ST/STE was, in allmost every aspect.
> I could never admit that at the time, however...
>

> -- Peter

Not in MIDI. Nothing can compare to a ST, only humans... due to more individual play - in meaning of dual. ;-)

Games on ST are also O.K. (Dungeon Master, Chaos strikes back, Elite, Bloodwych, Bard's Tale, Kaiser, Bitmap Brothers)

I think many know the advantages of either System.

Best Regards,

Daniel Mandic

Best Regards,

Daniel Mandic

6925. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-26 22:19:54 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <VpydneKQMJz44OrZRVny1Q@bt.com>
Source record: 8394

"PeP" <pep.fishmoose@gmail.com> wrote in message
news:1148663321.199038.197040@j55g2000cwa.googlegroups.com...
> lol :-)
>
> 10 reasons why my spectrum is better than the ST:
>
> 1. It's black
> 2. It's got rubber keys
> 3. It's got a separate PSU.
> 4. It's got a built-in speaker
> 5. It has a direct-CPU expansion slot
> 6. It's tape-recorder-compatible
> 7. Memory arrangement is straight forward unlike ST/TT-ram
> 8. Built-in basic
> 9. Doesn't require a mouse
> 10. The speccy key-click is nicer than the atari-bip
>
> Well.. seriously. Don't get me wrong. I like the Atari line of
> computers. I have a F030/CT60 and a Hades which I use every day.
> However, to be honest - the Amiga 500 hardware was far more technically
> advanced than the 520ST/STE was, in allmost every aspect. I could never
> admit that at the time, however...
>
> -- Peter
>

Wouldn't like to buy one would you?? I have a 16k one boxed, immaculate,
and purchase complete. Would throw in a 32k rampack, Ram Turbo interface, a
Competition Pro joystick, JetPac, JetMan, Atic Atac.

About £40 for that lot including postage via insured courier.

Also a 128k+ (heatsink one) which is boxed and purchase complete too, with
say Ram Turbo interface, Nodes of Yesod, Robin of the Wood. That one I'm
likely holding onto though :(

But the speccy is brilliant. Back to the Amiga, I just don't like the feel
of the thing, technologically advanced or not. Admittedly the Ammie board
is quite bare compared to the STs. Oh and the ST ran faster ;-)

6926. Re: UniSpec

Newsgroup: comp.sys.atari.st
Date: 2006-05-27 00:33:07 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <57Ndg.3559$%Z2.380405@news20.bellglobal.com>
Source record: 8303

i too have not recently been made aware of such , will check p.d. disks and email if succesfull at locating.

charles

6927. Re: UniSpec

Newsgroup: comp.sys.atari.st
Date: 2006-05-27 07:15:48 UTC
From: T Shadow <NoOne@nonono.com.invalid>
Message-ID: <E0Tdg.49669$P2.12041@tornado.ohiordc.rr.com>
Source record: 8304

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4477497ec88bd9@comcast.net...
> >Im hardly seeking one interesting programm for ATARI ST. Anybody ever
heard
> >about UniSpec, a succesor of Spectrum 512 graphic editor?
> >
> >Maybe somebody still got this stuff?
> >
> >Thanks in advance for any infos.
>
> I have Spectrum 512, but I have not heard of UniSpec.
>
>
> --
Unispec is an upgrade for Spectrum 512.. It requires at least version 1.01
of spectrum.prg for merging. Unispec can be run as an acc. Requires 1MB
machine to be used with another prg. Manual says it works with Neochrome,
Degas, Degas Elite, Cad 3-D, Cyberpaint, Computer Eyes, Digispec and others.
I assume like Spectrum 512, it can only be used on an 8mhz machine. Boot prg
checks chip synchronizing.

I have Spectrum 512, Unispec, Computer Eyes(digitizer) & Digispec.
Apparently I've forgotten almost as much as I knew about them. I think most
people would need the manual. It's 94 pages and refers back to the Spectrum
512 manual.

6928. Re: UniSpec

Newsgroup: comp.sys.atari.st
Date: 2006-05-27 12:55:14 UTC
From: Mickael Pointier <nobody@wantspam.net>
Message-ID: <127giov2jnk4m61@corp.supernews.com>
Source record: 8305

> Unispec is an upgrade for Spectrum 512.. It requires at least version 1.01
> of spectrum.prg for merging. Unispec can be run as an acc. Requires 1MB
> machine to be used with another prg. Manual says it works with Neochrome,
> Degas, Degas Elite, Cad 3-D, Cyberpaint, Computer Eyes, Digispec and
others.
> I assume like Spectrum 512, it can only be used on an 8mhz machine. Boot
prg
> checks chip synchronizing.
>
> I have Spectrum 512, Unispec, Computer Eyes(digitizer) & Digispec.
> Apparently I've forgotten almost as much as I knew about them. I think
most
> people would need the manual. It's 94 pages and refers back to the
Spectrum
> 512 manual.

Well actually there is no real need for manual.

Typicaly if you want to use UniSpec with DegasElite, all you have do do is to get the "spectrum 512" to run as a desk accessory (using unispec), then when you run Degas Elite you can exchange data between the two programs.

I always considered Spectrum 512 as a magnificient piece of engieneering, but with a terrible ergonomy (programmers design at his best). In comparison Degas is slow, but way more practical to work with.

Associating the two programs makes it possible to draw (for example) "sprites" or shapes in 16 colors using the comfortable tools of Degelite, then you select them as blocks, and you go back to the main gem interface, and in the deskaccessory you have one line with various acronyms, depending of where you click spectrum will intercept the command, for example "import the current degas elite block as a block in spectrum 512". Then the control is transfered to spectrum and you can move the block.

One particular usage of this is compositing, ie the creation of 512 colors pictures using copy-pasting of 16 colors items.

Dbug

6929. Atari Online News, Etc. #08-21

Newsgroup: comp.sys.atari.st
Date: 2006-05-27 13:06:07 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1148735167.457459.186410@j55g2000cwa.googlegroups.com>
Source record: 8306

```
A-ONE #0821 05/26/06

~ Google Tops Survey! ~ People Are Talking! ~ Operation Global
Con!
~ MySpace Challenged? ~ Windows Live Mail Bugs ~ QuarkXPress 7
Ships!
~ Nintendo Wii Price Set ~ Schools MySpace Pledge ~ New 'World Cup'
Worm!
~ LAPD Launches Web Log! ~ Vista Gets More Tests! ~ Webroot Unfazed!

-* ICM Renews XXX Domain Quest! *-
-* U.S. Accused of Unfair Dominance! *-
-* Mergers To Be Next Trend for Web Companies *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

6930. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-27 14:30:44 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <e59nqk$3kv$1@reader1.panix.com>
Source record: 8307

Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:

: >Having bought an Amiga A500 to further develop PeST with, here's my
: >observations;
: >
: >1. The ST's PSU is internal, the Amiga's isn't.
: >2. The Amiga has no reset switch.
: >3. The Amiga has a box to connect to for TV out, then you need more leads.
: >4. ST FDD is 1/2 height, Amiga's is 1/3 height.
: >5. Amiga uses hex screws to get into it, ST doesn't.
: >6. Metal shielding in ST is thicker, Amiga shielding is deadly sharp!! :(
: >7. Amiga yellows more severely than the ST.
: >8. ST is neater in design.
: >9. Strange memory arrangment on the Amiga, chip ram, real ram!!, i don't
: >know??
: >10. Workbench 1.3 boot disk is STILL copyrighted!!
: >11. Amiga disks can't be interchanged with a PC without gizmos

: You could also add that the monitors for the ST give a much clearer picture
: than the ones for the Amiga. I admit I have never seen an Amiga monitor, but
: this is something I have heard for years...

Ancient history: The internals, and the mounting surface, of the
monochrome monitor were the same as those of the mono monitors used for
NCR banking machines. The mounts for those machines fit, if you can get
the part number, which apparently can be done in Germany.

Same for the color monitors. The externals varied a bit, but the workings
and mountings were also found on NCR bank machines.

I learned most of this in the process of getting a mono monitor tube
regunned by a tube rebuilder.

Jim DeClercq

: --
: Edward S. Baiz Jr.
: (Gamer)

: HADES 060: 256meg Ram - Atari Clone

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

.

6931. Re: NOVASCAN

Newsgroup: comp.sys.atari.st
Date: 2006-05-28 11:35:07 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrne7j2nc.2m5.nospam@localhost.localdomain>
Source record: 8308

On 2006-05-26, cyril <bibou7@free.fr> wrote:
> Hi all,
>
> WIth N.AES 2.0, I have a problem with Novascan. Black and white scan is
> ok, but grey and colour scan not work correctly. I have a strange
> image. With MagiC and MyAeS, it's ok. An idee ?
>

if you prefer MiNT instead of Magic; did you try a recent FreeMiNT 1.16.x
with XaAES kernel module ? I think in the current state XaAES has
surpassed N.AES 2.0.

--

Martin Tarenskeen

6932. Re: NOVASCAN

Newsgroup: comp.sys.atari.st
Date: 2006-05-28 13:23:59 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1148822639.305491.99380@j55g2000cwa.googlegroups.com>
Source record: 8309

Hi,

Yes, I have mint 1.16.3 and 1.15.12. I have tried with Odd to install
XaAES but it's not simply for me, and I have cancelled this project...

It's the reason why I have N.AES 2 with Mint 1.16.3.

Thanks for your answer,

Cyril.

6933. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-28 14:44:53 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1148827493.443679.280470@i39g2000cwa.googlegroups.com>
Source record: 8310

It all depends on the definition of "faster". Raw CPU power was somewhere around 90% compared to that of an ST. On the other hand, the Amiga could play sampled multichannel sound and move stuff around on the screen without using any CPU time at all. We had to do all this using the CPU, causing lower framerates, bad sound, jerky scrolling, less colours...

I'd say the fun started with the F030.

btw, I have all the Speccies I need :-) 48k, 128k, +3, Beckman 2000 (rare Swedish speccy clone thingy with better keyboard. Standard 48k + swedish ROM inside.)

-- Peter

6934. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-28 18:27:49 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4479eba5$0$3876$91cee783@newsreader01.highway.telekom.at>
Source record: 8311

PeP wrote:

> Amiga could play sampled multichannel sound and move stuff around on
> the screen without using any CPU time at all. We had to do all this

HAM Mode. The AMIGA was so seen one of the first Home Computer, capable
of dispalying Photo-realistic pictures (screens).

Best Regards,

Daniel Mandic

6935. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-28 20:36:38 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <447a09d5$0$12942$91cee783@newsreader02.highway.telekom.at>
Source record: 8313

Ronald J. Hall wrote:

> Spectrum 512, PhotoChrome and other paint packages, using software
> "tricks" did the same thing for the ST... 512 colors and up, onscreen
> at one time.

Yes. And XC68060 and so. I know... great System the ATARI!

Best Regards,

Daniel Mandic

6936. Re: 11 Reaons why the ST is better than the Amiga

Newsgroup: comp.sys.atari.st
Date: 2006-05-28 20:38:59 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.28.20.38.59.558061@charter.net>
Source record: 8312

On Sun, 28 May 2006 18:27:49 +0000, Daniel Mandic wrote:

> HAM Mode. The AMIGA was so seen one of the first Home Computer, capable
> of dispalying Photo-realistic pictures (screens).

"Hold And Modify" was pretty good. For pictures. Not very good at anything
else though.

Spectrum 512, PhotoChrome and other paint packages, using software
"tricks" did the same thing for the ST... 512 colors and up, onscreen at
one time.

--
_/_/_/

6937. Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.st
Date: 2006-05-29 03:56:05 UTC
From: gadgetzone@time.net.my
Message-ID: <1148874965.095087.100630@g10g2000cwb.googlegroups.com>
Source record: 8314
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.advocacy

We're offering all the latest factory pressed high quality dvd movies, ps2, psp and xbox silvers with factory printed colour inserts at fantastic prices, whether for personal use or reselling. We're shipping worldwide with various shipping methods. For resellers, please contact us for bulk discounts.

For a complete list and prices, please email us at spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location as the prices varies for different locations. If you're reseller, please state the quantity you wish to order per shipment and we'll quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

6938. Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-29 14:52:04 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <jlSdnXVzc6pxlebZRVnyhA@bt.com>
Source record: 8315

What is the arrangement with SCSI hard drives and the Atari ST? I've just acquired an ICD LINK adapter and am trawling the web at the moment for lowish GB SCSI1 50-pin drives.

The Seagates seem to come out top as there's specifically a 'parity' jumper on them.

Can 68pin or 80pin drives be used with an adapter, or does the 16bit transfers create an issue?

Would it be possible for someone to give me an idea of what I'm looking for? As trawling eBay at the moment I can pick up plenty of these Compaq ultrawide drive pulls, assuming they have a SCSI1 mode and can perform 8 bit transfers.

The ICD Link btw will recognise my SCSI Cumana (was for Acorn BBC Archimedes) drive, so is assumed to be functional.

Thanks kindly in advance,

Aly

6939. FS: Supra 20MB external drives for Atari ST's

Newsgroup: comp.sys.atari.st
Date: 2006-05-29 15:31:47 UTC
From: donfanning@msn.com
Message-ID: <1148916707.430424.189210@g10g2000cwb.googlegroups.com>
Source record: 8316

Greetings all,

I picked up from a packrat the other day (3) Supra External Drive kits
that use SCSI drives and have 20MB drives in them. These plug directly
into the HD port in the back of a 520/1040ST and allow you to get away
from the floppy disk.

Asking $30/each for them.

Drop a line to aristuff (at) 00100100.net for arrangements. Will
ship anywhere except Nigeria for the obvious reasons of phishing.

-D

6940. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-29 15:53:41 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e5f5ed$4r5$1$8300dec7@news.demon.co.uk>
Source record: 8317

"techie_alison" <retro@dial.pipex.com> wrote in message
news:jISdnXVzc6pxlebZRVnyhA@bt.com...
> What is the arrangement with SCSI hard drives and the Atari ST? I've just
> acquired an ICD LINK adapter and am trawling the web at the moment for
> lowish GB SCSI1 50-pin drives.
>
> The Seagates seem to come out top as there's specifically a 'parity'
> jumper
> on them.
>
> Can 68pin or 80pin drives be used with an adapter, or does the 16bit
> transfers create an issue?

I've successfully used a SCA 80pin to 50 pin adapter with my Atari TT030 and
a Seagate ST34572WC drive.

A couple of others didn't even get recognized, like a Quantum & DEC.

I've also used an IBM DCHS drive too.

Alan.

6941. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-29 16:09:54 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4e0kmiF1ct522U1@individual.net>
Source record: 8318

techie_alison wrote:

> Can 68pin or 80pin drives be used with an adapter, or does the 16bit
> transfers create an issue?

No, there are no issues to be expected, you just need an adapter.

> ultrawide drive pulls, assuming they have a SCSI1 mode and can perform 8 bit
> transfers.

Any 16-bit SCSI drive should support 8-bit transfers.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6942. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-29 18:24:23 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <Y5-dndsZCsXFoebZnZ2dnUVZ8tKdnZ2d@eclipse.net.uk>
Source record: 8319

"techie_alison" <retro@dial.pipex.com> wrote in message
news:jISdnXVzc6pxlebZRVnyhA@bt.com...
> What is the arrangement with SCSI hard drives and the Atari ST? I've just
> acquired an ICD LINK adapter and am trawling the web at the moment for
> lowish GB SCSI1 50-pin drives.
>
> The Seagates seem to come out top as there's specifically a 'parity'
jumper
> on them.
>
> Can 68pin or 80pin drives be used with an adapter, or does the 16bit
> transfers create an issue?
>
> Would it be possible for someone to give me an idea of what I'm looking
for?
> As trawling eBay at the moment I can pick up plenty of these Compaq
> ultrawide drive pulls, assuming they have a SCSI1 mode and can perform 8
bit
> transfers.
>

I am not sure of the Link supports SCSI command passthrough. If it does then almost any SCSI drive should work. However I suggest that you get a copy of HD-Driver. I have a TT-030 which has a built in SCSI adaptor. I have a pile of (8 I think) 1 and 2Gbyte SCSI drives next to it. I also have copies of several version of AHDI, CBHD and HD Driver.All the SCSI disks in the pile work on a PC with an Adaptec SCSI adaptor.

However on my TT only HD Driver works correctly with most of the drives. AHDI almost always sees the drive, and appears to format them.. But it won't ever create a partition. CBHD sometimes creates a partition but then manages to corrupt the data. After all this messing around I began to think my TT was duff. However I managed to create a partition with CBHD and the demo version of HD Driver then accessed this flawlessly. So I bought a copy of HD Driver and all seesm great. I must admit I don't use the thing very often these days....

> The ICD Link btw will recognise my SCSI Cumana (was for Acorn BBC
> Archimedes) drive, so is assumed to be functional.
>

I would think so. Would you like some samples from my pile of SCSI drives. If you want I'll format a couple up with HD Driver (but not install the driver) so you may then be able to access it with the demo version...

> Thanks kindly in advance,
>

Thats O.K.

> Aly
>

Dave.

6943. Having a bit of a clear out => Any interest. (NW England)

Newsgroup: comp.sys.atari.st
Date: 2006-05-29 18:50:22 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <3tGdnXvx_PTy3-bZRVnyuA@eclipse.net.uk>
Source record: 8320

Folks,
As I need to create space in my micro sized computer room, sadly I have
one or two ATARI bits that are going to have to go:-

1) MEGA ST2
Original MEGA ST-2. and keyboard. Sorry no SM124 that died some time ago.
Internal floppy is single sided. See below for extras.
Not sure if I have a working mouse:-(

2) Ethernec and RTL card. Built and supplied by Lyndon

3) External cumana floppy drive. (came with Mega)

4) SCSI Ethernet adaptor.
Only works with STING and real SCSI port. Tested on my TT.
Needs 12v PSU

5) external home brew Hard Drive (BBDP interface I think it has a 60Meg
Drive),
Works but looks a right mess :-(

Also have box of original START disks plus some games,

I assume the above work, but I have not used for ages so will test before
dispatch....

Any offers considered. Would prefer buyers collect. If I get lots of offers
(some hope I Know) I reserve the right to E-Bay it as I think that would be
the fairest way to dispose of it....

Dave.
<e-mail address in header works>

6944. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-29 18:55:26 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4e0ucvF1bm0srU1@individual.net>
Source record: 8321

David Wade wrote:

> AHDI almost always sees the drive, and appears to format them.. But it won't
> ever create a partition. CBHD sometimes creates a partition but then manages

Yes, HDX is known for often reporting that it could not write the root
sector, and in this case it is impossible to create a partition. But
even if AHDI were able to partition a drive one would not have much fun
with drives bigger than 1 GB because AHDI cannot access more than the
first GB of a SCSI drive. AHDI does not know/use the SCSI commands
required for accessing sectors beyond the first GB.

> I would think so. Would you like some samples from my pile of SCSI drives.
> If you want I'll format a couple up with HD Driver (but not install the
> driver) so you may then be able to access it with the demo version...

Note that formatting a drive is never required if a drive does not have
bad sectors. Depending on the drive formatting can take a long time.
Partitioning a drive is always sufficient, even if it was previously
used with another platform, because partitioning creates new filesystems
and simply overwrites any old stuff.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6945. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-29 23:57:49 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ee-dnYobcrzgF-bZnZ2dnUVZ8tOdnZ2d@eclipse.net.uk>
Source record: 8322

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:4e0ucvF1bm0srU1@individual.net...
> David Wade wrote:
>
> > AHDI almost always sees the drive, and appears to format them.. But it
won't
> > ever create a partition. CBHD sometimes creates a partition but then
manages
>
> Yes, HDX is known for often reporting that it could not write the root
> sector, and in this case it is impossible to create a partition. But
> even if AHDI were able to partition a drive one would not have much fun
> with drives bigger than 1 GB because AHDI cannot access more than the
> first GB of a SCSI drive. AHDI does not know/use the SCSI commands
> required for accessing sectors beyond the first GB.
>
> > I would think so. Would you like some samples from my pile of SCSI
drives.
> > If you want I'll format a couple up with HD Driver (but not install the
> > driver) so you may then be able to access it with the demo version...
>
> Note that formatting a drive is never required if a drive does not have
> bad sectors.

How does one test for bad sectors? ....

> Depending on the drive formatting can take a long time.
> Partitioning a drive is always sufficient, even if it was previously
> used with another platform, because partitioning creates new filesystems
> and simply overwrites any old stuff.
>

And its so long since I ran this I am thinking in PC terms where FDISK only
creates the entry in the partition table, then you do need a "high level
format" to build the empty file system, rather than a low level format as
done by the ST utilities....

> --
> ---
> Dr. Uwe Seimet http://www.linkbylink.net/

6946. Re: Dyna Cadd Dongle?

Newsgroup: comp.sys.atari.st
Date: 2006-05-30 01:06:50 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <sUMeg.53818$QU3.3547@bignews8.bellsouth.net>
Source record: 8324

Correct,

I found out that the later version did not require the dongle.
I have 2 versions, 1 that uses the dongle and 1 that does not.

phantomm@bellsouth.net

<Sheldon Winick> wrote in message
news:rbg3725bblfc689o4an0e1uh84gc0mpge0@4ax.com...
> The dongle was for copy protection on early releases of DynaCADD. It
> was abandoned on later releases, I believe -- at least its not needed
> on the version I'm still using on my trusty 'ol TT030 (vers. 2.04.06).
> As I recall, the dongle plugged into one of the serial ports, but
> check your documentation to be sure.
>
> Sheldon
>
> On Wed, 10 May 2006 20:13:43 -0400, "phantomm"
> <phantomm@bellsouth.net> wrote:
>
>>
>>I have a complete boxed version of Dyna Cadd.
>>Not sure what version it is.
>>Any way inside the box is a small grey 9 pin female plug
>>with a Label that says Dyna Cadd Atari ST/TT on it.
>>
>>Whats it for and were does it go??
>>
>>phantomm@bellsouth.net
>>
>>

6947. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-30 05:30:10 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4e23l5F1cmonjU1@individual.net>
Source record: 8323

David Wade wrote:

>>Note that formatting a drive is never required if a drive does not have
>>bad sectors.
>
>
> How does one test for bad sectors? ....

You do not have to test for bad sectors unless TOS (i.e. the driver)
reports them. SCSI drives, in particular, manage bad sectors on their
own without your noticing it, and they automatically replace bad sectors
by spare sectors.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6948. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-30 16:56:47 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <DoidnVpERf816uHZRVnygw@bt.com>
Source record: 8325

```
"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:e5f5ed$4r5$1$8300dec7@news.demon.co.uk...
> "techie_alison" <retro@dial.pipex.com> wrote in message
> news:jISdnXVzc6pxlebZRVnyhA@bt.com...
> > What is the arrangement with SCSI hard drives and the Atari ST? I've
just
>
> I've successfully used a SCA 80pin to 50 pin adapter with my Atari TT030
and
> a Seagate ST34572WC drive.
>
> A couple of others didn't even get recognized, like a Quantum & DEC.
>
> I've also used an IBM DCHS drive too.
>
> Alan.
>
>

Noted, nods :)
```

6949. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-30 16:57:21 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <W4KdnWligfFX6uHZRVnyvw@bt.com>
Source record: 8326

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:4e0kmiF1ct522U1@individual.net...
> techie_alison wrote:
>
> > Can 68pin or 80pin drives be used with an adapter, or does the 16bit
> > transfers create an issue?
>
> No, there are no issues to be expected, you just need an adapter.
>
> > ultrawide drive pulls, assuming they have a SCSI1 mode and can perform 8
bit
> > transfers.
>
> Any 16-bit SCSI drive should support 8-bit transfers.
>
> --
> ---
> Dr. Uwe Seimet http://www.linkbylink.net/

Hi Uwe,

Thanks for replying. Adapter ordered from Hong Kong :)

6950. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-30 16:58:55 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <2budncDpycq65eHZnZ2dnUVZ8qudnZ2d@bt.com>
Source record: 8327

"David Wade" <g8mqw@yahoo.com> wrote in message
news:Y5-dndsZCsXFoebZnZ2dnUVZ8tKdnZ2d@eclipse.net.uk...
> "techie_alison" <retro@dial.pipex.com> wrote in message
> news:jISdnXVzc6pxlebZRVnyhA@bt.com...
>
> I would think so. Would you like some samples from my pile of SCSI drives.
> If you want I'll format a couple up with HD Driver (but not install the
> driver) so you may then be able to access it with the demo version...
>
> > Thanks kindly in advance,
> >
>
> Thats O.K.
>
> > Aly
> >
>
> Dave.
>
>

Definitely wouldn't say no to some SCSI drives to play with :) Ideally like
to start small and with 50-pin.

Name your price :) Is PayPal ok for you? No problems with postal orders
either :)

Aly

6951. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-30 20:48:08 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <OZWdnVJ4dp0SMuHZRVny2g@eclipse.net.uk>
Source record: 8328

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:4e23l5F1cmonjU1@individual.net...
> David Wade wrote:
>
> >>Note that formatting a drive is never required if a drive does not have
> >>bad sectors.
> >
> >
> > How does one test for bad sectors? ....
>
> You do not have to test for bad sectors unless TOS (i.e. the driver)
> reports them. SCSI drives, in particular, manage bad sectors on their
> own without your noticing it, and they automatically replace bad sectors
> by spare sectors.

Uwe,
Having just spent a lot of time sorting out a dead hard drive on my pc,
albeit an IDE one, I hope TOS does better reporting of bad sectors than
windows :-(
Dave.

>
> --
> ---
> Dr. Uwe Seimet http://www.linkbylink.net/

6952. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-30 20:51:03 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <iYadndHjrNajLeHZnZ2dnUVZ8qadnZ2d@eclipse.net.uk>
Source record: 8329

```
"techie_alison" <retro@dial.pipex.com> wrote in message
news:2budncDpycq65eHZnZ2dnUVZ8qudnZ2d@bt.com...
>
> "David Wade" <g8mqw@yahoo.com> wrote in message
> news:Y5-dndsZCsXFoebZnZ2dnUVZ8tKdnZ2d@eclipse.net.uk...
> > "techie_alison" <retro@dial.pipex.com> wrote in message
> > news:jISdnXVzc6pxlebZRVnyhA@bt.com...
> >
> > I would think so. Would you like some samples from my pile of SCSI
drives.
> > If you want I'll format a couple up with HD Driver (but not install the
> > driver) so you may then be able to access it with the demo version...
> >
> > > Thanks kindly in advance,
> > >
> >
> > Thats O.K.
> >
> > > Aly
> > >
> >
> > Dave.
> >
> >
>
> Definitely wouldn't say no to some SCSI drives to play with :) Ideally
like
> to start small and with 50-pin.
>
> Name your price :) Is PayPal ok for you? No problems with postal orders
> either :)
>

1) PayPal is fine.
2) Let me test a couple and work out the postage. Do you have an e-mail?

> Aly
>
>
```

6953. TeraDesk 3.82 released

Newsgroup: comp.sys.atari.st
Date: 2006-05-31 00:06:42 UTC
From: vdjole@EUnet.yu
Message-ID: <e5immgvbd1@news.eunet.yu>
Source record: 8330

Version 3.82 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

Functionality of some features was improved, several bugs were fixed and
the hypertext manual updated.

See the history file for more information.

Have fun.

6954. Re: TeraDesk 3.82 released

Newsgroup: comp.sys.atari.st
Date: 2006-05-31 00:43:17 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <FE5fg.653$ap3.55@news-server.bigpond.net.au>
Source record: 8331

Djordje Vukovic wrote:
> Version 3.82 of TeraDesk open-source desktop is available at:
>
> http://solair.eunet.yu/~vdjole/teradesk.htm
>
> Functionality of some features was improved, several bugs were fixed and
> the hypertext manual updated.
>
> See the history file for more information.
>
>
> Have fun.
>
>

Cheers Djordje, I will;-)

Mark

6955. Re: Live moving/sizing Teradesk window with

Newsgroup: comp.sys.atari.st
Date: 2006-05-31 03:24:28 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1149045868.020739.39660@f6g2000cwb.googlegroups.com>
Source record: 8332

Djordje Vukovic wrote:
>
> >Anyone else tried Teradesk under MagiC-PC, and noticed very weird
> >(lagging response, and strange redraws) related to live moving and
> >sizing of the Teradesk windows?
>
> A similar problem is visible in XaAES: realtime resizing of directory
> windows does not work correctly. This has been fixed now (please see
> "New after this release" on http://solair.eunet.yu/~vdjole/teradesk.htm)
> and will be available in the next version of TeraDesk, to be released
> within a week or so. Most probably the fix will also apply to the
> problem yopu experienced in Magic-PC.

Just tested Teradesk 3.82, but the problem with moving of Teradesk's
windows is still present under MagiC-PC I am afraid.

Regards,

/Joakim

6956. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-31 05:42:54 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4e4op3F1cef8gU1@individual.net>
Source record: 8333

David Wade wrote:

> Having just spent a lot of time sorting out a dead hard drive on my pc,
> albeit an IDE one, I hope TOS does better reporting of bad sectors than
> windows :-(

TOS (actually the hard disk driver by having TOS display the error
message) reports an error as soon as the hard disk drive reports it to
the driver.

--

Dr. Uwe Seimet http://www.linkbylink.net/

6957. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-05-31 08:05:16 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <SLedndCo2PcF0eDZRVnyvA@bt.com>
Source record: 8334

"David Wade" <g8mqw@yahoo.com> wrote in message
news:iYadndHjrNajLeHZnZ2dnUVZ8qadnZ2d@eclipse.net.uk...
>
> 1) PayPal is fine.
> 2) Let me test a couple and work out the postage. Do you have an e-mail?
>
>
> > Aly
> >
> >
>

Mail being sent right now to your addy :)

6958. Re: PowerUp2 Falcon accelerator

Newsgroup: comp.sys.atari.st
Date: 2006-05-31 11:46:59 UTC
From: JamesD <jamesdier@yahoo.co.uk>
Message-ID: <1149076019.830249.230850@c74g2000cwc.googlegroups.com>
Source record: 8335

If i remember correctly all you have to do is rename the powerup2.prg
to something like :

powerup2off.prg to switch it off
powerup2on.prg or powerup2.prg to switch it on

I had Stoop (boot manager) to do this for me and never used the CPX

I had a led to tell me if it was on or off and i could run the powerup2
program without rebooting. Gives about 10% increase in general as it
has no bus speed improvement just CPU 'overclocking'

Maurice wrote:
> Hi
> I really appreciate this Rustynutt. Does this also turn off PowerUp2?
>
> On the TT version there is also a seperate program to turn PowerUp off &
> a cpx utility as well.So it looks like I'm looking for the prog to turn
> Powerup2 off, the cpx utility and some docs if possible. So far so very
> good.
>
> regards
> Maurice

6959. Re: Superboot or something else ??

Newsgroup: comp.sys.atari.st
Date: 2006-05-31 12:06:05 UTC
From: JamesD <jamesdier@yahoo.co.uk>
Message-ID: <1149077164.945291.80650@j55g2000cwa.googlegroups.com>
Source record: 8336

My vote goes to Stoop. I can't remember whether it's a Falcon only boot
manager though?

Edward S. Baiz Jr. wrote:
> >Is superboot still the best boot selector ?
> >
> >Are there any others out there that people rank ?
> >
> >Thanks,
> >
> >Alan.
>
> SuperBoot works fine, but I prefer Xboot.
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram - Atari Clone

6960. Transferring floppy images to ST

Newsgroup: comp.sys.atari.st
Date: 2006-05-31 12:45:16 UTC
From: Ivan Capan <capicnjuz@kset.org>
Message-ID: <slrne7r3us.pnn.capicnjuz@marvin.kset.org>
Source record: 8337

I have lots of files on the PC with a .ST extension and I want to
transfer them to floppies. Is there a way to put the floppy in Atari,
which is connected with PC in some way (I have a null-modem cable),
and use some program to write the image byte by byte to Atari onto
its floppy drive?
I used wfdcopy with PC floppy drive but it was unreliable, throwing some
errors, bad sectors etc. Floppies were HD with hole taped over to make
them DD. Probably troubles with PC drive. I had some DD floppies but I
got the same results.

--
/* Nobody will ever see this message :-) */
panic("Cannot initialize video hardware\n");
2.0.38 /usr/src/linux/arch/m68k/atari/atafb.c

6961. ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-06-01 01:02:12 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <o0rfg.12018$VL2.2365@trnddc06>
Source record: 8338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

A friend of mine has had his hard drive die inside of his ST Book. There's
a few questions that I hope some experts here may be able to answer.

Do you know by chance if the format of the drive is the same as the regular
ST or if it is the same as the TT/Falcon?
Since the drive is IDE, can any drive be used in it or does it require
certain models?
What means will the drive need to be formatted and with what software is
recommended?

Appreciate help anyone can give to answering these questions.

Regards,
Glenn Bruner
glenn.bruner@verizon.net

6962. Re: TeraDesk 3.82 released

Newsgroup: comp.sys.atari.st
Date: 2006-06-01 04:44:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <447ea5121fef632@comcast.net>
Source record: 8340

>
>Version 3.82 of TeraDesk open-source desktop is available at:
>
> http://solair.eunet.yu/~vdjole/teradesk.htm
>
>Functionality of some features was improved, several bugs were fixed and
>the hypertext manual updated.
>
>See the history file for more information.
>
>
>Have fun.

Thanks much. It is appreciated.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6963. Re: Transferring floppy images to ST

Newsgroup: comp.sys.atari.st
Date: 2006-06-01 04:49:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <447ea5121fef633@comcast.net>
Source record: 8341

>I have lots of files on the PC with a .ST extension and I want to
>transfer them to floppies. Is there a way to put the floppy in Atari,
>which is connected with PC in some way (I have a null-modem cable),
>and use some program to write the image byte by byte to Atari onto
>its floppy drive?
>I used wfdcopy with PC floppy drive but it was unreliable, throwing some
>errors, bad sectors etc. Floppies were HD with hole taped over to make
>them DD. Probably troubles with PC drive. I had some DD floppies but I
>got the same results.

Dooes the ST have a HD. If so, use StarCall on the ST, a Null modem cable and a Telcom program for the PC. You can also use Ghostlink for the ST which is designed to work with the ST using a Null Modem cable. If you cannot find it, email me and I will email it to you.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6964. More Mint Questions

Newsgroup: comp.sys.atari.st
Date: 2006-06-01 05:27:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <447ea5121fef634@comcast.net>
Source record: 8342

Hell everyone,

Well I have Mint up and running including X11. Now all I need is to get my EtherNet card working. I have the driver from Ozk and it works fine under MagicNet, but I just cannot seem to get it working under Mintnet. The first time I tried it, it worked fine but for some reason I cannot get connected. I know I need to run the PCI_BIOS program. I have that boot up before the Mint Program. Everything loads and then I get to a point where it says: "loading interfaces" and then nothing. Just in the boot process is everyone else putting the PCI_BIOS program? Also, MagicNet also requires me to rename the PCI_BIOS.prg to PCI_BIOS.DEV and put it into the Xtension folder.

Another question is about memory protection. I have tried to use it and I am not told (in the booting process) it cannot be done. I would think it was some program I was trying to boot that is causing the conflict.

Anyone have any suggestions/comments?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6965. Re: Atari STFM 520 4Mb + monitors & boxes of games & Progs (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-06-01 09:04:12 UTC
From: Steve Clark <sd.clark@nospam.btinternet.com>
Message-ID: <ycGdnfghOJsEMOPZRVnysA@bt.com>
Source record: 8339

Atari ST now been given a good home.
Thanks to all who replied or considered.

Thread Closed

"Steve Clark" <sd.clark@nospam.btinternet.com> wrote in message
news:nfqdnciJ--8ujPPZRVnyiQ@bt.com...
>I recently moved to a village near Ely, Cambs and sitting in the garage is
>my old Atari ST.
>
> I've not use it in years but have no use for it now.
>
> I'm willing to let someone have it at no cost if collected or a short way
> if I deliver it, say 50 miles(ish) from Ely.
>
> It's a Atari STFM520 with a 4Mb upgrade internal. Single-sided Floppy
> drive.
> Mono SM124 monitor + Philips 14" colour monitor with a monitor switcher
> attached.
> I've also got 3 large boxes of programs, games etc, Calligrapher etc.
> A handheld B&W scanner too. A few books also.
>
> If there is anyone that would give it a good home then please email me.
> But take out the "nospam." from the email address.
>
> Steve Clark
>

6966. More Mint Questions

Newsgroup: comp.sys.atari.st
Date: 2006-06-01 09:08:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <447ed8dceaa50@comcast.net>
Source record: 8343

>Hell everyone,
>
>Well I have Mint up and running including X11. Now all I need is to get my
>EtherNet card working. I have the driver from Ozk and it works fine under
>MagicNet, but I just cannot seem to get it working under Mintnet. The first
>time I tried it, it worked fine but for some reason I cannot get connected. I
>know I need to run the PCI_BIOS program. I have that boot up before the Mint
>Program. Everything loads and then I get to a point where it says: "loading
>interfaces" and then nothing. Just in the boot process is everyone else
>putting the PCI_BIOS program? Also, MagicNet also requires me to rename the
>PCI_BIOS.prg to PCI_BIOS.DEV and put it into the Xtension folder.
>
>Another question is about memory protection. I have tried to use it and I am
>not told (in the booting process) it cannot be done. I would think it was
>some program I was trying to boot that is causing the conflict.
>
>
>Anyone have any suggestions/comments?
>

Hello again,

I just noticed I type "Hell" at the beginning. Sorry, it was a mistake. I just
wanted to mention that I partially solved my Internet connection problem. I
found told files (drivers for my Ethernet card) that I believe Ozk
had specially made for me. When I used them everything worked to a point. I
can now ping my computer, the router and my wife's PC. I just cannot get out
into the Internet. I am tweaking things to see if I can solve the problem.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6967. Focus Gaming (UK) and Atari

Newsgroup: comp.sys.atari.st
Date: 2006-06-01 20:08:22 UTC
From: "Focus Gaming (UK)" <info@focusgaming.co.uk>
Message-ID: <IOydnf6FJsIx1-LZRVnyvA@eclipse.net.uk>
Source record: 8344

Hello all Atari fans!

Just to let you know a new website and ebay shop is coming soon (July 1st 2006) and will feature Atari news, reviews and even original retro games in the ebay shop!

To be informed of updates and to be one of the first to join you can sign up for the Focus Gaming (UK) mailing list. Your email address will be only used by us and not by any third parties.

The website will feature reviews, news, forum, classic TV ads, games and much more on 8-Bit, 16-Bit, 32-Bit consoles and computers. Also an ebay shop to buy original copies of games and hardware.

Sign up today at http://www.focusgaming.co.uk

Lee
Focus Gaming (UK)
http://www.focusgaming.co.uk

6968. PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-01 23:58:06 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <0NOdnRU-3ueS4uLZRVnyuw@bt.com>
Source record: 8345

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147

Any views, ideas, messages of support :(

And this being mine;

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8814786603

Bugger!! :(

Mmmm, I do wonder you know, as he says it's for ALL STs. Very dangerous thing to say that is when I know that there are differences between the different STs.

Help!

I think I know what I'm going to do, I'm going to start selling his ST>VGA adapters that he's enjoyed selling. Yes, that is what I shall do. I shall buy in the parts to make about 100 and flood the market with them.

Hell hath no fury...

6969. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 00:27:47 UTC
From: not@onyournelly.com
Message-ID: <447f8603@212.67.96.135>
Source record: 8346

On 2-Jun-2006, "techie_alison" <techie_alison@yahoo.co.uk> wrote:

> Help!
>
> I think I know what I'm going to do, I'm going to start selling his ST>VGA
> adapters that he's enjoyed selling. Yes, that is what I shall do. I
> shall
> buy in the parts to make about 100 and flood the market with them

Ever heard of copyright laws?? Prove you thought of it first and he hasn't a
leg to stand on! I guess you didn't patent your creation either?!?

Bought mine from you and have no complaints whatsoever. Works perfectly on
my STe even with an optical PS2 mouse.

Chin up

6970. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 07:38:34 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <e5opqn$t01$1@gemini.csx.cam.ac.uk>
Source record: 8347

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:0NOdnRU-3ueS4uLZRVnyuw@bt.com...
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147
>
> Any views, ideas, messages of support :(
>
> And this being mine;
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8814786603
>
> Bugger!! :(
>
> Mmmm, I do wonder you know, as he says it's for ALL STs. Very dangerous
> thing to say that is when I know that there are differences between the
> different STs.
>
> Help!

I would also feel agreeved in your position, however as Patents are not cost effective for new Atari related products and Copyright largely pertains to written products and images it is probably too expensive and too much hassle to get anything done about it unless you really really feel strongly about it in which case talk to a solicitor as you may have a case under the "passing off" clause. If a solicitor does feel you have a case under passing off a strongly worded solicitors letter threatening to take action might make him stop selling them or agree to give you a percentage as a form of compensation for your loss of sales but that is probably about all you can do.

Stephen Moss

6971. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 07:49:25 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e5oqi7ojk1$8300dec7@news.demon.co.uk>
Source record: 8348

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:0NOdnRU-3ueS4uLZRVnyuw@bt.com...
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147
>
> Any views, ideas, messages of support :(

Maybe, er, reduce your price. His is only £8.99 incl del and yours is
£22.85. That's quite a
difference.

> And this being mine;
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8814786603
>
> Bugger!! :(
>
> Mmmm, I do wonder you know, as he says it's for ALL STs. Very dangerous
> thing to say that is when I know that there are differences between the
> different STs.
>
> Help!
>
> I think I know what I'm going to do, I'm going to start selling his ST>VGA
> adapters that he's enjoyed selling. Yes, that is what I shall do. I
> shall
> buy in the parts to make about 100 and flood the market with them.

Alan.

6972. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 11:11:03 UTC
From: Simon <flibble@gmail.com>
Message-ID: <1149246663.205515.138290@c74g2000cwc.googlegroups.com>
Source record: 8249

Alan Hourihane wrote:
> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
> news:0NOdnRU-3ueS4uLZRVnyuw@bt.com...
> > http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147
> >
> > Any views, ideas, messages of support :(
>
> Maybe, er, reduce your price. His is only £8.99 incl del and yours is
> £22.85. That's quite a
> difference.

Mathematics is not one of your strong points, yes?

£7.99 starting bid (it's an auction, where as Alison is offering Buy
it now).

Assuming it sold at £7.99 the cheapest postage is £2 within the UK,
bringing a total to £9.99

Simon

6973. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 11:22:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606020421140.16234-100000@onyx.spiritone.com>
Source record: 8251
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6974. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 11:26:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606020423030.16234-100000@onyx.spiritone.com>
Source record: 8252
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6975. ATARI Vacation. FREE Game!

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 11:29:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606020426400.16234-100000@onyx.spiritone.com>
Source record: 8253
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6976. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 11:39:56 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e5p82frpe1$8302bc10@news.demon.co.uk>
Source record: 8250

"Simon" <flibble@gmail.com> wrote in message
news:1149246663.205515.138290@c74g2000cwc.googlegroups.com...
>Alan Hourihane wrote:
>> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
>> news:0NOdnRU-3ueS4uLZRVnyuw@bt.com...
>> > http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147
>> >
>> > Any views, ideas, messages of support :(
>>
>> Maybe, er, reduce your price. His is only £8.99 incl del and yours is
>> £22.85. That's quite a
>> difference.
>
>Mathematics is not one of your strong points, yes?
>
>£7.99 starting bid (it's an auction, where as Alison is offering Buy
>it now).
>
>Assuming it sold at £7.99 the cheapest postage is £2 within the UK,
>bringing a total to £9.99

Yeah, o.k. a pound out. I'll go drink some coffee.

And I can see it's an auction, so it'll be interesting to see how much the
£7.99 starting
bid price actually goes for. We'll see in another 4 days time.

Alan.

6977. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 12:25:38 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <R2Wfg.310$hp.30@read2.cgocable.net>
Source record: 8254
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Bravo Sierra Computers wrote:

> ATARI Adoption Agency: Does your Atari need a
> new home? We adopt! Do you need Atari
> Hardware or Software? Info: Ben at (503)256-9974
> http://adoption.atari.org or atari@aracnet.com
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!

I suppose, if you want to get technical, Bravo Sierra Computers isn't really an adoption agency, as adoption agencies typically don't sell their adoptees. Perhaps Bravo Sierra Computers would be best described as an Atari Pet Store. A place where you can buy your favourite Atari pets. Although it would probably be even more accurate to describe BSC as an Atari Humane Society -- A shelter unwanted and stray Atari computers and peripherals.

I suppose if you were feeling particularly insane, you could refer to a garbage bag as the Dr. Jack Kevourkian of Atari Computers. And I suppose that would make garbage pickers radical activists that oppose euthanasia.

Hmmm, so what would that make Jack Tramiel? A Doctor Morgentaler? Yeah, I guess it would. That would make Jack Tramiel the man that performed abortions on countless Atari computers in their first trimester.

Hmmm, following that logic, Nolan Bushnell would be the father that walked away from his bastard child before it was born. So Warner Communications would have been the single mother who raised the 400, 800, and XL machines on welfare before abandoning the children at the Tramiel orphanage.

Wow! So dirty old Jack fathered the XEs and had a vasectomy. So Jack Tramiel wouldn't have been the abortion doctor after all. Rather, he was the man that decided XEs would be his only 8-bit children.

Crazy? Yeah, but don't tell anyone. It'll just be our little secret, okay?

--
--

People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6978. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 12:54:45 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <IfednYEH4Z7xrh3ZRVny2w@bt.com>
Source record: 8255

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:e5oqi7ojk1$8300dec7@news.demon.co.uk...
> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
> news:0NOdnRU-3ueS4uLZRVnyuw@bt.com...
> > > http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147
> > >
> > > Any views, ideas, messages of support :(
> >
> > Maybe, er, reduce your price. His is only £8.99 incl del and yours is
> > £22.85. That's quite a
> > difference.
> >
> > Alan.
> >
> >

His postage isn't tracked for one, so a negative there. I have the
experience of selling the things over the past year and in sorting out the
muddles when you have a heavily modded ST. He tells us practically nothing
about it.

If anyone wants to buy the parts of the remaining PeSTs, about 100 PCBs
(which are the expensive bit), then make me an offer.

I don't need this crap. If people want to thrash the price down until
they're left with things built as cheaply as possible then buy a Windows PC
and watch it crash all day.

6979. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 13:03:24 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <RN-dnZlxd__vqB3ZRVnyrA@bt.com>
Source record: 8256

<not@onyournelly.com> wrote in message news:447f8603@212.67.96.135...
>
> On 2-Jun-2006, "techie_alison" <techie_alison@yahoo.co.uk> wrote:
>
> Ever heard of copyright laws?? Prove you thought of it first and he hasn't
a
> leg to stand on! I guess you didn't patent your creation either?!?
>
> Bought mine from you and have no complaints whatsoever. Works perfectly on
> my STe even with an optical PS2 mouse.
>
> Chin up
>

Thx :)

Not hugely concerned really after thinking about it. The aftersales here is
also included in the price and proven :)

6980. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 13:04:43 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <8vOdneb4MadfqB3ZRVnytQ@bt.com>
Source record: 8257

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:e5opqn$t01$1@gemini.csx.cam.ac.uk...
>
> I would also feel agreeved in your position, however as Patents are not
cost
> effective for new Atari related products and Copyright largely pertains to
> written products and images it is probably too expensive and too much
hassle
> to get anything done about it unless you really really feel strongly about
> it in which case talk to a solicitor as you may have a case under the
> "passing off" clause. If a solicitor does feel you have a case under
passing
> off a strongly worded solicitors letter threatening to take action might
> make him stop selling them or agree to give you a percentage as a form of
> compensation for your loss of sales but that is probably about all you can
> do.
>
> Stephen Moss
>
>

Noted :) He can sell what he likes really. Bit of a lumpy old thing his is
anyway.

Am seriously going to start making his VGA adapters and start selling them.
:)

6981. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 13:06:00 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <qbWdnfHl8bWSqx3ZnZ2dnUVZ8qadnZ2d@bt.com>
Source record: 8258

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:e5p82frpe1$8302bc10@news.demon.co.uk...
>
> Yeah, o.k. a pound out. I'll go drink some coffee.
>
> And I can see it's an auction, so it'll be interesting to see how much the
> £7.99 starting
> bid price actually goes for. We'll see in another 4 days time.
>
> Alan.
>
>

I think I'm going to buy it and take it to bits :)

6982. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 13:38:44 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e5pf17$t1p$1$8300dec7@news.demon.co.uk>
Source record: 8259

"techie_alison" <retro@dial.pipex.com> wrote in message
news:IfednYEH4Z7xrh3ZRVny2w@bt.com...
> His postage isn't tracked for one, so a negative there. I have the
> experience of selling the things over the past year and in sorting out the
> muddles when you have a heavily modded ST. He tells us practically
> nothing
> about it.
>
> If anyone wants to buy the parts of the remaining PeSTs, about 100 PCBs
> (which are the expensive bit), then make me an offer.
>
> I don't need this crap. If people want to thrash the price down until
> they're left with things built as cheaply as possible then buy a Windows
> PC
> and watch it crash all day.

Well, if you started to make Eiffel's and selling those. That's something he
isn't doing :-)

Alan.

6983. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 14:48:06 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0606021624470.1800@localhost>
Source record: 8260

t> I don't need this crap. If people want to thrash the price down until
t> they're left with things built as cheaply as possible then buy a
t> Windows PC and watch it crash all day.

I guess that though people would prefer lower prices they also accept that electronic devices produced in small series are moreless expensive. Your way of presenting PeST to the public, your helpfulness and the PeSTs reputation of being a quality piece of hardware should convince any Atari enthusiast. And I suppose that this can be read from your sales numbers and the feedback from your satisfied customers.

So keep on your good work and don't think Atari folks only decide with bargain buys in their minds.

Regards,

Alexander

6984. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 15:25:55 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e5pla5$b6l$1$8300dec7@news.demon.co.uk>
Source record: 8261

"Alexander Beuscher" <alexb@jupiter.schunter.etc.tu-bs.de> wrote in message
news:Pine.LNX.4.62.0606021624470.1800@localhost...
>
> t> I don't need this crap. If people want to thrash the price down until
> t> they're left with things built as cheaply as possible then buy a
> t> Windows PC and watch it crash all day.
>
> I guess that though people would prefer lower prices they also accept that
> electronic devices produced in small series are moreless expensive. Your
> way of presenting PeST to the public, your helpfulness and the PeSTs
> reputation of being a quality piece of hardware should convince any Atari
> enthusiast. And I suppose that this can be read from your sales numbers
> and the feedback from your satisfied customers.
>
> So keep on your good work and don't think Atari folks only decide with
> bargain buys in their minds.

Absolutely. Couldn't agree more.

Alan.

6985. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 17:06:31 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <re_fg.22905$XV5.3891@fed1read10>
Source record: 8262

"techie_alison" <retro@dial.pipex.com> wrote in message
news:8vOdneb4MadfqB3ZRVnytQ@bt.com...
SNIP
>> compensation for your loss of sales but that is probably about all you
>> can
>> do.
>>
>> Stephen Moss
>>
>>
>
> Noted :) He can sell what he likes really. Bit of a lumpy old thing his
> is
> anyway.
>
> Am seriously going to start making his VGA adapters and start selling
> them.
> :)
>
VGA adapters.
'techie' Good for you! You have a customer right here. I'll be waiting for
the Ebay notice. I have been wanting to put my ST on a bigger monitor for
years. I just recently bought your PeST: kit and love it.

RoyE

6986. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 18:26:52 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <Ht6dnRY4qpPeHB3ZRVnytw@bt.com>
Source record: 8263

"Roy Dean" <r-dean@ cox.net> wrote in message
news:re_fg.22905$XV5.3891@fed1read10...
>
> VGA adapters.
> 'techie' Good for you! You have a customer right here. I'll be waiting
for
> the Ebay notice. I have been wanting to put my ST on a bigger monitor for
> years. I just recently bought your PeST: kit and love it.
>
> RoyE
>
>

Hi Roy,

I recognise that name :)

What sort of cable would you like, as there's different sorts which can be
done;

#1. Straight ST to VGA adapter. Cheapest. Simplest

#2. Straight ST to VGA cable. Less strain on the ST port, cable easy to get
hold of

#3. ST to VGA cable. Potentiometers for RGB, allows mono display in any
colour on screen.

#4. ST to 15 way D-Type, allows VGA or RGB monitor to connect with another
lead. Eliminates any strain on the ST.

#5. Multisync box which plugs into #4. Allows a multisync monitor to work
with mono and colour, switch toggled.

#6. Multisync box which plugs into #4. As per #3 which has the addition of
any colour on screen in mono.

Well that's about it really. The price for something like #3 would be about
the £20-25 mark.

Lots of options :)

Aly

6987. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 18:30:06 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <98edna9oTOuaHx3ZnZ2dnUVZ8s2dnZ2d@bt.com>
Source record: 8264

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:e5pf17$t1p$1$8300dec7@news.demon.co.uk...

>
> Well, if you started to make Eiffel's and selling those. That's something
he
> isn't doing :-)
>
> Alan.
>
>

Agreed. Trouble will Eiffels is that the use needs to pull the computer
apart.

To build Eiffels would definitely need fresh investment, a couple of hundred
£ for the PCBs alone. Quite a bit more component hungery and more expensive
that PeST.

A few have been built here and boxed, did 3 actually, £50 each.

I think PeST is quite safe :)

6988. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 18:31:21 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <0_Odnd9hSpfMHx3ZRVnyuw@bt.com>
Source record: 8265

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:e5pla5$b6l$1$8300dec7@news.demon.co.uk...
> "Alexander Beuscher" <alexb@jupiter.schunter.etc.tu-bs.de> wrote in
message
> news:Pine.LNX.4.62.0606021624470.1800@localhost...
> >
> > t> I don't need this crap. If people want to thrash the price down
until
> > t> they're left with things built as cheaply as possible then buy a
> > t> Windows PC and watch it crash all day.
> >
> > I guess that though people would prefer lower prices they also accept
that
> > electronic devices produced in small series are moreless expensive. Your
> > way of presenting PeST to the public, your helpfulness and the PeSTs
> > reputation of being a quality piece of hardware should convince any
Atari
> > enthusiast. And I suppose that this can be read from your sales numbers
> > and the feedback from your satisfied customers.
> >
> > So keep on your good work and don't think Atari folks only decide with
> > bargain buys in their minds.
>
> Absolutely. Couldn't agree more.
>
> Alan.
>
>

Being of the female persona I can do this :- ((((((((((((hugs))))))))))))

:)

Aly xx

6989. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 18:34:28 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <aLGdnVTIRYiTHh3ZnZ2dnUVZ8qadnZ2d@bt.com>
Source record: 8266

"Alexander Beuscher" <alexb@jupiter.schunter.etc.tu-bs.de> wrote in message
news:Pine.LNX.4.62.0606021624470.1800@localhost...
>
> t> I don't need this crap. If people want to thrash the price down until
> t> they're left with things built as cheaply as possible then buy a
> t> Windows PC and watch it crash all day.
>
> I guess that though people would prefer lower prices they also accept that
> electronic devices produced in small series are moreless expensive. Your
> way of presenting PeST to the public, your helpfulness and the PeSTs
> reputation of being a quality piece of hardware should convince any Atari
> enthusiast. And I suppose that this can be read from your sales numbers
> and the feedback from your satisfied customers.
>
> So keep on your good work and don't think Atari folks only decide with
> bargain buys in their minds.
>
>
> Regards,
>
> Alexander

:) There's a few more bits which I could do with the ST if I believed the
potential demand was there;

#1. Full blown multisync monitor hookup/control boxes
#2. Floppy disk drive LCD display track counter
#3. SCSI host adapter (being mulled over at the moment)
#4. IDE ACSI interface/convertor (after 3, not as easy as it sounds)

Aly x

6990. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 20:10:10 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <AW0gg.22915$XV5.1292@fed1read10>
Source record: 8267

"techie_alison" <retro@dial.pipex.com> wrote in message
news:Ht6dnRY4qpPeHB3ZRVnytw@bt.com...
> "Roy Dean" <r-dean@ cox.net> wrote in message
> news:re_fg.22905$XV5.3891@fed1read10...
>>
>> VGA adapters.
>> 'techie' Good for you! You have a customer right here. I'll be waiting
> for
>> the Ebay notice. I have been wanting to put my ST on a bigger monitor
>> for
>> years. I just recently bought your PeST: kit and love it.
>>
>> RoyE
>>
>>
>
> Hi Roy,
>
> I recognise that name :)
>
> What sort of cable would you like, as there's different sorts which can be
> done;
>
> #1. Straight ST to VGA adapter. Cheapest. Simplest
>
> #2. Straight ST to VGA cable. Less strain on the ST port, cable easy to
> get
> hold of
>
> #3. ST to VGA cable. Potentiometers for RGB, allows mono display in any
> colour on screen.
>
> #4. ST to 15 way D-Type, allows VGA or RGB monitor to connect with another
> lead. Eliminates any strain on the ST.
>
> #5. Multisync box which plugs into #4. Allows a multisync monitor to work
> with mono and colour, switch toggled.
>
> #6. Multisync box which plugs into #4. As per #3 which has the addition
> of
> any colour on screen in mono.
>
> Well that's about it really. The price for something like #3 would be

> about
> the ?20-25 mark.
>
> Lots of options :)
>
> Aly
>
>
#5. Multisync box which plugs into #4. Allows a multisync monitor to work
with mono and colour, switch toggled.

Probably the #5 and #4 setup if I can find a Multisync monitor, if not a
Multisync I would still have the mono capability..

RoyE

6991. DarkForce! BBS - May winners/June prizes!

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 20:40:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.02.20.40.07.945140@charter.net>
Source record: 8268

Okay folks, the May 2006 winners are:

1. PEST mouse interface - Zeptari!

2. 1 mbit flash cart - almostrice!

3. ST Magazine - J_D!

4. Final Frontier II - None, game will continue this
month, with a $50 cash prize!

Congratulations to all our winners! :)

The June 2006 prizes are:

1. ST Magazine - 1 lucky Atari caller will win a free
3 magazine subscription!

2. Final Frontier II - game continues from last month,
cash prize now up to $50.00!

Good luck to all! :)

--
_/_/_/

6992. Re: TeraDesk 3.82 released

Newsgroup: comp.sys.atari.st
Date: 2006-06-02 21:42:26 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4480b0c0$0$20723$636a55ce@news.free.fr>
Source record: 8269

Can somebody test this Desk on Falcon CT60 ??

Thanks

Djordje Vukovic wrote:
> Version 3.82 of TeraDesk open-source desktop is available at:
>
> http://solair.eunet.yu/~vdjole/teradesk.htm
>
> Functionality of some features was improved, several bugs were fixed
> and the hypertext manual updated.
>
> See the history file for more information.
>
>
> Have fun.

6993. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 03:01:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <448125da410e13@comcast.net>
Source record: 8275

>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147
>
>Any views, ideas, messages of support :(
>
>And this being mine;
>
>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8814786603
>
>Bugger!! :(
>
>Mmmm, I do wonder you know, as he says it's for ALL STs. Very dangerous
>thing to say that is when I know that there are differences between the
>different STs.
>
>Help!
>
>I think I know what I'm going to do, I'm going to start selling his ST>VGA
>adapters that he's enjoyed selling. Yes, that is what I shall do. I shall
>buy in the parts to make about 100 and flood the market with them.
>
>Hell hath no fury...

It is possible that it can can be used in all ST's. I am using one from the
guy from New Zealand in my Hades.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6994. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 07:49:18 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0606030919570.1215@localhost>
Source record: 8270

t> :) There's a few more bits which I could do with the ST if I believed
t> the potential demand was there;

That sounds much better to me ;-)

t> #1. Full blown multisync monitor hookup/control boxes

Due to the lack of new low-frequency multisyncs I guess that simple ST-VGA-adapters for b/w and (or combined with) ST-SCART-adapters for colour were more widely usable. No idea what trickery "full blown ... boxes" would include though...

t> #2. Floppy disk drive LCD display track counter

Nice gimmick. And that's the point, I'd expect not many of these would be sold. Though really a nice gimmick.

t> #3. SCSI host adapter (being mulled over at the moment)

THAT really is a long awaited project that surely will sell in big numbers. Think about the fact that it is fairly hard to get your hands on ICDs LINK2 adapters... On the other hand your product must be compatible to the LINK2 - or even more advanced. Nice features were configurable SCSI-ID for the "Host Adapter" itself and support for wide SCSI or even SAS, but that might be "too much" as well.

You should talk to Uwe Seimet about this.

t> #4. IDE ACSI interface/convertor

OK, that's the next step, but:

t> (after 3, not as easy as it sounds)

Here you're very right. You had to implement a controller executing the ACSI/SCSI commands and translating them into IDE signalling - AND to cope with masses of differently behaving devices. Not an easy task. And remember, there are SCSI->IDE converters available, not cheap but available. So if #3 was done you would re-open this way already...

Regards,

Alexander

6995. Re: PowerUp2 Falcon accelerator

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 08:21:09 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1149322869.101309.300660@u72g2000cwu.googlegroups.com>
Source record: 8271

JamesD wrote:
> program without rebooting. Gives about 10% increase in general as it

My falcon with a PU2 gave an average of 35% speed increase (according
to gembench). One thing was for sure, it was *noticably* quicker, which
is what counts...

6996. Re: TeraDesk 3.82 released

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 08:21:25 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1149322885.162144.37990@i40g2000cwc.googlegroups.com>
Source record: 8272

3.81 tested succesfully.

Cyril.

Rodolphe Czuba a écrit :

> Can somebody test this Desk on Falcon CT60 ??
>
> Thanks
>
>
>
> Djordje Vukovic wrote:
> > Version 3.82 of TeraDesk open-source desktop is available at:
> >
> > http://solair.eunet.yu/~vdjole/teradesk.htm
> >
> > Functionality of some features was improved, several bugs were fixed
> > and the hypertext manual updated.
> >
> > See the history file for more information.
> >
> >
> > Have fun.

6997. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 10:48:55 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <huqdnY-P9oLs-hzZnZ2dnUVZ8tydnZ2d@bt.com>
Source record: 8273

"Alexander Beuscher" <alexb@jupiter.schunter.etc.tu-bs.de> wrote in message news:Pine.LNX.4.62.0606030919570.1215@localhost...
> t> #4. IDE ACSI interface/convertor
>
> OK, that's the next step, but:
>
> t> (after 3, not as easy as it sounds)
>
> Here you're very right. You had to implement a controller executing the
> ACSI/SCSI commands and translating them into IDE signalling - AND to cope
> with masses of differently behaving devices. Not an easy task. And
> remember, there are SCSI->IDE converters available, not cheap but
> available. So if #3 was done you would re-open this way already...
>
>
> Regards,
>
> Alexander

The IDE/CF side is already done. It's the ACSI/SCSI side I still (note still) need to get round to, a bit of can't be arsed being evident.

It wouldn't really be possible to surpass the ICD host adapters, just maintain compatability. Not sure how fast I can process information though. A 40Mhz microcontroller yeilds about 10million cycles flat out, and once you factor in instructions taking more than one cycle, you're looking at about 2.5 million odd instructions per second. DMA limitation is about 1Mbyte/second so gives 2.5 instructions per byte there abouts. Moving onto the ultra fast TQFP package microcontrollers brings new problems such as soldering the things and track layout.

6998. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 10:57:37 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <OYKdnUGZSsG39hzZRVny2g@eclipse.net.uk>
Source record: 8274

"techie_alison" <retro@dial.pipex.com> wrote in message
news:qbWdnfHl8bWSqx3ZnZ2dnUVZ8qadnZ2d@bt.com...
> "Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
> news:e5p82frpe1$8302bc10@news.demon.co.uk...
> >
> > Yeah, o.k. a pound out. I'll go drink some coffee.
> >
> > And I can see it's an auction, so it'll be interesting to see how much
the
> > £7.99 starting
> > bid price actually goes for. We'll see in another 4 days time.
> >
> > Alan.
> >
> >
>
> I think I'm going to buy it and take it to bits :)
>
>
http://members.aol.com/tgkirk/ps2mous.htm

perhaps

6999. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 10:58:27 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <5ZSdnbpmRb8v8xzZRVnyrA@eclipse.net.uk>
Source record: 8276

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:0NOdnRU-3ueS4uLZRVnyuw@bt.com...
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147
>
> Any views, ideas, messages of support :(
>
> And this being mine;
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8814786603
>
> Bugger!! :(

It looks very much like one of these

http://members.aol.com/tgkirk/ps2mous.htm

but I can't see how you can make one of these for £5.99. I wonder of this
is "old stock"...

>
> Mmmm, I do wonder you know, as he says it's for ALL STs. Very dangerous
> thing to say that is when I know that there are differences between the
> different STs.
>

But they do all use the same mouse ports, so should work on all STs. In fact
the Keyboard interface is the same on all Atari's, appart from the actuall
motherboard connector which is why Eiffel's will work on any PC.

> Help!
>
> I think I know what I'm going to do, I'm going to start selling his ST>VGA
> adapters that he's enjoyed selling. Yes, that is what I shall do. I
shall
> buy in the parts to make about 100 and flood the market with them.
>
> Hell hath no fury...
>
>

7000. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 11:12:35 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <5ZSdnbVmRb8k8xzZRVnyrA@eclipse.net.uk>
Source record: 8277

> > So keep on your good work and don't think Atari folks only decide with
> > bargain buys in their minds.
> >
> >
> > Regards,
> >
> > Alexander
>
> :) There's a few more bits which I could do with the ST if I believed the
> potential demand was there;
>
> #1. Full blown multisync monitor hookup/control boxes
> #2. Floppy disk drive LCD display track counter
> #3. SCSI host adapter (being mulled over at the moment)
> #4. IDE ACSI interface/convertor (after 3, not as easy as it sounds)
>

0) A SCSI Adaptor woiuld be a really usefull addition. I wonder if you could
do a box with hard drive interface and ethernea (ASCI => Ethernet)
in in the same box or on the same PCB. Not sure if ASCI passthru is needed.
Does any one still use old Atari laser printers?

1) As the Falcon has an IDE interface, what about an IDE interface for ST. I
know this is harder to make universal as it needs to go on the CPU bus and
Atari use a range of CPU types and sizes.

> Aly x
>
>
Dave.

7001. Re: Transferring floppy images to ST

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 11:26:59 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <fY6dnSA-NZSQ7xzZnZ2dnUVZ8s-dnZ2d@eclipse.net.uk>
Source record: 8278

"Ivan Capan" <capicnjuz@kset.org> wrote in message
news:slrne7r3us.pnn.capicnjuz@marvin.kset.org...
> I have lots of files on the PC with a .ST extension and I want to
> transfer them to floppies. Is there a way to put the floppy in Atari,
> which is connected with PC in some way (I have a null-modem cable),
> and use some program to write the image byte by byte to Atari onto
> its floppy drive?

One trick way is to use STTOMSA on PC. This will convert ST format disks
into Magic Shadow Archive files. You can split these over multiple floppies.
You can then use MSA on the Atari to re-construct the disks. That way you
write the disks on the ST and don't try and force the PC Floppy Controller
to do unatural acts such as write oddly formatted sectors. You can get
STTOMSA from :-

http://members.fortunecity.com/dahstra/atariarc.html <but scroll past the
malware at the top down to MSA utilities.>

and MSA from

http://www.users.zetnet.co.uk/zogginhell/download.html

> I used wfdcopy with PC floppy drive but it was unreliable, throwing some
> errors, bad sectors etc. Floppies were HD with hole taped over to make
> them DD. Probably troubles with PC drive. I had some DD floppies but I
> got the same results.
>

You need real DD floppies.

>
> --
> /* Nobody will ever see this message :-) */
> panic("Cannot initialize video hardware\n");
> 2.0.38 /usr/src/linux/arch/m68k/atari/atafb.c

7002. Atari Online News, Etc. #08-22

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 13:31:21 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1149341481.147033.187040@j55g2000cwa.googlegroups.com>
Source record: 8279

```
A-ONE #0822 06/02/06

~ FBI Wants Records Kept ~ People Are Talking! ~ Dell Debuts XPS
PCs!
~ China Censorship Fight ~ Apple Loses Court Bid! ~ TeraDesk
Updated!
~ Windows Live OneCare! ~ Yahoo Nazi Case Passed ~ Internet
Repression!
~ Password-Thief Trojan! ~ Vista Will Have IE7+! ~ Web Ready To
Evolve

-* Middle Classes Go Broadband! *-
-* Microsoft Planning an eBay Buyout? *-
-* Google Has No Plans For Its Own Web Browser *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

7003. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 15:26:24 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <TPadnXo134bmNRzZnZ2dnUVZ8sidnZ2d@bt.com>
Source record: 8280

"David Wade" <g8mqw@yahoo.com> wrote in message
news:OYKdnUGZSsG39hzZRVny2g@eclipse.net.uk...
>
> >
> > I think I'm going to buy it and take it to bits :)
> >
> >
> http://members.aol.com/tgkirk/ps2mous.htm
>
> perhaps
>
>

Yes that's what I'm thinking guessing from it's larger size. It's notably
larger than PeST.

7004. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 15:41:00 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <R9idnczBRKtyNhzZRVny3g@bt.com>
Source record: 8281

"David Wade" <g8mqw@yahoo.com> wrote in message
news:5ZSdnbpmRb8v8xzZRVnyrA@eclipse.net.uk...
>
> >
> > Mmmm, I do wonder you know, as he says it's for ALL STs. Very dangerous
> > thing to say that is when I know that there are differences between the
> > different STs.
> >
>
> But they do all use the same mouse ports, so should work on all STs. In
fact
> the Keyboard interface is the same on all Atari's, appart from the actuall
> motherboard connector which is why Eiffel's will work on any PC.
>

There's very subtle differences between the ST models, where most will recognise 250ms pulses and others 500ms. I think this is more to do with voltage drop more than anything else. 250ms obviously results in much more fluid mouse movement that 500ms, so the standard PeSTs are set at 390ms midway to take up most of the slack. There's the odd modified custom PeST out there which runs at 600ms.

In the beginning I swore that every ST keyboard sub system was the same, now with some experience behind me this isn't the case. Out of about 100 systems there's perhaps say 5 where the pulses PeST sends are misunderstood. Again, guessed to be voltage drop. Heavily modded STs with alot hooked up to the cartridge port, 16Mhz modded etc., can also have problems. You can have two STs both with the same mods, one will work and the other won't.

This guy if he starts selling these en-mass will become aware of this and will need the customer service skills (and time) to look after his buyers. PeST for example wasn't developed on one ST but a total of 5 different setups, 520STFM, 1040STF, 520STE, Mega STE (external keyboard), 520STFM (external TT keyboard). And despite that lot the odd system still pops up. PeST won't even talk to a particular Stacy I have in my inbox at the moment, mouse doesn't even initialise, works with all of his other STs though. That one's definitely summed up as a voltage drop issue as you can hook PeST straight up to 4.5v of AA batteries and it'll initialise (glows red) the mouse on it's own.

I entered this project thinking it was easy since the hardware was so standard, and then found out that 20 years after their release strange things are happening. Definitely an idea for PSUs to get their capacitors replaced in a few systems.

7005. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 17:46:22 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1149356782.929777.293140@c74g2000cwc.googlegroups.com>
Source record: 8282

techie_alison wrote:
>
> Yes that's what I'm thinking guessing from it's larger size. It's notably
> larger than PeST.

You need to find out if the designer is one and the same seller on
ebay. If not, then the seller is breaching copyright (assuming of
course he used this design).

7006. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 18:07:00 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <QM-dnaWJ7LyDUxzZRVnyuA@bt.com>
Source record: 8283

"Coda" <smeg_007@hotmail.com> wrote in message
news:1149356782.929777.293140@c74g2000cwc.googlegroups.com...
>
> techie_alison wrote:
> >
> > Yes that's what I'm thinking guessing from it's larger size. It's
notably
> > larger than PeST.
>
> You need to find out if the designer is one and the same seller on
> ebay. If not, then the seller is breaching copyright (assuming of
> course he used this design).
>

Acknowledged. The readme.txt reads;

"All files, programs etc contained in this archive are copright 2004 by Tom
Kirk. Personal use is allowed but any commercial use is not allowed. Please
feel free to use my work but don't rip me off."

To some extent it was because of these disclaimers (and number of parts)
that we (Exxos & I) built PeST from scratch.

One of my spies had the following response from the seller;

"Hi
No.there are no parameters to be set up.It is as it says a ps2 mouse adapter
for the atari.If you want to speed it up then you put a mouse accelerator in
the auto folder or run the prg as you require"

Very helpful :)

7007. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 18:13:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.03.18.13.54.734746@charter.net>
Source record: 8284

On Sat, 03 Jun 2006 16:41:00 +0100, techie_alison wrote:

> I entered this project thinking it was easy since the hardware was so
> standard, and then found out that 20 years after their release strange
> things are happening. Definitely an idea for PSUs to get their capacitors
> replaced in a few systems.

I was just about to suggest weak PS until I read this last paragraph.

I know when I replaced the PS on the Mega ST that runs my BBS, several
things happened, floppy disk access sped up, the monitor display was very
noticably brighter, etc, etc,...

It's easy to forget sometimes, with Atari's as reliable as they are, that
we are running on approx. 20 year old hardware. :)

--
_/_/_/

7008. CTPCI et Coldfire

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 21:18:26 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4481fca0$0$27287$626a54ce@news.free.fr>
Source record: 8285

http://perso.orange.fr/didierm/ct60/ctpci-e.htm

7009. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 21:28:56 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <LdWdna_ozJqXYhzZRVnyjQ@pipex.net>
Source record: 8286

> PeST for example wasn't developed on one ST but a total of 5 different
> setups, 520STFM, 1040STF, 520STE, Mega STE (external keyboard), 520STFM
> (external TT keyboard). And despite that lot the odd system still pops
> up.

So My falcon didn't count as one then :-)

> I entered this project thinking it was easy since the hardware was so
> standard, and then found out that 20 years after their release strange
> things are happening. Definitely an idea for PSUs to get their capacitors
> replaced in a few systems.

Some PSU's loose regulation and can actually rise in voltage also, this would upset some timings just as much as voltages sagging. Of course noisy lines will cause a whole bunch of other problems.. The ST is "clocking on a bit " :-)

Chris

7010. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 21:50:59 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-1F6D99.17505903062006@news.isp.giganews.com>
Source record: 8287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <o0rfg.12018$VL2.2365@trnddc06>,
"Tom Tom" <sometomtom@tomtom.com> wrote:

> A friend of mine has had his hard drive die inside of his ST Book. There's
> a few questions that I hope some experts here may be able to answer.
>
> Do you know by chance if the format of the drive is the same as the regular
> ST or if it is the same as the TT/Falcon?
> Since the drive is IDE, can any drive be used in it or does it require
> certain models?
> What means will the drive need to be formatted and with what software is
> recommended?
>
> Appreciate help anyone can give to answering these questions.
>
> Regards,
> Glenn Bruner
> glenn.bruner@verizon.net

Lucky friend to even have a STBook to break ..

7011. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 23:23:28 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <EPCdnaakUv5thB_ZnZ2dnUVZ8tOdnZ2d@bt.com>
Source record: 8288

"Roy Dean" <r-dean@ cox.net> wrote in message
news:AW0gg.22915$XV5.1292@fed1read10...
>
> Probably the #5 and #4 setup if I can find a Multisync monitor, if not a
> Multisync I would still have the mono capability..
>
> RoyE
>
>

Mulling it over this weekend, have been looking at case sizes available and what can be crammed into them.

I do have a true multisync monitor here... It's an NEC Multisync 3D and it does have the switch box with it I've mentioned up above. Plugs straight into the ST, with a toggle switch to go from mono to colour on the box. :) If you're anywhere near Bury (which from memory I don't think you are) then you're welcome to it. Not sure it'd be practical to post, say about £25 with Parcelforce 48.

Monitor case is also yellowed too, it's hygenically clean though as all of my systems go in a hot bath when I get them, and get cleaned with toothpaste. :-)))

Toothpaste everyone!! You have to strip the equipment right down and put it into 60oC water to soak until you can get your hands into the cooled down water.

7012. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 23:26:58 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <GrSdnaq5aexahx_ZRVny2w@bt.com>
Source record: 8289

"David Wade" <g8mqw@yahoo.com> wrote in message
news:5ZSdnbVmRb8k8xzZRVnyrA@eclipse.net.uk...

> 0) A SCSI Adaptor woiuld be a really usefull addition. I wonder if you
could
> do a box with hard drive interface and ethernea (ASCI => Ethernet)
> in in the same box or on the same PCB. Not sure if ASCI passthru is
needed.
> Does any one still use old Atari laser printers?
>
> 1) As the Falcon has an IDE interface, what about an IDE interface for ST.
I
> know this is harder to make universal as it needs to go on the CPU bus
and
> Atari use a range of CPU types and sizes.
>
>
> > Aly x
> >
> >
> Dave.
>
>

I'm good, but not that good :) Aside from having a life too :)

http://profiles.yahoo.com/alyssa_yc2000

The Atari is just a nice hobby really as 99% of the people are cheerful
enthusiasts :)

An IDE setup could be devised for ACSI, I've done the IDE side. Just needs
more time put into it and getting answers to a few questions I don't have,
Uwe knows of me that's for sure. ;-)

7013. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 23:29:34 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <AYKdnbLUoKDChh_ZRVnyvg@bt.com>
Source record: 8290

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
> I know when I replaced the PS on the Mega ST that runs my BBS, several
> things happened, floppy disk access sped up, the monitor display was very
> noticably brighter, etc, etc,...
>

Yes, flickering screen when the FDD accesses is a symptom of an iffy PSU.

> It's easy to forget sometimes, with Atari's as reliable as they are, that
> we are running on approx. 20 year old hardware. :)
>

But it's much more fun :) Dad summed it up today with my partner asking why
I read old computer magazines, "They might be old but they're often more
interesting than the new ones today."

> --
>
_/_/_/

7014. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-03 23:34:17 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <SfidnczLzufngR_ZnZ2dnUVZ8qadnZ2d@bt.com>
Source record: 8291

"exxos" <exxos@home.co.uk> wrote in message
news:LdWdna_ozJqXYhzZRVnyjQ@pipex.net...
>
> So My falcon didn't count as one then :-)
>

He appears!! :-) Everyone, Chris did the PCB design and electrical side of PeST as well as us spending hours arguing which testing and developing it.

>
> Some PSU's loose regulation and can actually rise in voltage also, this
> would upset some timings just as much as voltages sagging. Of course noisy
> lines will cause a whole bunch of other problems.. The ST is "clocking on
a
> bit " :-)
>

How practical would it be for us to recondition ST PSUs? Is it worth writing up procedures? Which areas would need to be looked at? Is it just a case of the electrolytics drying up? We could source and sell a replacement caps set for the ST??

7015. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 03:00:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.04.03.00.09.136980@charter.net>
Source record: 8292

On Sun, 04 Jun 2006 00:29:34 +0100, techie_alison wrote:

> But it's much more fun :) Dad summed it up today with my partner asking why
> I read old computer magazines, "They might be old but they're often more
> interesting than the new ones today."

Oh, absolutely! :)

--
_/_/_/

7016. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 07:47:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <h4ydnbUwzbrWDB_ZRVnyvg@pipex.net>
Source record: 8293

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.06.04.03.00.09.136980@charter.net...
> On Sun, 04 Jun 2006 00:29:34 +0100, techie_alison wrote:
>
>> But it's much more fun :) Dad summed it up today with my partner asking
>> why
>> I read old computer magazines, "They might be old but they're often more
>> interesting than the new ones today."
>
> Oh, absolutely! :)
>
> --

Its amazing when you read the old simm adverts, like £100 per MB of ram in
the early 90's!

Chris

> _/_/_/_

7017. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 08:03:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <SNidnSAIe9lYDh_ZnZ2dnUVZ8qidnZ2d@pipex.net>
Source record: 8294

> He appears!! :-) Everyone, Chris did the PCB design and electrical side
> of

Sorry, I hardly get time to read the forums these days :-(

> PeST as well as us spending hours arguing which testing and developing it.
>

It was all worth it in the end, PeST came out a top notch product.

>>
>> Some PSU's loose regulation and can actually rise in voltage also, this
>> would upset some timings just as much as voltages sagging. Of course
>> noisy
>> lines will cause a whole bunch of other problems.. The ST is "clocking on
> a
>> bit " :-)
>>
>
> How practical would it be for us to recondition ST PSUs? Is it worth
> writing up procedures? Which areas would need to be looked at? Is it
> just
> a case of the electrolytics drying up? We could source and sell a
> replacement caps set for the ST??
>
>

The caps dry ouy, voltage sag and causes ripple/voltage fluctuations. Its when the drive transistors start to go leaky that you loose the voltage regulation. You get all manner of nice faults, such as a 5V line when load with 1amp will rise to 5.1V, when loaded with 10amps, it can rise to 7V (talking general PSU's) Normally when loaded the voltage drops due to dry caps. Everyone already knows the rectifier dies sometimes taking out the choke with it. The ST PSU's are old. I do not think a "fix it kit" would be worth it, I sold on Ebay a box full of ST PSU's a while back for like a quid each... A lot of people can't solder so they wouldn't be able to do it themselves. I sometimes see ST's here which people send me for repair/updages though with the postage and services charges it doesn't always work out cost effective. I suppose you could offer replacement caps and transitors for them for a few quid, though do we really want people messing with stuff which plugs into the mains ? There are harcore fans out there which would send items to be repaired. Im sure theres a ST PSU repair guide out there somewhere already ?

Chris

7018. Re: TeraDesk 3.82 released

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 10:07:45 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrne85c7i.326.nospam@localhost.localdomain>
Source record: 8295

On 2006-05-31, Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
> Version 3.82 of TeraDesk open-source desktop is available at:
>
> http://solair.eunet.yu/~vdjole/teradesk.htm
>
> Functionality of some features was improved, several bugs were fixed and
> the hypertext manual updated.
>

I have downloaded the file tera382b.zip, unzipped and installed it, and it
works OK.

But it seems you have forgotten to update the content of your website:
this still only shows version 3.81

--

Martin Tarenskeen

7019. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 11:21:06 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <59adnbb8Xt_rXR_ZRVnyiw@bt.com>
Source record: 8296

"exxos" <exxos@home.co.uk> wrote in message
news:h4ydnbUwzbrWDB_ZRVnyvg@pipex.net...
>
> Its amazing when you read the old simm adverts, like £100 per MB of ram in
> the early 90's!
>
> Chris
>
>

Or a 1040STF with colour monitor, £899. Have the May 1986 copy of Personal Computer World which reviews it, was reading it yesterday.

20MB hard cards for £250. NEC V20 8086-compatiable CPUs for £100. 3.5" 720K FDD for £70.

Whatever happened to Silica Shop?

7020. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 11:24:11 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <24udnZ6blvCtXB_ZRVnytw@bt.com>
Source record: 8297

"exxos" <exxos@home.co.uk> wrote in message
news:SNidnSAle9lYDh_ZnZ2dnUVZ8qidnZ2d@pipex.net...
>
> The caps dry ouy, voltage sag and causes ripple/voltage fluctuations. Its
> when the drive transistors start to go leaky that you loose the voltage
> regulation. You get all manner of nice faults, such as a 5V line when load
> with 1amp will rise to 5.1V, when loaded with 10amps, it can rise to 7V
> (talking general PSU's) Normally when loaded the voltage drops due to dry
> caps. Everyone already knows the rectifier dies sometimes taking out the
> choke with it. The ST PSU's are old. I do not think a "fix it kit" would
be
> worth it, I sold on Ebay a box full of ST PSU's a while back for like a
quid
> each... A lot of people can't solder so they wouldn't be able to do it
> themselves. I sometimes see ST's here which people send me for
> repair/updages though with the postage and services charges it doesn't
> always work out cost effective. I suppose you could offer replacement
caps
> and transitors for them for a few quid, though do we really want people
> messing with stuff which plugs into the mains ? There are harcore fans out
> there which would send items to be repaired. Im sure theres a ST PSU
repair
> guide out there somewhere already ?
>
> Chris
>

OK. How practical would it be to design a new PSU? As in the PCB, spec components to go on the board etc. It's noted that the ST PSU is actually a very old switch-mode PSU (I think) while the Amiga's is a solid lump of iron (transformer).

The power being kicked out by some of these modern day laptop PSUs puts the ST PSU to shame.

7021. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 11:46:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.04.11.46.47.387871@charter.net>
Source record: 8298

On Sun, 04 Jun 2006 12:24:11 +0100, techie_alison wrote:

> OK. How practical would it be to design a new PSU? As in the PCB, spec
> components to go on the board etc. It's noted that the ST PSU is actually a
> very old switch-mode PSU (I think) while the Amiga's is a solid lump of iron
> (transformer).

Best Electronics does sell a replacement PS. Its supposed to be better
than the original. Knowing Brad, I'm sure it is... Still a bit pricey
though.

--
_/_/_/

7022. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 12:09:39 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <2tidnbTtceOiUB_ZRVnysA@pipex.net>
Source record: 8149

"techie_alison" <retro@dial.pipex.com> wrote in message
news:59adnbb8Xt_rXR_ZRVnyiw@bt.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:h4ydnbUwzbrWDB_ZRVnyvg@pipex.net...
>>
>> Its amazing when you read the old simm adverts, like £100 per MB of ram
>> in
>> the early 90's!
>>
>> Chris
>>
>>
>
> Or a 1040STF with colour monitor, £899. Have the May 1986 copy of
> Personal
> Computer World which reviews it, was reading it yesterday.
>
> 20MB hard cards for £250. NEC V20 8086-compatiable CPUs for £100. 3.5"
> 720K FDD for £70.
>
> Whatever happened to Silica Shop?
>
>

I have no idea, but I brought my first printer from them, might still have
the glossy printer leaflet somewhere!

chris

7023. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 12:16:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <YdWdnZVYssh4Ux_ZnZ2dnUVZ8t2dnZ2d@pipex.net>
Source record: 8150

>
> OK. How practical would it be to design a new PSU? As in the PCB, spec
> components to go on the board etc. It's noted that the ST PSU is actually
> a
> very old switch-mode PSU (I think) while the Amiga's is a solid lump of
> iron
> (transformer).
>
> The power being kicked out by some of these modern day laptop PSUs puts
> the
> ST PSU to shame.
>
>

It would probably be easier to just find a source for them, 5V,12V is as about as common as you could get. Would be best to ditch the old board and producing a mounting kit to fit a new type supply. Switchmodes are nasty bit of kit, probably a better idea to source a small transformer and use classic regulators for the job. I don't think you could design one and buy all the parts for less than you can buy one though. Apart from the rectifier blowing, then caps drying out, the ST supply has stood the test of time pretty well I think.

Chris

7024. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 13:56:41 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <w--dnf09TehzeR_ZnZ2dnUVZ8qudnZ2d@bt.com>
Source record: 8151

"exxos" <exxos@home.co.uk> wrote in message
news:YdWdnZVYssh4Ux_ZnZ2dnUVZ8t2dnZ2d@pipex.net...

>
> It would probably be easier to just find a source for them, 5V,12V is as
> about as common as you could get. Would be best to ditch the old board and
> producing a mounting kit to fit a new type supply. Switchmodes are nasty
> bit of kit, probably a better idea to source a small transformer and use
> classic regulators for the job. I don't think you could design one and buy
> all the parts for less than you can buy one though. Apart from the
> rectifier blowing, then caps drying out, the ST supply has stood the test
of
> time pretty well I think.
>
> Chris
>
>
>

Bridge rectifier??

7025. Charley Image?

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 14:16:31 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <e5upvvmlk1@reader1.panix.com>
Source record: 8152

Hard drives do not last forever, my backups are never quite current, and Google can no longer find Charley Image.

Does anyone have a working path, or a working copy I might have? It was freeware on the website of someone German who made neat accessories for Atari ST machines.

Jim DeClercq

jimd@panix.com

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7026. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 14:20:30 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <uvidnbnoB8KMcR_ZRVny1A@pipex.net>
Source record: 8153

"techie_alison" <retro@dial.pipex.com> wrote in message
news:w--dnf09TehzeR_ZnZ2dnUVZ8qudnZ2d@bt.com...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:YdWdnZVYssh4Ux_ZnZ2dnUVZ8t2dnZ2d@pipex.net...
>
>>
>> It would probably be easier to just find a source for them, 5V,12V is as
>> about as common as you could get. Would be best to ditch the old board
>> and
>> producing a mounting kit to fit a new type supply. Switchmodes are nasty
>> bit of kit, probably a better idea to source a small transformer and use
>> classic regulators for the job. I don't think you could design one and
>> buy
>> all the parts for less than you can buy one though. Apart from the
>> rectifier blowing, then caps drying out, the ST supply has stood the test
> of
>> time pretty well I think.
>>
>> Chris
>>
>>
>>
>
> Bridge rectifier??
>
>
>

yeah ? the little round black thing with with 4 legs sticking out the bottom
?!

chris

7027. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 14:35:19 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <eY6dnY0Qi9RmcB_ZRVnyrA@bt.com>
Source record: 8154

"exxos" <exxos@home.co.uk> wrote in message
news:uvidnbnoB8KMcR_ZRVny1A@pipex.net...
>
> >
> > Bridge rectifier??
>
> yeah ? the little round black thing with with 4 legs sticking out the
bottom
> ?!
>

Very easy to source then, just plonk an uprated one in there.

7028. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 15:07:04 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <ls6dnZu0neZyax_ZRVnytQ@pipex.net>
Source record: 8155

"techie_alison" <retro@dial.pipex.com> wrote in message
news:eY6dnY0Qi9RmcB_ZRVnyrA@bt.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:uvidnbnoB8KMcR_ZRVny1A@pipex.net...
>>
>> >
>> > Bridge rectifier??
>>
>> yeah ? the little round black thing with with 4 legs sticking out the
> bottom
>> ?!
>>
>
> Very easy to source then, just plonk an uprated one in there.
>
>

I think its W01 or soemthing like that, rated at 1amp, so you can imagine
the problems it causes. Actually I had a run in with them a while ago, They
get rather hot at 1amp at mains levels..

chris

7029. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 18:25:03 UTC
From: Simon <flibble@gmail.com>
Message-ID: <1149445503.798416.12780@c74g2000cwc.googlegroups.com>
Source record: 8156

David Wade wrote:

> 1) As the Falcon has an IDE interface, what about an IDE interface for ST. I
> know this is harder to make universal as it needs to go on the CPU bus and
> Atari use a range of CPU types and sizes.

Dave Escott from TUS of Macclesfield designed and built some IDE
adapters for the ST, along with those pretty amazing Veloce+ cards
(68020 upgrade and fastram for STE). Shame he isn't around any more.

Also I remember Mario Becroft doing IDE interfaces which were sold in
the UK by Chris Crosskey of ASP. But sadly Mario dissapered without a
trace =(

Wish somebody could get hold of the old TUS designs and release some
more Veloce kits.

Simon

7030. Re: Charley Image?

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 19:11:40 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <44833081$0$27363$626a54ce@news.free.fr>
Source record: 8157

hi,

"Jim DeClercq" <jimd@panix3.panix.com> a crit dans le message de news:
e5upvvmlk1@reader1.panix.com...
> Hard drives do not last forever, my backups are never quite current, and
> Google can no longer find Charley Image.
>
> Does anyone have a working path, or a working copy I might have? It was
> freeware on the website of someone German who made neat accessories for
> Atari ST machines.
>
> Jim DeClercq

you find it here
< http://www.wilhelm.de/deu/download/charlyimage.zip >

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

7031. Re: Charley Image?

Newsgroup: comp.sys.atari.st
Date: 2006-06-04 21:42:32 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <e5vk48dpi1@reader1.panix.com>
Source record: 8158

Thank you. That address does look familiar, but Google did not find it. I wish some of the stuff on that site still existed, now that I can pay for it. This sent from a Stacy using STiNG.

Jim

[ProToS] <protos(at)arcadia-crew(dot)com> writes:

: hi,

: "Jim DeClercq" <jimd@panix3.panix.com> a crit dans le message de news:
: e5upvvmlk1@reader1.panix.com...
: > Hard drives do not last forever, my backups are never quite current, and
: > Google can no longer find Charley Image.
: >
: > Does anyone have a working path, or a working copy I might have? It was
: > freeware on the website of someone German who made neat accessories for
: > Atari ST machines.
: >
: > Jim DeClercq

: you find it here
: < http://www.wilhelm.de/deu/download/charlyimage.zip >

: SeeU
: --
: [ProToS] on ircnet
: chan #atari.fr #atariscne

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7032. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-05 02:58:24 UTC
From: atarian90 <atarian90@yahoo.com>
Message-ID: <1149476304.527021.3170@y43g2000cwc.googlegroups.com>
Source record: 8159

Keychange Music bought the TUS designs. He just needs 30 preorders to
restart production. It's a problem that it's STE only though, so I
guess the market isn't that big. There are many more STs out there
than STEs.

Simon wrote:
> David Wade wrote:
>
> > 1) As the Falcon has an IDE interface, what about an IDE interface for ST. I
> > know this is harder to make universal as it needs to go on the CPU bus and
> > Atari use a range of CPU types and sizes.
>
> Dave Escott from TUS of Macclesfield designed and built some IDE
> adapters for the ST, along with those pretty amazing Veloce+ cards
> (68020 upgrade and fastram for STE). Shame he isn't around any more.
>
> Also I remember Mario Becroft doing IDE interfaces which were sold in
> the UK by Chris Crosskey of ASP. But sadly Mario dissapered without a
> trace =(
>
> Wish somebody could get hold of the old TUS designs and release some
> more Veloce kits.
>
> Simon

7033. HD partitioning problem

Newsgroup: comp.sys.atari.st
Date: 2006-06-05 07:16:35 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <e60llf$ea4$1@gemini.csx.cam.ac.uk>
Source record: 8160

Hello all,
I have a System Solutions Mini S external SCSI HD connected to my 2.5Meg STfm via a Link 97 cable that I no longer require so I though the quickest way of erasing it would be to format it and then repartition using HD Drive V7.5. It formatted ok but I can't partition it, know I have repartitioned this drive before although I can't remember if I also reformatted it at that time.
When I try to partition the drive after clicking ok a pop up box briefly appears that mentions something about partitioning and the end of the second sentence is "memory..." but it is to quick to read it all. Am I being a complete idiot and doing something wrong or have I killed the HD by formatting it?
I also tried partitioning it with AHDI which complained that the HD was formatted with a previous version and requests that I reformat the drive, but when I try to do that with AHDI it refuses.

Thanks,
Stephen Moss

7034. Re: HD partitioning problem

Newsgroup: comp.sys.atari.st
Date: 2006-06-05 07:32:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4ei52oF1f1stgU1@individual.net>
Source record: 8161

Stephen Moss wrote:

> When I try to partition the drive after clicking ok a pop up box briefly
> appears that mentions something about partitioning and the end of the second
> sentence is "memory..." but it is to quick to read it all. Am I being a

If the box you are mentioning is a regular popup displayed by HDDRUTIL
it should not vanish automatically, but only after having been confirmed
with a mouse click.
There is only one message (at least in the curent versions of HDDRUTIL)
ending with "memory", and it is displayed if there is not enough memory
left to operate.

> I also tried partitioning it with AHDI which complained that the HD was
> formatted with a previous version and requests that I reformat the drive,
> but when I try to do that with AHDI it refuses.

That's a known bug/feature of HDX.

By the way, can you please send me your HDDRIVER serial number? I cannot
find you in my database of registered users. Thank you.

--

Dr. Uwe Seimet http://www.linkbylink.net/

7035. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-05 16:45:02 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <zc6dnSjU8Lt-wBnZnZ2dnUVZ8qudnZ2d@bt.com>
Source record: 8162

"atarian90" <atarian90@yahoo.com> wrote in message
news:1149476304.527021.3170@y43g2000cwc.googlegroups.com...
> Keychange Music bought the TUS designs. He just needs 30 preorders to
> restart production. It's a problem that it's STE only though, so I
> guess the market isn't that big. There are many more STs out there
> than STEs.

Just need an ACSI one. Something simple, straightforward, small.

What puzzles me though is that so much time has been spent on developing kit with works (barely) with the cartridge port, GALS for internal IDE interfaces which need soldering in, yet no one has put the time into an interface that works straight out of the box.

The reason for this may be that it's not easy, as can speak from experience. IDE is easy enough as it's so well documented, SCSI a little harder. The ACSI stuff (almost SCSI) I need to reverse engineer with a logic analyser. Can't be arsed about sums it up here.

7036. The Nordic ATARI Computer Show 2006

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 00:41:52 UTC
From: Mille Babic <mille@sverige.REMOVE.nu>
Message-ID: <kb4hg.3783$E02.1012@newsb.telia.net>
Source record: 8163

```
The Swedish ATARI Users Association (SAK)
The Nordic Atari Computer Show (NAS) 2006

Text version 2.0 (eng) 2006-06-02
------------------------------------------------------------------------

Updated information about the convention can be found at:
http://www.sak.nu/ E-mail: info@sak.nu

INFORMATION ABOUT NAS 2006
------------------------------------------------------------------------

THE NORDIC ATARI COMPUTER SHOW 2006
------------------------------------------------------------------------
```

Where: G�teborgs H�gre Samskola Gothenburg, Sweden.
Stampgatan 13. Same area as NAS 2003,2004,2005

```
When: 30th of June at 18:00 (GMT +01.00) to the 2nd of July 3, 15:00.
(Non-Stop)
For visitors without their own computers, the best time to visit
NAS is at Saturday 1st of July 10:00 to 19:00 and at Sunday 2nd
between 10:00 and 14:00.

What: A LAN-network with Internet connection is available for everyone.
There's
also a wireless network available if someone bring a laptop, PDA.
Static IP-Addresses to use, but there's also a dhcp scope in the
network.
```

Theme: ct60/EtherNat, FreeMiNT/XaAES
Seminars to be hold at 15:00-18:00 Saturday. At the moment
we do not have any seminars scheduled. Most users do demonstrate
their systems at
their tables.
Internet caf&#65533; with classical original ATARI computers, Falcon with
steinberg
software, sytheseizer, lots of ct60 some with EtherNat, Jaguars to
play
with.

```
Exhibition:
At this moment Nick Harlow (16/32-Systems) is positive and aimed
to come. We can all help him out before NAS with pre-orders and
also give him suggestions what to bring to Gothenburg.
```

http://www.1632systems.co.uk
http://www.1632-sales.zenwebhosting.com/acatalog/
nick AT 1632systems.co.uk

There's always ATARI users who sell things at NAS.

Entry: 30 SEK

Food? There's some restaurants close to NAS
microwave owen, coffe maker available. You have to bring your own
food.

Accomodation:

You can sleep at NAS. The building is a school, so you do have to
bring
all the necessary things to sleep on a floor. There's possible to
use
the showers as well. Gothenburg is a big town with hotels, youth
hostels.

Info: The latest info, maps is always to be found at http://www.sak.nu/

E-mail: info AT sak.nu (SAK)
mille AT sverige.nu (Mille Babic)
mrfuture AT comhem.se (Andreas Sj��)

Phone to: 0708-35 73 05 (Andreas Sj��)
0706-66 51 96 (Mille Babic)

KEEP THE TOS PLATFORM ALIVE.
WE ARE LOOKING FORWARD TO SEEING YOU AT THE NORDIC ATARI COMPUTER
SHOW 2006!

Best Regards

The Swedish ATARI Users Association

7037. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 08:20:49 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0606060925280.1189@localhost>
Source record: 8164

t> The IDE/CF side is already done. It's the ACSI/SCSI side I still (note
t> still) need to get round to, a bit of can't be arsed being evident.

Would you try to combine both, the ACSI-SCSI hostadapter and the IDE
"side"? Then there was only one adapter for both busses, probably less
expensive than producing two separate adapters with one being
prerequisite to the other.

t> It wouldn't really be possible to surpass the ICD host adapters, just
t> maintain compatability.

That is the central point anyway, essential so to speak.

t> A 40Mhz microcontroller yeilds about 10million cycles flat out, [...]
t> Moving onto the ultra fast TQFP package microcontrollers brings new
t> problems such as soldering the things and track layout.

Did you consider programmable logic? Probably the gate count was low
enough for using a CPLD, FPGAs still are quiet expensive...

Regards,

Alexander

7038. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 09:56:03 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e63jfn$6aq$1$830fa7a5@news.demon.co.uk>
Source record: 8165

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:GrSdnaq5aexahx_ZRVny2w@bt.com...
> I'm good, but not that good :) Aside from having a life too :)
>
> http://profiles.yahoo.com/alyssa_yc2000
>
> The Atari is just a nice hobby really as 99% of the people are cheerful
> enthusiasts :)
>
> An IDE setup could be devised for ACSI, I've done the IDE side. Just
> needs
> more time put into it and getting answers to a few questions I don't have,
> Uwe knows of me that's for sure. ;-)

There's this site....

http://atari4ever.free.fr/hardware/drives.html

which has schematics for and IDE and SCSI controller.

Lots of other stuff too.

Alan.

7039. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 10:38:32 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <3budnYdrwpv5xhjZnZ2dnUVZ8tOdnZ2d@bt.com>
Source record: 8166

Hi Alison

Nothing wrong with a bit of competition!.

Was the concept entirely yours to start with??

--

Regards, Steve. S.

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:0NOdnRU-3ueS4uLZRVnyuw@bt.com...
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147
>
> Any views, ideas, messages of support :(
>
> And this being mine;
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8814786603
>
> Bugger!! :(
>
> Mmmm, I do wonder you know, as he says it's for ALL STs. Very dangerous
> thing to say that is when I know that there are differences between the
> different STs.
>
> Help!
>
> I think I know what I'm going to do, I'm going to start selling his ST>VGA
> adapters that he's enjoyed selling. Yes, that is what I shall do. I
> shall
> buy in the parts to make about 100 and flood the market with them.
>
> Hell hath no fury...
>
>

7040. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 10:44:01 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <0rGdnXRq3svLwBjZnZ2dnUVZ8qSdnZ2d@bt.com>
Source record: 8167

Hi there

"techie_alison" <retro@dial.pipex.com> wrote in message
news:IfednYEH4Z7xrh3ZRVny2w@bt.com...

> I don't need this crap. If people want to thrash the price down until
> they're left with things built as cheaply as possible then buy a Windows
> PC
> and watch it crash all day.

"Crash all day", wot?? Mine hasn't crashed for weeks, when it crashed last
it was Video driver issues.

Maybe you should be more open minded to progress.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7041. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 10:49:39 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <tPSdnbg4CYTSwxjZRVnygg@bt.com>
Source record: 8168

Hi there

"exxos" <exxos@home.co.uk> wrote in message
news:h4ydnbUwzbrWDB_ZRVnyvg@pipex.net...

> Its amazing when you read the old simm adverts, like £100 per MB of ram in
> the early 90's!

The day time travel becomes viable I'm popping back with this box of SIMM's
i have here :)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7042. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 13:56:54 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <448589a5_1@x-privat.org>
Source record: 8169

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**utilities**

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera382b.zip
(300.045 bytes): a replacement for the builtin TOS desktop for 16-bit and 32-bit Atari
computers.
This program is Freeware and Open Source.

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera382g.zip
(77.790 bytes): German Resource file(s) for Tera Desktop 3.82

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php
```

7043. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 14:13:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.06.14.13.28.722633@charter.net>
Source record: 8170

On Tue, 06 Jun 2006 11:44:01 +0100, Tha Welshgit wrote:

> Maybe you should be more open minded to progress.

Windows isn't progress - its a train wreck always waiting to happen...

:-(

--
_/_/_/

7044. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 15:41:29 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <ksqdnTMaCokXPRjZRVnyjA@bt.com>
Source record: 8171

"Tha Welshgit" <steve.sweet@btopenworld.com> wrote in message
news:3budnYdrwpv5xhjZnZ2dnUVZ8tOdnZ2d@bt.com...
> Hi Alison
>
> Nothing wrong with a bit of competition!.
>
> Was the concept entirely yours to start with??
>
> --
>

Mass producing it so the end user can just click 'buy', yes.

7045. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 21:01:08 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <JoKdnYWXMr2xcBjZRVnyqQ@pipex.net>
Source record: 8172

"Tha Welshgit" <steve.sweet@btopenworld.com> wrote in message
news:tPSdnbg4CYTSwxjZRVnygg@bt.com...
> Hi there
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:h4ydnbUwzbrWDB_ZRVnyvg@pipex.net...
>
>> Its amazing when you read the old simm adverts, like £100 per MB of ram
>> in the early 90's!
>
> The day time travel becomes viable I'm popping back with this box of
> SIMM's i have here :)
>

I have a big box of 72pin 4MB simms here, if only I had time to build that
time machine.....

Chris

>
> --
>
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>

7046. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 22:40:31 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <Y5adnTpyQobtmRvZnZ2dnUVZ8tKdnZ2d@bt.com>
Source record: 8173

Hi Alison

>> Nothing wrong with a bit of competition!.
>>
>> Was the concept entirely yours to start with??
>>
>> --
>>
>
> Mass producing it so the end user can just click 'buy', yes.

I should have been more specific...

Is this your design /idea from scratch or is yours another public domain
solution put into production?

--

Regards, Steve. S.

7047. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 22:52:01 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <hrGdndK0Pf-CmhvZRVnytA@eclipse.net.uk>
Source record: 8174

"techie_alison" <retro@dial.pipex.com> wrote in message
news:59adnbb8Xt_rXR_ZRVnyiw@bt.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:h4ydnbUwzbrWDB_ZRVnyvg@pipex.net...
> >
> > Its amazing when you read the old simm adverts, like £100 per MB of ram
in
> > the early 90's!
> >
> > Chris
> >
> >
>
> Or a 1040STF with colour monitor, £899. Have the May 1986 copy of
Personal
> Computer World which reviews it, was reading it yesterday.
>
> 20MB hard cards for £250. NEC V20 8086-compatiable CPUs for £100. 3.5"
> 720K FDD for £70.
>

On the other hand I paid around £200 for my STE which at the time was less
than the price of a MIDI card for a PC....
Then there was the free SOZOBON "C" compiler and I could write midi programs
... Also no segmented memory model that really messed up programming PCs at
the time.

> Whatever happened to Silica Shop?
>
>

7048. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 22:56:42 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <tpadnb0albuqlRvZnZ2dnUVZ8t2dnZ2d@eclipse.net.uk>
Source record: 8175

"techie_alison" <retro@dial.pipex.com> wrote in message
news:zc6dnSjU8Lt-wBnZnZ2dnUVZ8qudnZ2d@bt.com...
>
> "atarian90" <atarian90@yahoo.com> wrote in message
> news:1149476304.527021.3170@y43g2000cwc.googlegroups.com...
> > Keychange Music bought the TUS designs. He just needs 30 preorders to
> > restart production. It's a problem that it's STE only though, so I
> > guess the market isn't that big. There are many more STs out there
> > than STEs.
>
> Just need an ACSI one. Something simple, straightforward, small.
>
> What puzzles me though is that so much time has been spent on developing
kit
> with works (barely) with the cartridge port, GALS for internal IDE
> interfaces which need soldering in, yet no one has put the time into an
> interface that works straight out of the box.
>
> The reason for this may be that it's not easy, as can speak from
experience.
> IDE is easy enough as it's so well documented, SCSI a little harder. The
> ACSI stuff (almost SCSI) I need to reverse engineer with a logic analyser.
> Can't be arsed about sums it up here.
>
>
The reason for doing straight IDE is that if you emulate the Falcon hardware
later TOS will find and boot from it.
I think in the past many IDE drives did not report hardware config
(sectors/heads/tracks) so doing ASCI=>SCSI=>IDE was hard
original SCSI=> MFM adators needed a table of CHS for drive type....

7049. Re: Live moving/sizing Teradesk window

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 23:18:34 UTC
From: vdjole@EUnet.yu
Message-ID: <e652g8jic1@news.eunet.yu>
Source record: 8176

On 30 May 2006 20:24:28 , "GokMasE" wrote:

>> >Anyone else tried Teradesk under MagiC-PC, and noticed very weird
>> >(lagging response, and strange redraws) related to live moving and
>> >sizing of the Teradesk windows?
>
>Just tested Teradesk 3.82, but the problem with moving of Teradesk's
>windows is still present under MagiC-PC I am afraid.

Can you please send me an e-mail with a more detailed description
of the problem. I do not have MagiC-PC so I can not really test this,
but maybe I will be able to find the reason.

Djordje

7050. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-06 23:50:48 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <DJGdnbWSmbJHiRvZRVny2g@bt.com>
Source record: 8177

"Tha Welshgit" <steve.sweet@btopenworld.com>
>
> Is this your design /idea from scratch or is yours another public domain
> solution put into production?
>

Actually yes, it is my design from scratch (and Exxos's). Every other one
out there needs numerous ancillary components and we gave up trying to
reverse engineer them into what we wanted.

How else do you think the thing is 14mm x 21mm?? :)

7051. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-07 16:30:09 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <-NSdnf7_fawVnRrZnZ2dnUVZ8s-dnZ2d@bt.com>
Source record: 8178

Hi Alison

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:DJGdnbWSmbJHiRvZRVny2g@bt.com...
> "Tha Welshgit" <steve.sweet@btopenworld.com>
>>
>> Is this your design /idea from scratch or is yours another public domain
>> solution put into production?
>>
>
> Actually yes, it is my design from scratch (and Exxos's). Every other one
> out there needs numerous ancillary components and we gave up trying to
> reverse engineer them into what we wanted.

If you can get hold of one of the compettition and you find it is a copy of
yours then you can take some action, otherwise...

> How else do you think the thing is 14mm x 21mm?? :)

I have no idea and so wont make unqualified remarks /statements.

--

Regards Steve

Rope me a sheep and I'll make it smile.

7052. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-07 17:37:38 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <B9Sdndb1E7BMkxrZnZ2dnUVZ8s6dnZ2d@pipex.net>
Source record: 8179

"Tha Welshgit" <steve.sweet@btopenworld.com> wrote in message
news:-NSdnf7_fawVnRrZnZ2dnUVZ8s-dnZ2d@bt.com...
> Hi Alison
>
>
> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
> news:DJGdnbWSmbJHiRvZRVny2g@bt.com...
>> "Tha Welshgit" <steve.sweet@btopenworld.com>
>>>
>>> Is this your design /idea from scratch or is yours another public domain
>>> solution put into production?
>>>
>>
>> Actually yes, it is my design from scratch (and Exxos's). Every other
>> one
>> out there needs numerous ancillary components and we gave up trying to
>> reverse engineer them into what we wanted.
>
> If you can get hold of one of the compettition and you find it is a copy
> of yours then you can take some action, otherwise...
>
>> How else do you think the thing is 14mm x 21mm?? :)
>
> I have no idea and so wont make unqualified remarks /statements.

..... Alison said it wouldn't fit aswell ;-)

Chris

7053. Dungeon Master audio CD...

Newsgroup: comp.sys.atari.st
Date: 2006-06-07 19:44:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.07.19.44.07.27531@charter.net>
Source record: 8180

Hey guys. I was just wondering - can this still be bought? I've got a copy
but I was recommending it to a friend and could not find anyone selling it
via google or Ebay.

Thanks!

--
_/_/_/

7054. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-07 22:47:01 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <RrmdnQ7evMEoyBrZRVny2A@bt.com>
Source record: 8181

"exxos" <exxos@home.co.uk> wrote in message
news:B9Sdndb1E7BMkxrZnZ2dnUVZ8s6dnZ2d@pipex.net...
> >
> >> How else do you think the thing is 14mm x 21mm?? :)
> >
> > I have no idea and so wont make unqualified remarks /statements.
>
> ..... Alison said it wouldn't fit aswell ;-)
>

Yeah, yeah. Well I reckon he's just soldered the components together leg by
leg.

7055. Info on STE modem port

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 01:05:30 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <tJKhg.14378$EX2.11932@bignews5.bellsouth.net>
Source record: 8182

I've had a 1040STe for some years, still in new condition.

I would like to change the modem port to a 9 pin like on the
MSTE/TT/Falcon.

Can I use a simple adapter to reduce it down to 9pins or will
I need to do some re-wiring?

phantomm@bellsouth.net

7056. Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 01:14:55 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <iSKhg.14379$EX2.13720@bignews5.bellsouth.net>
Source record: 8184

Years ago I recall a discussion on this subject.

Without doing any research first, thought I would ask in here.

Is it illegal to send e-mail or do a posting with the text content encrypted?

As there are programs for the Ataris that will encrypt files.

With all types of hacking and such that goes on, I would like to keep some of my e-mail as private as possible.

phantomm@bellsouth.net

7057. Re: Info on STE modem port

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 01:15:13 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <BSKhg.5258$ap3.2382@news-server.bigpond.net.au>
Source record: 8183

phantomm wrote:
> I've had a 1040STe for some years, still in new condition.
>
> I would like to change the modem port to a 9 pin like on the
> MSTE/TT/Falcon.
>
> Can I use a simple adapter to reduce it down to 9pins or will
> I need to do some re-wiring?
>
Yup just a DB9 to DB25 converter and away you go.

Mark

7058. Re: Info on STE modem port

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 01:40:09 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <YdLhg.14380$EX2.7519@bignews5.bellsouth.net>
Source record: 8185

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:BSKhg.5258$ap3.2382@news-server.bigpond.net.au...
> phantomm wrote:
>> I've had a 1040STe for some years, still in new condition.
>>
>> I would like to change the modem port to a 9 pin like on the
>> MSTE/TT/Falcon.
>>
>> Can I use a simple adapter to reduce it down to 9pins or will
>> I need to do some re-wiring?
>>
> Yup just a DB9 to DB25 converter and away you go.
>
> Mark

Cool...

I thought that would work....
Thanks,
phantomm@bellsouth.net

7059. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 01:40:45 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.06.08.01.40.45.682942@nospammmmatari-source.com>
Source record: 8186

On Wed, 07 Jun 2006 21:14:55 -0400, phantomm wrote:

>
> Years ago I recall a discussion on this subject.
>
> Without doing any research first, thought I would ask in here.
>
> Is it illegal to send e-mail or do a posting with the text content
> encrypted?
>
> As there are programs for the Ataris that will encrypt files.
>
> With all types of hacking and such that goes on, I would like to keep
> some of my e-mail as private as possible.

Illegal to protect yourself?

Not unless you're in China maybe...

Thanks,
Mark

7060. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 08:55:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606080153070.24493-100000@onyx.spiritone.com>
Source record: 8187
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7061. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 08:57:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606080155470.24493-100000@onyx.spiritone.com>
Source record: 8188
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7062. ATARI Vacation. FREE Game!

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 09:00:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606080157550.24493-100000@onyx.spiritone.com>
Source record: 8189
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7063. WTB Falcon keyboard

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 15:34:09 UTC
From: cii-2d21@iximail.com
Message-ID: <1149780849.076588.10360@y43g2000cwc.googlegroups.com>
Source record: 8190

Looking for a Falcon Keyboard US or UK spec doesnt matter.

Also looking for broken or damaged Falcon motherboards for parts recovery.

Thanks

Ian.

7064. Re: WTB Falcon keyboard

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 16:45:49 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44885437$0$10280$636a55ce@news.free.fr>
Source record: 8191

Which parts are you looking on mb ??

I have here a Falcon mb that is dead (short circuit inside PCB).
TOS, CPU, GALs, VIDEL & NVRAM are missing...

Let me know...

cii-2d21@iximail.com wrote:
> Looking for a Falcon Keyboard US or UK spec doesnt matter.
>
> Also looking for broken or damaged Falcon motherboards for parts
> recovery.
>
> Thanks
>
> Ian.

7065. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 18:27:25 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <04SdnZkOB9yT8RXZRVnyiw@eclipse.net.uk>
Source record: 8192

"Mark D" <mducksub@nospammmmatari-source.com> wrote in message
news:pan.2006.06.08.01.40.45.682942@nospammmmatari-source.com...
> On Wed, 07 Jun 2006 21:14:55 -0400, phantomm wrote:
>
> > >
> > > Years ago I recall a discussion on this subject.
> > >
> > > Without doing any research first, thought I would ask in here.
> > >
> > > Is it illegal to send e-mail or do a posting with the text content
> > > encrypted?
> > >

Whats the point for a posting. Unless it can be decrypted no one can read
it...

> > > As there are programs for the Ataris that will encrypt files.
> > >

I think so...

> > > With all types of hacking and such that goes on, I would like to keep
> > > some of my e-mail as private as possible.
>
> Illegal to protect yourself?
>
> Not unless you're in China maybe...

Or France!

>
> Thanks,
> Mark
>
>

7066. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 20:11:21 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1149797481.312268.39240@h76g2000cwa.googlegroups.com>
Source record: 8193

David Wade wrote:
> "Mark D" <mducksub@nospammmmatari-source.com> wrote in message
> news:pan.2006.06.08.01.40.45.682942@nospammmmatari-source.com...
> > On Wed, 07 Jun 2006 21:14:55 -0400, phantomm wrote:
> >
> > >
> > > Years ago I recall a discussion on this subject.
> > >
> > > Without doing any research first, thought I would ask in here.
> > >
> > > Is it illegal to send e-mail or do a posting with the text content
> > > encrypted?

If you post encrypted msgs on usenet, I think people won't be amused.

>
> Whats the point for a posting. Unless it can be decrypted no one can read
> it...
>
> > > As there are programs for the Ataris that will encrypt files.

AFAIK not any *meaningful* encryption. I.E nothing that won't be easily
breakable.

> > > With all types of hacking and such that goes on, I would like to keep
> > > some of my e-mail as private as possible.

Someone broke into your Atari?

> > Illegal to protect yourself?
> >
> > Not unless you're in China maybe...
>
> Or France!

Or any Western European country, or the States. Not now, but very soon.

Just because I'm paranoid doesn't mean that they're NOT out to get
me...

7067. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-08 20:26:08 UTC
From: Paolo <paolo@null.nul>
Message-ID: <AJ%hg.29491$cX1.466702@twister2.libero.it>
Source record: 8194

Coda ha scritto:

>>
>>>> As there are programs for the Ataris that will encrypt files.
>
> AFAIK not any *meaningful* encryption. I.E nothing that won't be easily
> breakable.
>

Well, there is Cadenza's EncrypSTer. It uses a 256bit user definable
key. Not so bad I'd say ;-)

7068. WTB: MegaST case

Newsgroup: comp.sys.atari.st
Date: 2006-06-09 07:39:39 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1149838779.380149.133850@c74g2000cwc.googlegroups.com>
Source record: 8195

I want to buy the upper part (or both) of the case of the MegaST. If
you have one and want to sell, please contact me. I live in Budapest,
Hungary.

Thanks,
Jozsi

7069. Re: MegaST case

Newsgroup: comp.sys.atari.st
Date: 2006-06-09 09:16:29 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44893c6d$0$19196$636a55ce@news.free.fr>
Source record: 8196

These parts are available at BEST ELECTRONICS in USA.

Joe Iron wrote:
> I want to buy the upper part (or both) of the case of the MegaST. If
> you have one and want to sell, please contact me. I live in Budapest,
> Hungary.
>
> Thanks,
> Jozsi

7070. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-09 10:37:39 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <UPiXRtAz9UiEFwZg@dev.null.davjam.org>
Source record: 8197

On Thu, 8 Jun 2006, Coda <smeg_007@hotmail.com> wrote:-

>
>David Wade wrote:

<Snip>

>If you post encrypted msgs on usenet, I think people won't be amused.

Unless it's in a group that specifically allows binaries, and depending
on whether the server operators were using something like CleanFeed, it
would probably be never propagate very far.

>> Whats the point for a posting. Unless it can be decrypted no one can read
>> it...
>>
>> > > As there are programs for the Ataris that will encrypt files.
>
>AFAIK not any *meaningful* encryption. I.E nothing that won't be easily
>breakable.

PGP has been broken?

>> Or France!
>
>Or any Western European country, or the States. Not now, but very soon.
>
>Just because I'm paranoid doesn't mean that they're NOT out to get
>me...

The question isn't "am I paranoid?"

The question is "am I paranoid enough?"

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 50 Mnodes/s: http://www.distributed.net/
AMD1800 1Gb WinXP/SUSE 9.3 | AMD2400 256Mb SuSE 9.0 | A3010 4Mb RISCOS 3.11
AMD2400(32) 768Mb SUSE 10.0 | Falcon 14Mb TOS 4.02 | A4000 4Mb RISCOS 3.11
AMD2600(64) 512Mb SUSE 10.0 | | RPC600 129Mb RISCOS 3.6

7071. Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.st
Date: 2006-06-09 15:35:02 UTC
From: ace2@spankthedonkey.com
Message-ID: <1149867302.764840.20000@y43g2000cwc.googlegroups.com>
Source record: 8198
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,ctdl.sys.atari.st

We're offering all the latest factory pressed high quality dvd movies,
ps2, psp and xbox silvers with factory printed colour inserts at
fantastic prices, whether for personal use or reselling. We're shipping
worldwide with various shipping methods. For resellers, please contact
us for bulk discounts.

For a complete list and prices, please email us at
spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location
as the prices varies for different locations. If you're reseller,
please state the quantity you wish to order per shipment and we'll
quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

7072. Re: ATARI Vacation. FREE Game!

Newsgroup: comp.sys.atari.st
Date: 2006-06-09 17:26:24 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1149873984.091200.258430@y43g2000cwc.googlegroups.com>
Source record: 8199
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:
> Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.

These get stupider and stupider...

7073. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-09 20:28:13 UTC
From: vdjole@EUnet.yu
Message-ID: <e6clkq$ad7$1@news.eunet.yu>
Source record: 8200

On 7 Jun 2006 21:40:45 -, Mark D wrote:
>> Is it illegal to send e-mail or do a posting with the text content
>> encrypted?

>Illegal to protect yourself?
>
>Not unless you're in China maybe...

AFAIK it is very illegal e.g. in the United States (a state that has brought the BigBrother-type oppression to heights never dreamt of by China and such).

I remember that some years ago there was a silly situation about the PrettyGoodPrivacy encryption program. A new release of this program introduced an improved encryption algorithm which, at that time, the US government agencies could not break into. So, that new release of PgP was proclaimed illegal in the US. The rest of the world, of course, ignored such nonsense, and so newer versions of PgP were 'legal' only outside US.

It seems that the rest of the western world is catching up with this nonsense unimaginable, though. Briefly: if an encryption program is any good at all, it is, or soon will become, illegal in more countries.

On the other hand all this is a minor matter in a world that has suddenly found it quite acceptable to keep certain people jailed for years without any court sentences, or even without any charges raised...

Somewhat more off topic: a bleak future is not only for encryption programs. From what I have seen, it may soon become illegal for an individual even to write any software (and the new machines may refuse to run it, see www.againsttcpa.com), if he is not approved by the allmighty government and multinational companies. E.g. there was a comment on www.videolan.org (home page of a nice freeware multiplatform vultimedia-player software): according to upcoming French laws, it may become punishable by a jail sentence even to publicly discuss algorithms for reading/playing some video media.

cu;

7074. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-09 21:51:52 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Y3mig.8451$ED2.4481@bignews2.bellsouth.net>
Source record: 8201

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:e6clkq$ad7$1@news.eunet.yu...
> On 7 Jun 2006 21:40:45 -, Mark D wrote:
>>> Is it illegal to send e-mail or do a posting with the text content
>>> encrypted?
>
>>Illegal to protect yourself?
>>
>>Not unless you're in China maybe...
>
> AFAIK it is very illegal e.g. in the United States (a state that has
> brought
> the BigBrother-type oppression to heights never dreamt of by China and
> such).
>
> I remember that some years ago there was a silly situation about the
> PrettyGoodPrivacy encryption program. A new release of this program
> introduced an improved encryption algorithm which, at that time, the
> US government agencies could not break into. So, that new release of PgP
> was proclaimed illegal in the US. The rest of the world, of course,
> ignored
> such nonsense, and so newer versions of PgP were 'legal' only outside US.
>
> It seems that the rest of the western world is catching up with this
> nonsense
> unimaginable, though. Briefly: if an encryption program is any good at
> all,
> it is, or soon will become, illegal in more countries.
>
> On the other hand all this is a minor matter in a world that has suddenly
> found it quite acceptable to keep certain people jailed for years without
> any court sentences, or even without any charges raised...
>
> Somewhat more off topic: a bleak future is not only for encryption
> programs.
> From what I have seen, it may soon become illegal for an individual even
> to
> write any software (and the new machines may refuse to run it, see
> www.againsttcpa.com), if he is not approved by the allmighty government
> and multinational companies. E.g. there was a comment on www.videolan.org
> (home page of a nice freeware multiplatform vultimedia-player software):
> according to upcoming French laws, it may become punishable by a jail
> sentence even to publicly discuss algorithms for reading/playing some
> video media.

>
> cu;
>

Very Interesting....

The last discussion I recall on the topic of encryption in here, most said that
it was illegal in the US to use encryption for e-mail.
That was some years ago.

I can see that most folks would not want to find a posting that is encrypted in
a news group, unless the newsgroup deals with encryption or similar.
Maybe if everyone in the newsgroup had the key to read the message it would be more welcome. ;)

I would think that some type of encryption is used on Web Sites that allow access
to private info, such as Banks and etc. I'm not positive on that. But there is some
type of software security I would think.

I just don't want to break any federal law for sending a encrypted e-mail to a friend
of mine using an Atari. Not that I would be sending any info that's illegal.

I do enjoy computers, but we sure have lost alot of privacy and etc with the mass use
of them.

phantomm@bellsouth.net

7075. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-09 22:02:11 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Bdmig.8454$ED2.3179@bignews2.bellsouth.net>
Source record: 8202

"Coda" <smeg_007@hotmail.com> wrote in message
news:1149797481.312268.39240@h76g2000cwa.googlegroups.com...
>
> Someone broke into your Atari?
>

Not that I know of in along time.

But years ago, when I was using Oasis, someone while I was online was
able to create a directory on my hard drive that was read only. And I could
not delete no matter what I tried. (Never tried Formatting) Guess that may
have
worked.

Also, while using Oasis to get news groups, I got several text messages that
appeared on the screen. Really Wierd. One said to" E-mail us here Now!"
with no address. And some other stuff.

This happened a few times, then never again.

phantomm@bellsouth.net

7076. TOS v. 4.02

Newsgroup: comp.sys.atari.st
Date: 2006-06-09 22:21:08 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <mvmig.8459$ED2.8004@bignews2.bellsouth.net>
Source record: 8203

I have a fairly modified Falcon that has TOS 4.2.

All my other Falcons have TOS 4.04, and I have a spare TOS 4.04 that
I could swap into the TOS 4.2 one.

I was wondering what the differences are from TOS 4.2 to TOS 4.4?

Is there a Text file with the fixes and or enhancements?

Also, before TOS 4.04 was released, were there any program fixes
especially for TOS 4.02, that would be useless on TOS 4.04?

phantomm@bellsouth.net

7077. Re: TOS v. 4.02

Newsgroup: comp.sys.atari.st
Date: 2006-06-09 23:13:12 UTC
From: Mickael Pointier <nobody@wantspam.net>
Message-ID: <128jvq2650usnc5@corp.supernews.com>
Source record: 8204

> I have a fairly modified Falcon that has TOS 4.2.
>
> All my other Falcons have TOS 4.04, and I have a spare TOS 4.04 that
> I could swap into the TOS 4.2 one.
>
> I was wondering what the differences are from TOS 4.2 to TOS 4.4?
>
> Is there a Text file with the fixes and or enhancements?
>
> Also, before TOS 4.04 was released, were there any program fixes
> especially for TOS 4.02, that would be useless on TOS 4.04?

For what I remember with Tos 4.02 there is no end of partition check, so on the good old 45 megs IDE drives that were formated by default with 3 or 4 partitions, you could just fucked up one of the partitions by adding too many things in the previous partition.

Tos 4.04 probably fixed more things, but I don't remember exactly.

With Tos 4.01 vs 4.02 it's easier to notice the difference, the 4.01 is buggy, and has an incomplete "3d look" that makes applications look very strange.

Dbug

7078. Re: TOS v. 4.02

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 00:04:45 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <fZnig.82724$iB2.77661@bignews4.bellsouth.net>
Source record: 8205

"Mickael Pointier" <nobody@wantspam.net> wrote in message
news:128jvq2650usnc5@corp.supernews.com...
>> I have a fairly modified Falcon that has TOS 4.2.
>>
>> All my other Falcons have TOS 4.04, and I have a spare TOS 4.04 that
>> I could swap into the TOS 4.2 one.
>>
>> I was wondering what the differences are from TOS 4.2 to TOS 4.4?
>>
>> Is there a Text file with the fixes and or enhancements?
>>
>> Also, before TOS 4.04 was released, were there any program fixes
>> especially for TOS 4.02, that would be useless on TOS 4.04?
>
> For what I remember with Tos 4.02 there is no end of partition check, so
> on
> the good old 45 megs IDE drives that were formated by default with 3 or 4
> partitions, you could just fucked up one of the partitions by adding too
> many things in the previous partition.
>
> Tos 4.04 probably fixed more things, but I don't remember exactly.
>
> With Tos 4.01 vs 4.02 it's easier to notice the difference, the 4.01 is
> buggy, and has an incomplete "3d look" that makes applications look very
> strange.
>
> Dbug
>
>

I am trying to determine if I should swap, with this very bad bug, I think
I'll do
so asap!

Also guys, what type of chip is TOS 4.01 to TOS 4.04 on?
I mean, whats the official name of the chip?

I have a Chip Burner and what to know if I can use these type of chips
on it or not.

Thanks,
phantomm@bellsouth.net

7079. Falcon audio modifications.

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 02:18:27 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <448a2c14@news.eftel.com>
Source record: 8206

I've been searching the net with no success looking for information about modifications to a Falcon main board to remove bass boost from the output and change the audio in to line level. Does any one know of a web site or have the relevant info. Thanks in advance.

7080. Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 02:40:16 UTC
From: Bob Dobalina <cabcon@cox.net>
Message-ID: <jiqig.40816$fG3.29839@dukeread09>
Source record: 8207

I have a Atari STe hooked to my router with a Lantronix UDS 10. I have a telnet bbs running. Is there a way to network my ST up so that I can transfer files to and from it to the pc?

7081. Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 04:10:43 UTC
From: e-Biz <ace1@time.net.my>
Message-ID: <1149912643.266354.235050@j55g2000cwa.googlegroups.com>
Source record: 8208
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,ctdl.sys.atari.st

We're offering all the latest factory pressed high quality dvd movies,
ps2, psp and xbox silvers with factory printed colour inserts at
fantastic prices, whether for personal use or reselling. We're shipping
worldwide with various shipping methods. For resellers, please contact
us for bulk discounts.

For a complete list and prices, please email us at
spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location
as the prices varies for different locations. If you're reseller,
please state the quantity you wish to order per shipment and we'll
quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

7082. Portfolio Parallel Interface 4 sale.

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 08:06:33 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <448a7d9f@news.eftel.com>
Source record: 8209

I have a Atari Portfolio Smart Parallel Interface for sale unused with discs and manual in original box! If any one is interested contact me at acsATwebaxsDOTnet and we can discuss price etc.

7083. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 09:09:36 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <7cudnVnsh7sAFxfZnZ2dnUVZ8qWdnZ2d@bt.com>
Source record: 8210

"Bob Dobalina" <cabcon@cox.net> wrote in message
news:jiqig.40816$fG3.29839@dukeread09...
> I have a Atari STe hooked to my router with a Lantronix UDS 10. I have a
> telnet bbs running. Is there a way to network my ST up so that I can
> transfer files to and from it to the pc?
>
>

Here I use the PARCP parallel cable. Documented here;
http://joy.sophics.cz/parcp/ Not really networking in the traditional sense
but good for safely getting data back and forth. Quite fast too, about
50KB/s on a bad day.

Trouble is with PARCP is that everything has to be transferred explicitly,
it's more like a data transfer application. But quite reliable and stable.

7084. Re: Falcon audio modifications.

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 10:30:58 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <448a9f4e$0$20861$626a54ce@news.free.fr>
Source record: 8211

http://www.holmerup.com/linemod.html
http://atari.nvg.org/audiomod/falcon_audiomod.html
http://www.czuba-tech.com/old/F30_Audio.jpg

I have done it. I advise to add RCA connectors on the input to prevent
channels signal blend.
If you have troubles I think I can help you.

DOCs

"ausl8" <mc205athotmail.com> a crit dans le message de news:
448a2c14@news.eftel.com...
> I've been searching the net with no success looking for information about
> modifications to a Falcon main board to remove bass boost from the output
> and change the audio in to line level. Does any one know of a web site or
> have the relevant info. Thanks in advance.
>
>
>

7085. xaaes.atari.org Unavailable ?

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 14:05:03 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <448ad18f$0$841$ba4acef3@news.orange.fr>
Source record: 8212

Hi,

<http://xaaes.atari.org/> seems to be down :(

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7086. Re: TOS v. 4.02

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 15:09:24 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <448ae0a3$0$31650$636a55ce@news.free.fr>
Source record: 8213

I think the problem of end of partition going on the next is on TOS 4.01,
not 4.02.

The difference betwwen 4.02 & 4.04 is that TOS 4.04 do not more need the
FOLDER.PRG in the AUTO.
And a XBIOS function about RS-232 port on Zilog was modified / corrected.

I do not remember the rest... if there is...

Mickael Pointier wrote:
>> I have a fairly modified Falcon that has TOS 4.2.
>>
>> All my other Falcons have TOS 4.04, and I have a spare TOS 4.04 that
>> I could swap into the TOS 4.2 one.
>>
>> I was wondering what the differences are from TOS 4.2 to TOS 4.4?
>>
>> Is there a Text file with the fixes and or enhancements?
>>
>> Also, before TOS 4.04 was released, were there any program fixes
>> especially for TOS 4.02, that would be useless on TOS 4.04?
>
> For what I remember with Tos 4.02 there is no end of partition check,
> so on the good old 45 megs IDE drives that were formated by default
> with 3 or 4 partitions, you could just fucked up one of the
> partitions by adding too many things in the previous partition.
>
> Tos 4.04 probably fixed more things, but I don't remember exactly.
>
> With Tos 4.01 vs 4.02 it's easier to notice the difference, the 4.01
> is buggy, and has an incomplete "3d look" that makes applications
> look very strange.
>
> Dbug

7087. Re: TOS v. 4.02

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 15:28:14 UTC
From: cyril <bibou7@free.fr>
Message-ID: <1149953294.446056.116410@j55g2000cwa.googlegroups.com>
Source record: 8214

TOS 4.02 have a sound bug. You need FPATCH.PRG and FPATCH2.PRG to
correct it for a single TOS only, not with MagiC/MiNT because
MagiC/MiNT correct this bug.

See you,

Cyril.

Rodolphe Czuba a écrit :

> I think the problem of end of partition going on the next is on TOS 4.01,
> not 4.02.
>
> The difference betwwen 4.02 & 4.04 is that TOS 4.04 do not more need the
> FOLDER.PRG in the AUTO.
> And a XBIOS function about RS-232 port on Zilog was modified / corrected.
>
> I do not remember the rest... if there is...
>
>
>
>
>
>
> Mickael Pointier wrote:
> >> I have a fairly modified Falcon that has TOS 4.2.
> >>
> >> All my other Falcons have TOS 4.04, and I have a spare TOS 4.04 that
> >> I could swap into the TOS 4.2 one.
> >>
> >> I was wondering what the differences are from TOS 4.2 to TOS 4.4?
> >>
> >> Is there a Text file with the fixes and or enhancements?
> >>
> >> Also, before TOS 4.04 was released, were there any program fixes
> >> especially for TOS 4.02, that would be useless on TOS 4.04?
> > >
> > > For what I remember with Tos 4.02 there is no end of partition check,
> > > so on the good old 45 megs IDE drives that were formated by default
> > > with 3 or 4 partitions, you could just fucked up one of the
> > > partitions by adding too many things in the previous partition.
> > >
> > > Tos 4.04 probably fixed more things, but I don't remember exactly.
> > >
> > > With Tos 4.01 vs 4.02 it's easier to notice the difference, the 4.01

> > is buggy, and has an incomplete "3d look" that makes applications
> > look very strange.
> >
> > Dbug

7088. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 17:19:31 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <128lvp3l0208sb0@corp.supernews.com>
Source record: 8215

```
On 10 Jun 2006 10:09:36 , "techie_alison" wrote:
>
>"Bob Dobalina" <cabcon@cox.net> wrote in message
>news:jiqig.40816$fG3.29839@dukeread09...
>> I have a Atari STe hooked to my router with a Lantronix UDS 10. I have a
>> telnet bbs running. Is there a way to network my ST up so that I can
>> transfer files to and from it to the pc?
>>
>>
>
>Here I use the PARCP parallel cable. Documented here;
>http://joy.sophics.cz/parcp/ Not really networking in the traditional sense
>but good for safely getting data back and forth. Quite fast too, about
>50KB/s on a bad day.
>
>Trouble is with PARCP is that everything has to be transferred explicitly,
>it's more like a data transfer application. But quite reliable and stable.
>
>
>.
I have found the best ST solution to be STing for the TCPIP stack
(software) and Ethernec for hardware. You can find info on my web
site or many others. http://www.josephplace.com/atari.htm
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com
```

7089. Re: xaaes.atari.org Unavailable ?

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 20:38:47 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1149971927.234973.69340@j55g2000cwa.googlegroups.com>
Source record: 8216

Hi,

Yes it unfortunately seems like a bunch of sites that are hosted on the same server are currently down. Sorry for this. I have emailed Rob (who is running the server) about it and am waiting to hear back from him.

I will try and post back here when things are back in business again.

Regards,

/Joakim

7090. Re: xaaes.atari.org Unavailable ?

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 20:51:14 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1149972674.197284.134960@j55g2000cwa.googlegroups.com>
Source record: 8217

Hi again,

Rob managed to fix this very quickly, turned out Apache had went down
and wasn't automatically restarted as would be expected.

The websites that were concerned should be back in business now.

Sorry for any inconvenience.

Regards,

/Joakim

7091. Re: xaaes.atari.org Unavailable ?

Newsgroup: comp.sys.atari.st
Date: 2006-06-10 22:19:13 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <448b4561$0$852$ba4acef3@news.orange.fr>
Source record: 8218

Hi,

GokMasE wrote:
> Rob managed to fix this very quickly, turned out Apache had went down
> and wasn't automatically restarted as would be expected.
>
> The websites that were concerned should be back in business now.
>
> Sorry for any inconvenience.

I'm pleased that xaaes.atari.org is back again, as some other
sites hosted similarly. That was worrying because this is
critical and a key site in the evolution of the ATARI scene.

Thanks for your work.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7092. Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.st
Date: 2006-06-11 02:03:39 UTC
From: ebiz <ace3@time.net.my>
Message-ID: <1149991419.908571.93490@u72g2000cwu.googlegroups.com>
Source record: 8219
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,ctdl.sys.atari.st

We're offering all the latest factory pressed high quality dvd movies,
ps2, psp and xbox silvers with factory printed colour inserts at
fantastic prices, whether for personal use or reselling. We're shipping
worldwide with various shipping methods. For resellers, please contact
us for bulk discounts.

For a complete list and prices, please email us at
spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location
as the prices varies for different locations. If you're reseller,
please state the quantity you wish to order per shipment and we'll
quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

7093. Re: Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.st
Date: 2006-06-11 09:36:28 UTC
From: spamtrasher@nospam.com
Message-ID: <48on82hsa4el73n1ud5nt0p2ainp1mnlvd@4ax.com>
Source record: 8220
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,ctdl.sys.atari.st

On 10 Jun 2006 19:03:39 -0700, "ebiz" <ace3@time.net.my> wrote:

>We're offering all the latest garage pressed poor quality DVDs. All are 100% illegal copies made to our low quality
>high profit standards. The bottom line is we want your money and dont care how we get it as long as we get it. We
>spam the newsgroups looking for suckers such as yourself who will send us large sums of money in trade for some
>inferior illegal copies on cheap plastic disks. If you like our spam, you'll love the trash that we sell, and we'll love
>getting our hands in your wallet. Please visit our website at www.fbi.gov and tell them how much you love our spamming
>the newsgroups and how much you love the pirated copies of disks that we sold you. They'll thank you for your time.
>Place your order today and you can be the first person on your block to go to a Federal Prison. You won't regret it.

7094. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-11 15:51:26 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1150041086.184938.114890@g10g2000cwb.googlegroups.com>
Source record: 8221

Hi,

Keep an eye out for the new NETUS-Bee as well!

http://hardware.atari.org

Lyndon

Joseph D. Place wrote:
> On 10 Jun 2006 10:09:36 , "techie_alison" wrote:
> >
> >"Bob Dobalina" <cabcon@cox.net> wrote in message
> >news:jiqig.40816$fG3.29839@dukeread09...
> >> I have a Atari STe hooked to my router with a Lantronix UDS 10. I have a
> >> telnet bbs running. Is there a way to network my ST up so that I can
> >> transfer files to and from it to the pc?
> >>
> >>
> >
> >Here I use the PARCP parallel cable. Documented here;
> >http://joy.sophics.cz/parcp/ Not really networking in the traditional sense
> >but good for safely getting data back and forth. Quite fast too, about
> >50KB/s on a bad day.
> >
> >Trouble is with PARCP is that everything has to be transferred explicitly,
> >it's more like a data transfer application. But quite reliable and stable.
> >
> >
> >.
> I have found the best ST solution to be STing for the TCPIP stack
> (software) and Ethernec for hardware. You can find info on my web
> site or many others. http://www.josephplace.com/atari.htm
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

7095. Cryptographer

Newsgroup: comp.sys.atari.st
Date: 2006-06-11 18:22:03 UTC
From: Ed <lener@vt.edu>
Message-ID: <e6hn12doh1@solaris.cc.vt.edu>
Source record: 8222

Some of the recent postings about encryption reminded me of an old program for the Atari ST called The Cryptographer from Fair Dinkum Technologies. This was not a tool for serious protection in any way but rather was just for fun generating simple cryptograms and decoding messages and the like. Anybody still have a copy of this or know where it might be available for download or purchase?

7096. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-11 21:42:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.11.21.42.15.520518@charter.net>
Source record: 8223

On Sun, 11 Jun 2006 08:51:26 -0700, lyndonamsdon wrote:

> Hi,
>
> Keep an eye out for the new NETUS-Bee as well!
>
> http://hardware.atari.org
>
> Lyndon

Another network solution is always welcome in the Atari world.

Can someone list the advantages over say, the EtherNEC?

Thanks.

--
_/_/_/

7097. Atari Online News, Etc. #08-23

Newsgroup: comp.sys.atari.st
Date: 2006-06-11 23:10:22 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1150067421.973057.5610@u72g2000cwu.googlegroups.com>
Source record: 8224

A-ONE #0823 06/09/06

~ Employee Mail Watched! ~ People Are Talking! ~ China Blocks
Google!
~ Toshiba Unveils Drive! ~ Nordic Atari Show 2006 ~ Net Neutrality!
~ Atari++ Is Updated! ~ Parents' View On Web! ~ Digital
Forensics!
~ PCs for Medical Cures! ~ Phish Scam At MySpace! ~ Web Site for
Poor!

-* Spammer To Pay $10 Million! *-
-* Sweden Probes Suspected Web Attacks *-
-* UK Journalists Union Call for Yahoo Boycott *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

7098. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-11 23:13:14 UTC
From: vdjole@EUnet.yu
Message-ID: <e6i825cqb1@news.eunet.yu>
Source record: 8225

On 9 Jun 2006 17:51:52 -, "phantomm" wrote:

>The last discussion I recall on the topic of encryption in here, most said
>that it was illegal in the US to use encryption for e-mail.

>I would think that some type of encryption is used on Web Sites that allow
>access to private info, such as Banks and etc. I'm not positive on that. But
>there is some type of software security I would think.

Of course there is. But, AFAIK, the only type of security that is permitted
is the one which certain government agencies can break when they think it
suits their interests.

>I do enjoy computers, but we sure have lost alot of privacy and etc with the
>mass use of them.

Computers are certainly not to blame for the loss of privacy. It is the
government(s), or the powers that stand behind them, who first create all
sorts of crises around the world, and then, when the world strikes back,
provoke paranoical fear of 'enemies', 'dissidents', 'terrorists', etc.
as an excuse to assign themselves the rights to press on their own people,
but certainly not in the best interest of the people.

A request to keep e-mail unencrypted leaves a very bad taste in the mouth.
Basically, what stands behind that request is that they want you to make it
easier for the police to spy on you. There is really no difference between
that and a (hypothetical ?) obligation to submit all your (paper) mail
in an open envelope to a police station before sending it, or to leave
the doors of your home unlocked and open at all times so that the police
would not be bothered with unnecessay paperwork when they want to inspect.

(By 'police' I meant generally FBI/CIA/NSA/MI5/KGB/Holy Inquisition/whatever...)

Some people do not realize it yet, but the darker pages of Kafka or Orwell have
become so very true...

But this thread is sliding off topic (i.e. atari computers). Maybe I should not
have replied to it, but I was provoked by a biased post which implied that
China is an opressive, nondemocratic country, as opposed to (a paradise in)
the rest of the world. China surely is nondemocratic and totalitarian- about
as much as the US, or Britain, or..., only in a slightly different way.

cu;

7099. Falcon, Daynaport and internet connection.

Newsgroup: comp.sys.atari.st
Date: 2006-06-12 02:07:19 UTC
From: Claude Bourgoin <claudeab1@adelphia.net>
Message-ID: <cJOdnUQx17jKURHZnZ2dnUVZ_tednZ2d@adelphia.com>
Source record: 8226

I have a falcon networked to 2 PC's, one PC is windows 98, the other PC is XP Pro. I am able to ping both PC's and my router so I know the falcon is on the network. My question is how do I get the falcon to access the internet thru the network.

Thanks.
Claude B.

7100. Re: Falcon, Daynaport and internet connection.

Newsgroup: comp.sys.atari.st
Date: 2006-06-12 07:28:22 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e6j52p$3jn$1$8302bc10@news.demon.co.uk>
Source record: 8227

"Claude Bourgoin" <claudeab1@adelphia.net> wrote in message
news:cJOdnUQx17jKURHZnZ2dnUVZ_tednZ2d@adelphia.com...
>I have a falcon networked to 2 PC's, one PC is windows 98, the other PC is
>XP Pro. I am able to ping both PC's and my router so I know the falcon is
>on the network. My question is how do I get the falcon to access the
>internet thru the network.

First off, make sure the Falcon has a defaultroute set to the router. Then
make
sure the Falcon can resolve DNS names via the router or via your ISP's
DNS servers.

That should be it.

If you look at your WinXP box and type 'ipconfig /all' you'll get the
details from that
that you need to put onto the Falcon.

Alan.

7101. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-12 09:02:38 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <448d2dae$0$3874$91cee783@newsreader01.highway.telekom.at>
Source record: 8228

Djordje Vukovic wrote:

> But this thread is sliding off topic (i.e. atari computers). Maybe I
> should not have replied to it, but I was provoked by a biased post
> which implied that China is an opressive, nondemocratic country, as
> opposed to (a paradise in) the rest of the world. China surely is
> nondemocratic and totalitarian- about as much as the US, or Britain,
> or..., only in a slightly different way.
>
> cu;

Hi Djordje!

Can something compare to a solid ATARI screen (ANTIC preferably)?

No. Only when changing the TV-channel from AV to the Football World Championship channel (ARD, ZDF, RTL). ...when will the Computer make such pictures... :-)

Best Regards,

Daniel Mandic

7102. Falcon PSU European/US

Newsgroup: comp.sys.atari.st
Date: 2006-06-12 09:18:34 UTC
From: cii-2d21@iximail.com
Message-ID: <1150103914.816577.276380@f14g2000cwb.googlegroups.com>
Source record: 8229

Does anyone know if there was a difference between the US
and European spec Falcon power supplies?

Thanks

Ian.

7103. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-12 10:40:21 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0606121237420.1357@localhost>
Source record: 8230

Hi Lyndon,

> Keep an eye out for the new NETUS-Bee as well!

Exciting news!

Also good motivation for Jan Thomas to carry on with his USB driver
project!

Regards,

Alexander

7104. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-12 10:43:19 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0606121240410.1357@localhost>
Source record: 8231

Hi Ronald!

RJH> Can someone list the advantages over say, the EtherNEC?

- small PCB
- no need for additional ISA networking card
- USB for all Ataris (though probably quiet slow on 8 MHz ones)

I think that's quiet a lot of advantages ;-)

Regards,

Alexander

7105. Re: Falcon PSU European/US

Newsgroup: comp.sys.atari.st
Date: 2006-06-12 14:19:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.12.14.19.31.207796@charter.net>
Source record: 8232

On Mon, 12 Jun 2006 02:18:34 -0700, cii-2d21 wrote:

> Does anyone know if there was a difference between the US
> and European spec Falcon power supplies?
>
> Thanks
>
> Ian.

You mean, aside from the obvious voltage differences?

110 vs 220?

--
_/_/_/

7106. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-12 14:26:20 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1150122380.706968.218720@f14g2000cwb.googlegroups.com>
Source record: 8233

Theres always a problem introducing some new hardware. No one buys it because there is no software written, and no software is written because no one has the hardware.

The idea is, having network and USB intergrated on the same board it'll be handy for network primarily and with x amount of people having USB hardware to play with, hopefully some software will come about. I'm hoping this will also get Jan Thomas interestted in writing USB software once again.

I should be updating my website soon, new re-design and some info on a new project.

Lyndon

Alexander Beuscher wrote:
> Hi Ronald!
>
> RJH> Can someone list the advantages over say, the EtherNEC?
>
> - small PCB
> - no need for additional ISA networking card
> - USB for all Ataris (though probably quiet slow on 8 MHz ones)
>
> I think that's quiet a lot of advantages ;-)
>
>
> Regards,
>
> Alexander

7107. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-12 22:55:02 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <Fq2dneHCINVQbRDZRVnyvQ@eclipse.net.uk>
Source record: 8234

"Bob Dobalina" <cabcon@cox.net> wrote in message
news:jiqig.40816$fG3.29839@dukeread09...
> I have a Atari STe hooked to my router with a Lantronix UDS 10. I have a
> telnet bbs running. Is there a way to network my ST up so that I can
> transfer files to and from it to the pc?
>
>

Depends on how many, how big, how often. One thing thats not easy is mapping
drives. I used GAPFTP...

7108. Re: Falcon PSU European/US

Newsgroup: comp.sys.atari.st
Date: 2006-06-13 08:54:53 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <448e7d59$0$25187$626a54ce@news.free.fr>
Source record: 8235

There are different models for Falcon
- Some are capable of auto adaptatation from 100 to 240 V...
- Some are not able of that and you have to verify it.

cii-2d21@iximail.com wrote:
> Does anyone know if there was a difference between the US
> and European spec Falcon power supplies?
>
> Thanks
>
> Ian.

7109. ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-13 09:11:29 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <FrSdnTX3SpoR4hPZnZ2dnUVZ8qSdnZ2d@bt.com>
Source record: 8236

Hi,

Bit of trouble here and not sure what I'm doing..

1. ICD The Link (believed to be the L1, no led, grey)
2. Seagate ST32155N
3. IBM DORS-32160
4. Cumana SCSI1 enclosure with Matsui CD ROM
5. HDDRIVER 8.1 Demo
6. Centronics-50 terminator
7. Atari 4160STE TOS 1.6
8. ACSI extension cable

OK. HDDRIVER will recongnise the Cumana CD ROM on it's own, no problems, varying IDs, it sees it.

If I substitute the drives (2 && 3) then I don't see anything. Parity disabled. Now occasionally on the IBM when it's first plugged in HDDRIVER will just identify a bus number relating to the drive, and then it won't see it again.

I've tried lots of different combinations, plugging in the terminator, different IDs, TERM ON. And I'm getting no where. I can hot swap the CD ROM back in and it sees it. Have tried cold starts. You know how it is when you're trying everything.....

Any ideas?

Thanks kindly,

Alison

7110. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-13 15:39:16 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4f84h4F1hhlkjU1@individual.net>
Source record: 8237

techie_alison wrote:

> I've tried lots of different combinations, plugging in the terminator,
> different IDs, TERM ON. And I'm getting no where. I can hot swap the CD
> ROM back in and it sees it. Have tried cold starts. You know how it is
> when you're trying everything.....
>
> Any ideas?

Even though you said you are sure that this is not a termination issue
the problem you have is typical for wrong termination, bad cables or
cables that are too long.
Your IBM drive is the one with 1 GB, isn't it? I once had such a drive
myself it it was very important to get anything right on the hardware
level. Otherwise strange things happened, like the drive sometimes just
not responding anymore etc.

--

Dr. Uwe Seimet http://www.linkbylink.net/

7111. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-13 17:02:45 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <sNydnaYEkLktchPZnZ2dnUVZ8qSdnZ2d@pipex.net>
Source record: 8238

"techie_alison" <retro@dial.pipex.com> wrote in message
news:FrSdnTX3SpoR4hPZnZ2dnUVZ8qSdnZ2d@bt.com...
> Hi,
>
> Bit of trouble here and not sure what I'm doing..
>
> 1. ICD The Link (believed to be the L1, no led, grey)
> 2. Seagate ST32155N
> 3. IBM DORS-32160
> 4. Cumana SCSI1 enclosure with Matsui CD ROM
> 5. HDDRIVER 8.1 Demo
> 6. Centronics-50 terminator
> 7. Atari 4160STE TOS 1.6
> 8. ACSI extension cable
>
> OK. HDDRIVER will recongnise the Cumana CD ROM on it's own, no problems,
> varying IDs, it sees it.
>
> If I substitute the drives (2 && 3) then I don't see anything. Parity
> disabled. Now occasionally on the IBM when it's first plugged in HDDRIVER
> will just identify a bus number relating to the drive, and then it won't
> see
> it again.
>
> I've tried lots of different combinations, plugging in the terminator,
> different IDs, TERM ON. And I'm getting no where. I can hot swap the CD
> ROM back in and it sees it. Have tried cold starts. You know how it is
> when you're trying everything.....
>
> Any ideas?
>
> Thanks kindly,
>
> Alison
>
>

I have a pile of drives here, sometimes they will list sometimes not,
sometimes I can partition them, then the drive will vanish again. They all
work perfectly on my Falcon but do not work on the ST. The only
explinations are the drive is loading the cable somehow and its bordering on
logic levels, or the link does not understand what the drive is. Use a older
drive, I have a pile of seagate, they do not work. There are some other
drives but do not work. I think its becasue its not really SCSI, its that

RLL? interface.

Chris

7112. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-13 18:00:00 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <ndSdncn6c7r3ZhPZnZ2dnUVZ8qKdnZ2d@bt.com>
Source record: 8239

"exxos" <exxos@home.co.uk> wrote in message
news:sNydnaYEkLktchPZnZ2dnUVZ8qSdnZ2d@pipex.net...
>
>
> I have a pile of drives here, sometimes they will list sometimes not,
> sometimes I can partition them, then the drive will vanish again. They
all
> work perfectly on my Falcon but do not work on the ST. The only
> explinations are the drive is loading the cable somehow and its bordering
on
> logic levels, or the link does not understand what the drive is. Use a
older
> drive, I have a pile of seagate, they do not work. There are some other
> drives but do not work. I think its becasue its not really SCSI, its that
> RLL? interface.
>
> Chris
>

Well to dispel any ideas of what I have or haven't got :)

http://atari.dyndns.info/option/the_link.jpg It's the one on the right hand
side

7113. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-13 18:05:58 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <RcednUYNIKVNYRPZRVnyjw@bt.com>
Source record: 8240

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:4f84h4F1hhlkjU1@individual.net...
> techie_alison wrote:
>
> > I've tried lots of different combinations, plugging in the terminator,
> > different IDs, TERM ON. And I'm getting no where. I can hot swap the
CD
> > ROM back in and it sees it. Have tried cold starts. You know how it is
> > when you're trying everything.....
> >
> > Any ideas?
>
> Even though you said you are sure that this is not a termination issue
> the problem you have is typical for wrong termination, bad cables or
> cables that are too long.
> Your IBM drive is the one with 1 GB, isn't it? I once had such a drive
> myself it it was very important to get anything right on the hardware
> level. Otherwise strange things happened, like the drive sometimes just
> not responding anymore etc.
>
> --
> ---
> Dr. Uwe Seimet http://www.linkbylink.net/

Hi Uwe, thanks for replying,

The IBM drive... just checking. 2160MB

Options I have are;
JP1 - SPARE (50PIN) ID BIT 3 (FOR WIDE)
JP2 - ID BIT 2
JP3 - ID BIT 1
JP4 - ID BIT 0
JP5 - DISABLE AUTO SPIN
JP6 - SCSI TERM ON
JP7 - DISABLE UNIT ATTN
JP8 - SPARE
JP9 - AUTO START DELAY
JP10 - DELAY START 6/12
JP11 - DISABLE PARITY
JP12 - LED OUT

To be honest it's as if it doesn't communicate with the drive at all. With
the CD Rom it reports back model etc. With the IBM it reports that there's
something on the bus, say 0:1 for example and that's it.

First attempt I tried the following set;
JP3 - ID BIT 1
JP6 - SCSI TERM ON
JP11 - DISABLE PARITY

I've also tried it with JP6 clear.

Could it just be incompatiable drives or would you expect them to be
recognised?

Oh it's this one on the right by the way;
http://atari.dyndns.info/option/the_link.jpg

7114. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-13 19:41:50 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <sIadnVHp9qRjiRLZRVnyiA@pipex.net>
Source record: 8241

In message <e6i825cqb1@news.eunet.yu>, vdjole@EUnet.yu said:

>>The last discussion I recall on the topic of encryption in here, most said
>>that it was illegal in the US to use encryption for e-mail.
>
>>I would think that some type of encryption is used on Web Sites that allow
>>access to private info, such as Banks and etc. I'm not positive on that. But
>>there is some type of software security I would think.
>
>Of course there is. But, AFAIK, the only type of security that is permitted
>is the one which certain government agencies can break when they think it
>suits their interests.

AFAIK, all secure sites use encryption.

In the UK, encryption is not illegal (yet!) but it is an offence not
to provide police etc. with the key if asked for - there has to be a
legally valid reason for this, probably a warrant. The law is targeted
on terrorists and paedophiles whose computer(s) may be sesized in a
raid. As an article in /The Times/ this Monday pointed out, as the
penalty for not providing the key is lower than that for being caught
with child pornography (2 and 10 years max respectively), many paedos
won't divulge the key to cop a shorter sentence. The Governments
proposal is to increase the max sentence for failing to provide the key.

Getting back to the original question, there is a version of PGP
available for the Atari, which is pretty secure. The last version
was 262I, I believe. It comes with some interesting DOCs about the
problems the authors had in the US...

Regards, /Peter/

7115. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-13 21:51:01 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <lK-dnV_QQtLTrhLZRVnysA@eclipse.net.uk>
Source record: 8242

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:4f84h4F1hhlkjU1@individual.net...
> techie_alison wrote:
>
> > I've tried lots of different combinations, plugging in the terminator,
> > different IDs, TERM ON. And I'm getting no where. I can hot swap the
CD
> > ROM back in and it sees it. Have tried cold starts. You know how it is
> > when you're trying everything.....
> >
> > Any ideas?
>
> Even though you said you are sure that this is not a termination issue
> the problem you have is typical for wrong termination, bad cables or
> cables that are too long.
> Your IBM drive is the one with 1 GB, isn't it? I once had such a drive
> myself it it was very important to get anything right on the hardware
> level. Otherwise strange things happened, like the drive sometimes just
> not responding anymore etc.
>

I used these on my old BBDP interface before I sent them to Alison. I think
they both 2 gig. They partitioned up fine with HD Driver 8.1 but as its an
old interface I could see 1 gig. I just set termination on the drives, and
did not use external termination. Now Alison has an ICD should she see 2
gigs. Will this confuse HD Driver?

> --
> --
> Dr. Uwe Seimet http://www.linkbylink.net/

7116. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-13 22:55:48 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <QJGdneLq3qUj3RLZRVnyjA@bt.com>
Source record: 8243

"David Wade" <g8mqw@yahoo.com> wrote in message
news:lK-dnV_QQtLTrhLZRVnysA@eclipse.net.uk...
>
> I used these on my old BBDP interface before I sent them to Alison. I
think
> they both 2 gig. They partitioned up fine with HD Driver 8.1 but as its an
> old interface I could see 1 gig. I just set termination on the drives, and
> did not use external termination. Now Alison has an ICD should she see 2
> gigs. Will this confuse HD Driver?
>
> > --
> > ---
> > Dr. Uwe Seimet http://www.linkbylink.net/
>
>

Hi Dave :-)

I'm currently going through the comp.sys.atari.st archive on Google Groups at the moment and am finding out loads. The Seagate I have working in that it's recognised fully by HDD, it isn't sure if it wants to power up though. The IBM is still saying no.

At the moment I'm suspecting my enclosure is iffy or underpowered, it's only got a little transformer in it which was driving a CD-ROM.

Not hugely desperate to do this asap so no rush here :)

It's really making me want to dive back into the CF project again as I don't think I could bear the sound of another HD running. The beauty of the ST is that the only way you know it's on is from that LED on the bottom left of the keyboard :)

7117. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-13 23:02:53 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <yMidnTZyDLq62RLZRVnyuQ@eclipse.net.uk>
Source record: 8244

> Hi Dave :-)
>
> I'm currently going through the comp.sys.atari.st archive on Google Groups
> at the moment and am finding out loads. The Seagate I have working in
that
> it's recognised fully by HDD, it isn't sure if it wants to power up
though.
> The IBM is still saying no.
>
> At the moment I'm suspecting my enclosure is iffy or underpowered, it's
only
> got a little transformer in it which was driving a CD-ROM.
>

That sounds plausible.... You might want to check the drive specs. The PSU I use was bought at a Radio Rally about the time I bought the BBDP interface. It gets very hot but it seesm to deliver the amps. I have two the same. One runs the HDD iunterface and drive in one box. The other runs a 3.5 and 5.25 "floppy" drive enclosure. Don't laugh folks , at one time, when I had a M6809 system I had 5" drives....

> Not hugely desperate to do this asap so no rush here :)
>
> It's really making me want to dive back into the CF project again as I
don't
> think I could bear the sound of another HD running. The beauty of the ST
is
> that the only way you know it's on is from that LED on the bottom left of
> the keyboard :)
>

At another Radio Rally (This weekend) I saw IDE to CF for £10.00. I almost bought one for my STE which at present has an IDEAL interface and 2.5" drive so I think it could be fitted in niceley. I wonder if you could do SCSI => IDE => CF using one of these =>

http://www.span.com/catalog/product_info.php?products_id=1059

They are a bit on the expensive side, but if it worked you could have nice, low power CF STs, TTs or MEGAS...
>

Dave.

7118. Re: Falcon audio modifications.

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 01:22:40 UTC
From: ausl8 <mc205athotmail.com>
Message-ID: <448f64f7@news.eftel.com>
Source record: 8247

Thanks for the info and offer of help it is most appreciated!

"DOCs" <docs(croustibat)ifrance.com> wrote in message
news:448a9f4e$0$20861$626a54ce@news.free.fr...
>
> http://www.holmerup.com/linemod.html
> http://atari.nvg.org/audiomod/falcon_audiomod.html
> http://www.czuba-tech.com/old/F30_Audio.jpg
>
> I have done it. I advise to add RCA connectors on the input to prevent
> channels signal blend.
> If you have troubles I think I can help you.
>
> DOCs
>
>
> "ausl8" <mc205athotmail.com> a crit dans le message de news:
> 448a2c14@news.eftel.com...
> > I've been searching the net with no success looking for information
about
> > modifications to a Falcon main board to remove bass boost from the
output
> > and change the audio in to line level. Does any one know of a web site
or
> > have the relevant info. Thanks in advance.
> >
> >
> >
>
>
>

7119. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 01:25:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.14.01.25.14.612731@charter.net>
Source record: 8245

On Tue, 13 Jun 2006 19:00:00 +0100, techie_alison wrote:

> Well to dispel any ideas of what I have or haven't got :)
>
> http://atari.dyndns.info/option/the_link.jpg It's the one on the right hand
> side

Er, really dumb question, but you're not using -both- are you? :)

Just making sure...

Also, lemme try to roughly sketch out how my setup works on my Mega ST
(the system that runs my BBS):

Mega ST -> ICD Link2 -> EZ135 -> 4 gig Seagate HD -> Plextor CDRW -> TERM.
ASCI ID1 ID3 ID2 ID4

The hard drive and CDRW sit in a 2 bay enclosure with their own P/S.

I used to use the EZ135 (carts) for backup, but since CDs work so well on
Atari's with ExtenDOS, I just keep it in the chain now, to power the Link.
For some odd reason, the Link doesn't get the power it needs from the 2
bay case alone.

--
_/_/_/

7120. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 01:27:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.14.01.27.28.324256@charter.net>
Source record: 8246

On Tue, 13 Jun 2006 21:25:15 -0400, Ronald J. Hall wrote:

Hmph. So much for newsgroup/Pan formatting!

That should have read out:

Mega ST/ICD Link2 - ID1

Seagate HD - ID2

EZ135 - ID3

Plextor CDRW - ID4

--
_/_/_/

7121. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 05:42:42 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4f9m1dF1hlrhdU1@individual.net>
Source record: 8248

David Wade wrote:

> I used these on my old BBDP interface before I sent them to Alison. I think
> they both 2 gig. They partitioned up fine with HD Driver 8.1 but as its an
> old interface I could see 1 gig. I just set termination on the drives, and
> did not use external termination. Now Alison has an ICD should she see 2
> gigs. Will this confuse HD Driver?

No, this does not matter. The second GB is simply not accessible if
there is no partition on it, but this is no problem.

--

Dr. Uwe Seimet http://www.linkbylink.net/

7122. For sale: Atari books and programming software

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 06:20:11 UTC
From: Mike <no@spam.com>
Message-ID: <vUNjg.4739$E02.1508@newsb.telia.net>
Source record: 8099
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale:

The Atari Compendium - books, volume 1 and 2 (as new, excellent condition).
+ a book on AES (can't remember the name of the book, I'll look it up today).
$25 + freight for all of them (3 books).

HiSoft C Interpreter - software, including a big manual/book and disk.
$25 + freight.

Lattice C - software, including 3 comprehensive books (programming manuals/references)
and disks.
$25 + freight.

Or buy everything for $50 + freight.

Freight cost depends on where you're located. The books are quite big and heavy, especially the Atari compendium, so the freight cost will probably end up around $25 (I'm guessing, will check in detail).

Please email atari@mhc.se for more information.

Kind regards
Mikael

7123. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 07:16:04 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0606140853470.1157@localhost>
Source record: 8100

RJH> For some odd reason, the Link doesn't get the power it needs from the
RJH> 2 bay case alone.

The Link(2) needs power from the SCSI bus pin 38 (TRMPWR - terminator power). Though any SCSI device should feed this line many don't. In a SCSI case the SCSI cables usually are provided but not "touched" (i.e. no additional connections are made).

When I bought my first Link2 I did not know about this and sent it back thinking it was damaged, for the SCSI-HD was working perfectly on my TT but not on the ST/Link2. I was charged for the functional test ("fully functional") and advised to ensure supply of TRMPWR. So I did it manually (wire, diode, soldered to the Link2)...

Regards,

Alexander

7124. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 07:20:10 UTC
From: Dave Wade <g8mqw@yahoo.com>
Message-ID: <gY2dnXp-j9RsJRLZRVnyug@eclipse.net.uk>
Source record: 8101

"Alexander Beuscher" <alexb@jupiter.schunter.etc.tu-bs.de> wrote in message
news:Pine.LNX.4.62.0606140853470.1157@localhost...
>
> RJH> For some odd reason, the Link doesn't get the power it needs from the
> RJH> 2 bay case alone.
>
> The Link(2) needs power from the SCSI bus pin 38 (TRMPWR - terminator
> power). Though any SCSI device should feed this line many don't. In a SCSI
> case the SCSI cables usually are provided but not "touched" (i.e. no
> additional connections are made).
>
> When I bought my first Link2 I did not know about this and sent it back
> thinking it was damaged, for the SCSI-HD was working perfectly on my TT
> but not on the ST/Link2. I was charged for the functional test ("fully
> functional") and advised to ensure supply of TRMPWR. So I did it manually
> (wire, diode, soldered to the Link2)...
>

One of those drives has a "trmpwr" link. Is in set ?

>
> Regards,
>
> Alexander

7125. Falcon IDE boot

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 09:15:03 UTC
From: cii-2d21@iximail.com
Message-ID: <1150276503.305693.11080@f6g2000cwb.googlegroups.com>
Source record: 8102

I recently changed the IDE drive on my Falcon, and I've noticed that it has difficulty booting from the IDE drive. I've put an original Atari IDE drive (64MB!) in to the Falcon and still get the problem. It boots fine if I put a disk in the floppy drive with a AHDI on. The Falcon boots AHDI, finds the hard disk and will even get the desktop config files, etc.

The HD is properly installed on the 'C:\' drive, etc.

Any idea what's happening. This particular Falcon has a fading NVRAM chip so not sure if that is the problem?

Cheers

Ian.

7126. Re: Falcon IDE boot

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 09:20:28 UTC
From: cii-2d21@iximail.com
Message-ID: <1150276828.509665.323550@y41g2000cwy.googlegroups.com>
Source record: 8103

> The HD is properly installed on the 'C:\' drive, etc.
>

That should be AHDI is properly installed on C:\ drive.

Intrestingly after a few cold boots it works fine (ie boots without
the FD) - but if I leave it a day or so I get the same problem.

7127. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 11:42:11 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4fab0jF1herv2U1@individual.net>
Source record: 8105

In article <Pine.LNX.4.62.0606140853470.1157@localhost>,
Alexander Beuscher <a.beuscher@tu-bs.de> wrote:
>
>The Link(2) needs power from the SCSI bus pin 38 (TRMPWR - terminator
>power). Though any SCSI device should feed this line many don't. In a SCSI

That is wrong. The SCSI standard only requires the host adapter to supply
TERMPWR, which is the Link in this case. Other devices *may* provide
TERMPWR, but are not required to do so by the standard.

Many devices have a jumper, and most have the diode and fuse required by the
standard, so if the TERMPWR line has been shorted once in the past, it may
well be that the fuse is open, so it is best to measure the voltage on the
TERMPWR pin on the bus to be sure.

cu
Michael
--
Some people have no repect of age unless it is bottled.

7128. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 11:45:01 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <hOednTgX_6yaaBLZRVnyuQ@bt.com>
Source record: 8104

"Dave Wade" <g8mqw@yahoo.com> wrote in message
news:gY2dnXp-j9RsJRLZRVnyug@eclipse.net.uk...
> "Alexander Beuscher" <alexb@jupiter.schunter.etc.tu-bs.de> wrote in
message
> news:Pine.LNX.4.62.0606140853470.1157@localhost...
> >
> > RJH> For some odd reason, the Link doesn't get the power it needs from
the
> > RJH> 2 bay case alone.
> >
> > The Link(2) needs power from the SCSI bus pin 38 (TRMPWR - terminator
> > power). Though any SCSI device should feed this line many don't. In a
SCSI
> > case the SCSI cables usually are provided but not "touched" (i.e. no
> > additional connections are made).
> >
> > When I bought my first Link2 I did not know about this and sent it back
> > thinking it was damaged, for the SCSI-HD was working perfectly on my TT
> > but not on the ST/Link2. I was charged for the functional test ("fully
> > functional") and advised to ensure supply of TRMPWR. So I did it
manually
> > (wire, diode, soldered to the Link2)...
> >
>
> One of those drives has a "trmpwr" link. Is in set ?
>
> >
> > Regards,
> >
> > Alexander
>
>

Yes, the IBM is as follows;
3. ID BIT 1
6. SCSI TERM ON
11. DISABLE PARITY

The Seagate is set as;
1. TP TO BUS
4. PARITY DISABLE
8. TERM ENABLE

The Seagate I've had the most success with so far. I'm tempted to pull the
ST157A out of the MSTE back home so that I can establish a control baseline

for comparison.

Uwe, are you ok with a PayPal payment and emailing HDD over? The inability to be able to format and partition is preventing me from going further and it's such a well written bit of software.

7129. dominique.weber@ch-st-julien.fr

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 12:48:01 UTC
From: Pierre TON-THAT <ptonthat.PIPO@club-internet.fr>
Message-ID: <44900581$0$1014$ba4acef3@news.orange.fr>
Source record: 8106

Bonjour

Je constate qu'il n'y a plus de fichiers de dump de la base dans le e:\dump\
Les effacez-vous apr�s r�cup�ration ou y a-t-il anomalie ? Le dump doit se
lancer le mercredi 3h du matin (t�che planifi�e de windows : j'ai
reparam�tr le mot de passe administrateur, au cas o).

Bien vous

Pierre TONTHAT
--
PACT - Le Cabinet Richard. 9, rue G. M�li�s
Agence de Lyon-Villeurbanne 69100 VILLEURBANNE
T�l: 04.72.44.90.05.
Fax: 04.72.44.91.49.
http://www.cabinetrichard.fr
****

7130. Re: Falcon IDE boot

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 13:02:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.14.13.02.09.2723@charter.net>
Source record: 8107

On Wed, 14 Jun 2006 02:20:28 -0700, cii-2d21 wrote:

>
>> The HD is properly installed on the 'C:\' drive, etc.
>>
>
> That should be AHDI is properly installed on C:\ drive.
>
> Intrestingly after a few cold boots it works fine (ie boots without
> the FD) - but if I leave it a day or so I get the same problem.

You sure its not stiction? Or something like that with the hard drive.

After all, if its one of the first 2.5" drives that came with the original Falcons, its getting a bit old, isn't it? (13-14 years).

I remember an old Megafile 60 that I had on my BBS for awhile. It was fine as long as it was running - turn it off, cooled down, it didn't want to start back either...

Just a thought.

--
_/_/_/

7131. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 13:17:34 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0606141506140.1834@localhost>
Source record: 8108

```
MS> That is wrong. The SCSI standard only requires the host adapter to
MS> supply TERMPWR, which is the Link in this case. Other devices *may*
MS> provide TERMPWR, but are not required to do so by the standard.

Sorry for this, I must have changed the "may" to "should" over the time,
probably because this was more helpful for the Link adapters...

Regards,

Alexander
```

7132. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 13:23:18 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0606141521340.1834@localhost>
Source record: 8109

t> Yes, the IBM is as follows;
t> 3. ID BIT 1
t> 6. SCSI TERM ON

That is "turn SCSI termination on", not "feed the TERMPWR line"...

t> 11. DISABLE PARITY
t>
t> The Seagate is set as;
t> 1. TP TO BUS
t> 4. PARITY DISABLE
t> 8. TERM ENABLE

same as above.

Regards,

Alexander

7133. For sale: software (Cubase Audio, NVDI 4, Extendos Pro etc).

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 13:53:35 UTC
From: Mike <no@spam.com>
Message-ID: <zxUjg.4774$E02.1495@newsb.telia.net>
Source record: 8110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I sell the following software for Atari:

--> Cubase Audio Falcon - including dongle, floppies, manuals and box.
Everything original in good shape.
$75

--> Interface (pro resource editor)
$10

--> NVDI 4
$10

--> Extendos Pro
$10

--> HD-Driver
$10

--> Dig-It (a sampler/tracker for Falcon 030 and STe)
$10

--> Nevada Cobol for the Atari, including a comprehensive manual.
And a big book on the Cobol programming language, which I bought
separately. I have a picture of these which I took with my mobile camera.
I can email it to you.
$25

Add freight from Sweden to the price. The freight cost depends on where
you're located and how many items you buy. If you buy more than one item
then I'll give you a discount, no problem.

Please email atari@mhc.se for more information. Don't forget to tell me
where you're located, so I can calculate the freight cost.

Kind regards
Mikael

7134. Re: Falcon IDE boot

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 15:28:14 UTC
From: cii-2d21@iximail.com
Message-ID: <1150298894.854442.255510@p79g2000cwp.googlegroups.com>
Source record: 8111

> You sure its not stiction? Or something like that with the hard drive.
>
> After all, if its one of the first 2.5" drives that came with the original
> Falcons, its getting a bit old, isn't it? (13-14 years).
>

I think you are probably right - I guess that the FD boot might wake
the drive up differently to a regular boot?

Cheers. Ian.

7135. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 16:37:40 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4fasakF1h4q9kU1@individual.net>
Source record: 8112

Samsung 204Tstechie_alison wrote:

> Uwe, are you ok with a PayPal payment and emailing HDD over? The inability
> to be able to format and partition is preventing me from going further and
> it's such a well written bit of software.

Just follow the appropriate PayPal link on
http://www.seimet.de/hddriver_english.html. As soon as I have received
the payment I will email you the software. The English manual and the
driver floppy disk will arrive by snailmail.
Please keep in mind that the full version will not solve the (most
likely hardware-related) problem with your drives addressed by this tread.

--

Dr. Uwe Seimet http://www.linkbylink.net/

7136. Re: Falcon IDE boot

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 17:05:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.14.17.05.46.345199@charter.net>
Source record: 8113

On Wed, 14 Jun 2006 08:28:14 -0700, cii-2d21 wrote:

>> You sure its not stiction? Or something like that with the hard drive.
>>
>> After all, if its one of the first 2.5" drives that came with the original
>> Falcons, its getting a bit old, isn't it? (13-14 years).
>>
>
> I think you are probably right - I guess that the FD boot might wake
> the drive up differently to a regular boot?
>
> Cheers. Ian.

Actually, I was guessing that by the time the floppy got accessed, read, then found its way to the HD, that maybe the HD had enough time to "catch up".

With the built in mem check and HD delay built into that TOS version, what happens if you wait for the black bar to go down by itself and not hit space to speed it up? I'd be curious if that would give the drive time enough to come up to speed, so to speak.

--
_/_/_/

7137. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 18:50:24 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2aWdnS0qLYDixw3ZRVnyrg@eclipse.net.uk>
Source record: 8114

```
"Alexander Beuscher" <alexb@jupiter.schunter.etc.tu-bs.de> wrote in message
news:Pine.LNX.4.62.0606141521340.1834@localhost...
>
> t> Yes, the IBM is as follows;
> t> 3. ID BIT 1
> t> 6. SCSI TERM ON
>
> That is "turn SCSI termination on", not "feed the TERMPWR line"...
>
> t> 11. DISABLE PARITY
> t>
> t> The Seagate is set as;
> t> 1. TP TO BUS
> t> 4. PARITY DISABLE
> t> 8. TERM ENABLE
>
> same as above.
>

TP TO BUS => Isn't that feed term power to bus?

>
> Regards,
>
> Alexander
```

7138. Re: Falcon audio modifications.

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 20:50:30 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1150318230.546333.248220@h76g2000cwa.googlegroups.com>
Source record: 8115

ausl8 wrote:
> Thanks for the info and offer of help it is most appreciated!
>
> "DOCs" <docs(croustibat)ifrance.com> wrote in message
> news:448a9f4e$0$20861$626a54ce@news.free.fr...
> >
> > http://www.holmerup.com/linemod.html
> > http://atari.nvg.org/audiomod/falcon_audiomod.html
> > http://www.czuba-tech.com/old/F30_Audio.jpg
> >
> > I have done it. I advise to add RCA connectors on the input to prevent
> > channels signal blend.
> > If you have troubles I think I can help you.
> >
> > DOCs
> >

I did it too, but I kept the standard jacks on the back. I found that I
had a light left bias, but I didn't care too much as I obtained a
FDI/FA8 setup, which was so much better.

Coda.

7139. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 21:06:41 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <WY2dnZCy2P4w5Q3ZRVnyuQ@bt.com>
Source record: 8116

"David Wade" <g8mqw@yahoo.com> wrote in message
news:2aWdnS0qLYDixw3ZRVnyrg@eclipse.net.uk...
>
> TP TO BUS => Isn't that feed term power to bus?
>
> >

That's what it sounds like. :) I can tell you this though, if it isn't set
then the drive doesn't get recognised. The other two combinations were
tried too.

7140. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 21:37:24 UTC
From: Dave Wade <g8mqw@yahoo.com>
Message-ID: <OrqdnQexRrwKHA3ZRVny1g@eclipse.net.uk>
Source record: 8117

```
"techie_alison" <retro@dial.pipex.com> wrote in message
news:WY2dnZCy2P4w5Q3ZRVnyuQ@bt.com...
>
> "David Wade" <g8mqw@yahoo.com> wrote in message
> news:2aWdnS0qLYDixw3ZRVnyrg@eclipse.net.uk...
>>
>> TP TO BUS => Isn't that feed term power to bus?
>>
>> >
>
> That's what it sounds like. :) I can tell you this though, if it isn't
> set
> then the drive doesn't get recognised. The other two combinations were
> tried too.
>
>
Are you getting consistent recognition now then on the Seagate?
```

7141. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-14 23:50:06 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Mg1kg.13949$gv2.9959@bignews3.bellsouth.net>
Source record: 8118

<xlator@cix.compulink.co.uk> wrote in message
news:sIadnVHp9qRjiRLZRVnyiA@pipex.net...
> In message <e6i825cqb1@news.eunet.yu>, vdjole@EUnet.yu said:
>
>>>The last discussion I recall on the topic of encryption in here, most
>>>said
>>>that it was illegal in the US to use encryption for e-mail.
>>
>>>I would think that some type of encryption is used on Web Sites that
>>>allow
>>>access to private info, such as Banks and etc. I'm not positive on that.
>>>But
>>>there is some type of software security I would think.
>>
>>Of course there is. But, AFAIK, the only type of security that is
>>permitted
>>is the one which certain government agencies can break when they think it
>>suits their interests.
>
> AFAIK, all secure sites use encryption.
>
> In the UK, encryption is not illegal (yet!) but it is an offence not
> to provide police etc. with the key if asked for - there has to be a
> legally valid reason for this, probably a warrant. The law is targeted
> on terrorists and paedophiles whose computer(s) may be sesized in a
> raid. As an article in /The Times/ this Monday pointed out, as the
> penalty for not providing the key is lower than that for being caught
> with child pornography (2 and 10 years max respectively), many paedos
> won't divulge the key to cop a shorter sentence. The Governments
> proposal is to increase the max sentence for failing to provide the key.
>
> Getting back to the original question, there is a version of PGP
> available for the Atari, which is pretty secure. The last version
> was 262I, I believe. It comes with some interesting DOCs about the
> problems the authors had in the US...
>
> Regards, /Peter/
>
>

Thanks folks for the info and disscussion,
It's been some time since I've read such stimulating text
in here.
phantomm@bellsouth.net

7142. FALCON to FIX

Newsgroup: comp.sys.atari.st
Date: 2006-06-15 00:48:41 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <o42kg.88757$iB2.53738@bignews4.bellsouth.net>
Source record: 8119

Greetings,

I have an Atari Falcon, that has a problem and would
like to fix it if possible, instead of using it for parts.

It is an original Atari Falcon 030 with stock 4megs and
Conner 84 meg IDE hard drive.

This Falcon looks New inside and out. Really Nice.

There has been no modifications what so ever and in fact,
I don't think anyone else has had the case opened besides
myself.

It still has the factory speaker and copper shield on the left side
of the Conner IDE. No FPU, and a Jumper on the expansion port.

I do know that the power supply is good.

Now upon booting this is what happens.....

Green Power Led comes on as does the FAN, I get 1 Blink of the
Yellow Hard Drive Led on the Keyboard, the hard drive starts a faint
Clicking noise. (I'm not sure if this is the normal sound of these older
Conner IDEs or not, I do have 2-3 of them.)

The internal disk drive does not flash its LED and appears dead.
I get nothing on the Monitor screen. (Black).

The system reset button doesn't seem to work.

I inserted a blank disk in the drive and cold boot from the power switch,
Same thing, the disk drives Led does not flash and the drive appears dead,
no disk access.

I have looked fairly close at the motherboard and see no problems.
No High Heat marks or etc. Motherboard is clean as can be.

There has been no clock modification.
R216 is a surface resistor
R222 - surface resistor
R221- has solder instead of a resistor.
R217 - Brown resistor with 1 Black band.
R234 is a surface resistor.

There are no Piggy Back chip(s) on U63 or anywhere else.

TOS Chip is labled with a silver label as..
1992 Atari Corp TOS 4.01.

Someone has taken a Red Marker and placed a 4 over
the 1 in TOS 4.01, so I think it is TOS 4.04.
(I think this was done at the Factory)

I am not sure what is wrong with this Falcon, It appears New
inside and out. Best Looking Stock Falcon that I have.

I was thinking that the NVRAM maybe bad, if so would it cause
the disk drive to appear dead?

The disk drive is accessed normally before the hard drive,
if I remember correctly. But this is not happening.

I have a Falcon motherboard for parts, if I knew for sure
what was wrong. I could swap the NVRAM if it sounds like
this could be the problem. If its a surface mounted chip thats
bad, then I would probably send it to someone to fix for me.

Could a bad disk drive cause problems with the display?

I have swapped PowerSupplies, so I know its good.

Also, I am not sure if the Hard Drive is setup correctly or not.
I've not swapped it out to check it. But it does not seem to be
loading anything. I only get 1 Blink from the Yellow hard drive
Led, and the drive starts up. It does seem to be a bit noisy (clicking).

I do have extra parts and etc to swap out as well as other
Falcons that work fine.

Where should I look or go from here?

Any help is much appreciated, I would really hate to
turn this one into a parts machine.

phantomm@bellsouth.net

7143. Re: FALCON to FIX

Newsgroup: comp.sys.atari.st
Date: 2006-06-15 02:00:24 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.06.15.02.00.23.217859@nosspamatari-source.com>
Source record: 8120

On Wed, 14 Jun 2006 20:48:41 -0400, phantomm wrote:

> Greetings,
>
> I have an Atari Falcon, that has a problem and would
> like to fix it if possible, instead of using it for parts.
>
> It is an original Atari Falcon 030 with stock 4megs and
> Conner 84 meg IDE hard drive.
>
> This Falcon looks New inside and out. Really Nice.
>
> There has been no modifications what so ever and in fact,
> I don't think anyone else has had the case opened besides
> myself.
>
> It still has the factory speaker and copper shield on the left side
> of the Conner IDE. No FPU, and a Jumper on the expansion port.
>
> I do know that the power supply is good.
>
> Now upon booting this is what happens.....
>
> Green Power Led comes on as does the FAN, I get 1 Blink of the
> Yellow Hard Drive Led on the Keyboard, the hard drive starts a faint
> Clicking noise. (I'm not sure if this is the normal sound of these older
> Conner IDEs or not, I do have 2-3 of them.)
>
> The internal disk drive does not flash its LED and appears dead.
> I get nothing on the Monitor screen. (Black).
>
> The system reset button doesn't seem to work.
>
> I inserted a blank disk in the drive and cold boot from the power switch,
> Same thing, the disk drives Led does not flash and the drive appears dead,
> no disk access.
>
> I have looked fairly close at the motherboard and see no problems.
> No High Heat marks or etc. Motherboard is clean as can be.
>
> There has been no clock modification.
> R216 is a surface resistor
> R222 - surface resistor
> R221- has solder instead of a resistor.

> R217 - Brown resistor with 1 Black band.
> R234 is a surface resistor.
>
> There are no Piggy Back chip(s) on U63 or anywhere else.
>
> TOS Chip is labled with a silver label as..
> 1992 Atari Corp TOS 4.01.
> Someone has taken a Red Marker and placed a 4 over
> the 1 in TOS 4.01, so I think it is TOS 4.04.
> (I think this was done at the Factory)
>
> I am not sure what is wrong with this Falcon, It appears New
> inside and out. Best Looking Stock Falcon that I have.
>
> I was thinking that the NVRAM maybe bad, if so would it cause
> the disk drive to appear dead?
>
> The disk drive is accessed normally before the hard drive,
> if I remember correctly. But this is not happening.
>
> I have a Falcon motherboard for parts, if I knew for sure
> what was wrong. I could swap the NVRAM if it sounds like
> this could be the problem. If its a surface mounted chip thats
> bad, then I would probably send it to someone to fix for me.
>
> Could a bad disk drive cause problems with the display?
>
> I have swapped PowerSupplies, so I know its good.
>
> Also, I am not sure if the Hard Drive is setup correctly or not.
> I've not swapped it out to check it. But it does not seem to be
> loading anything. I only get 1 Blink from the Yellow hard drive
> Led, and the drive starts up. It does seem to be a bit noisy (clicking).
>
> I do have extra parts and etc to swap out as well as other
> Falcons that work fine.
>
> Where should I look or go from here?
>
> Any help is much appreciated, I would really hate to
> turn this one into a parts machine.
>
> phantomm@bellsouth.net

I would definitely try swapping the TOS. It sounds like even the most
basic TOS initializations are not being completed. It actually sounds
pretty bad :(Even if it's clean, it could easily have been hit with a
power surge or spike.

Thanks,
Mark

7144. Re: FALCON to FIX

Newsgroup: comp.sys.atari.st
Date: 2006-06-15 07:20:22 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1150356022.817181.246590@y41g2000cwy.googlegroups.com>
Source record: 8121

Hi,

First try to remove both the HDD and the Floppy drive. The system
should boot this way also. If not, try to reset the NVRAM (there is a
key combination for this, I don't remember what).
Are you sure, that your monitor cable is OK?

Regards,
Jozsi
phantomm wrote:
> Greetings,
>
> I have an Atari Falcon, that has a problem and would
> like to fix it if possible, instead of using it for parts.
>
> It is an original Atari Falcon 030 with stock 4megs and
> Conner 84 meg IDE hard drive.
>
> This Falcon looks New inside and out. Really Nice.
>
> There has been no modifications what so ever and in fact,
> I don't think anyone else has had the case opened besides
> myself.
>
> It still has the factory speaker and copper shield on the left side
> of the Conner IDE. No FPU, and a Jumper on the expansion port.
>
> I do know that the power supply is good.
>
> Now upon booting this is what happens.....
>
> Green Power Led comes on as does the FAN, I get 1 Blink of the
> Yellow Hard Drive Led on the Keyboard, the hard drive starts a faint
> Clicking noise. (I'm not sure if this is the normal sound of these older
> Conner IDEs or not, I do have 2-3 of them.)
>
> The internal disk drive does not flash its LED and appears dead.
> I get nothing on the Monitor screen. (Black).
>
> The system reset button doesn't seem to work.
>
> I inserted a blank disk in the drive and cold boot from the power switch,
> Same thing, the disk drives Led does not flash and the drive appears dead,
> no disk access.
>

> I have looked fairly close at the motherboard and see no problems.
> No High Heat marks or etc. Motherboard is clean as can be.
>
> There has been no clock modification.
> R216 is a surface resistor
> R222 - surface resistor
> R221- has solder instead of a resistor.
> R217 - Brown resistor with 1 Black band.
> R234 is a surface resistor.
>
> There are no Piggy Back chip(s) on U63 or anywhere else.
>
> TOS Chip is labled with a silver label as..
> 1992 Atari Corp TOS 4.01.
> Someone has taken a Red Marker and placed a 4 over
> the 1 in TOS 4.01, so I think it is TOS 4.04.
> (I think this was done at the Factory)
>
> I am not sure what is wrong with this Falcon, It appears New
> inside and out. Best Looking Stock Falcon that I have.
>
> I was thinking that the NVRAM maybe bad, if so would it cause
> the disk drive to appear dead?
>
> The disk drive is accessed normally before the hard drive,
> if I remember correctly. But this is not happening.
>
> I have a Falcon motherboard for parts, if I knew for sure
> what was wrong. I could swap the NVRAM if it sounds like
> this could be the problem. If its a surface mounted chip thats
> bad, then I would probably send it to someone to fix for me.
>
> Could a bad disk drive cause problems with the display?
>
> I have swapped PowerSupplies, so I know its good.
>
> Also, I am not sure if the Hard Drive is setup correctly or not.
> I've not swapped it out to check it. But it does not seem to be
> loading anything. I only get 1 Blink from the Yellow hard drive
> Led, and the drive starts up. It does seem to be a bit noisy (clicking).
>
> I do have extra parts and etc to swap out as well as other
> Falcons that work fine.
>
> Where should I look or go from here?
>
> Any help is much appreciated, I would really hate to
> turn this one into a parts machine.
>
> phantomm@bellsouth.net

7145. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-15 09:18:58 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0606151116090.1177@localhost>
Source record: 8122

```
DW> > t> The Seagate is set as;
DW> > t> 1. TP TO BUS
DW> > t> 4. PARITY DISABLE
DW> > t> 8. TERM ENABLE
DW> >
DW> > same as above.
DW> >
DW>
DW> TP TO BUS => Isn't that feed term power to bus?

I have overlooked point 1., only was refering to 8. :-(

Regards,

Alexander
```

7146. Re: FALCON to FIX

Newsgroup: comp.sys.atari.st
Date: 2006-06-15 09:30:21 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060615102956109 61-derryck@cixcoukinvalid>
Source record: 8123

On 2006-06-15 08:20:22 +0100, "Joe Iron" <vas.jozsef@karatnet.hu> said:

> First try to remove both the HDD

From the "sound" of it this does seem to be the source of the problem,
good call.

The Connor drive was original fitment, and it's now very old.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

7147. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-06-15 11:11:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606150408030.14145-100000@onyx.spiritone.com>
Source record: 8124
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7148. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-06-15 11:12:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606150411270.14145-100000@onyx.spiritone.com>
Source record: 8125
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7149. ATARI Vacation. FREE Game!

Newsgroup: comp.sys.atari.st
Date: 2006-06-15 11:15:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606150413100.14145-100000@onyx.spiritone.com>
Source record: 8126
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari. Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BenSells.Atari.org Games Starting at $5 and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7150. Re: FALCON to FIX

Newsgroup: comp.sys.atari.st
Date: 2006-06-15 18:11:33 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ivqdnf5E5aRHPwzZnZ2dnUVZ8sydnZ2d@eclipse.net.uk>
Source record: 8127

>
> Also, I am not sure if the Hard Drive is setup correctly or not.
> I've not swapped it out to check it. But it does not seem to be
> loading anything. I only get 1 Blink from the Yellow hard drive
> Led, and the drive starts up. It does seem to be a bit noisy (clicking).
>

If the hard drive clicks more than a couple of times it may not be spinning
up properley. Don't know about Falcons but on PCs if the IDE hard drive does
not spin up the machine stays dead.

> I do have extra parts and etc to swap out as well as other
> Falcons that work fine.
>
> Where should I look or go from here?
>

I would start by swapping the hard drive out, and seeing if the machine
boots without it. If that does not change things then minimum memory and
also re-seat any socketed chips.

> Any help is much appreciated, I would really hate to
> turn this one into a parts machine.
>
> phantomm@bellsouth.net

7151. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-15 21:14:15 UTC
From: techie_alison <techie_alison@yahoo.com>
Message-ID: <6-OdnftR-qLGUAzZRVnyvQ@bt.com>
Source record: 8128

Dave Wade <g8mqw@yahoo.com> wrote in message
news:OrqdnQexRrwKHA3ZRVny1g@eclipse.net.uk...
>
>
> >
> Are you getting consistent recognition now then on the Seagate?
>
>

Yes. :-)

7152. Highwire and a Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 01:30:33 UTC
From: Claude Bourgoin <claudeab1@adelphia.net>
Message-ID: <xZGdnWFjDZYulA_ZnZ2dnUVZ_s2dnZ2d@adelphia.com>
Source record: 8129

I have a falcon connected to a network so it can access the internet (cable). When I try an url in highwire, i.e. www.google.com I get an error message "No route to host", CAB 2.0 works fine for this url. Falcon has Magic 5.11 and NVDI 3.0. Help!!!!!!

Thanks
Claude Bourgoin

7153. Re: Highwire and a Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 02:01:35 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1150423295.425867.316160@f6g2000cwb.googlegroups.com>
Source record: 8130

Claude Bourgoin wrote:
> I have a falcon connected to a network so it can access the internet
> (cable). When I try an url in highwire, i.e. www.google.com I get an error
> message "No route to host", CAB 2.0 works fine for this url. Falcon has
> Magic 5.11 and NVDI 3.0. Help!!!!!!
>
> Thanks
> Claude Bourgoin

Did you setup the HighWire network.ovl? Rename the OVL for your
prefered IP-stack(stik, iconnect) to network.ovl in the modules
directory. There is also a readme.txt in the same location.

Rob
www.atari-users.net

7154. chess game.....whats the name!

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 05:24:43 UTC
From: denbler <priv@priv.com>
Message-ID: <sgrkg.28866$jb.194496@wagner.videotron.net>
Source record: 8131

. It had great 3D graphics and it ran in high resolution screen. please help me find it again! thank you!

7155. Re: chess game.....whats the name!

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 08:10:49 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <e6tp21$u55$1@ariadne.rz.tu-clausthal.de>
Source record: 8132

denbler schrieb:
> . It had great 3D graphics and it ran in high resolution screen. please help
> me find it again! thank you!

If it is old and for ST, it might be "Psion Chess".

Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

7156. Re: chess game.....whats the name!

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 10:19:29 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <449285b1$0$4510$9b4e6d93@newsread2.arcor-online.net>
Source record: 8133

Hi!

> It had great 3D graphics and it ran in high resolution screen. please help
> me find it again! thank you!

I know Chessmaster or Chessmaster 2000. Something like that. When it
started, it said:
"I am the Chessmaster, wanna play a game?"

Was it that one?

Cheers, Ingo =;->

7157. Re: chess game.....whats the name!

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 12:35:55 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.16.12.35.55.242663@charter.net>
Source record: 8134

On Fri, 16 Jun 2006 10:10:49 +0200, Matthias Arndt wrote:

> denbler schrieb:
>> . It had great 3D graphics and it ran in high resolution screen. please help
>> me find it again! thank you!
>
> If it is old and for ST, it might be "Psion Chess".
>
> Matthias

It didn't run in a high-res screen, but I was always partial to
BattleChess. Loved the animations... :)

--
_/_/_/

7158. For sale: Reduced prices on books and software

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 15:25:41 UTC
From: Mike <no@spam.com>
Message-ID: <V3Akg.5007$E02.1689@newsb.telia.net>
Source record: 8135

Hard to sell these items, so I lower the prices.

The Atari Compendium - books, volume 1 and 2 (as new, excellent condition).
+ a book on AES (can't remember the name of the book, I'll look it up today).
$15

Lattice C - software, including 3 comprehensive books (programming manuals/references)
and disks.
$15

Nevada Cobol for the Atari, including a comprehensive manual.
And a big book on the Cobol programming language, which I bought
separately. I have a picture of these which I took with my mobile camera.
I can email it to you.
$15

Interface (pro resource editor) +
NVDI 4 with printed manual +
Extendos Pro with printed manual +
HD-Driver with printed manual
$15 for all of them.

Or buy everything for ... well give me an offer and I'll consider it.

Add freight from Sweden to the price. The freight cost depends on where
you're located and how many items you buy.

Please email atari@mhc.se for more information. Don't forget to tell me
where you're located, so I can calculate the freight cost.

Kind regards
Mikael

7159. Re: chess game.....whats the name!

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 16:39:23 UTC
From: twilitezoner <teklord@charter.net>
Message-ID: <1150475963.590353.188240@u72g2000cwu.googlegroups.com>
Source record: 8136

Ronald J. Hall wrote:
> On Fri, 16 Jun 2006 10:10:49 +0200, Matthias Arndt wrote:
>
> > denbler schrieb:
> >> . It had great 3D graphics and it ran in high resolution screen. please help
> >> me find it again! thank you!
> >
> > If it is old and for ST, it might be "Psion Chess".
> >
> > Matthias
>
> It didn't run in a high-res screen, but I was always partial to
> BattleChess. Loved the animations... :)
>
> --
> _/_/_/_

7160. Re: chess game.....whats the name!

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 16:55:08 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4492e26c$0$3874$91cee783@newsreader01.highway.telekom.at>
Source record: 8137

denbler wrote:

> . It had great 3D graphics and it ran in high resolution screen.
> please help me find it again! thank you!

Hi denbler!

Try Colossus Chess 4.0. I think the ST Version was called Colossus Chess X. I have only found this article, pointing out some troubles with the Program.

http://www.stcarchiv.de/am89/05_colossus.php

Best Regards,

Daniel Mandic

7161. Re: ST GUILD BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 21:23:49 UTC
From: Bob Dobalina <cabcon@cox.net>
Message-ID: <GjFkg.41362$fG3.5005@dukeread09>
Source record: 8138

I have a new IP now sorry. telnet://68.106.151.246

"Bob Dobalina" <cabcon@cox.net> wrote in message
news:%4qdg.17789$8q.7872@dukeread08...
> New BBS St Guild, back after 10 years. I am rebuilding the BBS now so its
> underconstruction. 1 Gig of files so far. Upload and help out or grab some
> files. Any ideas to make it better let me know.!
>
>
> telnet://68.106.148.180
>
>
>
>
>

7162. Re: Highwire and a Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 23:31:01 UTC
From: Claude Bourgoin <claudeab1@adelphia.net>
Message-ID: <numdnUgsgb0Hog7ZnZ2dnUVZ_umdnZ2d@adelphia.com>
Source record: 8139

"RobM" <rmahlert@gmail.com> wrote in message
news:1150423295.425867.316160@f6g2000cwb.googlegroups.com...
>
> Claude Bourgoin wrote:
>> I have a falcon connected to a network so it can access the internet
>> (cable). When I try an url in highwire, i.e. www.google.com I get an
>> error
>> message "No route to host", CAB 2.0 works fine for this url. Falcon has
>> Magic 5.11 and NVDI 3.0. Help!!!!!!
>>
>> Thanks
>> Claude Bourgoin
>
> Did you setup the HighWire network.ovl? Rename the OVL for your
> prefered IP-stack(stik, iconnect) to network.ovl in the modules
> directory. There is also a readme.txt in the same location.
>
> Rob
> www.atari-users.net
>
Yes, I renamed the network.ovl to sting.ovl and still I get the same error
message. I originally posted that I have NVDI 3.0, what I really have is
NVDI 4.11.

Claude

7163. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-16 23:54:02 UTC
From: vdjole@EUnet.yu
Message-ID: <e6vgan$5q9$1@news.eunet.yu>
Source record: 8140

On 13 Jun 2006 19:05:58 , "techie_alison" wrote:

>The IBM drive... just checking. 2160MB
>
>Options I have are;
>JP1 - SPARE (50PIN) ID BIT 3 (FOR WIDE)
>JP2 - ID BIT 2
>JP3 - ID BIT 1
>JP4 - ID BIT 0
>JP5 - DISABLE AUTO SPIN
>JP6 - SCSI TERM ON
>JP7 - DISABLE UNIT ATTN
>JP8 - SPARE
>JP9 - AUTO START DELAY
>JP10 - DELAY START 6/12
>JP11 - DISABLE PARITY
>JP12 - LED OUT
>
>To be honest it's as if it doesn't communicate with the drive at all. With
>the CD Rom it reports back model etc. With the IBM it reports that there's
>something on the bus, say 0:1 for example and that's it.
>
>First attempt I tried the following set;
>JP3 - ID BIT 1
>JP6 - SCSI TERM ON
>JP11 - DISABLE PARITY
>
>I've also tried it with JP6 clear.

Hello;

I use an IBM drive (DSAS3540) and had problems with it (could not be
recognized and booted from unless reset at exactly the right moment,
until I set the following option:

>JP7 - DISABLE UNIT ATTN

I vaguely remember that this setting was from some text that I found
somewhere, and it explained that if "unit attention" is enabled, the
drive sends at powerup more data than TOS expects at that moment, and
proper communication can no be established. IIRC different TOS versions
were supposed to behave differently in this matter, I tink that TOS 2.06
was a division.

>JP6 - SCSI TERM ON

This should be set only if this drive is physically at the end of the
cable and you do not use other terminator.

cu;

7164. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 02:37:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4493999452bb80@comcast.net>
Source record: 8143

>I have a Atari STe hooked to my router with a Lantronix UDS 10. I have a
>telnet bbs running. Is there a way to network my ST up so that I can
>transfer files to and from it to the pc?
>

Yes that is possible. I do that now with my Hades060, my STe and my wife's PC.
I use the ftp protacol. Works fine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7165. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 02:39:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4493999452bb81@comcast.net>
Source record: 8145

>
>"Bob Dobalina" <cabcon@cox.net> wrote in message
>news:jiqig.40816$fG3.29839@dukeread09...
>> I have a Atari STe hooked to my router with a Lantronix UDS 10. I have a
>> telnet bbs running. Is there a way to network my ST up so that I can
>> transfer files to and from it to the pc?
>>
>>
>
>Here I use the PARCP parallel cable. Documented here;
>http://joy.sophics.cz/parcp/ Not really networking in the traditional sense
>but good for safely getting data back and forth. Quite fast too, about
>50KB/s on a bad day.
>
>Trouble is with PARCP is that everything has to be transferred explicitly,
>it's more like a data transfer application. But quite reliable and stable.

Yes I also have the PARCP cable/software and it does work great. 100,000 bytes
a sec transfer rate. The software works best under regular TOS.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7166. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 02:49:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4493999452bb82@comcast.net>
Source record: 8144

>Hi,
>
>Keep an eye out for the new NETUS-Bee as well!
>
>http://hardware.atari.org
>
>Lyndon

That looks interesting. Too bad I cannot use it in the Hades060, but I do have
and use a STe.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7167. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 02:51:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4493999452bb83@comcast.net>
Source record: 8146

>Theres always a problem introducing some new hardware. No one buys it
>because there is no software written, and no software is written
>because no one has the hardware.
>
>The idea is, having network and USB intergrated on the same board it'll
>be handy for network primarily and with x amount of people having USB
>hardware to play with, hopefully some software will come about. I'm
>hoping this will also get Jan Thomas interestted in writing USB
>software once again.
>
>I should be updating my website soon, new re-design and some info on a
>new project.
>
>Lyndon
>

What would be nice would be USB drivers for some hardware like printers.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7168. Re: chess game.....whats the name!

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 02:52:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4493999452bb84@comcast.net>
Source record: 8147

>Hi!
>
>> It had great 3D graphics and it ran in high resolution screen. please help
>> me find it again! thank you!
>
>I know Chessmaster or Chessmaster 2000. Something like that. When it
>started, it said:
>"I am the Chessmaster, wanna play a game?"
>
>Was it that one?

That could be it, but I am not sure it ran in high rez. I have it, but have
always played it in low rez.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7169. Re: Highwire and a Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 02:55:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4493999452bb85@comcast.net>
Source record: 8148

>I have a falcon connected to a network so it can access the internet
>(cable). When I try an url in highwire, i.e. www.google.com I get an error
>message "No route to host", CAB 2.0 works fine for this url. Falcon has
>Magic 5.11 and NVDI 3.0. Help!!!!!!
>
>Thanks
>Claude Bourgoin

What are you using to connect to the internet (STik, STING,etc)? You need to go into the Modules folder and pick the OVL file that pertains to you. Then rename it "network.ovl".

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7170. Re: Highwire and a Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 04:13:03 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <rjLkg.3785$oj5.1261475@news.siol.net>
Source record: 8141

Claude Bourgoin wrote:

> Yes, I renamed the network.ovl to sting.ovl and still I get the same error
> message. I originally posted that I have NVDI 3.0, what I really have is
> NVDI 4.11.

I hope u backuped sting.ovl because u should rename sting.ovl to
network.ovl. Maybe u should read docs more carefull :))

Janez

7171. Re: chess game.....whats the name!

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 06:03:53 UTC
From: denbler <priv@priv.com>
Message-ID: <dXMkg.34983$jb.291782@wagner.videotron.net>
Source record: 8142

Thanx, I will give this a look!

"Daniel Mandic" <daniel_mandic@ping.at> a crit dans le message de news:
4492e26c$0$3874$91cee783@newsreader01.highway.telekom.at...
> denbler wrote:
>
> > . It had great 3D graphics and it ran in high resolution screen.
> > please help me find it again! thank you!
>
>
> Hi denbler!
>
>
>
> Try Colossus Chess 4.0. I think the ST Version was called Colossus
> Chess X. I have only found this article, pointing out some troubles
> with the Program.
>
> http://www.stcarchiv.de/am89/05_colossus.php
>
>
>
> Best Regards,
>
> Daniel Mandic

7172. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 19:52:13 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <q9SdnTZrj7PwwAnZRVnyhQ@pipex.net>
Source record: 8049

In message <hOednTgX_6yaaBLZRVnyuQ@bt.com>, retro@dial.pipex.com said:

>> One of those drives has a "trmpwr" link. Is in set ?

>Yes, the IBM is as follows;
>3. ID BIT 1
>6. SCSI TERM ON
>11. DISABLE PARITY
>
>The Seagate is set as;
>1. TP TO BUS
>4. PARITY DISABLE
>8. TERM ENABLE

From this it looks like you have termination set on for both (6.
and 8. respectively) - not a good idea! Only terminate the far end!

Are you sure the termpower from the Seagate is looped through? Try
reversing the physical order of the drives.

I know it shouldn't make any difference, but I find that with the
CD-ROM, EZ-135 and HP tape chain on my Falcon, it sometimes
matters which order they are connected in; in one combination
(can't recall which) one of the drives isn't seen for some reason.

Regards, /Peter/

7173. Re: Highwire and a Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 21:30:52 UTC
From: Claude Bourgoin <claudeab1@adelphia.net>
Message-ID: <H_6dnfXcfrMa6QnZnZ2dnUVZ_sednZ2d@adelphia.com>
Source record: 8050

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4493999452bb85@comcast.net...
> >I have a falcon connected to a network so it can access the internet
>>(cable). When I try an url in highwire, i.e. www.google.com I get an error
>>message "No route to host", CAB 2.0 works fine for this url. Falcon has
>>Magic 5.11 and NVDI 3.0. Help!!!!!!
>>
>>Thanks
>>Claude Bourgoin
>
> What are you using to connect to the internet (STik, STING,etc)? You need
> to
> go into the Modules folder and pick the OVL file that pertains to you.
> Then
> rename it "network.ovl".
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram - Atari Clone

Thanks, I rename sting.ovl to network.ovl and now I can get to google, but
when I try to access the atari-users web site it never loads from highwire,
I can see the message "receiving from atari-user" then "sending to
atari-user", but Atari-Users page never loads. Any suggestions. I am using
the latest version of Highwire.

Claude

7174. Re: chess game.....whats the name!

Newsgroup: comp.sys.atari.st
Date: 2006-06-17 23:35:39 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <449491ca$0$11064$9b4e6d93@newsread4.arcor-online.net>
Source record: 8051

Hi Edward!

> That could be it, but I am not sure it ran in high rez. I have it, but have
> always played it in low rez.

I know I played it in ST-High, so yes, maybe thats really the one :-)

Cheers, Ingo =;->

7175. Atari Online News, Etc. #08-24

Newsgroup: comp.sys.atari.st
Date: 2006-06-18 01:06:49 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1150592808.938407.84980@p79g2000cwp.googlegroups.com>
Source record: 8052

A-ONE #0824 06/16/06

~ Yahoo Hit By Worm ~ People Are Talking! ~ Internet2 To
Level 3!
~ eBay Readies New Ads! ~ eBay Adds eBay Wiki! ~ Yahoo Hit By
Worm!
~ Qtrax Makes Comeback! ~ Netscape Portal Reborn ~ Yahoo Worm
Contained!
~ E-newspapers Stronger! ~ More Info for Parents? ~ Scam Via PayPal!

-* eBay Wants Buyers To Return! *-
-* Microsoft Critical Security Flaws! *-
-* Detox Centers Set for Video Game Addicts! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

7176. CD Writer Suite 4 backs up Mint paritions

Newsgroup: comp.sys.atari.st
Date: 2006-06-18 08:15:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <449535f211f440@comcast.net>
Source record: 8056

Hello,

CD Writer Suite version 4 is out from Anodyne. It works great and now supports DVD players/writers. It can even backup a Mint partition. However, only the Restore option works in CDBackup not the File Restore. You also cannot bring up the contents of the backup using the Session.CPX file. You can backup the partition and use the Restore option to re-write all the files to a partition. I was able to do this on freshly formatted 2 gig Jaz cart. I used OSMD to format the cart in an EXT2 format.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7177. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-06-18 09:06:47 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <449517a7$1_1@x-privat.org>
Source record: 8053

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**programming**
ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.6-doc.tgz
(573.620 bytes): Documentation of Gemlib (c library that allow
your soft to access AES and VDI layers)

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.6-gcc.zip
(112.711 bytes): lib for gcc 2.95

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.6-gcc281.zip
(100.736 bytes): lib for gcc 2.81

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.6-latticec.zip
(441.739 bytes): lib for lattice c

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.6-purec.zip
(59.283 bytes): lib for pure c

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.6-sozobonx.zip
(68.439 bytes): lib for sozobonx

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.6-src.tgz
(256.067 bytes): sources of Gemlib

Have fun,
Martin
```

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php

7178. Re: ST GUILD BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-06-18 12:39:04 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <RJCdnZ5EXYbx1AjZRVnyiA@eclipse.net.uk>
Source record: 8054

Why not use DYNDNS to get a free DNS entry.
what terminal set up do I need. It just says

Press <ASCII> RETURN...

"Bob Dobalina" <cabcon@cox.net> wrote in message
news:GjFkg.41362$fG3.5005@dukeread09...
> I have a new IP now sorry. telnet://68.106.151.246
>
>
>
> "Bob Dobalina" <cabcon@cox.net> wrote in message
> news:%4qdg.17789$8q.7872@dukeread08...
> > New BBS St Guild, back after 10 years. I am rebuilding the BBS now so
its
> > underconstruction. 1 Gig of files so far. Upload and help out or grab
some
> > files. Any ideas to make it better let me know.!
> >
> >
> > telnet://68.106.148.180
> >
> >
> >
> >
> >
>
>

7179. Re: ST GUILD BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-06-18 13:00:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.18.13.00.19.335768@charter.net>
Source record: 8055

On Sun, 18 Jun 2006 13:39:04 +0100, David Wade wrote:

> Why not use DYNDNS to get a free DNS entry.
> what terminal set up do I need. It just says
>
> Press <ASCII> RETURN...

Just hit <enter> or <return> a couple of times, and the BBS software will
start right up.

Command line/shell, Hyperterminal, console, eterm, Telnet-ST, all of these
work fine that I have tried...

--
_/_/_/

7180. Re: ST GUILD BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-06-19 16:10:27 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <QIOdnbgxfdlvcgvZnZ2dnUVZ8qidnZ2d@eclipse.net.uk>
Source record: 8057

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.06.18.13.00.19.335768@charter.net...
> On Sun, 18 Jun 2006 13:39:04 +0100, David Wade wrote:
>
> > Why not use DYNDNS to get a free DNS entry.
> > what terminal set up do I need. It just says
> >
> > Press <ASCII> RETURN...
>
> Just hit <enter> or <return> a couple of times, and the BBS software will
> start right up.
>
> Command line/shell, Hyperterminal, console, eterm, Telnet-ST, all of these
> work fine that I have tried...
>

Ronald,
Not sure what the issue was, but it works fine now...
Dave

> --
>
_/_/_/

7181. Re: ST GUILD BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-06-19 20:58:55 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.19.20.58.55.384207@charter.net>
Source record: 8058

On Mon, 19 Jun 2006 17:10:27 +0100, David Wade wrote:

> Ronald,
> Not sure what the issue was, but it works fine now...
> Dave

Cool. As long as it works... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7182. Cardfile Help!

Newsgroup: comp.sys.atari.st
Date: 2006-06-20 05:48:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606192238060.15191-100000@onyx.spiritone.com>
Source record: 8059

I'm looking for something like Cardfile. As a Desk Accessory that doesnt load it's whole file into memory or run out of memory but accesses it's files from the hard drive. And prints to my HP Laserjet 6L onto 3x5 index cards. ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7183. Re: Falcon IDE boot

Newsgroup: comp.sys.atari.st
Date: 2006-06-20 09:25:40 UTC
From: cii-2d21@iximail.com
Message-ID: <1150795540.351461.26750@r2g2000cwb.googlegroups.com>
Source record: 8060

The problem turned out to be the NVRAM chip. I replaced it and
everything worked fine even after leaving the Falcon for a few days and
rebooting, the IDE drive comes up straight away. Before it was very hit
and miss.

The clock also works now which is a bonus :-)

Ian.

7184. Re: FALCON to FIX

Newsgroup: comp.sys.atari.st
Date: 2006-06-20 20:40:56 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <o3Zlg.70434$qd2.57512@bignews6.bellsouth.net>
Source record: 8061

"David Wade" <g8mqw@yahoo.com> wrote in message
news:ivqdnf5E5aRHPwzZnZ2dnUVZ8sydnZ2d@eclipse.net.uk...
> >
>> Also, I am not sure if the Hard Drive is setup correctly or not.
>> I've not swapped it out to check it. But it does not seem to be
>> loading anything. I only get 1 Blink from the Yellow hard drive
>> Led, and the drive starts up. It does seem to be a bit noisy (clicking).
>>
>
> If the hard drive clicks more than a couple of times it may not be
> spinning
> up properley. Don't know about Falcons but on PCs if the IDE hard drive
> does
> not spin up the machine stays dead.
>
>> I do have extra parts and etc to swap out as well as other
>> Falcons that work fine.
>>
>> Where should I look or go from here?
>>
>
> I would start by swapping the hard drive out, and seeing if the machine
> boots without it. If that does not change things then minimum memory and
> also re-seat any socketed chips.
>
>> Any help is much appreciated, I would really hate to
>> turn this one into a parts machine.
>>
>> phantomm@bellsouth.net
>
>
Thanks everyone for the help.

I will be swapping out the hard drive and etc. to see If I can get it going.
Will post the results.

What gets me is the disk drive not working, but power getting to the hard
drive,
even though the hard drive may not be spinning up completely.

phantomm@bellsouth.net

7185. Atari ST-Falcon Items to sell/trade

Newsgroup: comp.sys.atari.st
Date: 2006-06-20 21:15:30 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <MzZlg.70533$qd2.3882@bignews6.bellsouth.net>
Source record: 8062

Folks I've been going through my Atari Storage and have some extra
items that I had planned to put up on E-Bay. Some I have more than one,
others I have only 1.

I don't have a list ready yet.

So If anyone in US/Canada and maybe overseas is looking for a special
piece of original software or hardware for the Atari ST/STE/MegaST/
MegaSTE and or Atari Falcon 030. Then do contact me thru
e-mail as I may have the item.

If you tell me what you are looking for, I will search thru my many boxes of
Atari items for it before I go to E-Bay with it.

I also have some Brand new Cables, such as SCSI, Centronics and etc.
If ya need a good cable or two, let me know what type ya need.

Also have misc. parts and things like memory boards for the Falcon.
And many good Books and Mags.

Thanks,
phantomm@bellsouth.net

7186. Re: Atari ST-Falcon Items to sell/trade

Newsgroup: comp.sys.atari.st
Date: 2006-06-20 22:15:05 UTC
From: Dave Wade <g8mqw@yahoo.com>
Message-ID: <P6ednYAj-4pj7gXZRVnyhw@eclipse.net.uk>
Source record: 8063

Any DMA cables...
(Just to save me getting the saw out...)

"phantomm" <phantomm@bellsouth.net> wrote in message
news:MzZlg.70533$qd2.3882@bignews6.bellsouth.net...
>
> Folks I've been going through my Atari Storage and have some extra
> items that I had planned to put up on E-Bay. Some I have more than one,
> others I have only 1.
>
> I don't have a list ready yet.
>
> So If anyone in US/Canada and maybe overseas is looking for a special
> piece of original software or hardware for the Atari ST/STE/MegaST/
> MegaSTE and or Atari Falcon 030. Then do contact me thru
> e-mail as I may have the item.
>
> If you tell me what you are looking for, I will search thru my many boxes
> of
> Atari items for it before I go to E-Bay with it.
>
> I also have some Brand new Cables, such as SCSI, Centronics and etc.
> If ya need a good cable or two, let me know what type ya need.
>
> Also have misc. parts and things like memory boards for the Falcon.
> And many good Books and Mags.
>
> Thanks,
> phantomm@bellsouth.net
>
>
>

7187. Re: Encryption on Ataris

Newsgroup: comp.sys.atari.st
Date: 2006-06-21 21:57:40 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-72FF35.17574021062006@news.isp.giganews.com>
Source record: 8064

In article <iSKhg.14379$EX2.13720@bignews5.bellsouth.net>,
"phantomm" <phantomm@bellsouth.net> wrote:

> Years ago I recall a discussion on this subject.
>
> Without doing any research first, thought I would ask in here.
>
> Is it illegal to send e-mail or do a posting with the text content
> encrypted?
>
> As there are programs for the Ataris that will encrypt files.
>
> With all types of hacking and such that goes on, I would like to keep
> some of my e-mail as private as possible.
>
> phantomm@bellsouth.net

In most countries its not yet illegal, but it might create unwanted
attention for you.

7188. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-06-22 09:13:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606220210420.17550-100000@onyx.spiritone.com>
Source record: 8065
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7189. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-06-22 09:17:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606220214110.17550-100000@onyx.spiritone.com>
Source record: 8066
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7190. ATARI Vacation. FREE Game!

Newsgroup: comp.sys.atari.st
Date: 2006-06-22 09:20:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606220217210.17550-100000@onyx.spiritone.com>
Source record: 8067
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7191. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-22 21:52:13 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <AcGdnfLkAa3PkgbZRVnyhw@bt.com>
Source record: 8068

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:e6vgan$5q9$1@news.eunet.yu...
> On 13 Jun 2006 19:05:58 , "techie_alison" wrote:
>
> Hello;
>
> I use an IBM drive (DSAS3540) and had problems with it (could not be
> recognized and booted from unless reset at exactly the right moment,
> until I set the following option:
>
> >JP7 - DISABLE UNIT ATTN
>
> I vaguely remember that this setting was from some text that I found
> somewhere, and it explained that if "unit attention" is enabled, the
> drive sends at powerup more data than TOS expects at that moment, and
> proper communication can no be established. IIRC different TOS versions
> were supposed to behave differently in this matter, I tink that TOS 2.06
> was a division.
>
> >JP6 - SCSI TERM ON
>
> This should be set only if this drive is physically at the end of the
> cable and you do not use other terminator.
>
> cu;
>
>

Hello :)

tnx :)

7192. [ADV] CD Writer Suite v4 available

Newsgroup: comp.sys.atari.st
Date: 2006-06-23 00:30:56 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <s8dm92lumld9p5unr31b0bv70prtfnd5rp@4ax.com>
Source record: 8069

Anodyne Software has released version 4 of CD Writer Suite. Version 4
supports both CD and DVD recording, among other features. For more
information, please see our web site at: http://www.anodynesoftware.com

Roger Burrows & Claude Labelle

7193. Re: ST hardware projects

Newsgroup: comp.sys.atari.st
Date: 2006-06-23 01:09:22 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <pffm92hsn8e32rge447r88qn3c2la0qitq@4ax.com>
Source record: 8070

On Fri, 2 Jun 2006 19:34:28 +0100, "techie_alison"
<retro@dial.pipex.com> wrote:

>
>:) There's a few more bits which I could do with the ST if I believed the
>potential demand was there;
>
>#1. Full blown multisync monitor hookup/control boxes
>#2. Floppy disk drive LCD display track counter
>#3. SCSI host adapter (being mulled over at the moment)
>#4. IDE ACSI interface/convertor (after 3, not as easy as it sounds)
>

If you do #3, please make sure you support arbitration (like the
Link96/97). Arbitration is *required* since ye olde days of SCSI-2, and
much current hardware won't work with the ICD Link 1/2 adapters because
of that.

As far as #4 is concerned, what I'd *really* like to see is an IDE
adapter for the TT. It can be soldered to the MB as far as I'm
concerned, no need for an external-only box.

But alas, I doubt the demand is there ...

Roger

7194. Re: ST hardware projects

Newsgroup: comp.sys.atari.st
Date: 2006-06-23 03:07:25 UTC
From: atarian90 <atarian90@yahoo.com>
Message-ID: <1151032045.274656.294840@g10g2000cwb.googlegroups.com>
Source record: 8071

Roger,

Why don't you just get an IDE to SCSI adapter?

Check out the ACARD one at
http://www.acard.com.tw/english/fb0101.jsp?type1_idno=2

Roger Burrows wrote:
> On Fri, 2 Jun 2006 19:34:28 +0100, "techie_alison"
> <retro@dial.pipex.com> wrote:
>
> >
> > >:) There's a few more bits which I could do with the ST if I believed the
> > >potential demand was there;
> > >
> > >#1. Full blown multisync monitor hookup/control boxes
> > >#2. Floppy disk drive LCD display track counter
> > >#3. SCSI host adapter (being mulled over at the moment)
> > >#4. IDE ACSI interface/convertor (after 3, not as easy as it sounds)
> > >
>
> If you do #3, please make sure you support arbitration (like the
> Link96/97). Arbitration is *required* since ye olde days of SCSI-2, and
> much current hardware won't work with the ICD Link 1/2 adapters because
> of that.
>
> As far as #4 is concerned, what I'd *really* like to see is an IDE
> adapter for the TT. It can be soldered to the MB as far as I'm
> concerned, no need for an external-only box.
>
> But alas, I doubt the demand is there ...
>
> Roger

7195. Re: chess game.....whats the name!

Newsgroup: comp.sys.atari.st
Date: 2006-06-23 15:04:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <449c2dae67f1e0@comcast.net>
Source record: 8075

>Hi Edward!
>
>> That could be it, but I am not sure it ran in high rez. I have it, but have
>> always played it in low rez.
>
>I know I played it in ST-High, so yes, maybe thats really the one :-)
>
>Cheers, Ingo =;->

I am almost positive it ran in HIGH rez, but I too ran it in low mostly.
Great game.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7196. Re: ST hardware projects

Newsgroup: comp.sys.atari.st
Date: 2006-06-23 15:21:48 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1151076108.840434.270070@g10g2000cwb.googlegroups.com>
Source record: 8072

atarian90 wrote:
> Roger,
>
> Why don't you just get an IDE to SCSI adapter?
>
> Check out the ACARD one at
> http://www.acard.com.tw/english/fb0101.jsp?type1_idno=2

Is that IDE to SCSI or SCSI to IDE ;-)

I use my TT with an adapter. I have a 10GB IDE HD on the internal SCSI bus. Alas I cannot fit the drive with adapter into the case without some modification, but it works great, and its quick.

The adapter is made by Yamaha, was intended for those people moving to Yamaha's IDE CDROM drives but still had scsi adapter cards. I bought mine for a couple of euros off evilbay.

Coda.

7197. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-23 19:55:23 UTC
From: vdjole@EUnet.yu
Message-ID: <e7hgv9$m7e$1@news.eunet.yu>
Source record: 8073

On 22 Jun 2006 22:52:13 , "techie_alison" wrote:

>> until I set the following option:
>>
>> >JP7 - DISABLE UNIT ATTN
>>

>Hello :)
>
>tnx :)

???

So, did this solve anything?

7198. Re: ST hardware projects

Newsgroup: comp.sys.atari.st
Date: 2006-06-23 21:54:37 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3cd40$449c631e$d55d6757$2675@news.chello.nl>
Source record: 8074

Roger Burrows wrote:

> As far as #4 is concerned, what I'd *really* like to see is an IDE
> adapter for the TT. It can be soldered to the MB as far as I'm
> concerned, no need for an external-only box.
>
> But alas, I doubt the demand is there ...
>

I could use one.

I have 2 spare TT's. I must have done some stupid thing with
wrong termination. I managed to get both SCSI chips dead.
Both surfuce mounted :-(

I would like the memory of that day wiped out of my mind.
When I tried connecting with another set up, I happened to
do it on the still good TT by accident.
All TT's look the same.

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down mwmory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7199. Re: ST hardware projects

Newsgroup: comp.sys.atari.st
Date: 2006-06-24 09:15:57 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0606241054010.1168@localhost>
Source record: 8076

Hello Henk!

HR> I must have done some stupid thing with wrong termination. I managed
HR> to get both SCSI chips dead. Both surfuce mounted :-(

Sad thing, but guess what happened to me with my first TT - exactly the
same. But I assume that it was no matter of termination but unstable
external wiring that lost contact while power was turned on.

HR> When I tried connecting with another set up, I happened to
HR> do it on the still good TT by accident.

Ouch!

Did you think about replacing the SCSI chips? That's what I did - cut the
pins of the damaged chip, unsolder them separately, solder a SMD socket
and plug in the new chip... took me almost one day. I had to use a flying
wire to replace a copper pad of the PCB by flying wire as I accidently
removed it with the pin...

The TT still works flawlessly with SCSI devices!

If I remember correctly the material cost (SCSI chip plus socket) was
below 30 Euro. Just checked BEST electronics prices: 15$ for the L5380
(used in the TT), 20$ for the L53C80 (used in the Falcon) - not sure about
the differences.

If you can't do that yourself or have no friend to help you out feel free
to contact me!

Regards,

Alexander

7200. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-06-24 12:00:20 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <449d2954$1_3@x-privat.org>
Source record: 8077

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera382h.zip
(13.559 bytes) Greek resource file fir Teradesk 3.82

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Inviato da X-Privat.Org - Registrazione gratuita http://www.x-privat.org/join.php
```

7201. TT030 and Daynaport troubles.

Newsgroup: comp.sys.atari.st
Date: 2006-06-25 01:00:57 UTC
From: Claude Bourgoin <claudeab1@adelphia.net>
Message-ID: <E_GdnWDdPc_-fQDZnZ2dnUVZ_uidnZ2d@adelphia.com>
Source record: 8078

I have a TT030 connected to my home network with a daynaport. The problem is everytime I turn on the TT with the daynaport connected the TT030 crashes after it loads one of .stx files.
In my auto folder I have Sting.prg, SCSIlink.prg and have only the 3 sting network .cpx.

HDDriver sees the daynaport because it tells me that Daynoport rom is ver 2.0F. I have ten megs of ram in the TT. I am only using TOS as the operating system.

This same daynaport works fine on my Falcon running Magic 5.11.
Any suggestions will be greatly appreciated.
Claude Bourgoin

7202. Re: TT030 and Daynaport troubles.

Newsgroup: comp.sys.atari.st
Date: 2006-06-25 10:19:17 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <4tmdnTAhtZC4_gPZnZ2dnUVZ8sydnZ2d@eclipse.net.uk>
Source record: 8079

Claude,
There was a problem at one time with HD Driver V8 and Daynaport and you don't say which versions you are using. If you have HDX V8.xx you need v0.71 of the Daynaport box. In any case it might be worth trying V7.xx of HD Driver...
Dave.

"Claude Bourgoin" <claudeab1@adelphia.net> wrote in message news:E_GdnWDdPc_-fQDZnZ2dnUVZ_uidnZ2d@adelphia.com...
> I have a TT030 connected to my home network with a daynaport. The problem is
> everytime I turn on the TT with the daynaport connected the TT030 crashes
> after it loads one of .stx files.
> In my auto folder I have Sting.prg, SCSIlink.prg and have only the 3 sting
> network .cpx.
>
> HDDriver sees the daynaport because it tells me that Daynoport rom is ver
> 2.0F. I have ten megs of ram in the TT. I am only using TOS as the operating
> system.
>
> This same daynaport works fine on my Falcon running Magic 5.11.
> Any suggestions will be greatly appreciated.
> Claude Bourgoin
>
>

7203. Re: TT030 and Daynaport troubles.

Newsgroup: comp.sys.atari.st
Date: 2006-06-25 19:53:50 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4g87ueF1m2v6lU1@individual.net>
Source record: 8080

Claude Bourgoin wrote:

> HDDriver sees the daynaport because it tells me that Daynoport rom is ver
> 2.0F. I have ten megs of ram in the TT. I am only using TOS as the operating
> system.
>
> This same daynaport works fine on my Falcon running Magic 5.11.

I doubt that this is a HDDRIVER issue, otherwise I would expect problems
with the Falcon, too. You should check your resident programs, AUTO
folder and accessories.
By the way, I cannot find you in my database of registered users. Can
you please send me the serial number of your HDDRIVER? Thank you.

--

Dr. Uwe Seimet http://www.linkbylink.net/

7204. Aranym -(easy)Mint-gcc/gdb

Newsgroup: comp.sys.atari.st
Date: 2006-06-26 08:23:46 UTC
From: Luc <lajmve@yahoo.com>
Message-ID: <1151310221.333451.216150@u72g2000cwu.googlegroups.com>
Source record: 8081

Hi,

I need help in having a development environment up and running under
aranym for atari-st.

Long time ago, I was a Mega-4 owner but does not have access to the
hardware and various software tools anymore.

For a project, I have to re-compile and debug a program written for
ST... it will be re-engineered and deployed potentially under linux.

Therefor, I need access to gcc, gas, ld and gdb for starters (parts are
written in assembly).

I have the emulator Aranym-0.9.0 running and nicely booted. I was
planning to put easymint on it as described in
http://arnaud.bercegeay.free.fr/ezaramint/

But run into problems during the installation. It is identical as
described by Jeff
http://www.google.com/search?hl=en&lr=&q=jeff+mitchell+atari+mint&btnG=Search

What will be a good method to have access to gcc, gcc, ld, gdb, ...
and emacs or vi on the aranym. Any pointers are welcome !

Should I pursue mint ? which version/type ? which desktop ? ... ? If
you have an disk image that I can boot from that would be great as
well.

Regards,

-Luc

7205. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-27 04:41:56 UTC
From: Video61@tcq.net
Message-ID: <1151383316.440785.208230@m73g2000cwd.googlegroups.com>
Source record: 8082

Alan Hourihane wrote:
> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
> news:0NOdnRU-3ueS4uLZRVnyuw@bt.com...
> > http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147
> >
> > Any views, ideas, messages of support :(
>
> Maybe, er, reduce your price. His is only Â£8.99 incl del and yours is
> Â£22.85. That's quite a
> difference.
>

(it is very easy to sell something cheaper that you had no r&d into it.
you ripped it off someone else's hard sweat and labor.
i have sued to prevent this from happening to atari software that i
own in the past, and i will again if i have to. its a matter of
principle.
www.atarisales.com)

> > And this being mine;
> >
> > http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8814786603
> >
> > Bugger!! :(
> >
> > Mmmm, I do wonder you know, as he says it's for ALL STs. Very dangerous
> > thing to say that is when I know that there are differences between the
> > different STs.
> >
> > Help!
> >
> > I think I know what I'm going to do, I'm going to start selling his ST>VGA
> > adapters that he's enjoyed selling. Yes, that is what I shall do. I
> > shall
> > buy in the parts to make about 100 and flood the market with them.
>
> Alan.

7206. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-27 04:53:32 UTC
From: Video61@tcq.net
Message-ID: <1151384012.771281.319150@75g2000cwc.googlegroups.com>
Source record: 8083

techie_alison wrote:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8290530147
>
> Any views, ideas, messages of support :(
>
> And this being mine;
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8814786603
>
> Bugger!! :(
>
> Mmmm, I do wonder you know, as he says it's for ALL STs. Very dangerous
> thing to say that is when I know that there are differences between the
> different STs.
>
> Help!
>
> I think I know what I'm going to do, I'm going to start selling his ST>VGA
> adapters that he's enjoyed selling. Yes, that is what I shall do. I shall
> buy in the parts to make about 100 and flood the market with them.
>
> Hell hath no fury...

(if you have any sort of simple o.s. on board did you insert your
name, and date? did you put your name on the circuit board? if so you
might have a case if this fellow simply ripped you off completely.
no matter how small the project we do here, everything, and i mean
everything gets copyrighted.
you would be surprised what some people will use older technology for.
it has its uses in todays technology.
so you might be sitting on big, or small, or worthless technology,
but its yours, and you should spend a little time and the few extra
pounds to make sure it stays yours.
www.atarisales.com)

7207. BITS intro #21 :: uOn

Newsgroup: comp.sys.atari.st
Date: 2006-06-28 00:17:37 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1151453857.652285.12810@i40g2000cwc.googlegroups.com>
Source record: 8084

SOL is proud to present:

uOn

The BITS intro #21.

About light synthesis...
... or how to amuse with
little colorful pixels.

For Atari ST.

Download:
http://www.geocities.com/thebitsclub/BITS21-ST-20060627.zip

7208. Re: TT030 and Daynaport troubles.

Newsgroup: comp.sys.atari.st
Date: 2006-06-28 02:39:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44a216624a1c31@comcast.net>
Source record: 8085

>Claude,
> There was a problem at one time with HD Driver V8 and Daynaport and you
>don't say which versions you are using. If you have HDX V8.xx you need v0.71
>of the Daynaport box. In any case it might be worth trying V7.xx of HD
>Driver...
>Dave.

I had the same problem when I was trying to install th EtherNEC card in my
STe. I replaced some STX files and deleted the ones that I did not need and
STING ran like a dream.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7209. Re: ICD Link && 2GB HDDs

Newsgroup: comp.sys.atari.st
Date: 2006-06-28 11:25:04 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <55KdnSohSvjN-D_ZRVny0Q@bt.com>
Source record: 8086

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:e7hgv9$m7e$1@news.eunet.yu...
> On 22 Jun 2006 22:52:13 , "techie_alison" wrote:
>
> >> until I set the following option:
> >>
> >> >JP7 - DISABLE UNIT ATTN
> >>
>
> >Hello :)
> >
> >tnx :)
>
> ???
>
> So, did this solve anything?

I have PSU problems it seems. Main cumana enclosure just about spins the drives up. Just bought a new JMR SCSI enclosure which has a 2amp switch mode in it, that won't it ever power any thing up at all (there is power). So currently have wires hanging about everywhere at the moment and using a PC ATX power supply.

Bit power hungry these drives.

7210. Re: PeST : I have a competitor

Newsgroup: comp.sys.atari.st
Date: 2006-06-28 15:44:32 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <PfWdnXT9bbq9Pz_ZRVnysg@bt.com>
Source record: 8087

> (if you have any sort of simple o.s. on board did you insert your
> name, and date? did you put your name on the circuit board? if so you
> might have a case if this fellow simply ripped you off completely.
> no matter how small the project we do here, everything, and i mean
> everything gets copyrighted.
> you would be surprised what some people will use older technology for.
> it has its uses in todays technology.
> so you might be sitting on big, or small, or worthless technology,
> but its yours, and you should spend a little time and the few extra
> pounds to make sure it stays yours.
> www.atarisales.com)
>

Hi there :)

Ohhh pretty safe really. The sweat to go through to mass produce it I don't think anyone would be prepared to do. The PCB's for example were about £250 ($500) alone. Someone would have to have a hell of alot of faith in the project to go out and do that. The only reason we did it was because we were comfortable with how it worked, designed it, and literally knew it inside out. Overall with it being mass produced I can make about 1-2 an hour. Without the 'modular' pieces of it I would image it would take ages.

Name is on the PCB, and the MCU is code protected such that the data can't be read off of it. :D Also lots of quirky stuff in there too.

Not that many of you know this, but your PeSTs, if you connect certain pins of the chip to a 38400 RS232 port you can see what's going on, like when the mouse initialises, and when PeST checks the mouse every 2 seconds to make sure it's the same one. :D

Moving into other projects now so comments noted, thanks atarisales :)

Aly x

7211. Re: Aranym -(easy)Mint-gcc/gdb

Newsgroup: comp.sys.atari.st
Date: 2006-06-28 16:51:57 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.06.28.16.51.55.886679@caramail-NOSPAM.com>
Source record: 8088

Le Mon, 26 Jun 2006 01:23:46 -0700, Luc a ï¿œcritï¿œ:

> I need help in having a development environment up and running under
> aranym for atari-st.
>
> Long time ago, I was a Mega-4 owner but does not have access to the
> hardware and various software tools anymore.
>
> For a project, I have to re-compile and debug a program written for
> ST... it will be re-engineered and deployed potentially under linux.

Then it would be easier to rewrite/update/modify it to run under Linux
first. It should not be a problem to compile/make an Atari version
afterwards using gcc.

> Therefor, I need access to gcc, gas, ld and gdb for starters (parts are
> written in assembly).
>
> I have the emulator Aranym-0.9.0 running and nicely booted. I was
> planning to put easymint on it as described in
> http://arnaud.bercegeay.free.fr/ezaramint/
>
> But run into problems during the installation. It is identical as
> described by Jeff
> http://www.google.com/search?hl=en&lr=&q=jeff+mitchell+atari+mint&btnG=Search
>
> What will be a good method to have access to gcc, gcc, ld, gdb, ...
> and emacs or vi on the aranym. Any pointers are welcome !

If you want to compile your program natively under MiNT, then you'll need
one, but you have a third alternative, that is to use a cross-compiler
(i.e. run the compiler under Linux to generate an Atari executable). There
are some binaries already available on sparemint website, or you can
compile the cross compiler yourself. There are some tutorials about it on
the web.

> Should I pursue mint ? which version/type ? which desktop ? ... ? If
> you have an disk image that I can boot from that would be great as
> well.

I don't think current Aranym disk images comes with dev tools, or the
minimal mint setup needed for installing rpm stuff from sparemint website.

Sparemint: http://sparemint.atari.org

--
Patrice Mandin

WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

7212. Boot TOS404 with the Radeon graphic card

Newsgroup: comp.sys.atari.st
Date: 2006-06-28 19:07:08 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1hhntgw.tgiqtu1oqcuioN%NOSPAMS@wanadoo.fr>
Source record: 8089

Hi,

I have updated my PCI story...

http://perso.orange.fr/didierm/ct60/ctpci-e.htm

The next step is to test the VDI part rewrited inside the TOS.

Regards,

Didier

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org

7213. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 00:04:09 UTC
From: Bob Dobalina <cabcon@cox.net>
Message-ID: <%NEog.43712$fG3.16205@dukeread09>
Source record: 8090

Ok well does anyone have a working solution with complete directions?
"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4493999452bb80@comcast.net...
> >I have a Atari STe hooked to my router with a Lantronix UDS 10. I have a
>>telnet bbs running. Is there a way to network my ST up so that I can
>>transfer files to and from it to the pc?
>>
>
> Yes that is possible. I do that now with my Hades060, my STe and my wife's
> PC.
> I use the ftp protacol. Works fine.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram - Atari Clone

7214. Re: Lowdown on SCSI drives?

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 00:15:11 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <e7v62f$9r3$1@reader2.panix.com>
Source record: 8091

Hello

If you get a Seagate, do not pay much for it. They often have a capacitance problem, work in Seagate's test fixture, but not in the real world.

My TT has an adapter to SCA, which was not cheap, and is at the moment extremely happy with a 9.1 gig Hewlett Packard DNES-309170. On the other hand, found a batch of them on E-Bay, the first had bad sectors only found with H.P.Vetters Optimizer program, but the next three were fine. It can shut parity off.

My general advice is to get more than one of whatever you find, just for luck. The one new drive I bought from a computer store has not worked yet.

Compaq have given me some odd problems. They can do narrow bus transfers, and if they work at first, they will last for a while. What some of these did to me was to add one bit to some characters being transferred, sometimes.

In short, I have quite a number of drive magnets pulled from pulled drives.

Your largest problem will be providing TERMPWR to the LINK. It has to come from your external drive. All my drive boxes have a diode from 5v to the TERMPWR wire.

My adapters come from CS Electronics, which was hard to find using google.

If you can find them, look at the prices, which are typical, assuming you can find anyone else making what you want.

The bottom line is that adapters are available, and reliable, and drives are surprisingly variable. How is this for a start?

Jim

techie_alison <retro@dial.pipex.com> writes:

: What is the arrangement with SCSI hard drives and the Atari ST? I've just
: acquired an ICD LINK adapter and am trawling the web at the moment for
: lowish GB SCSI1 50-pin drives.

: The Seagates seem to come out top as there's specifically a 'parity' jumper
: on them.

: Can 68pin or 80pin drives be used with an adapter, or does the 16bit
: transfers create an issue?

: Would it be possible for someone to give me an idea of what I'm looking for?
: As trawling eBay at the moment I can pick up plenty of these Compaq
: ultrawide drive pulls, assuming they have a SCSI1 mode and can perform 8 bit
: transfers.

: The ICD Link btw will recognise my SCSI Cumana (was for Acorn BBC
: Archimedes) drive, so is assumed to be functional.

: Thanks kindly in advance,

: Aly

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7215. Re: ST hardware projects

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 05:30:21 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <r5p6a2t55060o0aga2bn5mb0ii4kc1tcf9@4ax.com>
Source record: 8092

On Sat, 24 Jun 2006 11:15:57 +0200, Alexander Beuscher
<alexb@jupiter.schunter.etc.tu-bs.de> wrote:

>
> Hello Henk!
>
>HR> I must have done some stupid thing with wrong termination. I managed
>HR> to get both SCSI chips dead. Both surfuce mounted :-(
>
>Sad thing, but guess what happened to me with my first TT - exactly the
>same. But I assume that it was no matter of termination but unstable
>external wiring that lost contact while power was turned on.
>
>HR> When I tried connecting with another set up, I happened to
>HR> do it on the still good TT by accident.
>
>Ouch!
>
>Did you think about replacing the SCSI chips? That's what I did - cut the
>pins of the damaged chip, unsolder them separately, solder a SMD socket
>and plug in the new chip... took me almost one day. I had to use a flying
>wire to replace a copper pad of the PCB by flying wire as I accidently
>removed it with the pin...
>

I did the same thing too, and it works just fine. Took a while, but
worth it to revive the TT. Luckily I had a TT service manual (purchased
from Best), so I could check out the connections & make sure all of the
SMD socket pins were soldered properly.

Roger Burrows

7216. Re: ST hardware projects

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 05:35:27 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <ndp6a2h2t3j7blc2f58k3rqhc2b5v12i5u@4ax.com>
Source record: 8093

On 22 Jun 2006 20:07:25 -0700, "atarian90" <atarian90@yahoo.com> wrote:

>Why don't you just get an IDE to SCSI adapter?
>
>Check out the ACARD one at
>http://www.acard.com.tw/english/fb0101.jsp?type1_idno=2
>

Actually I have a couple of different ones, and they both work well. I'm using them on the TT to test out DVD support via SCSI, and I've also tested REALLY large partitions. But what I'm hoping to get by having an IDE port is faster data transfer. The SCSI chip on the TT won't go any faster than about 2 MB/sec. IDE should go faster.

Roger Burrows

7217. Re: TT030 and Daynaport troubles.

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 05:37:57 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <cnp6a2pfugjftu1g1b1m3ouvv7jej7ehj8@4ax.com>
Source record: 8094

Hi!
On Sat, 24 Jun 2006 21:00:57 -0400, "Claude Bourgoin"
<claudeab1@adelphia.net> wrote:

>I have a TT030 connected to my home network with a daynaport. The problem is
>everytime I turn on the TT with the daynaport connected the TT030 crashes
>after it loads one of .stx files.
>In my auto folder I have Sting.prg, SCSIlink.prg and have only the 3 sting
>network .cpx.
>

What's this SCSILINK.PRG program? You just need SCSILINK.STX in your
STING folder.

Roger Burrows

7218. Falcon game "Running"

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 07:03:04 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <12a6up8gsdmd4c8@corp.supernews.com>
Source record: 8095

I purchased the Falcon game "Running" from someone on eBay, but, alas disk #1 is damaged. Can someone help me out with the files from disk one. Reply directly and remove the obvious spam trap.

TIA

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

7219. Re: Boot TOS404 with the Radeon graphic card

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 07:03:32 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1151564612.205526.202790@x69g2000cwx.googlegroups.com>
Source record: 8096

Congratulations!!! You are our magician ;)

Didier Méquignon wrote:
> Hi,
>
> I have updated my PCI story...
>
> http://perso.orange.fr/didierm/ct60/ctpci-e.htm
>
> The next step is to test the VDI part rewrited inside the TOS.
>
> Regards,
>
> Didier
>
> --
> Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
> CT60 package download: http://ct60conf.atari.org

7220. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 14:06:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606290703520.12579-100000@onyx.spiritone.com>
Source record: 8097
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7221. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 14:08:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606290706240.12579-100000@onyx.spiritone.com>
Source record: 8098
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7222. Re: Boot TOS404 with the Radeon graphic card

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 16:26:16 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C0C9CBC8.17244%vlg@o2.pl>
Source record: 7999

w poscie 1151564612.205526.202790@x69g2000cwx.googlegroups.com, Joe Iron od vas.jozsef@karatnet.hu napisal 29-06-06 9:03:

> Congratulations!!! You are our magician ;)
>

Yeh! Keep goin!

Greetz
Pawel Kaznowski

7223. Re: Falcon game "Running"

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 18:15:04 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <44a418a8$0$21297$626a54ce@news.free.fr>
Source record: 8001

Hi,

"Ekkehard Flessa" <Ekkehard_Flessa@wun.maus.de> a crit dans le message de news: e8147u$7gb$00$1@news.t-online.com...
> Hi Joseph D.!
>
>
> JDP>I purchased the Falcon game "Running" from someone on eBay, but, al=
> as
> JDP>disk #1 is damaged.
>
> IIRC, this game (including sources) has been relaeased as freeware
> some years ago. It should be downloadable somewhere.
>
>
> With best regards
> Ekkehard
>

Running 2 source code was aviable on The Orphaned Projects Page
not Running
< http://topp.atari-users.net/running2.htm >

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

7224. Falcon game "Running"

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 20:03:46 UTC
From: Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de>
Message-ID: <e8147u$7gb$00$1@news.t-online.com>
Source record: 8000

Hi Joseph D.!

JDP>I purchased the Falcon game "Running" from someone on eBay, but, al=
as
JDP>disk #1 is damaged.

IIRC, this game (including sources) has been relaeased as freeware
some years ago. It should be downloadable somewhere.

With best regards
Ekkehard

7225. Re: Falcon game "Running"

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 23:18:59 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <U8idnVzNC4O_wznZRVnygQ@bt.com>
Source record: 8002

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:12a6up8gsdmd4c8@corp.supernews.com...

Hi Joe

waves

Erm, think I need to reply, I'm getting there, bit disorganised atm :(

7226. Re: ST hardware projects

Newsgroup: comp.sys.atari.st
Date: 2006-06-29 23:41:53 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <e81og1bbj1@reader2.panix.com>
Source record: 8003

Having more money than sense, I am in the process of getting a hot air surface mount component removing tool, and a complete set of nozzles.

I have cut the pins off chips with a dremel tool and a cutoff wheel, and the drag on the pins pulled pads off the board.

I am not sure how anyone could use my very expensive toy, but it is (or will be when I get the nozzles) available to solve little problems like that. One of my TTs has a dead printer port, and that will be my first project.

Jim

Roger Burrows <sergeantvimes@yahoo.ca> writes:

: On Sat, 24 Jun 2006 11:15:57 +0200, Alexander Beuscher
: <alexb@jupiter.schunter.etc.tu-bs.de> wrote:

: >
: > Hello Henk!
: >
: >HR> I must have done some stupid thing with wrong termination. I managed
: >HR> to get both SCSI chips dead. Both surfuce mounted :-(
: >
: >Sad thing, but guess what happened to me with my first TT - exactly the
: >same. But I assume that it was no matter of termination but unstable
: >external wiring that lost contact while power was turned on.
: >
: >HR> When I tried connecting with another set up, I happened to
: >HR> do it on the still good TT by accident.
: >
: >Ouch!
: >
: >Did you think about replacing the SCSI chips? That's what I did - cut the
: >pins of the damaged chip, unsolder them separately, solder a SMD socket
: >and plug in the new chip... took me almost one day. I had to use a flying
: >wire to replace a copper pad of the PCB by flying wire as I accidently
: >removed it with the pin...
: >

: I did the same thing too, and it works just fine. Took a while, but
: worth it to revive the TT. Luckily I had a TT service manual (purchased
: from Best), so I could check out the connections & make sure all of the
: SMD socket pins were soldered properly.

: Roger Burrows

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7227. Re: Atari ST-Falcon Items to sell/trade

Newsgroup: comp.sys.atari.st
Date: 2006-06-30 22:31:37 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Pzhpg.3860$Oc5.2502@bignews4.bellsouth.net>
Source record: 8004

Sorry,

Thats one Cable that I do not have enough of.
I could use a few myself. ;)

Also, wanted everyone who sent me e-mail to
know, that I am in the process of answering your
requests.

I just got back from a small vacation and things
are abit piled up. E-Mail and etc.

Will answer asap.

Thanks for your interest.
phantomm@bellsouth.net

"Dave Wade" <g8mqw@yahoo.com> wrote in message
news:P6ednYAj-4pj7gXZRVnyhw@eclipse.net.uk...
> Any DMA cables...
> (Just to save me getting the saw out...)
>
> "phantomm" <phantomm@bellsouth.net> wrote in message
> news:MzZlg.70533$qd2.3882@bignews6.bellsouth.net...
>>
>> Folks I've been going through my Atari Storage and have some extra
>> items that I had planned to put up on E-Bay. Some I have more than one,
>> others I have only 1.
>>
>> I don't have a list ready yet.
>>
>> So If anyone in US/Canada and maybe overseas is looking for a special
>> piece of original software or hardware for the Atari ST/STE/MegaST/
>> MegaSTE and or Atari Falcon 030. Then do contact me thru
>> e-mail as I may have the item.
>>
>> If you tell me what you are looking for, I will search thru my many boxes
>> of
>> Atari items for it before I go to E-Bay with it.
>>
>> I also have some Brand new Cables, such as SCSI, Centronics and etc.
>> If ya need a good cable or two, let me know what type ya need.
>>
>> Also have misc. parts and things like memory boards for the Falcon.
>> And many good Books and Mags.
>>

>> Thanks,
>> phantomm@bellsouth.net
>>
>>
>>
>
>

7228. NAS2006 is on

Newsgroup: comp.sys.atari.st
Date: 2006-07-01 12:26:17 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1151756776.963342.232030@d56g2000cwd.googlegroups.com>
Source record: 8005

Hi all,

Now things are up and running at NAS2006!

We will try to pop in on #NAS2006 on ircnet whenever the machines are
not
involved in bughunting or coding ;)'

Read more on http://nas.atari.org

or the official NAS-page at http://www.sak.nu/

Regards,

/Joakim

7229. TOS image booting

Newsgroup: comp.sys.atari.st
Date: 2006-07-01 19:59:16 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <e86k6k$5rr$1@reader2.panix.com>
Source record: 8006

I have lost a disk, and forgotten a program name. What is it I need,
other than a TOS image, if I want to boot an ST machine on, for example,
2.06, without modifying the hardware?

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7230. printing index cards

Newsgroup: comp.sys.atari.st
Date: 2006-07-01 20:02:59 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <e86kdj$5rr$2@reader2.panix.com>
Source record: 8007

Someone wanted to know how to print index cards. I do not know for sure, but gemvelope has .glp files for cardfile and for cardfile4, and puts words about a merge function on the screen, implying that one can merge a cardfile file into something about the size of a small envelope.

I would know more, but sometimes Gemvelope gets confused, and thinks I do not have enough memory. When I get it unconfused, or if I get it unconfused, I will know more.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7231. Re: TOS image booting

Newsgroup: comp.sys.atari.st
Date: 2006-07-01 22:44:45 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1151793885.301028.143620@m38g2000cwc.googlegroups.com>
Source record: 8008

Jim,

That would be SELTOS.

http://members.tripod.com/~piters/atari/tosload.htm

Rory

Jim DeClercq wrote:
> I have lost a disk, and forgotten a program name. What is it I need,
> other than a TOS image, if I want to boot an ST machine on, for example,
> 2.06, without modifying the hardware?
>
> Jim

7232. Atari Online News, Etc. #08-26

Newsgroup: comp.sys.atari.st
Date: 2006-07-02 13:38:46 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1151847526.035133.276070@a14g2000cwb.googlegroups.com>
Source record: 8009

A-ONE #0826 06/30/06

~ Dell Exploding Laptop! ~ People Are Talking! ~ uOn Released!
~ Maine Laptops Extended ~ Mind-Reading Computers ~ Fighting Child
Porn!
~ More Issues of Compute ~ Browsezilla Is Fraud? ~ No Net
Neutrality!
~ Google Checkout Debuts ~ MS To Face EU Action! ~ Mac OS X
Updated!

-* TOS Source Code Available! *-
-* Symantec To Enter Anti-fraud Space! *-
-* International Virus-writing Gang Busted! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

7233. June winners/July prizes...

Newsgroup: comp.sys.atari.st
Date: 2006-07-02 19:15:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.02.19.15.05.844806@charter.net>
Source record: 8010

Greetings everyone!

Here are the lucky, the few, the proud winners of this months prizes at
The DarkForce! BBS:

June 2006
1. Final Frontier 2 - none (game rolled over to next month)!
2. ST Magazine - Doctor Clu wins the free 3 mag. subscription!

Congratulations to our winners!

Also, here are next months prizes:

July 2006
1. Final Frontier II - one lucky winner, or *team* will win the $75.00
prize. Team members will divide up winnings. If the game goes into more
than one month, that months prize money will be included. As sysop, I will
be playing, but am exempt from winning, or joining any team.
2. ST Magazine - some lucky Atari caller will win a free 3 mag.
subscription.

Good luck to all! :-)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7234. Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-03 19:51:25 UTC
From: Joe Mirando <joe@atarinews.org>
Message-ID: <1zeqg.115355$H71.34232@newssvr13.news.prodigy.com>
Source record: 8011

Hey group,

Can someone (or many someones) lay out for me the strengths and
weaknesses of their favorite Atari ST emulator(s)?

At one time, I was somewhat "up" on the state of the art, but things
have very probably changed since I last played with any of them.

Oh, and I'm not interested ONLY in solutions for WinDOZE, since I run
Linux and OS X too.

Thanks for your help,

Joe Mirando
A-ONE Magazine

7235. Linux or MiNT: Which is "better"?

Newsgroup: comp.sys.atari.st
Date: 2006-07-03 19:54:44 UTC
From: Joe Mirando <joe@atarinews.org>
Message-ID: <8Ceqg.115358$H71.98240@newssvr13.news.prodigy.com>
Source record: 8012

Hello again, all,

At one time, I was running Debian Linux on my TT, but it was so slow
when running X that I gave up on it.

I now see more people talking about MiNT/SpareMinT and whatever else.
I've been out of the loop for a while, and was wondering if one or two
of you kind souls could help out an old Atari user with stuff like pros
and cons and where to find some of the cool stuff that you'll no doubt
be mentioning.

Thanks,

Joe Mirando
A-ONE Magazine

7236. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-03 20:05:45 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44a97899$0$839$ba4acef3@news.orange.fr>
Source record: 8013

Hi Joe,

Joe Mirando wrote :
> Can someone (or many someones) lay out for me the strengths and
> weaknesses of their favorite Atari ST emulator(s)?
>
> At one time, I was somewhat "up" on the state of the art, but things
> have very probably changed since I last played with any of them.
>
> Oh, and I'm not interested ONLY in solutions for WinDOZE, since I run
> Linux and OS X too.

May I suggest you <http://ebmodel3.atari.org/Pack_3D/> that runs
on any machine including Linux, MacOSX and Cygwin.

Have fun !

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7237. Re: Linux or MiNT: Which is "better"?

Newsgroup: comp.sys.atari.st
Date: 2006-07-03 21:16:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.03.21.16.13.543205@charter.net>
Source record: 8014

On Mon, 03 Jul 2006 19:54:44 +0000, Joe Mirando wrote:

> Hello again, all,
>
> At one time, I was running Debian Linux on my TT, but it was so slow
> when running X that I gave up on it.
>
> I now see more people talking about MiNT/SpareMinT and whatever else.
> I've been out of the loop for a while, and was wondering if one or two
> of you kind souls could help out an old Atari user with stuff like pros
> and cons and where to find some of the cool stuff that you'll no doubt
> be mentioning.

Hey Joe.

Here are some URLs to start with:

http://atari.st-katharina-apotheke.de/home.php?lang=en&headline=EasyMiNT&texte=easymint
http://sparemint.atariforge.net/sparemint/

Also, I'd subscribe to the MINT mailing list, just send an e-mail with
"subscribe mint" as the message content to:

majordomo@fishpool.com

Read, ask questions - this will get you started. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7238. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-03 21:24:22 UTC
From: Dimitri Junker <temp0905@dimitri-junker.de>
Message-ID: <04072006001324i2C0016IQQGC0A8EEEE@Dimitri-Junker.de>
Source record: 8017

This is written under MagicPC. Most of it wors fine, and if there is
something I don't like I change it ;-)

7239. Re: Linux or MiNT: Which is "better"?

Newsgroup: comp.sys.atari.st
Date: 2006-07-03 21:27:04 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <44a98ba8$0$1199$ba620e4c@news.skynet.be>
Source record: 8015

Joe Mirando wrote:
>
> Hello again, all,
>
> At one time, I was running Debian Linux on my TT, but it was so slow when
> running X that I gave up on it.
>
> I now see more people talking about MiNT/SpareMinT and whatever else. I've
> been out of the loop for a while, and was wondering if one or two of you
> kind souls could help out an old Atari user with stuff like pros and cons

You can't possibly compare the two. Linux is a completely different
operating system than the built-in TOS. There is absolutely no way to
run a TOS/GEM program under Linux on an Atari compatible computer.

FreeMiNT is, in a sense, the latest version of TOS. SpareMiNT is a distribution
of FreeMiNT that contains about everything you would need. EasyMiNT is
a simple installer for SpareMiNT, which doesn't have an installation
program.

> and where to find some of the cool stuff that you'll no doubt be mentioning.

http://dev.sparemint.org
http://xaaes.atariforge.net

Jean-Franï¿½ois Lemaire

7240. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-03 21:36:07 UTC
From: Mickael Pointier <nobody@wantspam.net>
Message-ID: <H_fqg.3003$YI3.1463@amstwist00>
Source record: 8016

>>
>> At one time, I was somewhat "up" on the state of the art, but things
>> have very probably changed since I last played with any of them.
>>
>> Oh, and I'm not interested ONLY in solutions for WinDOZE, since I run
>> Linux and OS X too.

>May I suggest you <http://ebmodel3.atari.org/Pack_3D/> that runs
>on any machine including Linux, MacOSX and Cygwin.

>Have fun !

He did not asked for links on where to download emulators, but on something
specific:

"Can someone (or many someones) lay out for me the strengths and
weaknesses of their favorite Atari ST emulator(s)?"

So well you can give a link to the Aranym package, but you should at least
try to reply to the initial question :)

Dbug

7241. Bnet

Newsgroup: comp.sys.atari.st
Date: 2006-07-03 23:44:06 UTC
From: Claude Bourgoin <claudeab1@adelphia.net>
Message-ID: <mpWdnY5kvbwnMDTZnZ2dnUVZ_vudnZ2d@adelphia.com>
Source record: 8018

I have been trying to connect my falcon and TT using Bnet. After Bnet is run I see the Bnet drive on both compters. When I click on the drive on the TT I can see the falcon folder but when I double click on the folder it says it is empty. The same thing happens on the falcon except when I dbl click on the TT folder, I get a message Cannot connect to drive.

The Falcon is running magic 5.11w/sting installed. The TT is running TOS 3.06 and sting.
Bnet Is run from the Magic start folder and on the TT it is installed as an .ACC. Both the TT and Falcon I connected with Daynaports to my router. Both TT and Falcon are able to access internet thru the router which is connected to a cable modem.

Has anyone had any success with Bnet. What is the rules for setting the Hosts.inf file? Do I need tabs or spaces between the parameters?

Thanks.
Claude Bourgoin

Has anyone

7242. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 06:25:44 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44aa09e8$0$855$ba4acef3@news.orange.fr>
Source record: 8019

Mickael,

Mickael Pointier wrote :
>>> At one time, I was somewhat "up" on the state of the art, but things
>>> have very probably changed since I last played with any of them.
>>>
>>> Oh, and I'm not interested ONLY in solutions for WinDOZE, since I run
>>> Linux and OS X too.
>
>> May I suggest you <http://ebmodel3.atari.org/Pack_3D/> that runs
>> on any machine including Linux, MacOSX and Cygwin.
>
>> Have fun !
>
> He did not asked for links on where to download emulators, but on something
> specific:
>
> "Can someone (or many someones) lay out for me the strengths and
> weaknesses of their favorite Atari ST emulator(s)?"
>
> So well you can give a link to the Aranym package, but you should at least
> try to reply to the initial question :)

Do you act for the living of the ATARI platform, or do you only speak ?

Act are in the real life ... Words are vanishing :(

I'm an author of <http://ebmodel3.atari.org/Pack_3D/>, it is a real
act, not only words. You probably didn't do something similar.

I wish you could understand ;)

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7243. VME / Riebl card help wanted

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 16:36:38 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <kb5la2lgrsjln7bcn0v1ljmt1ca5f5fckn@4ax.com>
Source record: 8020

I have a Riebl card which doesn't want to work in my TTs. Since I have tried the same card in 3 different TTs, and I have a different VME card which does work OK, I don't think it's a TT VME problem.

Using the Devpac debugger, I can read & write the memory ($fe010000 -> $fe01ffff) on the card, but as soon as I try to access the memory-mapped I/O ports at $fe00fff0 I get a bus error. If my understanding of the Atari VME implementation is correct (this is a big "if"), this failure is (or can be) caused by the board not responding within 255 cycles of 16MHz.

Is there anyone familiar with this board or this kind of failure who can suggest what might be the failing component on the Riebl board? My thoughts are that it might be the crystal or the Lance chip itself, but I only pretend to know a bit about hardware ...

FWIW, there are no obviously overheated chips, blown resistors, leaking caps, bad solder joints, shorts, breaks etc on the board itself.

Thanks in advance for any & all suggestions,
Roger Burrows

7244. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 17:13:40 UTC
From: Simon <nospam@no.spam>
Message-ID: <44aaa182$0$4948$636a55ce@news.free.fr>
Source record: 8021

Francois LE COAT wrote:
> Mickael Pointier wrote :
>
>> He did not asked for links on where to download emulators, but on
>> something
>> specific:
>>
>> "Can someone (or many someones) lay out for me the strengths and
>> weaknesses of their favorite Atari ST emulator(s)?"
>>
>> So well you can give a link to the Aranym package, but you should at
>> least
>> try to reply to the initial question :)
>
>
> Do you act for the living of the ATARI platform, or do you only speak ?

Well, Joe asked for the strenghts and weaknesses of the existing emulators.
If you think that this "speaking" doesn't deserve an answer that goes
further than "try my emulator I'm the author try it I did it", you could
at least reply to the question and tell us, as requested, its
strenghts (apart "I'm the author") and weaknesses (apart the fact that
you're the author).

Simon

7245. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 18:00:55 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44aaacd7$0$894$ba4acef3@news.orange.fr>
Source record: 8022

Hi,

Simon wrote :
> Simon

Sorry ... Who are you ? Because I know Dbug ? Not about you sorry !

The best thing to speak about 'emulators' is to discover them first.
My answer perfectly fits to the topic that was launched by the primal
post. Are you kidding me ? Did you experienced 'emulators' ?

ATARI rules !

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7246. Re: VME / Riebl card help wanted

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 18:36:42 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4gvqpqF1picb2U1@individual.net>
Source record: 8023

Roger Burrows wrote:

> Is there anyone familiar with this board or this kind of failure who can
> suggest what might be the failing component on the Riebl board? My
> thoughts are that it might be the crystal or the Lance chip itself, but
> I only pretend to know a bit about hardware ...

I suppose that you know that the jumpers on the card must be set
differently depending on whether you use it with a TT or a MegaSTE?

--

Dr. Uwe Seimet http://www.linkbylink.net/

7247. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 19:46:20 UTC
From: frost242@gmail.com
Message-ID: <1152042380.703835.10600@p79g2000cwp.googlegroups.com>
Source record: 8024

Hello Joe,

I run Linux myself and have a bit of experience with Steem. I currently use the latest Ubuntu Dapper Drake distro on an AMD64 running in 32 bits, a quite powerful machine.
On my computer, the sound is quite horrible and the video is not as smooth as on Windows, I have quite a lot of frameskip. By the way, I never run Steem as 'setuid root' because I simply hate running stuff as root ;-)
Beside that, Steem is as stable as under Windows.

I never tried any other emulator on Linux. I hope it helps a little.

Btw, Rajah said: "carefull : troll contamination from fr.comp.sys.atari"

Cheers,
frost/sct1

Joe Mirando a écrit :

> Hey group,
>
> Can someone (or many someones) lay out for me the strengths and
> weaknesses of their favorite Atari ST emulator(s)?
>
> At one time, I was somewhat "up" on the state of the art, but things
> have very probably changed since I last played with any of them.
>
> Oh, and I'm not interested ONLY in solutions for WinDOZE, since I run
> Linux and OS X too.
>
>
> Thanks for your help,
>
> Joe Mirando
> A-ONE Magazine

7248. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 19:50:12 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44aac674$0$885$ba4acef3@news.orange.fr>
Source record: 8025

Simon,

Simon wrote :
> Well, Joe asked for the strenghts and weaknesses of the existing emulators.
> If you think that this "speaking" doesn't deserve an answer that goes
> further than "try my emulator I'm the author try it I did it", you could
> *at least* reply to the question and tell us, as requested, its
> strenghts (apart "I'm the author") and weaknesses (apart the fact that
> you're the author).

May I *deeply* emphasis on the fact that I'm not the only author of
<http://ebmodel3.atari.org/Pack_3D/>, that I share its genesis with
Olivier Landemarre and Emmanuel Baranger. That this package is
derivate from ARAnyM, from which we also are not the *only* authors.
That ARAnyM is a *virtual machine*, so not properly speaking an
'emulator'. That if you give a try to this *package*, it supports
Linux, MacOSX and Cygwin (Windows). And that it worth discovering
to see the evolution of what were called ATARI 'emulators' before
this kind of machines appeared. ARAnyM means 'ATARI Running on Any
Machine' and it has a GNU/GPL status.

If I'm not totally answering to all questionings, what am I doing ?

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7249. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 20:07:37 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.07.04.20.07.36.522794@caramail-NOSPAM.com>
Source record: 8026

Le Mon, 03 Jul 2006 19:51:25 +0000, Joe Mirando a ï¿œcritï¿œ:

> Can someone (or many someones) lay out for me the strengths and
> weaknesses of their favorite Atari ST emulator(s)?
>
> At one time, I was somewhat "up" on the state of the art, but things
> have very probably changed since I last played with any of them.
>
> Oh, and I'm not interested ONLY in solutions for WinDOZE, since I run
> Linux and OS X too.

Hm, from what I remember about Atari machines (or more specifically ST) emulators:

- Pacifist: was running under DOS, works also under Windows.
- Saint: Windows.

These two ones were meant to only run games and demos, so most work has been put to accurately emulate the ST hardware. There are some enhancement, like running the emulated 68000 at a higher frequency, useful for people still developping ST software.

- Steem: Windows, Linux.
- Hatari: many systems.

These ones are still ST emulators, and also get some enhancements, like having some higher resolution modes, mapping some host directory as hard disk, etc. I prefer these two ones for running pure ST stuff, because I only run Linux.

- Aranym: many systems.

This one is more comparable to an Atari clone (or a Falcon with an AfterBurne040 board), having a 68040 emulated, running the Falcon TOS, so you can run some Falcon programs, but the hardware emulation is far from complete. Useful to develop non 68000 stuff (for 68020 or higher CPU, with FPU).

- Nostalgia, castaway, gemulator.

I don't know these ones, so you'll have to google them yourself.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

7250. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 20:15:10 UTC
From: Mickael Pointier <nobody@wantspam.net>
Message-ID: <KUzqg.3020$YI3.98@amstwist00>
Source record: 8027

>If I'm not totally answering to all questionings, what am I doing ?

You are just boasting your ego in meaningless ways.

What you could have said, is that:

Strenghts:
- It's multiplateforme
- It's probably the fastest atari compatible system available
- Supports things that other atari systems only dream of (like native large resolutions and built in modern peripherals)
- (other ?)

Weakness:
- It's not modeled after specific model of Atari, and cannot be used to use any application that is too close from the hardware (demo, games, ...) only Gem based applications
- (others ?)

How hard was that ?

Dbug

7251. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 20:43:34 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44aad2f6$0$1012$ba4acef3@news.orange.fr>
Source record: 8028

Hi,

Thanks Patrice for this nice piece of history :)

Patrice Mandin wrote :
> Joe Mirando wrote :
>
>> Can someone (or many someones) lay out for me the strengths and
>> weaknesses of their favorite Atari ST emulator(s)?
>>
>> At one time, I was somewhat "up" on the state of the art, but things
>> have very probably changed since I last played with any of them.
>>
>> Oh, and I'm not interested ONLY in solutions for WinDOZE, since I run
>> Linux and OS X too.
>
> Hm, from what I remember about Atari machines (or more specifically ST)
> emulators:
>
> - Pacifist: was running under DOS, works also under Windows.

<http://www.atari.st/pacifist/>

> - Saint: Windows.

<http://saint.atari.org/>

> These two ones were meant to only run games and demos, so most work has
> been put to accurately emulate the ST hardware. There are some
> enhancement, like running the emulated 68000 at a higher frequency, useful
> for people still developping ST software.
>
> - Steem: Windows, Linux.

<http://steem.atari.st/>

> - Hatari: many systems.

<http://hatari.sourceforge.net/>

> These ones are still ST emulators, and also get some enhancements, like
> having some higher resolution modes, mapping some host directory as hard
> disk, etc. I prefer these two ones for running pure ST stuff, because I
> only run Linux.
>
> - Aranym: many systems.

<http://aranym.org/>

> This one is more comparable to an Atari clone (or a Falcon with an
> AfterBurne040 board), having a 68040 emulated, running the Falcon TOS, so
> you can run some Falcon programs, but the hardware emulation is far from
> complete. Useful to develop non 68000 stuff (for 68020 or higher CPU, with
> FPU).
>
> - Nostalgia, castaway, gemulator.

<http://users.skynet.be/sky39147/>
<http://castaway.sourceforge.net/>
<http://www.emulators.com/gemul8r.htm>

> I don't know these ones, so you'll have to google them yourself.

There's also the *first* ATARI emulator that is called STonX GNU/GPL

<http://www.complang.tuwien.ac.at/nino/stonx.html>

from which ARAnyM inherits a lot :)

A Java ATARI emulator <http://www.atari-st.lovely.net/>
TOSBox at <http://www.geocities.com/tosbox/> (Windows)
STEmulator <http://www.stemulator.net/> (Windows)

That's without speaking of MagicMac or MagicPC that are available
at <http://www.application-systems.de/atari/>.

Some others have disappeared from internet like TOS2WIN from Aixit,
or WinSTon etc.

Do I have forgotten anyone ?

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7252. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 21:04:02 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44aad7c3$0$887$ba4acef3@news.orange.fr>
Source record: 8029

Mickael,

Mickael Pointier wrote :
>> If I'm not totally answering to all questionings, what am I doing ?
>
> You are just boasting your ego in meaningless ways.
>
> What you could have said, is that:
>
> Strenghts:
> - It's multiplateforme
> - It's probably the fastest atari compatible system available
> - Supports things that other atari systems only dream of (like native large
> resolutions and built in modern peripherals)
> - (other ?)
>
> Weakness:
> - It's not modeled after specific model of Atari, and cannot be used to use
> any application that is too close from the hardware (demo, games, ...) only
> Gem based applications
> - (others ?)
>
> How hard was that ?

Non. Effectivement. Mais tu le fais tellement bien 8°)

Sorry,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7253. Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 22:07:14 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <jcqdnVPOUc1NeTfZRVny3g@bt.com>
Source record: 8030

Hi,

Is there a site which details which Atari ST items hold rarity? I'm thinking of something similar to the Atari 2600 sites which literally detail everything.

Over the last few months I've acquired the most ridiculous amounts of Atari ST kit that you could imagine, such that I really don't know what to do with it all. I certainly can't keep it so was going to pass on rare items so others may appreciate them. I just don't have the heart to take it all to the dump.

Thanks,

Aly

7254. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-04 23:15:09 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <12altjts4eck8fc@corp.supernews.com>
Source record: 8031

On 4 Jul 2006 23:07:14 +, "techie_alison" wrote:
>Hi,
>
>Is there a site which details which Atari ST items hold rarity? I'm
>thinking of something similar to the Atari 2600 sites which literally detail
>everything.
>
>Over the last few months I've acquired the most ridiculous amounts of Atari
>ST kit that you could imagine, such that I really don't know what to do with
>it all. I certainly can't keep it so was going to pass on rare items so
>others may appreciate them. I just don't have the heart to take it all to
>the dump.
>
>Thanks,
>
>Aly
>
>
>.
Hi Aly! I don't know if there is such a site, but you could always
post a list here and ask people to comment on the rarity of items.
My comment would be that most stuff is not very rare with the
exception of ICD or "LINK" host adapters. Of course everything is
rare if someone is looking for it at the time :-)

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

7255. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 03:12:57 UTC
From: Joe Mirando <joe@atarinews.org>
Message-ID: <Z6Gqg.34057$VE1.28515@newssvr14.news.prodigy.com>
Source record: 8032

Mickael,

> He did not asked for links on where to download emulators, but on something
> specific...

Oh hell, we've all been in the Atari arena for so long now that if we
can't be happy to get whatever we can from anyone who wants to offer
something..... well, I guess we'd move on to WinDOZE and just forget
about Atari all together. ;-)

In short, I'm more than happy to take ANY information that anyone wants
to provide.

Actually, if I had been thinking, I would have also asked for links too,
so he actually saved me from having to ask for it. <g>

Thanks,

Joe Mirando
A-ONE Magazine

7256. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 03:20:28 UTC
From: Joe Mirando <joe@atarinews.org>
Message-ID: <0eGqg.34060$VE1.2018@newssvr14.news.prodigy.com>
Source record: 8033

Francois,

> Act are in the real life ... Words are vanishing :(

Heh heh... Sort of a variation of Saint Paul, is it not? ("Faith without good works is dead"). While I do not want to interject religion into this discussion (oops ;-)), It IS an interesting point, and one which fits within your reply. :-)

> I'm an author of <http://ebmodel3.atari.org/Pack_3D/>, it is a real
> act, not only words.

Speaking for myself, I only WISH I had the talent to write code like that. I realized very early that I would never be a programmer. While I could flowchart and code, if you looked at my work and measured it against that of a REAL programmer, mine was 'ugly'. The 'real' code and flowchart was.... elegant. I can appreciate the beauty of well written code, but the ABILITY is what I lack.

Thank you again,

Joe Mirando
A-ONE Magazine

7257. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 03:25:42 UTC
From: Joe Mirando <joe@atarinews.org>
Message-ID: <WiGqg.34062$VE1.15322@newssvr14.news.prodigy.com>
Source record: 8034

Francois,

Okay, let me ask this:

As one of the authors (and a user), what do YOU feel are the strengths
of this product?

Since the release of ARAnyM, I have been interested in the philsophy of
a "virtual machine" as opposed to an "emulator". Could you explain the
difference to me?

Thank you again,

Joe Mirando
A-ONE Magazine

7258. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 03:47:06 UTC
From: Joe Mirando <joe@atarinews.org>
Message-ID: <_CGqg.34067$VE1.24420@newssvr14.news.prodigy.com>
Source record: 8035

Frost,

> I run Linux myself and have a bit of experience with Steem. I currently
> use the latest Ubuntu Dapper Drake distro on an AMD64 running in 32
> bits, a quite powerful machine.

Yes, that does sound like a powerful machine. My setup at the moment is:

2.80 GHz Pentium 4 / 1 GB RAM running Mandriva 2006 (IIRC).

> By the way, I never run Steem as 'setuid root' because I simply hate
> running stuff as root ;-)

Yes, it is my understanding that there is a reason that you shouldn't
run most things as root. ;-)

> I never tried any other emulator on Linux. I hope it helps a little.

Yes, ALL information helps.

Thank you.

Joe Mirando
A-ONE Magazine

7259. Re: VME / Riebl card help wanted

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 04:45:21 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <1igma2h94bm2lq1jd0cud668ls6vqk54kg@4ax.com>
Source record: 8036

On Tue, 04 Jul 2006 20:36:42 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>
>> Is there anyone familiar with this board or this kind of failure who can
>> suggest what might be the failing component on the Riebl board? My
>> thoughts are that it might be the crystal or the Lance chip itself, but
>> I only pretend to know a bit about hardware ...
>
>I suppose that you know that the jumpers on the card must be set
>differently depending on whether you use it with a TT or a MegaSTE?

Yes, and I think I have them set correctly according to all the docs I
could find online. According to the Linux driver source, the memory
addresses for the TT & MegaSTe differ, and the addresses I can modify
correspond to the TT setting, so I'm pretty sure that part is right.

However, I do have a MegaSTe, so I should try it on that as well, thanks
for reminding me!

Of course, what I really need is a schematic (yes, right) and a 'scope,
then I might have a reasonable chance ...

7260. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 05:03:50 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <c0hma256q6g2dimplkj5k5kuvj6akl04af@4ax.com>
Source record: 8037

On Tue, 4 Jul 2006 23:07:14 +0100, "techie_alison"
<retro@dial.pipex.com> wrote:

>
>Is there a site which details which Atari ST items hold rarity? I'm
>thinking of something similar to the Atari 2600 sites which literally detail
>everything.
>
>Over the last few months I've acquired the most ridiculous amounts of Atari
>ST kit that you could imagine, such that I really don't know what to do with
>it all. I certainly can't keep it so was going to pass on rare items so
>others may appreciate them. I just don't have the heart to take it all to
>the dump.
>

I haven't come across such a site, but here's a list of some rare-ish
items (including stuff for TT):
260ST
2080ST
STbook
STacy
>4MB RAM upgrade for ST systems (Marpet?)
CDAR504 CD-ROM drive
Atari Laser printer & supplies (drum etc?)
3rd-party TT RAM board for TT (supporting > 16MB)
8MB ST RAM board for TT
VME boards for TT/MegaSTe (ethernet, video)
TT monochrome monitors

I welcome any corrections or additions to the list.

Roger

7261. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 08:26:22 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0607051011330.1154@localhost>
Source record: 8038

Hi Roger,

good point to start with ;-)

List of rare Atari ST series items:

RB> 260ST
RB> 2080ST
RB> STbook
RB> STacy
RB> >4MB RAM upgrade for ST systems (Marpet?)
RB> CDAR504 CD-ROM drive
RB> Atari Laser printer & supplies (drum etc?)
RB> 3rd-party TT RAM board for TT (supporting > 16MB)
RB> 8MB ST RAM board for TT
RB> VME boards for TT/MegaSTe (ethernet, video)
RB> TT monochrome monitors
RB>
RB> I welcome any corrections or additions to the list.

4160STe
DMA and MegaST bus networking solutions (PAM's, Bionet)
MegaST bus graphics cards, math coprocessor cards
XT/AT emulator boards (PCSpeed, ATonce and the like)

in general: almost any hardware extension

Regards,

Alexander

7262. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 11:35:46 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <44aba412$0$26267$9b4e6d93@newsread2.arcor-online.net>
Source record: 8039

Hi Francois!

> Sorry ... Who are you ? Because I know Dbug ? Not about you sorry !
>
> The best thing to speak about 'emulators' is to discover them first.
> My answer perfectly fits to the topic that was launched by the primal
> post. Are you kidding me ? Did you experienced 'emulators' ?

Do you know why I know quite a few people who dislike aranym?

Because of incredibly arrogant posts like those of yours in this thread.
Quite unbelievable :-(

Now to answer the OP's question:

MagiC-PC (Windows, Linux with wine)
========
It is the most comfortable and stable one. Under wine it has graphics
errors, but still runs!
It is also very fast. However it costs a lot. Still!

Aranym (cygwin, Linux):
======
Lots of tiny issues here and there, but it runs MiNT+XaAES, which is
great. It is very unstable under CygWin. On Linux it is quite okay, but
by far not as comfortable as MagiC-PC. Pity, because MagiC really sucks.

Steem (Windows)
=====
I think there is a linux version, but I dont use it. Steem is perfect
for hardware close stuff (debugging, old games etc.). It has a very good
GUI and is a piece of cake to set up and use!
But you can only run TOS on it, but any TOS version you like (again good
for testing).

These are the emulators I know and use. I have stopped using aranym
again, because under CygWin it is just too unstable and I dont know why
(aranym? fvdi? libSDL? Windows? cygwin? who knows)

Cheers, Ingo =;->

7263. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 11:40:34 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44aba532$0$1033$ba4acef3@news.orange.fr>
Source record: 8040

Hi Joe,

Joe Mirando wrote :
> Okay, let me ask this:
>
> As one of the authors (and a user), what do YOU feel are the strengths
> of this product?

Well ... It's difficult for me to answer. Would you tell about your
latest born baby his defaults and qualities, compromising his future
regarding to other peoples. Well ... It will lives its life :)

But I'll try an answer.

The problem is that ARAnyM is young. It has not yet reached its 1.0
version. This is a very ambitious project. And with a community
development, it relies on volunteers that can spend time and
efforts for it.

The very strong point is that the package that is released includes
3 host platforms, but it could include more, with a strict same
behavior on every hosts. That means whatever hardware suits
to your preferences, you can exchange knowledge with any other user
or developer. And it is a true ATARI platform, like it should have
exist if ATARI Corps had followed the production of hardware.

> Since the release of ARAnyM, I have been interested in the philsophy of
> a "virtual machine" as opposed to an "emulator". Could you explain the
> difference to me?

Well, many things have already been said on that point, and it is a
sensitive point in discussions, everyone having one's own opinion.

I would say that an 'emulator' tries to fit the closest to the
originating hardware, and a precise machine, to have as much
existing softwares to work properly with it, even if it is badly
written. Most of supported software are non still maintained (games).

A 'virtual machine' tries to take as much portable features as
possible to be extended to the most recent software and hardware
abilities of host machines and operating systems.

An 'emulator' is intended for nostalgia. A 'virtual machine'
prepares the future of ATARI hardware and software.

> Thank you again,

That's my pleasure :) I wish I answered well 8°)

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7264. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 15:16:14 UTC
From: toothy_grin@theglaholts.net
Message-ID: <2JQqg.10$Uj1.5@fe02.lga>
Source record: 8041

Howabout this question:

Are there any that support any useable connection through STinG?
I've tried to tunnel a ppp connection through STEem using a
bidirectional pipe into STEem's emulated serial port, but it's
far too slow.

I was hoping to be able to use a bridged TCP/IP subsystem much
in the same way that VMWare does, but no avail.

Anyone?

7265. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 15:25:34 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <PRQqg.4142$oj5.1406969@news.siol.net>
Source record: 8042

Joe Mirando wrote:

> Francois,
>
> Okay, let me ask this:
>
> As one of the authors (and a user), what do YOU feel are the strengths
> of this product?
>
> Since the release of ARAnyM, I have been interested in the philsophy of
> a "virtual machine" as opposed to an "emulator". Could you explain the
> difference to me?

Of course. Semantic.

Janez

7266. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 17:47:38 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1152121658.578573.292160@m73g2000cwd.googlegroups.com>
Source record: 8043

Roger Burrows wrote:
> On Tue, 4 Jul 2006 23:07:14 +0100, "techie_alison"
> <retro@dial.pipex.com> wrote:
>
> >
> >Is there a site which details which Atari ST items hold rarity? I'm
> >thinking of something similar to the Atari 2600 sites which literally detail
> >everything.
> >
> >Over the last few months I've acquired the most ridiculous amounts of Atari
> >ST kit that you could imagine, such that I really don't know what to do with
> >it all. I certainly can't keep it so was going to pass on rare items so
> >others may appreciate them. I just don't have the heart to take it all to
> >the dump.
> >
>
> I haven't come across such a site, but here's a list of some rare-ish
> items (including stuff for TT):
> 260ST
> 2080ST
> STbook
> STacy
> >4MB RAM upgrade for ST systems (Marpet?)
> CDAR504 CD-ROM drive
> Atari Laser printer & supplies (drum etc?)
> 3rd-party TT RAM board for TT (supporting > 16MB)
> 8MB ST RAM board for TT
> VME boards for TT/MegaSTe (ethernet, video)
> TT monochrome monitors
>
> I welcome any corrections or additions to the list.
>
> Roger

The CaTTaraman 48mhz board for the TT.

Rob
www.atari-users.net

7267. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 21:40:33 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44ac31d2$0$1023$ba4acef3@news.orange.fr>
Source record: 8044

Hi Joe,

Joe Mirando wrote :
>> Act are in the real life ... Words are vanishing :(
>
> Heh heh... Sort of a variation of Saint Paul, is it not? ("Faith
> without good works is dead"). While I do not want to interject religion
> into this discussion (oops ;-)), It IS an interesting point, and one
> which fits within your reply. :-)

I've not being built a cathedral ;) I've only build a 3D package with
two friends and the help of the ARAnyM community ... It's very
difficult to speak about creation without references to religious
concepts. I'm just speaking with common sense :)

>> I'm an author of <http://ebmodel3.atari.org/Pack_3D/>, it is a real
>> act, not only words.
>
> Speaking for myself, I only WISH I had the talent to write code like
> that. I realized very early that I would never be a programmer. While I
> could flowchart and code, if you looked at my work and measured it
> against that of a REAL programmer, mine was 'ugly'. The 'real' code and
> flowchart was.... elegant. I can appreciate the beauty of well written
> code, but the ABILITY is what I lack.

I realize when I was teenager that I would never reach the genius of
authors from bars arcade games that I was playing. My only merit
was to react that I could learn, and work on some programs that
nobody else would write in place of me. It has some interest for me,
and might perhaps be useful for somebody else.

Your interest is my reward :)

> Thank you again,

You're kind.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7268. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 23:22:12 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <44ac49a4$0$31464$ba620e4c@news.skynet.be>
Source record: 8045

Joe Mirando wrote:

> Francois,
>
> Okay, let me ask this:
>
> As one of the authors (and a user), what do YOU feel are the strengths of
> this product?

I'd like to strongly point out that Franï¿½ois Le Coat is *not* one of the authors of ARAnyM, contrary to what he is trying to make everyone believe in this thread. He helps package the Pack3D "distribution" of ARAnyM and tests and packages ARAnyM a lot, though.

> Since the release of ARAnyM, I have been interested in the philsophy of a
> "virtual machine" as opposed to an "emulator". Could you explain the
> difference to me?

No one other than Franï¿½ois uses the term virtual machine now. It was used at the launch of the ARAnyM project to diffenciate it from emulators that were trying to emulate an original Atari computer as close as possible. ARAnyM is more like an Afterburner040 emulator, whithout some Falcon stuff.

Jean-Franï¿½ois Lemaire

7269. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 23:27:13 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <50561$44ac4ad1$3ea31819$11567@news.chello.nl>
Source record: 8046

RobM wrote:
> Roger Burrows wrote:
>
>>On Tue, 4 Jul 2006 23:07:14 +0100, "techie_alison"
>><retro@dial.pipex.com> wrote:
>>
>>
>>>Is there a site which details which Atari ST items hold rarity? I'm
>>>thinking of something similar to the Atari 2600 sites which literally detail
>>>everything.
>>>
>>>Over the last few months I've acquired the most ridiculous amounts of Atari
>>>ST kit that you could imagine, such that I really don't know what to do with
>>>it all. I certainly can't keep it so was going to pass on rare items so
>>>others may appreciate them. I just don't have the heart to take it all to
>>>the dump.
>>>
>>
>>I haven't come across such a site, but here's a list of some rare-ish
>>items (including stuff for TT):
>> 260ST
>> 2080ST
>> STbook
>> STacy
>> >4MB RAM upgrade for ST systems (Marpet?)
>> CDAR504 CD-ROM drive
>> Atari Laser printer & supplies (drum etc?)
>> 3rd-party TT RAM board for TT (supporting > 16MB)
>> 8MB ST RAM board for TT
>> VME boards for TT/MegaSTe (ethernet, video)
>> TT monochrome monitors
>>
>>I welcome any corrections or additions to the list.
>>
>>Roger
>
>
> The CaTTaraman 48mhz board for the TT.
>

Weide Electronic MC68881 board for ST

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers/Home.html

Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7270. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 23:27:15 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <44ac4ad3$0$1218$ba620e4c@news.skynet.be>
Source record: 8047

Joe Mirando wrote:

> Francois,

>> I'm an author of <http://ebmodel3.atari.org/Pack_3D/>, it is a real
>> act, not only words.
>
> Speaking for myself, I only WISH I had the talent to write code like that.

Code like what? Pack3D is a distribution of ARAnyM (and a very good
one) with some applications added. Not a program. Unless you were
talking of the said applications?

Jean-Franï¿½ois Lemaire

7271. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-05 23:47:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.05.23.47.40.467283@charter.net>
Source record: 8048

On Thu, 06 Jul 2006 01:27:13 +0200, Henk Robbers wrote:

> RobM wrote:
>> Roger Burrows wrote:
>>
>>>On Tue, 4 Jul 2006 23:07:14 +0100, "techie_alison"
>>><retro@dial.pipex.com> wrote:
>>>
>>>
>>>>Is there a site which details which Atari ST items hold rarity? I'm
>>>>thinking of something similar to the Atari 2600 sites which literally detail
>>>>everything.
>>>>
>>>>Over the last few months I've acquired the most ridiculous amounts of Atari
>>>>ST kit that you could imagine, such that I really don't know what to do with
>>>>it all. I certainly can't keep it so was going to pass on rare items so
>>>>others may appreciate them. I just don't have the heart to take it all to
>>>>the dump.
>>>>
>>>
>>>I haven't come across such a site, but here's a list of some rare-ish
>>>items (including stuff for TT):
>>> 260ST
>>> 2080ST
>>> STbook
>>> STacy
>>> >4MB RAM upgrade for ST systems (Marpet?)
>>> CDAR504 CD-ROM drive
>>> Atari Laser printer & supplies (drum etc?)
>>> 3rd-party TT RAM board for TT (supporting > 16MB)
>>> 8MB ST RAM board for TT
>>> VME boards for TT/MegaSTe (ethernet, video)
>>> TT monochrome monitors
>>>
>>>I welcome any corrections or additions to the list.
>>>
>>>Roger
>>
>>
>> The CaTTaraman 48mhz board for the TT.
>>
>
> Weide Electronic MC68881 board for ST

Expose video card/digitizer for the Falcon.

I should add *working*, since so many of them did not. :(

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7272. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 00:34:39 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <zUYqg.91$tE5.5@news-server.bigpond.net.au>
Source record: 7899

```
Henk Robbers wrote:
> RobM wrote:
>
>> Roger Burrows wrote:
>>
>>> On Tue, 4 Jul 2006 23:07:14 +0100, "techie_alison"
>>> <retro@dial.pipex.com> wrote:
>>>
>>>
>>>> Is there a site which details which Atari ST items hold rarity? I'm
>>>> thinking of something similar to the Atari 2600 sites which
>>>> literally detail
>>>> everything.
>>>>
>>>> Over the last few months I've acquired the most ridiculous amounts
>>>> of Atari
>>>> ST kit that you could imagine, such that I really don't know what to
>>>> do with
>>>> it all. I certainly can't keep it so was going to pass on rare
>>>> items so
>>>> others may appreciate them. I just don't have the heart to take it
>>>> all to
>>>> the dump.
>>>>
>>>
>>> I haven't come across such a site, but here's a list of some rare-ish
>>> items (including stuff for TT):
>>> 260ST
>>> 2080ST
>>> STbook
>>> STacy
>>> >4MB RAM upgrade for ST systems (Marpet?)
>>> CDAR504 CD-ROM drive
>>> Atari Laser printer & supplies (drum etc?)
>>> 3rd-party TT RAM board for TT (supporting > 16MB)
>>> 8MB ST RAM board for TT
>>> VME boards for TT/MegaSTe (ethernet, video)
>>> TT monochrome monitors
>>>
>>> I welcome any corrections or additions to the list.
>>>
>>> Roger
>>
>>
```

>>
>> The CaTTaraman 48mhz board for the TT.
>>
>
> Weide Electronic MC68881 board for ST
>

I have PC speed for the ST and Falcon Speed. Also Ram Gizmo for Falcon number 2. A few Plug in expansions like the Happy cartridge, Romantic Robot, Supermon for the 800XL (anyone have a spare pokey;-) probably more I can't think of atm. Seriously wife agrivating tho I don't know why;-).

CT2 Falcon
Falcon030
TT030/2 w TTM195
MegaSte4
1040STe (4mb & TOS 1.62/2.06)
520STM
5 520/1040 STFM's
800XL (256K, SIO2PC and Supermon)
130XE
800XL
600XL (64k, Chroma-luma)
XEGS
Jaguar
Portfolio
Lynx II
2600 Junior
2600 Darth Vader

Also some bits that need restoring another 130XE and MegaSTE. And 2 MegaST's. A few weird monitors as well. Ah blessed is Atari and all those that worship at its temple;-)

Mark

7273. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 03:05:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.06.03.05.14.425565@charter.net>
Source record: 7900

On Wed, 05 Jul 2006 22:27:23 -0400, lp wrote:

> I have an Atari license plate frame. :o)

I have Dave Troy's (Toad Computers) old Mega STe keyboard.

(and no - its *not* for sale <grin>)...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7274. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 03:55:19 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <HQ%qg.200$tE5.89@news-server.bigpond.net.au>
Source record: 7901

Ronald J. Hall wrote:
> On Wed, 05 Jul 2006 22:27:23 -0400, lp wrote:
>
>
>>I have an Atari license plate frame. :o)
>
>
> I have Dave Troy's (Toad Computers) old Mega STe keyboard.
>
> (and no - its *not* for sale <grin>)...
>

What is the deal with that? Do you have a pic?

My TT030 was one I originally drooled over at Mouseworks here in Melbourne. I bought it from a friend who had acquired it a couple of years ago. Damn its fast;-)

Mark

7275. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 06:43:27 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <44acb10a$0$856$ba4acef3@news.orange.fr>
Source record: 7902

"Patrice Mandin" <pmandin@caramail-NOSPAM.com> a crit dans le message de
news: pan.2006.07.04.20.07.36.522794@caramail-NOSPAM.com...
> - Pacifist: was running under DOS, works also under Windows.
> - Saint: Windows.
>
> These two ones were meant to only run games and demos, so most work has
> been put to accurately emulate the ST hardware. There are some
> enhancement, like running the emulated 68000 at a higher frequency, useful
> for people still developping ST software.

About Pacifist I used some time ago, it's a great emulator when your
host is an old machine with no much power. I installed it on a 486DX/50 with
4Mb. It was a notebook, so I had a kind of "Stacy" I could travel with,
bring it to work, etc...
Close to 3Mb of ST Ram, enhanced graphic modes (the best was
640x480xmonochrom), and with NVDI I was close to the speed of a Mega STE
without NVDI.

You could run color applications (640x480x16) but with a jerky screen
and slow reactions from the computer. In monochrom, it was great, (Everest,
Assemble, GFA Basic, Interface, etc...). I didn't use it for games.

I have never tried to run PCDitto under Pacifist!

That was my experience.

Guillaume.

7276. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 06:52:45 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <44acb338$0$857$ba4acef3@news.orange.fr>
Source record: 7903

About Aranym,

I would say that, it's more a TOS+GEM emulator rather than an Atari
emulator. I mean that you can't run a "dirty" program (as many of mine!)
that makes direct access to the hadware. But you may run the others that use
standard and documented calls to BIOS, VDI, AES? etc...
Finaly, slow programs on Atari that used to respect everything are speed
up under Aranym. Fast programs on ATari that used to take advantage of every
easy way of hardware just won't run.

I could say that Aranym is a booster for bad programs, but I won't!
I didn't say it!
No no no, I didn't! It was just a joke!

Guillaume.

7277. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 08:05:04 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <e8ig7fkis1@upsn250.cri.u-psud.fr>
Source record: 7904

Hi Jean-Francois,

Hoho ! Here is the contradiction from colleagues ;)

Jean-Francois Lemaire wrote :
> Joe Mirando wrote:
>> Okay, let me ask this:
>>
>> As one of the authors (and a user), what do YOU feel are the strengths of
>> this product?
>
> I'd like to strongly point out that François Le Coat is *not* one of the
> authors of ARAnyM, contrary to what he is trying to make everyone
> believe in this thread. He helps package the Pack3D "distribution" of ARAnyM and
> tests and packages ARAnyM a lot, though.

You're misinformed. I maintain the MacOSX version of ARAnyM building
snapshots that are located at <http://eureka.atari.org/MacAranym.zip>
and building official releases. And also maintaining a boot disk image
from which the Pack_3D derivate, that is located at :

<http://eureka.atari.org/xa-my-aes.zip>

At this title, I built the OSX and Linux binaries for the Pack_3D,
and gave a great hand to Emmanuel to build his diskless configuration,
notably obtaining the way to configure the internet from you J-F.

Don't you know that ? Did you forgot ?

>> Since the release of ARAnyM, I have been interested in the philsophy of a
>> "virtual machine" as opposed to an "emulator". Could you explain the
>> difference to me?
>
> No one other than François uses the term virtual machine now. It was
> used at the launch of the ARAnyM project to diffenciate it from
> emulators that were trying to emulate an original Atari computer as
> close as possible. ARAnyM is more like an Afterburner040 emulator,
> whithout some Falcon stuff.

I suggest you to extensively discuss with Petr, what I have done
since all these years on the ARAnyM mailing list, to understand his
attachment to this 'virtual machine' concept. If you carefully read
the home page of ARAnyM, you will see :

"
ARAnyM is an acronym: Atari Running on Any Machine. It is a *virtual
machine* software for running the Atari ST/TT/Falcon operating systems

(TOS, FreeMiNT, MagiC and others) and TOS/GEM applications on any kind
of hardware - be it an IBM clone (read it as "PC" :-), an Apple, an Unix
server, a graphics workstation or even a portable computer.
"

I have not much to add about the reliability of your arguments :(

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7278. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 10:11:32 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0607061207590.1155@localhost>
Source record: 7905

BGru> Howabout this question:
BGru>
BGru> Are there any that support any useable connection through STinG?

ARAnyM supports networking, though I don't know wether STinG would work.

BGru> I was hoping to be able to use a bridged TCP/IP subsystem much in
BGru> the same way that VMWare does, but no avail.

See ARAnyM -> AraBridge. Not easy to configure from what I read, but I did
not try it myself yet.

Regards,

Alexander

7279. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 11:52:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.06.11.52.51.746846@charter.net>
Source record: 7906

On Thu, 06 Jul 2006 03:55:19 +0000, Mark Bedingfield wrote:

> What is the deal with that? Do you have a pic?

I could snap a pic of it, but really, it just looks like any other Mega
STe keyboard. It just so happens that I bought it off Dave, and I'll keep
it always, just for sentimental reasons. He was selling a bunch of
stuff one time on Ebay. Toad Computers was one of *the* places for me back
when Atari was still around. :)

> My TT030 was one I originally drooled over at Mouseworks here in
> Melbourne. I bought it from a friend who had acquired it a couple of
> years ago. Damn its fast;-)
>
> Mark

I had a TT once. They are very quick. Nice machines, through and through.
Have you had the chance to see a CT60 equipped Falcon boot up yet? :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7280. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 15:49:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607060847370.28465-100000@onyx.spiritone.com>
Source record: 7908
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7281. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 15:52:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607060849400.28465-100000@onyx.spiritone.com>
Source record: 7907
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7282. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 15:56:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607060853080.28465-100000@onyx.spiritone.com>
Source record: 7909
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FREE GAMES! BUY 8 BIT OR ST, GET FREE GAME! OR 2 FREE JAG GAMES! READ ON!

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST Computer lines plus Jaguar Consoles & Games!Catalogs are ASCII files!Order by Downloading Catalogs off my website, load them into your text editor, choose your order items, delete the rest, save your order as ASCII text & E-Mail the rest with your Mailing address so I can figure Shipping! Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st Come, 1st Serve! All July Long!

Spend $100.00 on 8 Bit or ST, Get ANY FREE GAME! Spend $120.00 on Jaguar, Get 2 FREE Jag Games! Such as: Bruce Lee, Bubsy, DooM, Pitfall & Wolf 3D!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7283. [SDL] Version 1.2.11

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 19:23:39 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.07.06.19.23.39.228950@caramail-NOSPAM.com>
Source record: 7910

Hello,

Just a small fix this time, related to the GEM mouse cursor management.
The cursor also revert to an arrow when outside of the application window.

Available on my site as usual.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

7284. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-06 23:51:53 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <tmhrg.661$tE5.453@news-server.bigpond.net.au>
Source record: 7911

Ronald J. Hall wrote:
> On Thu, 06 Jul 2006 03:55:19 +0000, Mark Bedingfield wrote:
>
>
>>What is the deal with that? Do you have a pic?
>
>
> I could snap a pic of it, but really, it just looks like any other Mega
> STe keyboard. It just so happens that I bought it off Dave, and I'll keep
> it always, just for sentimental reasons. He was selling a bunch of
> stuff one time on Ebay. Toad Computers was one of *the* places for me back
> when Atari was still around. :)

I still have an old catalog around somewhere I think.

Also I have the original spec documentation for the ST from 1984. All
labeled top secret etc, etc. That I'm keeping;-)
>
>
>>My TT030 was one I originally drooled over at Mouseworks here in
>>Melbourne. I bought it from a friend who had acquired it a couple of
>>years ago. Damn its fast;-)
>>
>>Mark
>
>
> I had a TT once. They are very quick. Nice machines, through and through.
> Have you had the chance to see a CT60 equipped Falcon boot up yet? :)
>
My CT2 woops the TT, but even that is rare in Australia. Probably never
see a real CT60 though I think Austin has one out in western Victoria:-(

Mark

7285. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-07 00:24:09 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <SpCdncZ70Os2NDDZnZ2dnUVZ8qSdnZ2d@bt.com>
Source record: 7912

Hi Joe & All,

Thanks for the replies here, what on earth have I started!! ;-)

Joe, I think I need to priv-reply to you... Everyone, Joe kindly sent me a message a week or so ago and I haven't replied to. Yes I'm feeling guilty! I'm just being incredibly crap at checking (and replying) to emails at the moment, just started a new gym membership n stuff.

Anyone have any ideas on how we could bring all of these 'rare' items together? I'm thinking an SQL database somewhere with a basic (very) PHP front end. No graphics or anything, just the ability for people to blindly submit what they have in text form. Could be one of our greatest combined projects... Not talking any registration or any of that rubbish, just the ability for people in their moment of enthusiasm to enter what they have into it.

Views? Anyone have a server out there with SQL and PHP on it?

Aly x

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message news:12altjts4eck8fc@corp.supernews.com...
> On 4 Jul 2006 23:07:14 +, "techie_alison" wrote:
> Hi Aly! I don't know if there is such a site, but you could always
> post a list here and ask people to comment on the rarity of items.
> My comment would be that most stuff is not very rare with the
> exception of ICD or "LINK" host adapters. Of course everything is
> rare if someone is looking for it at the time :-)
>
>
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

7286. techie_alison's Atari address

Newsgroup: comp.sys.atari.st
Date: 2006-07-07 00:27:12 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <dLednZipb8v8NzDZRVnyjQ@bt.com>
Source record: 7913

Any enquires or anything please direct to atariATlogicsays.com .

I have bits coming into about four different addresses at the moment. Not that I'm that popular but I like to reply when someone has mailed.

Thanks,

Alison

7287. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-07 04:06:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44ae0c3c5b7d33@comcast.net>
Source record: 7916

>Hey group,
>
>Can someone (or many someones) lay out for me the strengths and
>weaknesses of their favorite Atari ST emulator(s)?
>
>At one time, I was somewhat "up" on the state of the art, but things
>have very probably changed since I last played with any of them.
>
>Oh, and I'm not interested ONLY in solutions for WinDOZE, since I run
>Linux and OS X too.
>
>
>Thanks for your help,
>
>Joe Mirando
>A-ONE Magazine

Well not emulator is perfect. The best one will run just about everything and
at the same speed on the original ST. The best one for Windows that I have
found is STeeM. This one still needs an original ST to save out files that
will later be ran on the PC. I was surprised that I was able to run copy
protected games/programs.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7288. Re: Linux or MiNT: Which is "better"?

Newsgroup: comp.sys.atari.st
Date: 2006-07-07 04:16:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44ae0c3c5b7d34@comcast.net>
Source record: 7917

>Hello again, all,
>
>At one time, I was running Debian Linux on my TT, but it was so slow
>when running X that I gave up on it.
>
>I now see more people talking about MiNT/SpareMinT and whatever else.
>I've been out of the loop for a while, and was wondering if one or two
>of you kind souls could help out an old Atari user with stuff like pros
>and cons and where to find some of the cool stuff that you'll no doubt
>be mentioning.
>
>
>Thanks,
>
>Joe Mirando
>A-ONE Magazine

Geez, you were able to get X running on the TT using Debian Linux? What version of Linux are you running. I have the Sarge version and cannot get X running yet. I also am using Mint and trying to get version 1.16/XaAES to run right now. Which one do I prefer? Right now it is Mint, but I am not going to give up on Linux. I would keep both.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7289. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-07 04:17:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44ae0c3c5b7d35@comcast.net>
Source record: 7918

>Hi,
>
>Is there a site which details which Atari ST items hold rarity? I'm
>thinking of something similar to the Atari 2600 sites which literally detail
>everything.
>
>Over the last few months I've acquired the most ridiculous amounts of Atari
>ST kit that you could imagine, such that I really don't know what to do with
>it all. I certainly can't keep it so was going to pass on rare items so
>others may appreciate them. I just don't have the heart to take it all to
>the dump.
>
>Thanks,
>
>Aly

I have not seen one, but I would think items that first came out when the ST
came to light in 1985 would top that list.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7290. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-07 07:24:47 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.07.07.07.24.47.151929@nospammmmatari-source.com>
Source record: 7914

On Fri, 07 Jul 2006 01:24:09 +0100, techie_alison wrote:

> Hi Joe & All,
>
> Thanks for the replies here, what on earth have I started!! ;-)
>
> Joe, I think I need to priv-reply to you... Everyone, Joe kindly sent me a
> message a week or so ago and I haven't replied to. Yes I'm feeling guilty!
> I'm just being incredibly crap at checking (and replying) to emails at the
> moment, just started a new gym membership n stuff.
>
> Anyone have any ideas on how we could bring all of these 'rare' items
> together? I'm thinking an SQL database somewhere with a basic (very) PHP
> front end. No graphics or anything, just the ability for people to blindly
> submit what they have in text form. Could be one of our greatest combined
> projects... Not talking any registration or any of that rubbish, just the
> ability for people in their moment of enthusiasm to enter what they have
> into it.
>
> Views? Anyone have a server out there with SQL and PHP on it?
>

Yes,

And something like that could easily be included into a massive Atari
16/32 wiki.

Thanks,
Mark

7291. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-07 09:24:17 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <gJednSYHQf7juzPZnZ2dnUVZ8tKdnZ2d@bt.com>
Source record: 7915

"Mark D" <mducksub@nospammmmatari-source.com> wrote in message
news:pan.2006.07.07.07.24.47.151929@nospammmmatari-source.com...
> On Fri, 07 Jul 2006 01:24:09 +0100, techie_alison wrote:
> Yes,
>
> And something like that could easily be included into a massive Atari
> 16/32 wiki.
>
> Thanks,
> Mark
>

Ok, well let's do it it. How?

7292. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-08 11:58:21 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <au-dna6zI7ZCADLZnZ2dnUVZ8qednZ2d@eclipse.net.uk>
Source record: 7919

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:44ae0c3c5b7d35@comcast.net...
> >Hi,
> >
> >Is there a site which details which Atari ST items hold rarity? I'm
> >thinking of something similar to the Atari 2600 sites which literally
detail
> >everything.
> >
> >Over the last few months I've acquired the most ridiculous amounts of
Atari
> >ST kit that you could imagine, such that I really don't know what to do
with
> >it all. I certainly can't keep it so was going to pass on rare items so
> >others may appreciate them. I just don't have the heart to take it all
to
> >the dump.
> >
> >Thanks,
> >
> >Aly
>
> I have not seen one, but I would think items that first came out when the
ST
> came to light in 1985 would top that list.
>

Then I think items that were produced towards the end of Atari's life and so
were not produced in big numbers.
I guiess even the TT is rare. Not seen one on Ebay for some time now...

> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram - Atari Clone

7293. TeraDesk 3.83 released

Newsgroup: comp.sys.atari.st
Date: 2006-07-08 13:42:42 UTC
From: vdjole@EUnet.yu
Message-ID: <e8ocog$o0n$1@news.eunet.yu>
Source record: 7920

Version 3.83 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

This is a bug-fix and code-optimisation routine. Several bugs, including
a bad redraw and message-handling problem that manifested only in Magic-PC
were fixed. Functionality of some features was improved and a number of
simplifications were made in the code so that program size is now less
than it was in V3.80. Also, the hypertext manual was updated.

See the history file for more information.

Have fun.

7294. ATari Online News, Etc. #08-27

Newsgroup: comp.sys.atari.st
Date: 2006-07-08 13:58:34 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1152367114.199596.68640@m79g2000cwm.googlegroups.com>
Source record: 7921

A-ONE #0827 08/07/06

~ Viruses Double By 2008 ~ People Are Talking! ~ SCO Dealt Suit
Blow!
~ China's Blog Crackdown ~ "Mouse Potato" Added! ~ Puppy Love In
China!
~ File-Sharing Thriving! ~ July Browser Bug Month ~ Minter Scolds
Sony!
~ MS Ends 98/ME Support! ~ AOL Giving Away More? ~ eBay Bans
'Checkout'

-* Brits Oks Hacker Extradition *-
-* EU Regulators Support Microsoft Fine *-
-* Microsoft Plans Support for Open Document! *-

--- ---
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org

7295. A-ONE e-mail subscriptions

Newsgroup: comp.sys.atari.st
Date: 2006-07-08 14:05:06 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1152367506.929861.110810@75g2000cwc.googlegroups.com>
Source record: 7922

Just curious....over the past few months, I have received e-mails from a few members of our A-ONE e-mail subscription list stating that they hadn't received a particular issue. A-ONE is sent out every week, on Friday evenings. Since I only hear from a few, I usually assume that the problem is on their end, not ours. However, I have noticed that in the last couple of months, I have not received the mailing either (I include myself as a test). So, I'm wondering if this is more widespread than I had imagined.

If you are a weekly subscriber to the A-ONE mailing list, and have not been receiving our issues on a weekly basis, I'd like to know. This week's issue didn't make it to me, so if you also did not receive it, I'd appreciate hearing from you. If you did receive it, I'd like to know that also! Rather than cluttering up c.s.a.s., please let me know via e-mail at dpj (at) atarinews.org. Thanks!

-Dana @ A-ONE

7296. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-07-08 21:16:21 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44b020a5$1_3@x-privat.org>
Source record: 7923

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**mint**
ftp://chapelie.rma.ac.be/atari/mint/misc/sdl-devel-1.2.11-mint.tar.gz
(590.389 bytes) This is the Simple DirectMedia Layer, a general API
that provides low level access to audio, keyboard, mouse, joystick,
3D hardware via OpenGL, and 2D framebuffer across multiple platforms.

**programming**
ftp://chapelie.rma.ac.be/atari/programming/gfa-basic/runlib-150.tos
(336.764 bytes) GFA-library

ftp://chapelie.rma.ac.be/atari/programming/gfa-basic/runonly-150
(219.880 bytes) runonly interpreter for GFA

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera383b.zip
(300.741 bytes) Tera Desktop is a replacement for the builtin
TOS desktop for 16-bit and 32-bit Atari computers.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
```

UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7297. ARAnyM Configs Update

Newsgroup: comp.sys.atari.st
Date: 2006-07-09 08:08:34 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44b0b982$0$1021$ba4acef3@news.orange.fr>
Source record: 7924

Hi,

The <http://eureka.atari.org/xa-my-aes.zip> boot disk image
for ARAnyM 0.9.3 is updated according to released contents.

- Teradesk 3.83 the GEM desktop.
- EB_Dump 0.9.7 the GFA screenshot accessory.
- freeMiNT/XaAES the system's snapshot from 2006/01/29.

<http://eureka.atari.org/MacAranym.zip> for MacOSX.3.9
(or better) is also kept up to date corresponding to
the disk image. It is a ready to start package that runs
on PPC/OSX machines (G4 or above).

Have fun !

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7298. FS: STacy 4 luggable 4MB 20MB HD

Newsgroup: comp.sys.atari.st
Date: 2006-07-09 19:45:36 UTC
From: TjLaZer <tjlazer@rainier.com>
Message-ID: <12b2n73mhonjie0@corp.supernews.com>
Source record: 7925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a mint STacy 4 luggable computer for sale. Has 4MB RAM. Item comes with Radio Shack PS and a 20MB internal SCSI HD with software. $300 I am in the Seattle area.

add connect to rainier to email me.

Tj

7299. Re: TeraDesk 3.83 released

Newsgroup: comp.sys.atari.st
Date: 2006-07-09 22:49:05 UTC
From: vdjole@EUnet.yu
Message-ID: <e8s14vom1@news.eunet.yu>
Source record: 7926

```
On 8 Jul 2006 13:42:42 +, Djordje Vukovic wrote:
>Version 3.83 of TeraDesk open-source desktop is available at:
>
> http://solair.eunet.yu/~vdjole/teradesk.htm
>
>This is a bug-fix and code-optimisation routine.
> ^^^^^^^

This should have been 'release', not 'routine'... Sorry.
```

7300. PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-10 23:28:04 UTC
From: "leaver at alphalink.com.au"
Message-ID: <44b2e734_2@news.chariot.net.au>
Source record: 7927

I have an Hewlett Packard colour laserjet 2550L. Is there a
suitable driver which would allow me to use this with NVDI 5?

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

7301. Re: NAS2006 is on

Newsgroup: comp.sys.atari.st
Date: 2006-07-11 00:28:41 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1152577721.092570.291720@s13g2000cwa.googlegroups.com>
Source record: 7928

Hi all,

As usual NAS was was a nice event! Amongst the attenders there were (apart from myself) ;) Ozk, PeP, MRF and a number of other local Atari ppl, Knezzen and Nick Harlow of 16/32 systems. As XaAES has started to look like a fullworthy replacement for the Atari AES, it was only natural that the main focus during NAS2006 was aimed towards Ozk and his work. Ozk himself was treated with a 68000-machine with a SCSI-disk attached, in order to provide a useful testing setup. A number of bugs that for quite some time have prevented the FreeMiNT kernel from running on 68000-setups was found and killed. There are still some things that needs to be fixed before it will be commited to CVS though, so please be patient. Apart from this, it was of course very nice to see Nick of 16/32 Systems again! He brought some hard- and software with him and was a very appreciated guest at NAS!

See pictures from NAS2006 here: http://nas.atari.org
The official NAS/SAK website: http://www.sak.nu
More about XaAES: http://xaaes.atariforge.net

Regards,

/Joakim

7302. Re: NAS2006 is on

Newsgroup: comp.sys.atari.st
Date: 2006-07-11 04:55:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.11.04.55.20.518428@charter.net>
Source record: 7929

On Mon, 10 Jul 2006 17:28:41 -0700, GokMasE wrote:

> Hi all,
>
> As usual NAS was a nice event!

I've never had a chance to go, and probably, more than likely, (sadly!)
never will get to go - so I just wanted to let you know that I for one,
surely do appreciate the pictures and updates... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7303. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-11 09:16:14 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060711102101138 27-derryck@cixcoukinvalid>
Source record: 7930

On 2006-07-11 01:18:04 +0100, leaver at alphalink.com.au (David Leaver) said:

> I have an Hewlett Packard colour laserjet 2550L. Is there a
> suitable driver which would allow me to use this with NVDI 5?

Does it already work in B&W? Much depends on whether the printer is
still backward-compatible with the level of PCL that NVDI provides.
Make sure that you've got the latest(!) version of NVDI from the web
site.

As for colour, I think you're on a losing wicket I'm afraid!

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

7304. WANTED: ANY ATARI STUFF IN SEATTLE/WASHINTON AREA

Newsgroup: comp.sys.atari.st
Date: 2006-07-11 17:52:54 UTC
From: Cauldronborn <cldrnbrn@hotmail.com>
Message-ID: <1152640374.158548.318870@s13g2000cwa.googlegroups.com>
Source record: 7931

Anybody got any excess gear they want to part with? I'm interested in pretty much anything SGI/SUN/Unix/Amiga/Commodore/Atari/Server/Video Game/Weird/Classic/Retro/ETC that you don't wan't in the Puget Sound area that you'd prefer not to toss out. Can't pay you but I'll give it a good home and it won't end up on Ebay.

7305. [GAME] pmdoom 0.53, and request for teamtap owner

Newsgroup: comp.sys.atari.st
Date: 2006-07-11 21:54:11 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.07.11.21.54.09.200806@caramail-NOSPAM.com>
Source record: 7932

Hello,

Here is a new release with some fixes and improvements:
- Fixed low detail routine for networked player sprites.
- Fixed crash in audio on exit.
- Unrolled 4x rendering loops, a bit faster.
- Tried to make 060 friendly asm rendering routines.

Yep, it seems asm routines I wrote for rendering were not optimal for 060 cpus, so I rewrote them in part, with nice advices from Mikael Kalms and ray/tscc. I think that they could be improved a bit more, but I don't have time for that, as both Heretic and Hexen still have the C renderer routines.

I also rewrote the joypad support for SDL to support Jaguar teamtap adapters on STE/Falcon, but I need owner of this hardware to test it. Contact me if you have some.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

7306. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-12 02:00:44 UTC
From: "leaver at alphalink.com.au"
Message-ID: <44b45c7c_2@news.chariot.net.au>
Source record: 7933

On 11 Jul 2006 09:16:14 , Derryck Croker wrote:
>On 2006-07-11 01:18:04 +0100, leaver at alphalink.com.au (David Leaver) said:
>
>> I have an Hewlett Packard colour laserjet 2550L. Is there a
>> suitable driver which would allow me to use this with NVDI 5?
>
>Does it already work in B&W? Much depends on whether the printer is
>still backward-compatible with the level of PCL that NVDI provides.
>Make sure that you've got the latest(!) version of NVDI from the web
>site.
>
>As for colour, I think you're on a losing wicket I'm afraid!

The printer doesn't respond to the PCL driver that gets installed for
my venerable DeskJet 500. I have tried a couple of the other listed HP
enties without success.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

7307. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-12 06:40:59 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <n069b2p2viet65guedc5coc8q0b17lt1iv@4ax.com>
Source record: 7934

On Mon, 03 Jul 2006 19:51:25 GMT, Joe Mirando <joe@atarinews.org>
wrote:

>Hey group,
>
>Can someone (or many someones) lay out for me the strengths and
>weaknesses of their favorite Atari ST emulator(s)?
>
>At one time, I was somewhat "up" on the state of the art, but things
>have very probably changed since I last played with any of them.
>
>Oh, and I'm not interested ONLY in solutions for WinDOZE, since I run
>Linux and OS X too.
>
>
>Thanks for your help,
>
>Joe Mirando
>A-ONE Magazine

Ok, let's try starting this thread afresh, since it got off on the
wrong foot:

-Aranym(multiplatform): Well, 'nuff said by others
-Steem Engine (window$/linux): The most usable atari st emulator. Very
complete and precise emulation of the ST/E hardware. Supports virtual
hard drives, so it can be used for most apps.
-SainT (window$): Another good emulator, but not as complete as steem.
WinSTon (window$): develompment stopped. Looked nice though
-Hatari (multiplatform): WinSTon with UAE 68000 emulation. Lagging a
bit from steem and saint, it is nevertheless interesting.

There are also others as you already know (StonX, TOSbox, STEmulator,
FaST, Pacifist, Echo, Gemulator), but development for those has
stopped for a long time now.

hth,

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

7308. Re: GFA-Basic Editor v1.40 released

Newsgroup: comp.sys.atari.st
Date: 2006-07-12 10:38:08 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1152700688.462494.20390@m73g2000cwd.googlegroups.com>
Source record: 7935

amending you for such good work , must be smooth as silk by now ,
goniing to check into site once home from work,
never dis-pleased at results or replies from you lonny .
awesome.

charles using gfa build 3.6 tt stf and midi

7309. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-12 12:07:52 UTC
From: Paolo <paolo@null.nul>
Message-ID: <sC5tg.37446$zy5.743974@twister1.libero.it>
Source record: 7936

DESKJET500 is not a laser printer. I think it doesn't even understand
the postscript commands.
I successfully use that dj500 driver for every deskjet HP printer I had
(and have) but NO laserjet printers.
hope this helps

David Leaver ha scritto:
> On 11 Jul 2006 09:16:14 , Derryck Croker wrote:
>> On 2006-07-11 01:18:04 +0100, leaver at alphalink.com.au (David Leaver) said:
>>
>>> I have an Hewlett Packard colour laserjet 2550L. Is there a
>>> suitable driver which would allow me to use this with NVDI 5?
>> Does it already work in B&W? Much depends on whether the printer is
>> still backward-compatible with the level of PCL that NVDI provides.
>> Make sure that you've got the latest(!) version of NVDI from the web
>> site.
>>
>> As for colour, I think you're on a losing wicket I'm afraid!
>
> The printer doesn't respond to the PCL driver that gets installed for
> my venerable DeskJet 500. I have tried a couple of the other listed HP
> enties without success.
>
> David
>
> Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia

7310. Message to Edward S. Bainz

Newsgroup: comp.sys.atari.st
Date: 2006-07-12 16:17:50 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44b520ae_1@x-privat.org>
Source record: 7937

Hello Edward,

The last few weeks you've send me some e-mails. The replies send to your mail account bounced back however. It seems the mailservers of my ISP are blocked.

I did make a request to put the servers back on the list.
They have removed one server but alas it seems I'm not using the same mailserver all the time. My next reply bounced back again as I was using another mailserver as the one I used previously.

I'll send you the IP by private mail (via Paul Williamson, I hope P. W. will get throuyh).

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

7311. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-12 22:38:08 UTC
From: Simon <nospam@no.spam>
Message-ID: <44b5798f$0$13073$626a54ce@news.free.fr>
Source record: 7938

George Nakos wrote:
>
> Ok, let's try starting this thread afresh, since it got off on the
> wrong foot:
>
> -Aranym(multiplatform): Well, 'nuff said by others
> -Steem Engine (window$/linux): The most usable atari st emulator. Very
> complete and precise emulation of the ST/E hardware. Supports virtual
> hard drives, so it can be used for most apps.
> -SainT (window$): Another good emulator, but not as complete as steem.
> WinSTon (window$): developpment stopped. Looked nice though
> -Hatari (multiplatform): WinSTon with UAE 68000 emulation. Lagging a
> bit from steem and saint, it is nevertheless interesting.
>
> There are also others as you already know (StonX, TOSbox, STEmulator,
> FaST, Pacifist, Echo, Gemulator), but development for those has
> stopped for a long time now.

I always loved Winston, its sources were available for a while IIRC.
Oh and someone recompiled it so it ran faster, and the result was called
STEW (I think the initial idea was to carry on Winston development, but
AFAIK it stopped)

Simon

7312. New site of The BITS Club.

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 00:44:20 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1152751460.556576.281880@m79g2000cwm.googlegroups.com>
Source record: 7939
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.misc,comp.sys.ibm.pc.demos

```
*** B I T S ***

Hello!

The BITS Club, a modern scene group
programming for Atari ST, Amiga, Unix
and Windows, presents You their new
site in WWW:

http://thebitsclub.tripod.com/index.html

We have been using geocities.com a
while, but the bandwidth/hour was not
enough for so many fans! ;-)...
Anyways we still sponsor geocities at:

http://www.geocities.com/thebitsclub/

Greetings,
SoLo2

BBBB IIIII TTTTT SSSSS
BBB B III TTT SSS
BBBB III TTT SSSSS
BBB B III TTT SSS
BBBB IIIII TTT SSSSS
```

7313. 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 09:47:31 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <c7SdnaTso4VxiSvZRVnyqQ@bt.com>
Source record: 7940

Hello,

Would anyone have a source of Dtype connectors, both male and female for the ACSI port? Hoods would be nice also. Say 5-10ea. with payment via PayPal.

There's just one company I've found that has remaining stock but with an insistance of charging me $114 postage so it's no wonder they still have stock on a 15 year old specialist product.

Thanks,

Aly

7314. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 13:12:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607130610050.876-100000@onyx.spiritone.com>
Source record: 7941
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7315. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 13:15:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607130612480.876-100000@onyx.spiritone.com>
Source record: 7942
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7316. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 13:18:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607130615340.876-100000@onyx.spiritone.com>
Source record: 7944
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FREE GAMES! BUY 8 BIT OR ST, GET FREE GAME! OR 2 FREE JAG GAMES! READ ON!

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST Computer lines plus Jaguar Consoles & Games!Catalogs are ASCII files!Order by Downloading Catalogs off my website, load them into your text editor, choose your order items, delete the rest, save your order as ASCII text & E-Mail the rest with your Mailing address so I can figure Shipping! Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st Come, 1st Serve! All July Long!

Spend $100.00 on 8 Bit or ST, Get ANY FREE GAME! Spend $120.00 on Jaguar, Get 2 FREE Jag Games! Such as: Bruce Lee, Bubsy, DooM, Pitfall & Wolf 3D!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7317. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 13:41:25 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0607131534360.1753@localhost>
Source record: 7943

Hello, Aly!

t> Would anyone have a source of Dtype connectors, both male and female for the
t> ACSI port?

Sorry, but my former source <http://www.reichelt.de> does not list 19p
d-sub connectors any more.

The only place that I found anything alike is
<http://www.partsdata.de/Atari_und_Amiga--Zubehoer_fuer_Atari_ST_u.a.--mechanische_Bauelemente_shop.html>.
They list female 19p d-sub connectors, both for PCB and cable mounting.
But no male ones, sorry.

So if anyone else has a (new) source...

Regards,

Alexander

7318. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 18:27:53 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060713192710516 79-derryck@cixcoukinvalid>
Source record: 7945

On 2006-07-12 03:50:44 +0100, leaver at alphalink.com.au (David Leaver) said:

> The printer doesn't respond to the PCL driver that gets installed for
> my venerable DeskJet 500. I have tried a couple of the other listed HP
> enties without success.

I'm trying to get you to check whether the printer supports PCL5 or not
- as has been pointed out, this is a laser printer and not an inkjet.

But there is of course only one way to find out.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

7319. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 19:16:05 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <Ge-dnZlfcoewByvZnZ2dnUVZ8sydnZ2d@bt.com>
Source record: 7946

```
"lp" <gfa-basic@mint.net> wrote in message
news:C0DC10C2.8363%gfa-basic@mint.net...
> in article c7SdnaTso4VxiSvZRVnyqQ@bt.com, techie_alison wrote on 7/13/06
>
> That's pretty sad.
> And who was this firm so the rest of us can avoid them?
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

Give me a few days and I'll dig back through the old emails. I'd even
mailed then to check that this was really true, was a US company too, they
didn't care, just some telesales person answering an email. $100 odd
dollars to send something weighing 100 odd grams.

Thankfully I only charge people what it costs to post items (ie. PeST),
anything above that is taking the proverbial.

rant over :D
```

7320. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 19:17:21 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <ylGdnflbe9nkByvZnZ2dnUVZ8qudnZ2d@bt.com>
Source record: 7947

"Alexander Beuscher" <alexb@jupiter.schunter.etc.tu-bs.de> wrote in message news:Pine.LNX.4.62.0607131534360.1753@localhost...

> They list female 19p d-sub connectors, both for PCB and cable mounting.
> But no male ones, sorry.
>
> Alexander

Hi!!! :-)

Mmmmmmm. Will mmm some more over that and may be back :-)

Aly xx

7321. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 19:24:31 UTC
From: T Shadow <NoOne@nonono.com.invalid>
Message-ID: <P5xtg.25657$vl5.8267@tornado.ohiordc.rr.com>
Source record: 7948

"techie_alison" <retro@dial.pipex.com> wrote in message
news:c7SdnaTso4VxiSvZRVnyqQ@bt.com...
> Hello,
>
> Would anyone have a source of Dtype connectors, both male and female for
the
> ACSI port? Hoods would be nice also. Say 5-10ea. with payment via
PayPal.
>
> There's just one company I've found that has remaining stock but with an
> insistance of charging me $114 postage so it's no wonder they still have
> stock on a 15 year old specialist product.
>
> Thanks,
>
> Aly
>
I didn't know anyone had a warehouse on the space station!
I bookmarked this along time ago. Didn't look for hoods. They state shipping
as $5.50. In the US I presume.
Good Luck.
http://www.ba-electronics.com/d-sub.htm

7322. Re: Current State of Emulators?

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 19:26:34 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <0bGdnVyBuP72AyvZnZ2dnUVZ8qGdnZ2d@eclipse.net.uk>
Source record: 7949

"George Nakos" <ggn@atariROCKS.org> wrote in message
news:n069b2p2viet65guedc5coc8q0b17lt1iv@4ax.com...
> On Mon, 03 Jul 2006 19:51:25 GMT, Joe Mirando <joe@atarinews.org>
> wrote:
>
> >Hey group,
> >
> >Can someone (or many someones) lay out for me the strengths and
> >weaknesses of their favorite Atari ST emulator(s)?
> >
> >At one time, I was somewhat "up" on the state of the art, but things
> >have very probably changed since I last played with any of them.
> >
> >Oh, and I'm not interested ONLY in solutions for WinDOZE, since I run
> >Linux and OS X too.
> >
> >
> >Thanks for your help,
> >
> >Joe Mirando
> >A-ONE Magazine
>
> Ok, let's try starting this thread afresh, since it got off on the
> wrong foot:
>
> -Aranym(multiplatform): Well, 'nuff said by others
> -Steem Engine (window$/linux): The most usable atari st emulator. Very
> complete and precise emulation of the ST/E hardware. Supports virtual
> hard drives, so it can be used for most apps.
> -SainT (window$): Another good emulator, but not as complete as steem.
> WinSTon (window$): develompment stopped. Looked nice though
> -Hatari (multiplatform): WinSTon with UAE 68000 emulation. Lagging a
> bit from steem and saint, it is nevertheless interesting.
>
> There are also others as you already know (StonX, TOSbox, STEmulator,
> FaST, Pacifist, Echo, Gemulator), but development for those has
> stopped for a long time now.
>

There are still some things Gemulator is better at that STEEM. Like it has
big screen support....

> hth,
>
> --

> George Nakos AKA GGN/K&#65533;A software productions - Atari or buST!
> Real programmers disdain structured programming. Structured
> programming is for compulsive neurotics who were prematurely toilet-
> trained. They wear neckties and carefully line up pencils on otherwise
> clear desks.
> (remove ROCKS for e-mail address)

7323. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 19:32:24 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <hl-dncjlrJ1UAivZnZ2dnUVZ8s-dnZ2d@eclipse.net.uk>
Source record: 7950

<leaver at alphalink.com.au (David Leaver)> wrote in message
news:44b45c7c_2@news.chariot.net.au...
> On 11 Jul 2006 09:16:14 , Derryck Croker wrote:
> >On 2006-07-11 01:18:04 +0100, leaver at alphalink.com.au (David Leaver)
said:
> >
> >> I have an Hewlett Packard colour laserjet 2550L. Is there a
> >> suitable driver which would allow me to use this with NVDI 5?
> >
> >Does it already work in B&W? Much depends on whether the printer is
> >still backward-compatible with the level of PCL that NVDI provides.
> >Make sure that you've got the latest(!) version of NVDI from the web
> >site.
> >
> >As for colour, I think you're on a losing wicket I'm afraid!
>
> The printer doesn't respond to the PCL driver that gets installed for
> my venerable DeskJet 500. I have tried a couple of the other listed HP
> enties without success.
>
> David
>
> Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia

7324. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 19:41:15 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <zZ6dnSdSlO9BPCvZRVnyvw@eclipse.net.uk>
Source record: 7951

<leaver at alphalink.com.au (David Leaver)> wrote in message
news:44b45c7c_2@news.chariot.net.au...
> On 11 Jul 2006 09:16:14 , Derryck Croker wrote:
> >On 2006-07-11 01:18:04 +0100, leaver at alphalink.com.au (David Leaver)
said:
> >
> >> I have an Hewlett Packard colour laserjet 2550L. Is there a
> >> suitable driver which would allow me to use this with NVDI 5?
> >
> >Does it already work in B&W? Much depends on whether the printer is
> >still backward-compatible with the level of PCL that NVDI provides.
> >Make sure that you've got the latest(!) version of NVDI from the web
> >site.
> >
> >As for colour, I think you're on a losing wicket I'm afraid!
>
> The printer doesn't respond to the PCL driver that gets installed for
> my venerable DeskJet 500. I have tried a couple of the other listed HP
> enties without success.
>

As far as I can see the printer only supports PCL6 and Postscript Level 3.
NVDI only supports PCL5 which is not a sub set of, and is not compatible
with, PCL6. Can you define some kind of Apple laser printer in NVDI. I think
that might be the best bet. You may also have to
tweak the settings some where....

> David
>
> Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia

7325. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 21:04:19 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <anbdb29jt4gamlgb0ia7kp3dmkdo7o7ecl@4ax.com>
Source record: 7952

>"techie_alison" <retro@dial.pipex.com> wrote in message
>news:c7SdnaTso4VxiSvZRVnyqQ@bt.com...
>> Hello,
>>
>> Would anyone have a source of Dtype connectors, both male and female for
>the
>> ACSI port? Hoods would be nice also. Say 5-10ea. with payment via
>PayPal.
>>

The Best Electronics catalogue shows 19-pin solder cup connectors (male
& female) @ $3.50 ea. and hoods @ $1.50 ea. The addendum of
13/April/2006 doesn't mention any update, so I assume they still have
them. Best Electronics are at: www.best-electronics-ca.com/.

>> There's just one company I've found that has remaining stock but with an
>> insistance of charging me $114 postage so it's no wonder they still have
>> stock on a 15 year old specialist product.
>>

Assuming this is a US company, I wouldn't be surprised if the shipping
was much more reasonable if it was within the US. You might well find
it worthwhile to find a trusty friend who lives within the US, have the
company ship it to them, then have them ship it to you ...

Roger

7326. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 21:47:20 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <mc-dnVIr_LQ9ICvZRVny3g@bt.com>
Source record: 7953

"T Shadow" <NoOne@nonono.com.invalid> wrote in message
news:P5xtg.25657$vl5.8267@tornado.ohiordc.rr.com...

> I didn't know anyone had a warehouse on the space station!
> I bookmarked this along time ago. Didn't look for hoods. They state
shipping
> as $5.50. In the US I presume.
> Good Luck.
> http://www.ba-electronics.com/d-sub.htm
>
>

Mmmm, good prices on those BA ones, time to mail Brad me thinx.

In the UK here. Truth is it's only margainly more expensive than sending
upstate but they collar us for it royally.

7327. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-13 23:57:54 UTC
From: "leaver at alphalink.com.au"
Message-ID: <44b6e2b2_3@news.chariot.net.au>
Source record: 7955

On 13 Jul 2006 18:27:53 , Derryck Croker wrote:

>I'm trying to get you to check whether the printer supports PCL5 or not
>- as has been pointed out, this is a laser printer and not an inkjet.
>
>But there is of course only one way to find out.

Obviously I didn't make myself clear, but I think that David Wade has.
I mentioned the DeskJet because I believed that, if the Laser printer
is compatible with PCL 5, it should have responded in some fashion to
the DeskJet driver. That it did not led me conclude that it was not
compatible.

I have also tried some of the older laser drivers that come with NVDI
without any success.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

7328. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-14 00:12:38 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <e96nhm$5e7$1@reader2.panix.com>
Source record: 7954

All I can suggest is "keep looking". I have five males of those, thinking
I would have to build an unavailable cable. They did not cost much,
shipping was reasonable, and I paid either by credit card or paypal. But
it was long enough ago that I do not remember where I found them.

As I recall, I typed DB-19 into Google, and looked through results until I
found them.

Jim

techie_alison <retro@dial.pipex.com> writes:

: Hello,

: Would anyone have a source of Dtype connectors, both male and female for the
: ACSI port? Hoods would be nice also. Say 5-10ea. with payment via PayPal.

: There's just one company I've found that has remaining stock but with an
: insistance of charging me $114 postage so it's no wonder they still have
: stock on a 15 year old specialist product.

: Thanks,

: Aly

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7329. Polish connection

Newsgroup: comp.sys.atari.st
Date: 2006-07-14 08:10:17 UTC
From: Jammer <2006@mevagissey.net>
Message-ID: <44b8a2bb@news.greennet.net>
Source record: 7956

Theres a Polish bloke sells Falcon SVGA adapters on eBay, maybe he can supply the connectors.
Cheers
John

7330. Stuff for Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-14 14:02:59 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <e98831ifh1@gemini.csx.cam.ac.uk>
Source record: 7957

I have a few bits a bobs surplus to requirements which may be of interest to someone, the bulk of which is a complete STfm system comprising of a 2.5Meg, Tos 1.02 STfm, Colour Monitor, Printer and external HD. Anyone interested can find more information and pictures by going to http://www.sgmelectrosoft.co.uk and clicking on the Sale button.
Please note that I will be unable to access this newsgroup for the next week so if you do have any questions please direct them to the e-mail address on the Sales page, thank you.

Stephen Moss

7331. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-14 15:10:34 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0607141654460.1511@localhost>
Source record: 7958

Hello Jim>

JD> As I recall, I typed DB-19 into Google, and looked through results
JD> until I found them.

That's the trick ;-)

I tried Google - but with the wrong keywords ("19p", "sub-d", "d-sub" and
such) - stupid me...

Regards,

Alexander

7332. Bonus Commodore Chapter Now Available

Newsgroup: comp.sys.atari.st
Date: 2006-07-14 16:58:40 UTC
From: Variant Press <variant@commodorebook.com>
Message-ID: <U2Qtg.9006$w6.7292@newsfe18.lga>
Source record: 7959

This email is to inform buyers of "On the Edge" that the first bonus chapter is now freely available online. This chapter fits somewhere between Chapter One and Chapter Two, right after the 6502 development and before the Commodore acquisition. The content includes the early development computers by MOS Technology (and later Commodore) and the beginning of the personal software industry. You can download the chapter from www.commodorebook.com in the bonus section.

Readers of "On the Edge" can also benefit from an exclusive 10% discount on the brand new Amiga Forever 2006. The DVD set that is part of the Premium Edition of Amiga Forever has some incredible footage from the early Amiga days. To take advantage of this offer, which applies to all editions of Amiga Forever, order from www.amigaforever.com before July 31st, 2006, and enter "AFCBM" in the Discount Coupon field of the order form.

Variant Press

7333. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-15 03:17:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44b88894749012@comcast.net>
Source record: 7960

>I have an Hewlett Packard colour laserjet 2550L. Is there a
>suitable driver which would allow me to use this with NVDI 5?
>
>David
>
>
>Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia

My wife has a HP 2100 laser printer. I chose one of the HP laser drivers on the NVDI list and it worked fine, but I will admit I only printed text and not graphics. I would just keep trying the various ones out until one works.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7334. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-07-15 12:26:40 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44b8df00$1_3@x-privat.org>
Source record: 7961

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.53.zip
(337.011 bytes) Atari version of Pmdoom.
You need the pc version of Doom (shareware or registrated) or Doom 2

**programming**
ftp://chapelie.rma.ac.be/atari/programming/gfa-basic/gbe-140.zip
(271.526 bytes) GFA-Basic editor is a GEM based editor modeled after
the original GFA-Basic editor. Runs under a multitasking system like MiNT.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

7335. Re: Stuff for Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-15 22:52:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <QL6dnfFnh-gT7CTZRVnyuQ@pipex.net>
Source record: 7962

not quitting on us are you steve ?

Chris

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:e98831ifh1@gemini.csx.cam.ac.uk...
>I have a few bits a bobs surplus to requirements which may be of interest
> to someone, the bulk of which is a complete STfm system comprising of a
> 2.5Meg, Tos 1.02 STfm, Colour Monitor, Printer and external HD. Anyone
> interested can find more information and pictures by going to
> http://www.sgmelectrosoft.co.uk and clicking on the Sale button.
> Please note that I will be unable to access this newsgroup for the next
> week
> so if you do have any questions please direct them to the e-mail address
> on
> the Sales page, thank you.
>
> Stephen Moss
>
>
>
>

7336. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-15 23:21:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <tYWdnY-9Obzx5STZnZ2dnUVZ8qGdnZ2d@pipex.net>
Source record: 7963

Has this one been mentioned ?

http://www.sfcable.com/store/computerconnectors.html

Chris

7337. The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 11:43:00 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1153050180.195432.263510@75g2000cwc.googlegroups.com>
Source record: 7964

Hi all,

We have recently been working hard to supply a thorough and accurate documentation for XaAES. Chances are that even advanced users will be unaware of certain features and shortcuts, and since XaAES has had such a tremendous development lately, chances are that new users might be interested to check it out. Hence the need for proper documentation!

The docs might seem too include details some will find trivial at times, but there is a reason for that too - by covering such information as well, the documentation can also serve as a reference for the GUI components.

Nowadays it is absolutely fair to say that XaAES despite its alpha status is a very stable and mature project, that definately has reached the original goal - to offer a free replacement for the AES in MultiTOS. Many would say that it even leaves N.AES behind.

You will find the online documentation on the XaAES website:

http://xaaes.atariforge.net/

Regards,

/Joakim

7338. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 14:06:24 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44ba47e0_3@x-privat.org>
Source record: 7965

GokMasE wrote:
>

> Nowadays it is absolutely fair to say that XaAES despite its alpha
> status is a very stable and mature project, that definately has reached
> the original goal - to offer a free replacement for the AES in
> MultiTOS. Many would say that it even leaves N.AES behind.

I'm one of those who states XaAES leaves N.AES behinds.
I really don't have any reason whatsoever to fall back to N.AES.
And yes despite it's alpha status it's rock solid (at least on my
setup).
Sure there are still some issues which needs to be fixed but as far I
can tell these issues are minor and doesn't affect the good working of
XaAES (latest cvs version).

>
> You will find the online documentation on the XaAES website:

Well done Joakim. I'm sure the docs will be a good source for both the
layman and the experienced user.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7339. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 15:09:36 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <44ba572e$0$28401$ba620e4c@news.skynet.be>
Source record: 7966

On Sunday 16 July 2006 13:43, GokMasE wrote:

> We have recently been working hard to supply a thorough and accurate
> documentation for XaAES. Chances are that even advanced users will be
> unaware of certain features and shortcuts, and since XaAES has had
> such a tremendous development lately, chances are that new users might
> be interested to check it out. Hence the need for proper
> documentation!

Wonderful job, Joakim. The only problem with that documentation is that it reveals those nifty new features (mainly the window context menu) that aren't available yet to us users :-) Someone will have to release an updated version of FreeMiNT.

> Nowadays it is absolutely fair to say that XaAES despite its alpha
> status is a very stable and mature project, that definately has
> reached the original goal - to offer a free replacement for the AES in
> MultiTOS. Many would say that it even leaves N.AES behind.

I couldn't agree more.

JFL

7340. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 16:05:43 UTC
From: Martin 'Nightowl' Byttebier <donotusethisaddress@telenet.be.invalid>
Message-ID: <rttug.540569$Xz4.13021313@phobos.telenet-ops.be>
Source record: 7967

Jean-Franï¿½ois Lemaire wrote:

> On Sunday 16 July 2006 13:43, GokMasE wrote:
>
>> We have recently been working hard to supply a thorough and accurate
>> documentation for XaAES. Chances are that even advanced users will be
>> unaware of certain features and shortcuts, and since XaAES has had
>> such a tremendous development lately, chances are that new users might
>> be interested to check it out. Hence the need for proper
>> documentation!
>
> Wonderful job, Joakim. The only problem with that documentation is that
> it reveals those nifty new features (mainly the window context menu)
> that aren't available yet to us users :-) Someone will have to release
> an updated version of FreeMiNT.

You can always grab the latest version from cvs. It's not that difficult
to install a working Concurrent Version System (CVS) on your system.
See
<URL:http://sparemint.atariforge.net/sparemint/cvs.html>

CU,
Martin

--
Confusion IS my natural state of mind, thank you.

UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7341. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 17:28:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200607161928.a36235@b.maus.de>
Source record: 7973

Hi Paolo,

P>I successfully use that dj500 driver for every deskjet HP printer I
P>had (and have) but NO laserjet printers.
but I often used deskjet drivers with my (of course, old fashioned)
Laserjet 5 L.

But the 13xx series will not work with a TT at all. Trying to print
with such engine stopped (!) my TOS, until I switched to another
printer...

Sorry,

Peter

7342. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 17:31:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200607161931.a36236@b.maus.de>
Source record: 7972

Hi David,

LAAL>I mentioned the DeskJet because I believed that, if the Laser
LAAL>printer is compatible with PCL 5, it should have responded in some
LAAL>fashion to the DeskJet driver. That it did not led me conclude that
LAAL>it was not compatible.
right. I can confirm that by experience. I am pretty sure that no
modern (12xx, 13xx) HP laser will work on the parallel port of an
Atari.

Und TTschï¿½
ps

7343. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 17:35:40 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1153071340.641582.192930@35g2000cwc.googlegroups.com>
Source record: 7968

> Wonderful job, Joakim. The only problem with that documentation is that
> it reveals those nifty new features (mainly the window context menu)
> that aren't available yet to us users :-) Someone will have to release
> an updated version of FreeMiNT.

Excellent! I am very glad to hear that there is a lot of interest in
the docs! :))

Yes, that is true. The window context menu is a very recent addition
and I should have made sure that I had current binary available on site
before publishing the documentation. One of the main ideas with the
unofficial XaAES page is to offer fairly frequent updates in binary
form, so that users should not have to go through the process of
installing dev tools in order to get a working product :)

I will look into uploading current binaries before I leave for a short
holiday trip later this week.

Regards,

/Joakim

7344. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 17:37:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200607161937.a36237@b.maus.de>
Source record: 7974

Hi Edward,

ESBJ>My wife has a HP 2100 laser printer.
That seems very interesting.

ESBJ>it worked fine, but I will admit I only printed text and not
ESBJ>graphics.
Even it did not put out graphics, I'd like to know if any program
permitting interactive output would provoke a printer's reaction.

E.g. TEMPUS editor permits to put ESC sequences into the text, or any
DBase compatible soft permits to give out via the '?' (question mark)
commands.

If the printer does so, at least one could give out features like bold
or italics, formfeed and others...

Und TTschï¿½
ps

7345. Re: Stuff for Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 17:55:13 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <L_2dnVHuefoq5ifZnZ2dnUVZ8tOdnZ2d@bt.com>
Source record: 7969

"exxos" <exxos@home.co.uk> wrote in message
news:QL6dnfFnh-gT7CTZRVnyuQ@pipex.net...
> not quitting on us are you steve ?

I thought u'd quit on us ;-)

7346. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 18:20:34 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1153074034.602311.78890@b28g2000cwb.googlegroups.com>
Source record: 7970

Hi again,

> > Wonderful job, Joakim. The only problem with that documentation is that
> > it reveals those nifty new features (mainly the window context menu)
> > that aren't available yet to us users :-) Someone will have to release
> > an updated version of FreeMiNT.

> I will look into uploading current binaries before I leave for a short
> holiday trip later this week.

Ok, the binaries should be up for download now! These files are however
100% untested, but hopefully the 030 and 040 versions will be okay. the
000 kernel is known to cause problems at this time, but this is
probably going to be fixed soon.

As usual, go here to grab the file: http://xaaes.atariforge.net

Have fun :)

Regards,

/Joakim

7347. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 19:23:40 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <44ba926d$0$32426$ba620e4c@news.skynet.be>
Source record: 7971

On Sunday 16 July 2006 18:05, Martin 'Nightowl' Byttebier wrote:

>> Wonderful job, Joakim. The only problem with that documentation is
>> that it reveals those nifty new features (mainly the window context
>> menu) that aren't available yet to us users :-) Someone will have to
>> release an updated version of FreeMiNT.
>
> You can always grab the latest version from cvs. It's not that
> difficult to install a working Concurrent Version System (CVS) on your
> system.

I do have CVS installed but never bothered with compiling FreeMiNT
itself. Maybe I should. It's just a bit simpler to update from a binary
package.

JFL

7348. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 22:37:18 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <44babfb5$0$28398$ba620e4c@news.skynet.be>
Source record: 7975

On Sunday 16 July 2006 20:20, GokMasE wrote:

>> I will look into uploading current binaries before I leave for a
>> short holiday trip later this week.

> Ok, the binaries should be up for download now! These files are
> however 100% untested, but hopefully the 030 and 040 versions will be
> okay.

> As usual, go here to grab the file: http://xaaes.atariforge.net

Done. Seems to be running just fine. And I've noticed a typo in
chapter '5.2.3 Context menu' of the doc:

'...perform a ctrl+alt-click...' should be 'ctrl+alt-right click'

Cheers,
JFl

7349. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-16 23:46:43 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1153093603.816013.133550@m73g2000cwd.googlegroups.com>
Source record: 7976

Hi Jean-François,

Jean-François Lemaire wrote:
> On Sunday 16 July 2006 20:20, GokMasE wrote:

> > As usual, go here to grab the file: http://xaaes.atariforge.net
>
> Done. Seems to be running just fine. And I've noticed a typo in
> chapter '5.2.3 Context menu' of the doc:
>
> '...perform a ctrl+alt-click...' should be 'ctrl+alt-right click'

You are right indeed, thanks for the information. Should be fixed now
:)

Regards,

/Joakim

7350. Atari Online News, Etc. #08-28

Newsgroup: comp.sys.atari.st
Date: 2006-07-17 01:22:04 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1153099324.097125.174070@m79g2000cwm.googlegroups.com>
Source record: 7977

```
A-ONE #0828 07/14/06

~ GFA Basic Editor Out! ~ People Are Talking! ~ RUN Updates
Available
~ DOPA Testimony Heard! ~ States Sue Chipmakers! ~ eBay Faces
Threat!
~ New BITS Club Web Site ~ SAP Player Released! ~ Advan Basic Now
PD!
~ Microsoft Fights Spam! ~ Online Safety Campaign ~ Firefox 2.0
Beta!

-* Spammers Shift To IM & Blogs *-
-* EU Slaps Microsoft With Hefty Fine! *-
-* Microsoft Sees January for Vista Release! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

7351. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-17 20:03:11 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <Br2dnXIkiMZicSbZRVnygw@eclipse.net.uk>
Source record: 7978

"Peter Schneider" <Peter_Schneider@b.maus.de> wrote in message
news:200607161931.a36236@b.maus.de...
> Hi David,
>
> LAAL>I mentioned the DeskJet because I believed that, if the Laser
> LAAL>printer is compatible with PCL 5, it should have responded in some
> LAAL>fashion to the DeskJet driver. That it did not led me conclude that
> LAAL>it was not compatible.
> right. I can confirm that by experience. I am pretty sure that no
> modern (12xx, 13xx) HP laser will work on the parallel port of an
> Atari.
>

Can't the Postscript option be used?

> Und TTsch&#65533;
> ps
>

7352. 19 issues of ST-Log Magazine at AtariMagazines.com

Newsgroup: comp.sys.atari.st
Date: 2006-07-17 21:59:47 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-0187A8.14594717072006@news.west.cox.net>
Source record: 7979
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,alt.folklore.computers

July 27 will be the 10th anniversary of the Classic Computer Magazine Archive (www.atarimagazines.com). In celebration, today we're announcing that the site now offers the full text of 19 issues of ST-Log Magazine. This includes more than 600 articles and a gallery of the magazine's covers.
http://www.atarimagazines.com/st-log/

ST-Log was devoted to Atari's 16-bit ST line of computers. It began as an insert in ANALOG Computing magazine in 1986. It spun off as a separate magazine for about three years, before being folded back into ANALOG again in 1989. ANALOG and ST-Log were sold to Larry Flynt Publishing in 1988. The Classic Computer Magazine Archive has permission to share the 19 issues published by L.F.P., from April 1988 until ST-Log ceased publication in 1989.

In addition, AtariMagazines.com recently added a cover image gallery for Compute! magazine, with a nearly complete collection of covers from 1980 through 1988. (The site offers the full text of nearly 100 issues of Compute!.)
http://www.atarimagazines.com/compute/

The site launched July 27, 1996 as "The Digital Antic Project" with the full text of two issues of Antic magazine. The site was later renamed to The Classic Computer Magazine Archive and added articles from STart, Creative Computing, Compute II, Hi-Res, Creative Computing Video & Arcade Games Magazine, and Tandy Whiz Kids comic books.

Enjoy!
--Kevin

--
Kevin Savetz
Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& FlightSimBooks.com - http://www.FlightSimBooks.com

7353. Nemesis

Newsgroup: comp.sys.atari.st
Date: 2006-07-18 11:09:26 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e9ifh7$4pd$1$8302bc10@news.demon.co.uk>
Source record: 7980

Hello all,

I've got a Nemesis installed in my Falcon, and I'm looking for the
original installation manual if anyone has one, or knows where to get it -
I'd
appreciate it.

Thanks,

Alan.

7354. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-07-18 13:44:53 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44bce5d5$1_1@x-privat.org>
Source record: 7981

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

Note: Due holiday I'll be offline until the end of the month

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-188.zip
(1.400.644 bytes): GEM based mail client for STik/STing/Gluestik/Magicnet

ftp://chapelie.rma.ac.be/atari/internet/mymail-188_g.zip
(53.749 bytes): German Resource file(s) for Mymail 1.88

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera383g.zip
(86.229 bytes): German Resource file(s) for Tera Desktop 3.83

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

7355. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-07-18 16:05:54 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1153238754.905591.226560@75g2000cwc.googlegroups.com>
Source record: 7982

Bob Dobalina wrote:
> Ok well does anyone have a working solution with complete directions?

Yes. Purchase an EtherNEC or wait for the new product by Lyndon. Both
have complete directions.

Galen

7356. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 2006-07-18 17:59:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <sMmdnekD2MAcvCDZRVnyvw@pipex.net>
Source record: 7983

nemesis software should be on the stos site as I put it there, I have the manual but have no idea where it is, if you cant find it anywhere or anyone let me know and i try and find it and scan it for the site.

if you want some advice though, dont bother, nemesis is "the falcon killer" , IMHO its not worth the risk of damage just to make it run a few mhz faster. Mine ran fine other than some games stopped working due to sync problems with the screen, though after hearing about just about everyone i know having dead falcons after a few months I soon took it and, and glad I did... I now have a CT60 so my falcon is still alive and boosted :)

chris

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message news:e9ifh7$4pd$1$8302bc10@news.demon.co.uk...
> Hello all,
>
> I've got a Nemesis installed in my Falcon, and I'm looking for the
> original installation manual if anyone has one, or knows where to get it -
> I'd
> appreciate it.
>
> Thanks,
>
> Alan.
>

7357. Re: Can the atari st network with a PC?

Newsgroup: comp.sys.atari.st
Date: 2006-07-18 19:23:54 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <DridnZ73Fa3SqCDZRVnyuQ@eclipse.net.uk>
Source record: 7984

"Galen" <atarigalen@yahoo.com> wrote in message
news:1153238754.905591.226560@75g2000cwc.googlegroups.com...
>
> Bob Dobalina wrote:
> > Ok well does anyone have a working solution with complete directions?
>

http://www.dwade.freeserve.co.uk/atari/main.html

> Yes. Purchase an EtherNEC or wait for the new product by Lyndon. Both
> have complete directions.
>

> Galen
>

7358. 720k floppies clearout, new, used.. (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-18 19:54:06 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <BbOdnSua8pmtoSDZRVny1g@pipex.net>
Source record: 7985

Hi all,

Have 3,000 used floppies, in about 5 boxes, separated into packs of 50. Some with games,demos, mag disks, a lot of blank formatted ones (yes I spent the time doing that) , with and without new labels, Also have a few brand new boxes of 720K floppies in packs of 50, I think theres a couple of 1.44's boxes also, normally sell these for a fiver a box, Maybe worth posting the new boxes off, but due the amount of postage probably not worth it. If anyone wants to make me an offer then let me know. No use in posting the stuff unless you want me to, will cost a fair bit though. I am in Uttoxeter,Staffordshire (UK) if anyone is interested.

Chris

7359. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 2006-07-18 20:48:52 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e9jhfm$ng7$1$8300dec7@news.demon.co.uk>
Source record: 7986

I've certainly looked everywhere. So if you have the manual and can scan it,
I'd
appreciate it.

Thanks,

Alan.

"exxos" <exxos@home.co.uk> wrote in message
news:sMmdnekD2MAcvCDZRVnyvw@pipex.net...
> nemesis software should be on the stos site as I put it there, I have the
> manual but have no idea where it is, if you cant find it anywhere or
> anyone let me know and i try and find it and scan it for the site.
>
> if you want some advice though, dont bother, nemesis is "the falcon
> killer" , IMHO its not worth the risk of damage just to make it run a few
> mhz faster. Mine ran fine other than some games stopped working due to
> sync problems with the screen, though after hearing about just about
> everyone i know having dead falcons after a few months I soon took it and,
> and glad I did... I now have a CT60 so my falcon is still alive and
> boosted :)
>
> chris
>
> "Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
> news:e9ifh7$4pd$1$8302bc10@news.demon.co.uk...
>> Hello all,
>>
>> I've got a Nemesis installed in my Falcon, and I'm looking for the
>> original installation manual if anyone has one, or knows where to get
>> it - I'd
>> appreciate it.
>>
>> Thanks,
>>
>> Alan.
>>
>
>

7360. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-19 04:03:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44bdda2ac58405@comcast.net>
Source record: 7988

>Hi Edward,
>
>ESBJ>My wife has a HP 2100 laser printer.
>That seems very interesting.
>
>ESBJ>it worked fine, but I will admit I only printed text and not
>ESBJ>graphics.
>Even it did not put out graphics, I'd like to know if any program
>permitting interactive output would provoke a printer's reaction.
>
>E.g. TEMPUS editor permits to put ESC sequences into the text, or any
>DBase compatible soft permits to give out via the '?' (question mark)
>commands.
>
>If the printer does so, at least one could give out features like bold
>or italics, formfeed and others...
>
>Und TTschoe
>ps

Well under NVDI I was able to use the printer in Papyrus Gold and Calamus SL.
I was able to change the fonts, size, etc. Just no graphics. I will admit that
I did not try to solve the graphics thing, so it still may have been possible.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7361. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-19 04:05:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44bdda2ac58406@comcast.net>
Source record: 7989

>
>
>GokMasE wrote:
>>
>
>> Nowadays it is absolutely fair to say that XaAES despite its alpha
>> status is a very stable and mature project, that definately has reached
>> the original goal - to offer a free replacement for the AES in
>> MultiTOS. Many would say that it even leaves N.AES behind.
>
>I'm one of those who states XaAES leaves N.AES behinds.
>I really don't have any reason whatsoever to fall back to N.AES.
>And yes despite it's alpha status it's rock solid (at least on my
>setup).
>Sure there are still some issues which needs to be fixed but as far I
>can tell these issues are minor and doesn't affect the good working of
>XaAES (latest cvs version).
>TTFN
>Martin

I agree with Martin here. The one time I got XaAES to load, I was impressed.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7362. clockpatch & falcon

Newsgroup: comp.sys.atari.st
Date: 2006-07-19 10:40:27 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e9l26t$k6p$1$8300dec7@news.demon.co.uk>
Source record: 7987

Does anyone know the definitive guide to the clockpatch for the Falcon ?

Any link anywhere ?

Alan.

7363. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-19 18:28:50 UTC
From: Odd Skancke <o-NOskanckSPAM@REMOVEonlineREMOVE.no>
Message-ID: <1153333729.3628.0.camel@xppc>
Source record: 7990

ons, 19,.07.2006 kl. 08.05 +0400, skrev Edward S. Baiz Jr.:
> >
> >
> >GokMasE wrote:
> >>
> >
> >> Nowadays it is absolutely fair to say that XaAES despite its alpha
> >> status is a very stable and mature project, that definately has reached
> >> the original goal - to offer a free replacement for the AES in
> >> MultiTOS. Many would say that it even leaves N.AES behind.
> >
> >I'm one of those who states XaAES leaves N.AES behinds.
> >I really don't have any reason whatsoever to fall back to N.AES.
> >And yes despite it's alpha status it's rock solid (at least on my
> >setup).
> >Sure there are still some issues which needs to be fixed but as far I
> >can tell these issues are minor and doesn't affect the good working of
> >XaAES (latest cvs version).
> >TTFN
> >Martin
>
> I agree with Martin here. The one time I got XaAES to load, I was impressed.

You only got XaAES to load once?

Best Regards,
Odd Skancke

7364. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-19 19:42:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200607192142.a36599@b.maus.de>
Source record: 7860

Hi David,

DW>Can't the Postscript option be used?
I don't think so for the printer doesn't react at all. And TOS stops
immediately.

Und TTschï¿½
ps

7365. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-19 19:45:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200607192145.a36600@b.maus.de>
Source record: 7859

Hi Edward,

ESBJ>Well under NVDI I was able to use the printer in Papyrus Gold and
ESBJ>Calamus SL. I was able to change the fonts, size, etc. Just no
ESBJ>graphics. I will admit that I did not try to solve the graphics
ESBJ>thing, so it still may have been possible.
ok. And if you omit NVDI, are you able to output anything?

My interests concern TeX/LaTeX that came with their own drivers a
couple of years ago...

Und TTschï¿½
ps

7366. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 2006-07-19 19:46:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <qc-dnf7ardlBFiPZRVnyjw@pipex.net>
Source record: 7991

leave it with me will take a look over the weekend. I know its in *one* of
the piles of "stuff"....

chris

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:e9jhfm$ng7$1$8300dec7@news.demon.co.uk...
> I've certainly looked everywhere. So if you have the manual and can scan
> it, I'd
> appreciate it.
>
> Thanks,
>
> Alan.
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:sMmdnekD2MAcvCDZRVnyvw@pipex.net...
>> nemesis software should be on the stos site as I put it there, I have the
>> manual but have no idea where it is, if you cant find it anywhere or
>> anyone let me know and i try and find it and scan it for the site.
>>
>> if you want some advice though, dont bother, nemesis is "the falcon
>> killer" , IMHO its not worth the risk of damage just to make it run a few
>> mhz faster. Mine ran fine other than some games stopped working due to
>> sync problems with the screen, though after hearing about just about
>> everyone i know having dead falcons after a few months I soon took it
>> and, and glad I did... I now have a CT60 so my falcon is still alive and
>> boosted :)
>>
>> chris
>>
>> "Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
>> news:e9ifh7$4pd$1$8302bc10@news.demon.co.uk...
>>> Hello all,
>>>
>>> I've got a Nemesis installed in my Falcon, and I'm looking for the
>>> original installation manual if anyone has one, or knows where to get
>>> it - I'd
>>> appreciate it.
>>>
>>> Thanks,
>>>
>>> Alan.
>>>
>>

>>
>
>

7367. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-20 03:44:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.20.03.44.04.418698@charter.net>
Source record: 7992

On Thu, 20 Jul 2006 03:01:41 +0000, Rustynutt wrote:

> You want a PAL one?
> (this offer only good for Ronald) :)
> Mike

Hey Mike. How useful is a PAL one? Can you use it with stuff
here, in the States? What about converting it? Any chance it
could be converted to NTSC some way, without too much work?

Also, does it work with the CT60 board?

Thanks! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7368. Re: Rare and what's not

Newsgroup: comp.sys.atari.st
Date: 2006-07-20 07:18:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.20.07.18.20.669740@charter.net>
Source record: 7993

On Thu, 20 Jul 2006 05:23:39 +0000, Rustynutt wrote:

> I PM 'ed you, let me know if it makes it through.

Yep, got it and replied... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7369. FA: Falcon with 14MB, HD, NEW NVRAM, SVGA adapter, software, etc. NR

Newsgroup: comp.sys.atari.st
Date: 2006-07-20 10:04:11 UTC
From: cii-2d21@iximail.com
Message-ID: <1153389851.677039.320190@m73g2000cwd.googlegroups.com>
Source record: 7994

For Auction (No reserve)

Falcon fitted with 14MB RAM, HD and a new NVRAM chip. The NVRAM is used in the Falcon to store the date/time and various other boot parameters and has a small internal battery to keep the settings. This chip had a lifespan of around 5-10 years and when it goes, you have to re-enter the time/date settings etc when you boot your Falcon.

This Falcon is fitted with a new NVRAM chip. It also has the clock buffer patch, and the audio patch (see the web page link below for details). There are no other modifications to the motherboard I'm aware of.

I'm also including original Falcon 'Language Disk 1' and manual, NVDI 5 with manual, Diamond Edge with manual, an adapter to let you connect a SVGA monitor to the Falcon, and an original Atari mouse.

No reserve. Thanks for looking.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&ih=004&item=140006815307

7370. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-07-20 10:07:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607200305110.6502-100000@onyx.spiritone.com>
Source record: 7995
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7371. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-07-20 10:08:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607200307280.6502-100000@onyx.spiritone.com>
Source record: 7996
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7372. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.st
Date: 2006-07-20 10:12:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607200309080.6502-100000@onyx.spiritone.com>
Source record: 7997
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FREE GAMES! BUY 8 BIT OR ST, GET FREE GAME! OR 2 FREE JAG GAMES! READ ON!

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST Computer lines plus Jaguar Consoles & Games!Catalogs are ASCII files!Order by Downloading Catalogs off my website, load them into your text editor, choose your order items, delete the rest, save your order as ASCII text & E-Mail the rest with your Mailing address so I can figure Shipping! Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st Come, 1st Serve! All July Long!

Spend $100.00 on 8 Bit or ST, Get ANY FREE GAME! Spend $120.00 on Jaguar, Get 2 FREE Jag Games! Such as: Bruce Lee, Bubsy, DooM, Pitfall & Wolf 3D!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7373. Blowup Hard I

Newsgroup: comp.sys.atari.st
Date: 2006-07-20 13:35:32 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <e9o0r5pgi1$8302bc10@news.demon.co.uk>
Source record: 7998

I've got the Blowup Hard I device, but I can't seem to find my software for it.

Does anyone have it, or know a download location ??

Thanks,

Alan.

7374. Re: 720k floppies clearout, new, used.. (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-20 23:17:50 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <gMSdnQwQruLMkF3ZnZ2dnUVZ8qGdnZ2d@bt.com>
Source record: 7849

"exxos" <exxos@home.co.uk> wrote in message
news:BbOdnSua8pmtoSDZRVny1g@pipex.net...
> Hi all,
>
> Chris
>
>

Huuh, you didn't bloody ask me :(

;-)

7375. Re: 720k floppies clearout, new, used.. (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-20 23:19:56 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <Yomdna6wCvYMkl3ZRVnyrA@pipex.net>
Source record: 7850

"techie_alison" <retro@dial.pipex.com> wrote in message
news:gMSdnQwQruLMkF3ZnZ2dnUVZ8qGdnZ2d@bt.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:BbOdnSua8pmtoSDZRVny1g@pipex.net...
>> Hi all,
>>
>> Chris
>>
>>
>
>
> Huuh, you didn't bloody ask me :(
>
> ;-)
>
>

I thought you was wanting to get rid of some "junk" not collect more :P

Chris

7376. Re: 720k floppies clearout, new, used.. (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-20 23:52:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.20.23.52.06.844113@charter.net>
Source record: 7851

On Fri, 21 Jul 2006 00:19:56 +0100, exxos wrote:

> I thought you was wanting to get rid of some "junk" not collect more :P

There is no such thing at "Atari" junk... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7377. Re: 720k floppies clearout, new, used.. (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 06:46:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <9vmdnTJDJ-Kh5V3ZnZ2dnUVZ8qudnZ2d@pipex.net>
Source record: 7852

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.07.20.23.52.06.844113@charter.net...
> On Fri, 21 Jul 2006 00:19:56 +0100, exxos wrote:
>
>> I thought you was wanting to get rid of some "junk" not collect more :P
>
> There is no such thing at "Atari" junk... :)
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
> The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org
>

surplus to requirements and taking up space Atari stuff then :P

Chris

7378. Re: Polish connection

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 08:53:06 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <u8-dnQGDIcYECF3ZnZ2dnUVZ8qKdnZ2d@bt.com>
Source record: 7853

Jammer <2006@mevagissey.net> wrote in message
news:44b8a2bb@news.greennet.net...
> Theres a Polish bloke sells Falcon SVGA adapters on eBay, maybe he can
> supply the connectors.
> Cheers
> John

Mailed him last night, are you ready for this....

"
Yes, price is 8 GBP per female set (plug and enclosure), and 10 GBP per
male."

That's simply ridiculous. It's like saying that you can have a loaf of
bread for £10!

:-)

This guy btw; bitrom(369)

7379. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 08:54:05 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <XsmdnZAeXo1JCF3ZnZ2dnUVZ8qqdnZ2d@bt.com>
Source record: 7854

Roger Burrows <sergeantvimes@yahoo.ca> wrote in
messagenews:anbdb29jt4gamlgb0ia7kp3dmkdo7o7ecl@4ax.com...
>
> Assuming this is a US company, I wouldn't be surprised if the shipping
> was much more reasonable if it was within the US. You might well find
> it worthwhile to find a trusty friend who lives within the US, have the
> company ship it to them, then have them ship it to you ...
>
> Roger

Yes, maybe, going to look into that. :-)

7380. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 08:55:28 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <BYudnRQb9_q6C13ZRVnysg@bt.com>
Source record: 7855

exxos <exxos@home.co.uk> wrote in message
news:tYWdnY-9Obzx5STZnZ2dnUVZ8qGdnZ2d@pipex.net...
> Has this one been mentioned ?
>
> http://www.sfcable.com/store/computerconnectors.html
>
> Chris
>

These people are getting the thumbs up so far although their P+P is still high at $65!!!

Mmmm, maybe I should start doing this with PeST, yes that'll be $65 (or $120) postage please.

7381. Re: 720k floppies clearout, new, used.. (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 08:56:21 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <MJKdnTqExPvBC13ZRVnygg@bt.com>
Source record: 7856

Ronald J. Hall <dark_lord@charter.net> wrote in message
news:pan.2006.07.20.23.52.06.844113@charter.net...
>
> There is no such thing at "Atari" junk... :)
>

lol :-)

7382. Re: 720k floppies clearout, new, used.. (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 08:56:57 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <veednetJIq0ZC13ZRVnyrg@bt.com>
Source record: 7857

exxos <exxos@home.co.uk> wrote in message
news:9vmdnTJDJ-Kh5V3ZnZ2dnUVZ8qudnZ2d@pipex.net...
>
> surplus to requirements and taking up space Atari stuff then :P
>

Now look what you've done.... ;-)

7383. IRC #atari chat

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 17:16:48 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1153502208.858527.289530@b28g2000cwb.googlegroups.com>
Source record: 7858
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

just for kicks i created an #atari room here:

irc.rageirc.com (port 6667 i think)

it's up now.

7384. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 18:47:19 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <e9r7fm$pr8$1@reader2.panix.com>
Source record: 7861

Random comment. I complained about one of those TeX drivers not working,
and someone reminded me of the Lindner distribution, which has useful
drivers for other distributions. I think I saw that distribution on some
unrelated CD, possibly N_AES.

That might be worth a look.

Jim

Peter Schneider <Peter_Schneider@b.maus.de> writes:

: Hi Edward,

: ESBJ>Well under NVDI I was able to use the printer in Papyrus Gold and
: ESBJ>Calamus SL. I was able to change the fonts, size, etc. Just no
: ESBJ>graphics. I will admit that I did not try to solve the graphics
: ESBJ>thing, so it still may have been possible.
: ok. And if you omit NVDI, are you able to output anything?

: My interests concern TeX/LaTeX that came with their own drivers a
: couple of years ago...

: Und TTsch&#xfffd;
: ps

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7385. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 22:17:06 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <sO-dndJ2HJf-z1zZRVny3w@eclipse.net.uk>
Source record: 7862

"Peter Schneider" <Peter_Schneider@b.maus.de> wrote in message
news:200607192142.a36599@b.maus.de...
> Hi David,
>
> DW>Can't the Postscript option be used?
> I don't think so for the printer doesn't react at all. And TOS stops
> immediately.
>

No options to set on the printer? The clues says it supports Postscript...

> Und TTsch&#65533;
> ps
>

7386. Re: 19-way male and female DTypes - ACSI

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 22:19:51 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <Z5-dnT7FAaKVzlzZRVnyrw@eclipse.net.uk>
Source record: 7863

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:BYudnRQb9_q6C13ZRVnysg@bt.com...
> exxos <exxos@home.co.uk> wrote in message
> news:tYWdnY-9Obzx5STZnZ2dnUVZ8qGdnZ2d@pipex.net...
> > Has this one been mentioned ?
> >
> > http://www.sfcable.com/store/computerconnectors.html
> >
> > Chris
> >
>
> These people are getting the thumbs up so far although their P+P is still
> high at $65!!!
>

If it would help to get the cost down I would take a few ...

> Mmmm, maybe I should start doing this with PeST, yes that'll be $65 (or
> $120) postage please.
>
>

Some things come like , I bought a ton of stone on E-Bay and I think its £50
+ £50 P&P

7387. Re: 720k floppies clearout, new, used.. (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 23:10:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607211609001.14725-100000@onyx.spiritone.com>
Source record: 7864

On Thu, 20 Jul 2006, Ronald J. Hall wrote:

> On Fri, 21 Jul 2006 00:19:56 +0100, exxos wrote:
>
> > I thought you was wanting to get rid of some "junk" not collect more :P
>
> There is no such thing at "Atari" junk... :)

Well said.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7388. Re: IRC #atari chat

Newsgroup: comp.sys.atari.st
Date: 2006-07-21 23:41:20 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1153525280.188921.76840@i3g2000cwc.googlegroups.com>
Source record: 7865
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

sorry, didn't realize the moderated bit was set. :-)

ProteanThread wrote:
> just for kicks i created an #atari room here:
>
> irc.rageirc.com (port 6667 i think)
>
> it's up now.

7389. FREE: Atari SLM 605 Laser

Newsgroup: comp.sys.atari.st
Date: 2006-07-22 04:42:22 UTC
From: E2 News <news@etwo.com.au>
Message-ID: <44c1af1a$0$25276$afc38c87@news.optusnet.com.au>
Source record: 7866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Free to a good home 1 x Atari SLM 605 Laser + SLMC 804 Interface. No idea of the condition - its been in (safe) storage for 10+ years, and has no damage apparent.

NB: Located in Brisbane, Australia. Responder pays for shipping via PayPal. Replies by email only, to dennis AT etwo.com.au

Thanks
Dennis

7390. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-22 12:18:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44c241c84e82b1@comcast.net>
Source record: 7869

>ons, 19,.07.2006 kl. 08.05 +0400, skrev Edward S. Baiz Jr.:
>> >
>> >
>> >GokMasE wrote:
>> >>
>> >
>> >> Nowadays it is absolutely fair to say that XaAES despite its alpha
>> >> status is a very stable and mature project, that definately has reached
>> >> the original goal - to offer a free replacement for the AES in
>> >> MultiTOS. Many would say that it even leaves N.AES behind.
>> >
>> >I'm one of those who states XaAES leaves N.AES behinds.
>> >I really don't have any reason whatsoever to fall back to N.AES.
>> >And yes despite it's alpha status it's rock solid (at least on my
>> >setup).
>> >Sure there are still some issues which needs to be fixed but as far I
>> >can tell these issues are minor and doesn't affect the good working of
>> >XaAES (latest cvs version).
>> >TTFN
>> >Martin
>>
>> I agree with Martin here. The one time I got XaAES to load, I was impressed.
>
> You only got XaAES to load once?
>
> Best Regards,
>Odd Skancke

Yes, just once, but I really had not finished the setup. I just wanted to see
how I stood. I really was not trying to get it to load. I was more interested
in loading Mint 1.161. I paid the price though. My fat tables got messed up.
Luckily I had backups.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7391. TeraDesk 3.84 released

Newsgroup: comp.sys.atari.st
Date: 2006-07-22 17:36:17 UTC
From: vdjole@EUnet.yu
Message-ID: <e9tnmf$1so$1@news.eunet.yu>
Source record: 7867

Version 3.84 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

Two not very important bugs were fixed and several small optimisations
were made.

See the history file for more information.

Have fun.

7392. Re: TeraDesk 3.84 released

Newsgroup: comp.sys.atari.st
Date: 2006-07-22 18:28:36 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44C26E54.2080209@atari.org>
Source record: 7868

Hi Djordje,

Djordje Vukovic wrote :
> Version 3.84 of TeraDesk open-source desktop is available at:
>
> <http://solair.eunet.yu/~vdjole/teradesk.htm >
>
> Two not very important bugs were fixed and several small optimisations
> were made.
>
> See the history file for more information.

Thank you for your work on Teradesk, and support. I noticeably
remarked that resources from EB_Model 3 had a better aspect now.
So I can thanks from Emmanuel Baranger who worried about it
(not much, it's rather 'cosmetic'). Teradesk is very seriously
maintained, and because I use it exclusively, I really care.

I wish you fun coding further.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7393. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-23 04:11:51 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <6GCwg.4416$oj5.1525271@news.siol.net>
Source record: 7870

Edward S. Baiz Jr. wrote:

> Yes, just once, but I really had not finished the setup. I just wanted to
> see how I stood. I really was not trying to get it to load. I was more
> interested in loading Mint 1.161. I paid the price though. My fat tables
> got messed up. Luckily I had backups.

And u are sure MiNT was the culprit?

Janez

7394. Floppy imaging prog. for Windows

Newsgroup: comp.sys.atari.st
Date: 2006-07-23 12:39:16 UTC
From: PP <pp@atari.st>
Message-ID: <44c36df5$0$93830$f5da82b0@dnews.t-online.hu>
Source record: 7871

For those who not visit forums: I made floppy imaging program for Windows
which can do little more than usual Atari ST floppy imaging program.

http://www.ppest.org/atari/floimgd.php

P. Putnik

7395. Re: PCL 6 printer

Newsgroup: comp.sys.atari.st
Date: 2006-07-23 20:03:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200607232203.a36830@b.maus.de>
Source record: 7875

Hi David,

DW>No options to set on the printer? The clues says it supports
DW>Postscript...
maybe on PCs. But how output PS files if no ASCII character at all can
be printed? And for me, Postscript consists of ASCII...

Sorry,

Und TTschï¿½
ps

7396. Re: Stuff for Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-24 07:19:54 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ea1s73$pe6$1@gemini.csx.cam.ac.uk>
Source record: 7872

No, I'm not quiting. I just don't have room to set up both my ST and Falcon
and would prefere to make more use of my Falcon, espicially as I can use it
test STOS programs in all 3 ST resolutions and STOS 3D runs at a decent
speed. Rather annoyingly I had just finished copying the backup floppies
from my ST's HD to the Falcon yesterday when when it died on me :-(

Stephen Moss

"exxos" <exxos@home.co.uk> wrote in message
news:QL6dnfFnh-gT7CTZRVnyuQ@pipex.net...
> not quitting on us are you steve ?
>
> Chris
>

7397. Atari Online News, Etc. #09-29

Newsgroup: comp.sys.atari.st
Date: 2006-07-24 12:45:19 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1153745119.429299.206320@i42g2000cwa.googlegroups.com>
Source record: 7873

A-ONE #0829 07/21/06

~ Net Neutrality Debated ~ People Are Talking! ~ Food Sites Tempt
Kids
~ Senator in Web Gaffe! ~ Google Tests for Blind ~ EasyMiNT
Upgrade!
~ More ST-Log Available! ~ E-mail Becoming Passe? ~ China
Censorship!
~ Malware A Group Effort ~ Verifying Age Online? ~ XaAES Docs
Online!

-* Microsoft Agrees To Play Nice *-
-* eBay To Raise Fees On Online Store! *-
-* Most Blogs: Storytelling, Not Journalism! *-

--- ---
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org

7398. Re: Stuff for Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-24 18:48:36 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <x6mdnX6VKeVGiFjZnZ2dnUVZ8t2dnZ2d@pipex.net>
Source record: 7874

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:ea1s73$pe6$1@gemini.csx.cam.ac.uk...
> No, I'm not quiting. I just don't have room to set up both my ST and
> Falcon and would prefere to make more use of my Falcon, espicially as I
> can use it test STOS programs in all 3 ST resolutions and STOS 3D runs at
> a decent speed. Rather annoyingly I had just finished copying the backup
> floppies from my ST's HD to the Falcon yesterday when when it died on me
> :-(
>

Aint it always the case!

Does STOS 3D work on the Falcon ? I can't even remember, I know it sure
don't like CT60 as I had to disable the extension to allow STOS to boot up.
I though that it didn't even work on a Stock Falcon...

Chris

> Stephen Moss
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:QL6dnfFnh-gT7CTZRVnyuQ@pipex.net...
>> not quitting on us are you steve ?
>>
>> Chris
>>
>
>

7399. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-25 02:47:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44c5b2ec5dfd11@comcast.net>
Source record: 7878

>Edward S. Baiz Jr. wrote:
>
>
>> Yes, just once, but I really had not finished the setup. I just wanted to
>> see how I stood. I really was not trying to get it to load. I was more
>> interested in loading Mint 1.161. I paid the price though. My fat tables
>> got messed up. Luckily I had backups.
>
> And u are sure MiNT was the culprit?
>
> Janez

Yes and no. I think it was CNF files mainly because I now have a working
Mint/XaAES system after I used the newer Easymint 1.6.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7400. SettMMU Program and Mint

Newsgroup: comp.sys.atari.st
Date: 2006-07-25 02:51:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44c5b2ec5dfd12@comcast.net>
Source record: 7879

Hello all,

I am having trouble running the SetMMU program (takes the place of the Hades accessary program) and Mint. It seems if I try and run it in the boot process, Mint reports that it cannot load my Mint.CNF file. If I do not run it, then Mint loads fine. Has any other Hades owner had theis problem? I am thinking it is the position of the program in the auto folder that is the culprit, so I am going to do a little experimenting.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7401. Easymint 1.6 works

Newsgroup: comp.sys.atari.st
Date: 2006-07-25 02:57:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44c5b2ec5dfd13@comcast.net>
Source record: 7880

Hello,

Thanks to Marc-Anton and Easymint 1.6, I now have a good working Mint/XaAES system. Now I understand what the talk was about XaAES. It is MUCH better then N.AES. Jinnee loads in fine and looks great in 24 bit. No problem with the color of the icons. I just have to boot Jinnee up in the booting process and not load it in after Mint/XaAES has booted.

The best part is, and I never thought it would ever be possible, is that I can now change resolution and/or color modes without re-booting. All I have left is to solve the SetMMU thing, setup my paths and add some programs to boot. Then I will use this as my main system.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7402. Re: Stuff for Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-07-25 07:23:59 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ea4gqn$g80$1@gemini.csx.cam.ac.uk>
Source record: 7876

"exxos" <exxos@home.co.uk> wrote in message
news:x6mdnX6VKeVGiFjZnZ2dnUVZ8t2dnZ2d@pipex.net...
>
< cut >

> Does STOS 3D work on the Falcon ? I can't even remember, I know it sure
> don't like CT60 as I had to disable the extension to allow STOS to boot
> up. I though that it didn't even work on a Stock Falcon...

STOS 3D runs fine on my Falcon, its a stock 4Mb Falcon with TOS 4.02. The
only original STOS extension which does not appear to work is the Meastro
extension, it does not record from the sampling cart for some reason.

Steve

7403. NVDI 5 disk corrupt

Newsgroup: comp.sys.atari.st
Date: 2006-07-26 11:55:19 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <ea7l77$h34$1$8302bc10@news.demon.co.uk>
Source record: 7877

Hello all,

My NVDI 5 (disk 1) is corrupt. Disk 2 is fine though.

Can anyone help me out to get disk 1 again ??

Thanks,

Alan.

7404. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 2006-07-26 23:39:25 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <d%Sxg.19171$ZH1.16618@bignews4.bellsouth.net>
Source record: 7881

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:e9jhfm$ng7$1$8300dec7@news.demon.co.uk...
> I've certainly looked everywhere. So if you have the manual and can scan
> it, I'd
> appreciate it.
>
> Thanks,
>
> Alan.
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:sMmdnekD2MAcvCDZRVnyvw@pipex.net...
>> nemesis software should be on the stos site as I put it there, I have the
>> manual but have no idea where it is, if you cant find it anywhere or
>> anyone let me know and i try and find it and scan it for the site.
>>
>> if you want some advice though, dont bother, nemesis is "the falcon
>> killer" , IMHO its not worth the risk of damage just to make it run a few
>> mhz faster. Mine ran fine other than some games stopped working due to
>> sync problems with the screen, though after hearing about just about
>> everyone i know having dead falcons after a few months I soon took it
>> and, and glad I did... I now have a CT60 so my falcon is still alive and
>> boosted :)
>>
>> chris
>>
>> "Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
>> news:e9ifh7$4pd$1$8302bc10@news.demon.co.uk...
>>> Hello all,
>>>
>>> I've got a Nemesis installed in my Falcon, and I'm looking for the
>>> original installation manual if anyone has one, or knows where to get
>>> it - I'd
>>> appreciate it.
>>>
>>> Thanks,
>>>
>>> Alan.
>>>
>>
>>
>
>
Wish you luck with the Nemesis installation.

It isn't hard to install.
I did have a bad experience with mine. It was the 25/50
version and the buffer part worked, However the main board
did not. And it was bought brand new.
After looking back over the manual and updates, I think a big
part of the problem was due to removing two capacitors on the
Nemesis board which was suggested by a last minute addition to
the manual. It even had a picture!

It would probably work if I install the caps. but I moved on
to a Centurbo 2 B version. Liked it so much that I got another one
and is fast enough for what I do.

If you get the Nemesis working correctly 640x480 in TC mode is
possible.
The CT2B does this easily, even 800x608 in TC. I really haven't
tried to push it any farther than that in TC mode.

BTW, if you get it working e-mail me.
I'd also like to know which version you have.

Good luck,

phantomm@bellsouth.net

7405. Mountain Software

Newsgroup: comp.sys.atari.st
Date: 2006-07-26 23:52:01 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <_aTxg.19265$ZH1.9382@bignews4.bellsouth.net>
Source record: 7882

Years ago, I recall a program called Mountain.
I think it was from a French programmer.

I think it was a multi-media type program and
may have support for some digitisers or cameras.

Is this program still available?

If not, anyone have the last version registered for
sale or trade?

Contact me at:\
phantomm@bellsouth.net

7406. WTB: ATARI ITEMS

Newsgroup: comp.sys.atari.st
Date: 2006-07-27 00:22:00 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <5DTxg.19467$ZH1.9875@bignews4.bellsouth.net>
Source record: 7883

Looking for following Items...

Atari Falcons (Not working)

Expose' Digitisers (working or Not Working)

ScreenEye Digitiser (Working or Not Working)

TOS 2.06 upgrade for 1040STE that is Switchable back
to older Tos 1.62.

ICD 16Mhz Upgrade for 1040STE and Mega ST.

Replay 16 Cartridge or similar

LAN and or Cartridge Networking system between 2 Ataris ST-Falcon.

Graphics Cards

Contact me by e-mail

phantomm@bellsouth.net

7407. Re: The XaAES online documentation

Newsgroup: comp.sys.atari.st
Date: 2006-07-27 04:21:13 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <TaXxg.4448$oj5.1555843@news.siol.net>
Source record: 7884

>> And u are sure MiNT was the culprit?
>>
>> Janez
>
> Yes and no. I think it was CNF files mainly because I now have a working
> Mint/XaAES system after I used the newer Easymint 1.6.

CNF can be responsible for non working application, hardly for HDD crash. FAT tables are messed up if computer crashes while accesing them, etc. The only reason that MiNT may be responsible is that user mke2fs wrong (already used) partition... Iwe done that already :) Anyway, MiNT is not some fearfull application which at littlest mistake wipe HDD. I messed up CNF a lot of times (while changing them to fit all, even AES and desktop app, and tools to mint partition in /aes folder. That way no matter on what partiton i have MiNT, i only need to change sln link in mint.cnf, and all works, since all cnf files (aes and thing ones) use U:nified paths (naes path is not c:\n_aes but u:\aes\n_aes or /aes/n_aes and so on, so its not drive dependant) and really got me in troubles sometimes, but didnt lost HDD content..

Janez

7408. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-07-27 09:09:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607270207320.24034-100000@onyx.spiritone.com>
Source record: 7887
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7409. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-07-27 09:12:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607270209500.24034-100000@onyx.spiritone.com>
Source record: 7886
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7410. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.st
Date: 2006-07-27 09:15:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607270212310.24034-100000@onyx.spiritone.com>
Source record: 7888
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FREE GAMES! BUY 8 BIT OR ST, GET FREE GAME! OR 2 FREE JAG GAMES! READ ON!

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST Computer lines plus Jaguar Consoles & Games!Catalogs are ASCII files!Order by Downloading Catalogs off my website, load them into your text editor, choose your order items, delete the rest, save your order as ASCII text & E-Mail the rest with your Mailing address so I can figure Shipping! Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st Come, 1st Serve! All July Long!

Spend $100.00 on 8 Bit or ST, Get ANY FREE GAME! Spend $120.00 on Jaguar, Get 2 FREE Jag Games! Such as: Bruce Lee, Bubsy, DooM, Pitfall & Wolf 3D!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7411. Re: Mountain Software

Newsgroup: comp.sys.atari.st
Date: 2006-07-27 09:27:36 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <44c88704$0$885$ba4acef3@news.orange.fr>
Source record: 7885

"phantomm" <phantomm@bellsouth.net> a crit dans le message de news:
_aTxg.19265$ZH1.9382@bignews4.bellsouth.net...
>
> Years ago, I recall a program called Mountain.
> I think it was from a French programmer.
>
> I think it was a multi-media type program and
> may have support for some digitisers or cameras.
>
> Is this program still available?

looking at the web page (author R my Vanel) at
http://vanel.club.fr/index.html,
you'll see that the lastest news are from 2000 and that in 2001 Mountain
became free.
You'll find the link to download it.

(an union jack flag is present to have the pages in english).

Guillaume.

7412. megafile.atari.st

Newsgroup: comp.sys.atari.st
Date: 2006-07-27 23:17:42 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <eabhimrmu1@reader2.panix.com>
Source record: 7889

Is the megafile.atari.st website still alive? All I know is that I cannot
get to it from here, which is in the area of Michigan and northern Ohio.
It times out a browser.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7413. Re: megafile.atari.st

Newsgroup: comp.sys.atari.st
Date: 2006-07-28 06:48:44 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1154069324.175744.20980@p79g2000cwp.googlegroups.com>
Source record: 7890

I can't access it for a month now.

Jim DeClercq wrote:
> Is the megafile.atari.st website still alive? All I know is that I cannot
> get to it from here, which is in the area of Michigan and northern Ohio.
> It times out a browser.
>
> Jim
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .

7414. Million Dollar Bills

Newsgroup: comp.sys.atari.st
Date: 2006-07-28 13:57:38 UTC
From: fbjn@tampabay.rr.com
Message-ID: <1154095058.040205.53980@m73g2000cwd.googlegroups.com>
Source record: 7891

I would like to introduce you to our "MILLION DOLLAR" collectible
dollar bill.

These are superfast sellers and a lot of fun for your customers!

The bills easily retail at $1.00 each or more.

Please click here to see our MILLION DOLLAR BILL -->>
http://americanartclassics.com/store.cfm?Event=ItemDetail&ItemID=193153

Or...visit our wholesale site: www.americanartclassics.com/store.cfm to
see our full line of products.

Be sure to take advantage of our special offer of $99.00 per thousand
on any combination of our full-color bills!
Simply click here to go right to the special-->>
http://americanartclassics.com/store.cfm?event=itemdetail&itemid=108818

Please contact us Toll-Free at 1-877-319-0600 or email us at
frank@americanartclassics.com if you have any questions, for ordering
information or to request a FREE sample.

Thanks!
Frank Makan
President
American Art Classics, Inc.
Orders: 1-877-319-0600
Office: 727-461-4991
Fax: 775-582-3971
www.americanartclassics.com

7415. Re: NVDI 5 disk corrupt

Newsgroup: comp.sys.atari.st
Date: 2006-07-28 15:23:05 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <eada4s$27v$1$8302bc10@news.demon.co.uk>
Source record: 7892

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:ea7l77$h34$1$8302bc10@news.demon.co.uk...
> Hello all,
>
> My NVDI 5 (disk 1) is corrupt. Disk 2 is fine though.
>
> Can anyone help me out to get disk 1 again ??

Anyone ???

help?

Oh, it's the English version too I need.

Alan.

7416. 3wGift Software, lowest price!

Newsgroup: comp.sys.atari.st
Date: 2006-07-29 07:18:42 UTC
From: "3wgift.com" <sunraise2005@gmail.com>
Message-ID: <1154157522.166324.42310@m73g2000cwd.googlegroups.com>
Source record: 7893

Just click to buy 3wGift software! (www.3wGift.com)

Microsoft Windows: --
Win 2000 Adv. Server $25.00
Win NT 4.0 Terminal Server $25.00
Win 98 SE $25.00
Win 95 $25.00
Win 2000 Professional $25.00
Win NT 4.0 Server $25.00
Win XP Professional $25.00
Win Millenium $25.00
Win XP Professional With SP2 Full Version $25.00

Microsoft Office:---
FileMaker 7.0 Professional $25.00
Office 2003 Professional (1 CD) $25.00
Office 2k PE (2 CD Edition) $25.00
Office XP Professional $25.00
Office 97 SR2 $25.00

Other Microsoft (c) Software:-----------------------------------
MS Exchange 2003 Enterprise Server $25.00
MS Picture It Premium 9 $25.00
MS Money 2004 $25.00
MS Works 7 $25.00
MS Visual Studio .NET Architect Edition (8CD) $25.00
MS Project 2003 Pro $25.00
MS Encarta Encyclopedia Delux 2004 (3 CD) $25.00
MS Plus! XP $25.00
MS Streets and Trips 2004 North America (2 CD Edition) $25.00
MS SQL Server 2000 Enterprise Edition $25.00

Adobe Software:---

Acrobat 6 Pro $25.00
Creative Suite Premium (5 CD) $25.00
Photoshop 7 $25.00
Creative Suite Standard (3 CD Edition) $59.00
Photoshop CS with ImageReady CS $25.00
Illustrator 10 $25.00
Premiere 7 $25.00
PageMaker 7 (2 CD Edition) $25.00
InDesign CS PageMaker Edition (2 CD Edition) $25.00
After Effects 6.0 MAC $25.00
InDesign CS MAC $25.00
Illustrator CS CE MAC $25.00

Photoshop CS MAC $25.00
Premiere 6.5 MAC $25.00
LiveMotion 2 MAC $25.00
Actobat 6.0 Pro MAC $25.00

Macromedia Software:----------
Macromedia Freehand MX 11 $25.00
Macromedia Dreamwaver MX 2004 $25.00
Macromedia Fireworks MX 2004 $25.00
Macromedia Flash MX 2004 $25.00
Macromedia Fireworks MX 2004 (Mac) $25.00
Macromedia Studio MX 2004 with Director MX 2004 (Mac) $50.00
Macromedia Flash MX 2004 (Mac) $25.00
Macromedia FreeHand MX (Mac) $25.00
Macromedia Dreamweaver MX 2004 (Mac) $25.00
Macromedia Director MX 2004 (Mac) $25.00

Corel Software: ----------
Corel Draw Graphics Suite 11 $59.95
Corel Photo Painter 8.0 $25.00
Corel Draw Graphics Suite 11 (Apple Macintosh) $25.00
Corel Photo Painter 8.0 (Apple Macintosh) $25.00
Corel WordPerfect Office $25.00

Come to site www.3wGift.com

7417. Mouse sensitivity

Newsgroup: comp.sys.atari.st
Date: 2006-07-29 11:50:45 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1154173844.946883.47800@b28g2000cwb.googlegroups.com>
Source record: 7894

Hi all,

Just managed to get my Eiffel interface working, and am testing a wireless keyboard/mouse. This seems to work pretty good, but there are a couple of hickups.

The main problem is that the mouse sensitivity is way too high, the mouse pointer is moved across the screen very fast even with small mouse movements. Does anybody know of a configuration program that will allow me to reduce mouse sensitivity? Silkmouse looked promising, but it would only allow me to *increase* the sensitivity.

Any ideas?

Regards,

/Joakim

7418. FA : Many rare, boxed ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 2006-07-29 13:58:17 UTC
From: Rinaldus Drybone <rinaldus_drybone@lycos.de>
Message-ID: <1154181497.578959.14470@s13g2000cwa.googlegroups.com>
Source record: 7895

Take a look at :

http://search.ebay.com/_W0QQsassZpanamajoe2005QQhtZ-1QQfrppZ50QQfsopZ1QQfsooZ1QQrdZ0?

I have :

- The Pawn
- The Guild of Thieves
- Jinxter
- Fish
- Beyond Zork
- Spellbreaker
- Times of Lore
- Demon's Winter by SSI
- Phantasie II and Phantasie III
- Questron II
- Stunt Car Racer
- Magic Pockets by the Bitmap Brothers
- Xenon 2 by the Bitmap Brothers
- Captive
- Legend
- Rubicon
- Obsession for STE
- Wolfchild
- Populous II
- Elvira

and many more games.

I didn't list all my games on ebay, if you are looking for
a game, please ask, I have many more.

7419. Re: IRC #atari chat

Newsgroup: comp.sys.atari.st
Date: 2006-07-29 16:33:47 UTC
From: Ken Ames <spambegonekenames99@yahoo.com>
Message-ID: <L5Myg.190113$mF2.161295@bgtnsc04-news.ops.worldnet.att.net>
Source record: 7896
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

ProteanThread wrote:
> sorry, didn't realize the moderated bit was set. :-)
>
>
>
> *ProteanThread* wrote:
>
>>just for kicks i created an #atari room here:
>>
>>irc.rageirc.com (port 6667 i think)
>>
>>it's up now.
>
>
well whatever you did made it so I cannot connect to rageirc.com server.
can you fix it? thanks

Ken

7420. Re: Mouse sensitivity

Newsgroup: comp.sys.atari.st
Date: 2006-07-29 18:49:38 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <44cbae06$0$10453$ba620e4c@news.skynet.be>
Source record: 7897

On Saturday 29 July 2006 13:50, GokMasE wrote:

> The main problem is that the mouse sensitivity is way too high, the
> mouse pointer is moved across the screen very fast even with small
> mouse movements. Does anybody know of a configuration program that
> will allow me to reduce mouse sensitivity? Silkmouse looked promising,
> but it would only allow me to *increase* the sensitivity.

You might check out CKBD 1.5. It seems pretty complete. Don't know if it
will slow the mouse down, though.

Jean-Franï¿œois

7421. Re: Mouse sensitivity

Newsgroup: comp.sys.atari.st
Date: 2006-07-29 23:21:11 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1154215270.990068.49930@h48g2000cwc.googlegroups.com>
Source record: 7898

Jean-François Lemaire wrote:
> On Saturday 29 July 2006 13:50, GokMasE wrote:
>
> > The main problem is that the mouse sensitivity is way too high, the
> > mouse pointer is moved across the screen very fast even with small
> > mouse movements. Does anybody know of a configuration program that
> > will allow me to reduce mouse sensitivity? Silkmouse looked promising,
> > but it would only allow me to *increase* the sensitivity.
>
> You might check out CKBD 1.5. It seems pretty complete. Don't know if it
> will slow the mouse down, though.

Thanks for the tip! It actually seems to be able to slow it down too,
although I have not
figured out exactly how to fine tune things. But now I am at least able
to use the wireless mouse :) Cheers!

Regards,

/Joakim

7422. Atari Online News, Etc. #08-30

Newsgroup: comp.sys.atari.st
Date: 2006-07-30 00:24:35 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1154219075.140182.26470@i3g2000cwc.googlegroups.com>
Source record: 7749

A-ONE #0830 07/28/06

~ Parents Remote Control ~ People Are Talking! ~ Image-based
Spam!
~ Online Kid Porn Battle ~ YouTube Keeps Growing! ~ No Vista Delay
Now?
~ Click Fraud Settlement ~ Fake Google Site Woes! ~ MS WGA
Annoyance?
~ New Adult Web Hangout! ~ Wireless Mighty Mouse! ~ Professor Prank
Bust!

-* TeraDesk Update Now Available *-
-* Yahoo To Offer Norton Security Tool *-
-* US Tops Lists of 'Dirty Dozen' Spam Nations *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

7423. FA: Stacy 4

Newsgroup: comp.sys.atari.st
Date: 2006-07-30 09:18:02 UTC
From: TjLaZer <tjlazer@rainier.com>
Message-ID: <12couau2b0qonae@corp.supernews.com>
Source record: 7750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=130012090694

7424. Atari related holyday picture

Newsgroup: comp.sys.atari.st
Date: 2006-07-30 15:43:19 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44ccd397$1_2@x-privat.org>
Source record: 7751

Howdy,

This years, like the past 4 years, I spent my holiday in a beautiful
country called Czech Republic.

On one of my trips I had to take a free bus who brought me from the
zoo of Vyskov to the Dinopark in Vyskov and back.

You can find a picture of that bus on

<URL:http://users.telenet.be/tos4ever/downloads/i_love_atari.png>

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7425. Great website - Too bad no one sees it 5BR1

Newsgroup: comp.sys.atari.st
Date: 2006-07-30 16:35:22 UTC
From: rusyhoss@email.adr
Message-ID: <ed5zg.1162$t4.206@newsfe3-win.ntli.net>
Source record: 7752

Always staying on the cutting edge of the latest trends and effective advertising methods,
Kiosk offers only the best and time worthy promotional tools.
If we don't have it, you don't need it!

*Supersponder

*Prospecting system

*Master Profit system

*Promotional pages

*Complete resell rights for our library of proprietary products

*Ad tracking

*Membership to our safelist franchise

*Super FFA system

*Group Networking

Click below to find out what has the super-affiliates
quaking in their boots

http://tinyurl.com/pzkxe

Thank you for your time, and we wish you a profitable 2006!

Regards,
Clive Foster

Please visit the following site, for the best promotional
and marketing idea we have seen this year:

http://tinyurl.com/pzkxe

Ruta biranas xilimi pafiradi xosebiso las cem xel gepixon huditecac nefewesi fesatemeye .

7426. Atari stuff FA

Newsgroup: comp.sys.atari.st
Date: 2006-07-30 21:22:12 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <200607302221017742-derryck@cixcoukinvalid>
Source record: 7753

ICD "The Link II" Atari DMA to SCSI adaptor
<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=220012360643>

Cubase Audio dongle
<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=220012360373>

Cubase Audio Clock (Falcon?)
<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=220012360425>

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

7427. Re: SettMMU Program and Mint

Newsgroup: comp.sys.atari.st
Date: 2006-07-31 07:41:25 UTC
From: Odd Skancke <o-NOskanckSPAM@REMOVEonlineREMOVE.no>
Message-ID: <1154331685.3048.5.camel@xppc>
Source record: 7754

Hi Edward,

tir, 25,.07.2006 kl. 06.51 +0400, skrev Edward S. Baiz Jr.:
> Hello all,
>
> I am having trouble running the SetMMU program (takes the place of the Hades
> accessary program) and Mint. It seems if I try and run it in the boot process,
> Mint reports that it cannot load my Mint.CNF file. If I do not run it, then
> Mint loads fine. Has any other Hades owner had theis problem? I am thinking it
> is the position of the program in the auto folder that is the culprit, so I am
> going to do a little experimenting.

You can NOT use both setmmu and the Hades ACC simultaneously. The Hades
ACC doesnt setup a good translation tree, and it modifies the PMMU too
late for MiNT. Also, you need to make sure you tell setmmu how much ram
you have in your Hades by chaning mmusetup.cnf. Do you get this problem
with 1.16.x versions found in xaaes alpha packets on xaaes.atari.org? If
so, read carefully the part about <sysdir>, and use the name "1-16-cur"
for the alpha versions (because they're "current CVS" binaries).

Best Regards,
Odd Skancke

7428. Re: IRC #atari chat

Newsgroup: comp.sys.atari.st
Date: 2006-08-01 03:05:30 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1154400416.923108.156140@p79g2000cwp.googlegroups.com>
Source record: 7755
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

changed servers to:

irc.openirc.net same ports same channel #atari

Ken Ames wrote:
> *ProteanThread* wrote:
> > sorry, didn't realize the moderated bit was set. :-)
> >
> >
> >
> > *ProteanThread* wrote:
> >
> >>just for kicks i created an #atari room here:
> >>
> >>irc.rageirc.com (port 6667 i think)
> >>
> >>it's up now.
> >
> >
> well whatever you did made it so I cannot connect to rageirc.com server.
> can you fix it? thanks
>
> Ken

7429. Re: NVDI 5 disk corrupt

Newsgroup: comp.sys.atari.st
Date: 2006-08-01 08:22:54 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.64.0608011019001.1149@localhost>
Source record: 7756

Hi Alan,

did you get the contents of the damaged disk?

If not you might want to get in touch with Application Systems Heidelberg,
they still sell NVDI.

AH> Oh, it's the English version too I need.

Mine is german...

Regards,

Alexander

7430. Looking for working Speedofont Egyptian 505 roman

Newsgroup: comp.sys.atari.st
Date: 2006-08-01 19:44:52 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <B6idnREWrfCpMILZRVnyuw@pipex.net>
Source record: 7757

I am looking for a working version of BX000962.SPD Egyptian 505 roman.

Unfortunately both files I have, originating from Compo's Font
Pack Gold, Disk 5, are faulty and crash Fontname and Arkus when I
try to display them.

BX000961.SPD Egyptian 505 Light, BX000963.SPD Egyptian 505 Medium
und BX000964.SPD Egyptian 505 Bold are OK.

Can anyone help (I suspect all English Compo versions are faulty, as
my files came from two different sources). Does Bitstream still exist?
If so, where?

Or is there perhaps a TTF equivalent?

Regards, /Peter/

7431. Re: NVDI 5 disk corrupt

Newsgroup: comp.sys.atari.st
Date: 2006-08-02 00:21:48 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <eaor6s$3s4$1@reader2.panix.com>
Source record: 7758

Check your mail box, should be there.

Jim

Alan Hourihane <alan_hourihane@hotmail.com> writes:

: "Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
: news:ea7l77$h34$1$8302bc10@news.demon.co.uk...
: > Hello all,
: >
: > My NVDI 5 (disk 1) is corrupt. Disk 2 is fine though.
: >
: > Can anyone help me out to get disk 1 again ??

: Anyone ???

: help?

: Oh, it's the English version too I need.

: Alan.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7432. Re: Looking for working Speedofont Egyptian 505 roman

Newsgroup: comp.sys.atari.st
Date: 2006-08-02 16:47:35 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <jOKdnchL_9HISk3ZRVnysw@bt.com>
Source record: 7759

Hi Pete

Check your mail.

--

Regards from STEve & his nice warm cosy PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
<xlator@cix.compulink.co.uk> wrote in message
news:B6idnREWrfCpMlLZRVnyuw@pipex.net...
>I am looking for a working version of BX000962.SPD Egyptian 505 roman.
>
> Unfortunately both files I have, originating from Compo's Font
> Pack Gold, Disk 5, are faulty and crash Fontname and Arkus when I
> try to display them.
>
> BX000961.SPD Egyptian 505 Light, BX000963.SPD Egyptian 505 Medium
> und BX000964.SPD Egyptian 505 Bold are OK.
>
> Can anyone help (I suspect all English Compo versions are faulty, as
> my files came from two different sources). Does Bitstream still exist?
> If so, where?
>
> Or is there perhaps a TTF equivalent?
>
> Regards, /Peter/

7433. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-08-03 13:46:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608030642130.11525-100000@onyx.spiritone.com>
Source record: 7760
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7434. Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.st
Date: 2006-08-03 13:49:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608030647080.11525-100000@onyx.spiritone.com>
Source record: 7762
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off all educational Software & Books for Classic Atari 8 Bit & Atari ST Computer lines! Make sure you ask for the discount in E-Mail. Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7435. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.st
Date: 2006-08-03 13:51:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608030649280.11525-100000@onyx.spiritone.com>
Source record: 7761
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm converting my Atari catalogs to 80 columns across! I'm still doing this and may not complete my work! I may not convert certain catalogs, such as hardware catalogs. Still, checkout my NEW UPDATED catalogs!

FREE Catalogs for Used & New Atari Jaguar Games plus Consoles! Plus Classic Atari 8 Bit & ST Computer lines! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7436. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-03 13:54:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608030651480.11525-100000@onyx.spiritone.com>
Source record: 7763
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7437. July/August Winners/Prizes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-03 14:27:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.03.14.27.30.712058@charter.net>
Source record: 7764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings, fellow Atarians! :)

Here are the winners for July 2006:

Final Frontier II - Almostrice wins the $75.00 prize!

ST Magazine - Pantera wins the 3 mag. sub. to ST Magazine!

Next months prize includes a free 3 mag. subscription to
ST Magazine, for some lucky Atari caller!

Congratulations to our winners, and good luck to all who
call for next months prizes. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7438. Re: NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 03:05:47 UTC
From: Ghost <juno@flysarecool.com>
Message-ID: <cQyAg.11689$RD.8562@fed1read08>
Source record: 7765
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Holy exclamation point batman!

7439. 1987 Nissan Be-1 sale Japan

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 04:26:44 UTC
From: ks.nra30133@gmail.com
Message-ID: <1154665604.712814.301220@p79g2000cwp.googlegroups.com>
Source record: 7766

fbo Yen200,000.- MT

Kuroyanagi Shouten Ltd Japan.
#510 Castle May, 3-1422 Ueda-Higashi
Tenpaku, Nagoya Japan 468-0006
ks.nra30133@gmail.com
fax +81 52 803 1870
tel +81 90-1417-1403
http://members.at.infoseek.co.jp/japanesejapan/index.html
http://kuroyanagikazuo.hp.infoseek.co.jp/index.html
http://shouten.tripod.com/index-13.html parts

7440. Any STs have universal power supply?

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 11:24:01 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-DC0A4E.13240104082006@newsreader2.netcologne.de>
Source record: 7767

Hi there. After using an Atari ST briefly in the mid 90's I finally got one myself last year and have been enjoying using it with Notator to control my MIDI rig. I'm living in Germany, where STs are plentiful, and I got mine for 10 Euros, which was overpriced, but there we are.

Now it happens that I've decided to move back to the States, and since STs are much harder to find in the U.S. and much more expensive I'm considering bringing mine with me, only I've realized with some dismay that the bottom of my STf says "220-240V 50Hz" which as we know is not gonna cut it in the States without some expensive converter which I'd rather avoid.

So the question is: Did any STs come with universal power supplies? If I'm going to bother bringing an ST across the Atlantic I figure it may as well be a Mega STE, since that's the latest and greatest that'll run Notator AFAIK, but I only want to bother with that if I can be relatively sure that it'll work on U.S. power.

If there were none with universal power supplies, then I imagine getting a U.S. power supply would be just as difficult/expensive as getting the whole machine once I'm back, in which case I'd forget about trying to ship it from here and just get it there. What do you think?

Anyone else have experience bringing STs from Germany to the States? There seems to be some demand in the U.S., and a ridiculous supply in Germany.

Thanks for any help or suggestions.

P.S: Nice group you have here! I've enjoyed reading over the posts of the last half year.

7441. Re: Any STs have universal power supply?

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 12:55:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.04.12.55.52.198370@charter.net>
Source record: 7768

On Fri, 04 Aug 2006 13:24:01 +0200, Ryan wrote:

> Hi there. After using an Atari ST briefly in the mid 90's I finally got
> one myself last year and have been enjoying using it with Notator to
> control my MIDI rig. I'm living in Germany, where STs are plentiful, and
> I got mine for 10 Euros, which was overpriced, but there we are.

<snip>

Hmm, it seems to me, you've got a couple of options, as far as the P/S goes.

You can replace the P/S with a US one, Best Electronics sells them for about $115.00, last time I checked.

You could try to get a used one from Ebay. I did this just recently, picking up one for my Mega STe for $36.00, and it worked fine.

There's probably another option as well. You can use a cheap ATX power supply to run STs. I did this with my Falcon for awhile, until I got my CT60 accelerator (which the ATX P/S plugs straight into). It does require a little rewiring, but works. I'm not sure if you could find one of those micro units that would cosmetically match up to the Mega STe and fit inside without some "engineering" though.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7442. Meta STE - screen sparkles

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 15:40:38 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <eavppm$fe7$1$8302bc10@news.demon.co.uk>
Source record: 7769

I have a Mega STE with 4MB RAM.

When powering up the screen at certain verical positions has sparkly effects as though the RAM was bad - but it's not.....

The memory tests are fine, and I've swapped them as well with the same problem.

The sparkle effect tends to disappear after a few minutes of warm up though.

Anyone any ideas what could cause this ?

Thanks,

Alan.

7443. F31 Keyboard fuse (MegaSTE)

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 16:13:44 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <eavrnp$2ie$1$830fa79d@news.demon.co.uk>
Source record: 7770

Anyone know the specs for the keyboard fuse at F31 on the MegaSTE.

Seems as though I just plugged in my QwertyX and it's popped. Ugh.

Alan.

7444. Re: Looking for working Speedofont Egyptian 505 roman

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 18:22:50 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <NNednWiwUubnDU7ZnZ2dnUVZ8tKdnZ2d@pipex.net>
Source record: 7771

In message <jOKdnchL_9HISk3ZRVnysw@bt.com>, steve.sweet@btopenworld.com said:

>Check your mail.

Thanks Steve, but you only sent the ones I already had. As I said:

>> BX000961.SPD Egyptian 505 Light, BX000963.SPD Egyptian 505 Medium
>> und BX000964.SPD Egyptian 505 Bold are OK.
^^^^^^
The one I am after is BX000962.SPD Egyptian 505 roman.
^ ^^^^^

Regards, /Peter/

7445. Re: Meta STE - screen sparkles

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 19:03:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.04.19.03.48.9885@charter.net>
Source record: 7772

On Fri, 04 Aug 2006 16:40:38 +0100, Alan Hourihane wrote:

> I have a Mega STE with 4MB RAM.
>
> When powering up the screen at certain verical positions has sparkly effects
> as though the RAM was bad - but it's not.....

<snip>

Alan, just a thought - but do you have a 2nd monitor to try, just in case
its the monitor and not the Mega STe itself? Or a 2nd ST to try with that
monitor? Would rule out that possibility anyways...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7446. Re: Meta STE - screen sparkles

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 19:33:45 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <eb07erhlo1$830fa795@news.demon.co.uk>
Source record: 7773

"Ronald J. Hall" wrote...
> Alan, just a thought - but do you have a 2nd monitor to try, just in case
> its the monitor and not the Mega STe itself? Or a 2nd ST to try with that
> monitor? Would rule out that possibility anyways...

I use the monitor everyday with my TT and Falcon, so I know it's not the
monitor.

Alan.

7447. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 20:18:37 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44d3ab9d$1_2@x-privat.org>
Source record: 7774

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**network**
ftp://chapelie.rma.ac.be/atari/network/other/avnc-108.zip
(71.936 bytes): VNC stands for Virtual Network Computing.
It is remote control software which allows you to view and interact
with one computer (the "server") using a simple program (the "viewer")
on another computer anywhere on the Internet.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera384b.zip
(300.951 bytes): replacement for the builtin TOS desktop for
16-bit and 32-bit Atari computers

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera384g.zip
(86.205 bytes): German Resource file(s) for Tera Desktop 3.84

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

7448. Re: Meta STE - screen sparkles

Newsgroup: comp.sys.atari.st
Date: 2006-08-04 21:56:12 UTC
From: "Frank P. Szymanski" <usenetposting@arcor.de>
Message-ID: <44d3bfd6$0$24889$9b4e6d93@newsread4.arcor-online.net>
Source record: 7775

> I have a Mega STE with 4MB RAM.
>
> When powering up the screen at certain verical positions has sparkly effects
> as though the RAM was bad - but it's not.....
>
> The memory tests are fine, and I've swapped them as well with the same
> problem.
>
> The sparkle effect tends to disappear after a few minutes of warm up though.
>
> Anyone any ideas what could cause this ?

Could you try to play some MOD-Files in STEREO on your MSTE (perhaps
with Paula or some similar programs)?

If you hear crackling sound your MSTE is one of a few machines with a
bad GST-MCU/GLUE. In this case all you can do is to change this chip
(C300589-001 U501).

I once had a MSTE like that and I also had the impression that after a
few minutes after warmup it disappeared but the crackling sound still
remained.

Regards,

Frank

7449. Re: Any STs have universal power supply?

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 00:09:50 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <872dnYQa2c5TfE7ZRVnyrQ@pipex.net>
Source record: 7776

In message <no-DC0A4E.13240104082006@newsreader2.netcologne.de>, no@spam.invalid said:

>Hi there. After using an Atari ST briefly in the mid 90's I finally got
>one myself last year and have been enjoying using it with Notator to
>control my MIDI rig. I'm living in Germany, where STs are plentiful, and
>I got mine for 10 Euros, which was overpriced, but there we are.
>
>Now it happens that I've decided to move back to the States, and since
>STs are much harder to find in the U.S. and much more expensive I'm
>considering bringing mine with me, only I've realized with some dismay
>that the bottom of my STf says "220-240V 50Hz" which as we know is not
>gonna cut it in the States without some expensive converter which I'd
>rather avoid.

I don't think there were any universal PSs, but a small
auto-transformer 220-120V should do you. Not expensive The
difference in frequency should not matter, as Ataris use
switch-mode PSs.

Alternatively, you should be able to buy a 120V power supply board
from Best Electronicsof San Jose - see www.best-electronics-ca.com
or email Brad Coda at bestelec@sbcglobal.net

Regards, /Peter/

7450. Oh dear, Atari hardware site hacked :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 00:32:57 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <w62dnTtoUdKkek7ZRVnyhA@bt.com>
Source record: 7777

Just dropped by here to have a look for some information.

http://atari4ever.free.fr/hardware/ram.html

Suggested that you don't click on this with a modern/Windows computer as I
don't know what else is going on there.

:(

7451. Mega ST and Mega STE keyboards - difference?

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 01:13:03 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-772193.03130305082006@newsreader2.netcologne.de>
Source record: 7778

I haven't really paid much attention to the Atari Megas before (having used a 1040 STf) but now that I'm looking for a Mega STE I'm seeing two different keyboards depicted:

One that looks like this, with diagonal function keys and which bears a good resemblance to a 1040 STf and looks pretty neat:

http://mpc.fab.free.fr/atari/atari16-32/photo16-32/megalateral.jpg

And one that looks like this, with square function keys and IMHO an altogether more boring appearance:

http://www.betuwe.net/~mellemab/homecomputers/images/atari/Atari_Mega_STE_Large.jpg

Do each of these keyboards fit with a specific Mega, or will either keyboard work with either Mega? Is there an advantage to one or the other keyboard? (Or are there more models that I haven't found yet?) I read somewhere that one keyboard model was to be vastly preferred, but I couldn't figure out which one was meant. Going on visual appearance alone, I'd be strongly inclined to prefer the exciting diagonal function keys, but if there are other considerations, I'd love to learn about them.

7452. Re: F31 Keyboard fuse (MegaSTE)

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 03:35:21 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <mc48d25nlfbaijlin96170cdenejcqaeik@4ax.com>
Source record: 7779

On Fri, 4 Aug 2006 17:13:44 +0100, "Alan Hourihane"
<alan_hourihane@hotmail.com> wrote:

>Anyone know the specs for the keyboard fuse at F31 on the MegaSTE.
>
>Seems as though I just plugged in my QwertyX and it's popped. Ugh.
>

According to my MegaSTe schematic, it's 0.5A. Don't know if it's
slow-blow or quick-blow. Better get a couple in case your Qwertyx is
shorting ...

Roger

7453. Re: Mega ST and Mega STE keyboards - difference?

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 04:10:45 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.08.05.04.10.44.301892@nospammmmatari-source.com>
Source record: 7780

On Sat, 05 Aug 2006 03:13:03 +0200, Ryan wrote:

> I haven't really paid much attention to the Atari Megas before (having
> used a 1040 STf) but now that I'm looking for a Mega STE I'm seeing two
> different keyboards depicted:
>
> One that looks like this, with diagonal function keys and which bears a
> good resemblance to a 1040 STf and looks pretty neat:
>
> http://mpc.fab.free.fr/atari/atari16-32/photo16-32/megalateral.jpg
>
> And one that looks like this, with square function keys and IMHO an
> altogether more boring appearance:
>
> http://www.betuwe.net/~mellemab/homecomputers/images/atari/Atari_Mega_STE
> _Large.jpg
>
> Do each of these keyboards fit with a specific Mega, or will either
> keyboard work with either Mega? Is there an advantage to one or the
> other keyboard? (Or are there more models that I haven't found yet?) I
> read somewhere that one keyboard model was to be vastly preferred, but I
> couldn't figure out which one was meant. Going on visual appearance
> alone, I'd be strongly inclined to prefer the exciting diagonal function
> keys, but if there are other considerations, I'd love to learn about
> them.

The keyboards are interchangeable. The boring one as you say is for the Mega STe and the ST style one is for the Mega ST. I used a Mega ST keyboard with my falcon for a stint and now I use it on my Mega STe.

The Mega STe/TT keyboard kind of sucks in my opinion. The stupid mylar is always breaking on it. I have 8 mylars that are all trash in one way or another despite repeated repair attempts. The Mega ST keyboard tends to work better but can also get flaky. The Mega STe/TT keyboard has a fairlytypical keyboard feel. The Mega ST keyboard has a rather unique feeling that the keys press very softly with little resistance and give a satisfying clunk as they hit the limits... Total opposite of the 520/1040 keyboards. I hate those awful spongy things.

HTH,
Mark

7454. Re: Mega ST and Mega STE keyboards - difference?

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 08:27:17 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1154766437.294338.270640@b28g2000cwb.googlegroups.com>
Source record: 7781

Mark D wrote:
> The keyboards are interchangeable. The boring one as you say is for the
> Mega STe and the ST style one is for the Mega ST. I used a Mega ST
> keyboard with my falcon for a stint and now I use it on my Mega STe.
>
> The Mega STe/TT keyboard kind of sucks in my opinion. The stupid mylar is
> always breaking on it. I have 8 mylars that are all trash in one way or
> another despite repeated repair attempts. The Mega ST keyboard tends to
> work better but can also get flaky. The Mega STe/TT keyboard has a
> fairlytypical keyboard feel. The Mega ST keyboard has a rather unique
> feeling that the keys press very softly with little resistance and give a
> satisfying clunk as they hit the limits... Total opposite of the 520/1040
> keyboards. I hate those awful spongy things.

What Mark said. I have examples of both, and guess what? Some keys on
one of my TT keyboards dont work... bad mylar. Some people will tell
you that the TT keyboard is better than the MegaST's keyboard. Don't
believe em. Open up both keyboards and you'll soon see which one is
superior, and why.

7455. Re: Atari related holyday picture

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 08:30:47 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1154766647.532904.166360@m73g2000cwd.googlegroups.com>
Source record: 7782

Martin Byttebier wrote:
> Howdy,
>
> This years, like the past 4 years, I spent my holiday in a beautiful
> country called Czech Republic.
>
> On one of my trips I had to take a free bus who brought me from the
> zoo of Vyskov to the Dinopark in Vyskov and back.
>
> You can find a picture of that bus on
>
> <URL:http://users.telenet.be/tos4ever/downloads/i_love_atari.png>
>
> TTFN
> Martin

That's really cool. While on holiday in Crete this year, I spotted a computer/electricals shop that still had a big blue 'Commodore' banner across the bottom of the window. It ALSO had a 'Philips CD-i' logo there too. How many years old are these! I have a photo of it somewhere...

7456. Skunk in a Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 14:18:43 UTC
From: doug <dmellohNOSPAM@cinci.rr.com>
Message-ID: <050820061016427965%dmellohNOSPAM@cinci.rr.com>
Source record: 7783

Hello everyone....I have a Falcon that is a German model. When I opened it up to take a look inside I found it has a small black plastic box inside with writing on the top of it " Skunk Falcon Accelerator Rev. 1.3" copyright Comtex - a German company. Checked in a red marker on it are Speed 32 mhz and FPU 32mhz (there is also a possiblity of 36/36 mhz). It is definetly fast but I was wondering if anyone knows where I could find more info. or possibly someone has a manual?
thanks for any help,

- doug

7457. Re: Meta STE - screen sparkles

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 15:39:06 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <eb2e2s$o1i$1$8300dec7@news.demon.co.uk>
Source record: 7784

"Frank P. Szymanski" wrote in message
news:44d3bfd6$0$24889$9b4e6d93@newsread4.arcor-online.net...
>> I have a Mega STE with 4MB RAM.
>>
>> When powering up the screen at certain verical positions has sparkly
>> effects
>> as though the RAM was bad - but it's not.....
>>
>> The memory tests are fine, and I've swapped them as well with the same
>> problem.
>>
>> The sparkle effect tends to disappear after a few minutes of warm up
>> though.
>>
>> Anyone any ideas what could cause this ?
>
>
> Could you try to play some MOD-Files in STEREO on your MSTE (perhaps
> with Paula or some similar programs)?
>
> If you hear crackling sound your MSTE is one of a few machines with a
> bad GST-MCU/GLUE. In this case all you can do is to change this chip
> (C300589-001 U501).
>
> I once had a MSTE like that and I also had the impression that after a
> few minutes after warmup it disappeared but the crackling sound still
> remained.

Ah, thanks Frank. I've googled a bit more about this and it seems the IC is
C301712-001
which is the IC that has the fault, whereas the replacement is C300588-001.

Can anyone confirm this, as I do have the C301712-001 device.

Alan.

7458. Re: Meta STE - screen sparkles

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 16:03:25 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.08.05.16.03.25.606527@nosspamatari-source.com>
Source record: 7785

On Fri, 04 Aug 2006 16:40:38 +0100, Alan Hourihane wrote:

> I have a Mega STE with 4MB RAM.
>
> When powering up the screen at certain verical positions has sparkly effects
> as though the RAM was bad - but it's not.....
>
> The memory tests are fine, and I've swapped them as well with the same
> problem.
>
> The sparkle effect tends to disappear after a few minutes of warm up though.
>
> Anyone any ideas what could cause this ?
>
> Thanks,
>
> Alan.

Alan,

I had a similar issue with mine and had a stack of shifter chips to
replace. My video shifter was going bad. I recall there's a bad version
of the PLCC shifter and a better one. The bad one broke, the better one
worked.

Thanks,
Mark

7459. Re: Any STs have universal power supply?

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 20:07:40 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-848F79.22074005082006@newsreader2.netcologne.de>
Source record: 7786

>>Now it happens that I've decided to move back to the States, and since
>>STs are much harder to find in the U.S. and much more expensive I'm
>>considering bringing mine with me, only I've realized with some dismay
>>that the bottom of my STf says "220-240V 50Hz" which as we know is not
>>gonna cut it in the States without some expensive converter which I'd
>>rather avoid.
>
>I don't think there were any universal PSs, but a small
>auto-transformer 220-120V should do you. Not expensive The
>difference in frequency should not matter, as Ataris use
>switch-mode PSs.

Thanks for the responses. I looked up step-up converters today and
indeed they don't look as expensive as I had thought.

However, I also asked two sellers of Mega STEs here in Germany and they
both claim it says "100-120 ~ 50/60Hz 3.0A, 200-240 ~ 50/60Hz 1.5A"
underneath, whereas my STf clearly says "220/240V~ 50Hz 0.5A". One
seller was kind enough to photograph the bottom of his. See:

http://www.ryandesign.com/tmp/mega_ste_underside.jpg

So it looks like I'm in luck! I guess I'll get me one of those Mega STEs
then. I'll let you know how it goes!

7460. portfolio transfer problem

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 20:52:50 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <eb30f1$c2v$1@reader2.panix.com>
Source record: 7787

This used to work, transferring by serial port adapter from a Portfolio to a Stacy running Flash 1.6. Now it does not.

I should be able to get a biderectional serial link between the two machines before starting an xmodem transfer. I have had that. Now, for unknown reasons, I can type to the Portfolio screen from the Stacy, but I cannot type to the Stacy screen from the Portfolio.

I have checked configurations and port settings, and they all look right, but I do not get what I expected, and nothing happens when Xmodem tries to transfer a file.

What obvious thing am I missing?

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7461. Re: Oh dear, Atari hardware site hacked :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-05 21:09:52 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <dZidnUBpOdtzlUjZnZ2dnUVZ8qqdnZ2d@pipex.net>
Source record: 7788

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:w62dnTtoUdKkek7ZRVnyhA@bt.com...
> Just dropped by here to have a look for some information.
>
> http://atari4ever.free.fr/hardware/ram.html
>
> Suggested that you don't click on this with a modern/Windows computer as I
> don't know what else is going on there.
>
> :(
>
>

of course us true techies discovered leeching a long time ago ;p

Chris

7462. Re: Mega ST and Mega STE keyboards - difference?

Newsgroup: comp.sys.atari.st
Date: 2006-08-06 15:02:20 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <CYudnZ11_o_hmUvZRVnyjg@pipex.net>
Source record: 7789

In message <1154766437.294338.270640@b28g2000cwb.googlegroups.com>,
smeg_007@hotmail.com said:

>> The Mega STe/TT keyboard kind of sucks in my opinion. The stupid mylar is
>> always breaking on it. I have 8 mylars that are all trash in one way or
>> another despite repeated repair attempts. The Mega ST keyboard tends to
>> work better but can also get flaky. The Mega STe/TT keyboard has a
>> fairlytypical keyboard feel. The Mega ST keyboard has a rather unique
>> feeling that the keys press very softly with little resistance and give a
>> satisfying clunk as they hit the limits... Total opposite of the 520/1040
>> keyboards. I hate those awful spongy things.
>
>What Mark said. I have examples of both, and guess what? Some keys on
>one of my TT keyboards dont work... bad mylar. Some people will tell
>you that the TT keyboard is better than the MegaST's keyboard. Don't
>believe em. Open up both keyboards and you'll soon see which one is
>superior, and why.

Are you sure it's the mylars? I find the problem is usually with
the rubber cups holding the carbon brushes - these tend to break
at the bottom and then don't make proper contact. I got a replacement
set of 'TT Keys' from Best Electronics, but while these gave a
much better touch to the keys, they don't seem to last very long.

BTW, which Mega keyboard was made by Cherry and used real
microswitches? Was it the Mega 4?

Regards, /Peter/

7463. Re: Mega ST and Mega STE keyboards - di

Newsgroup: comp.sys.atari.st
Date: 2006-08-07 12:03:08 UTC
From: vdjole@EUnet.yu
Message-ID: <eb7a5o$i64$1@news.eunet.yu>
Source record: 7790

On 5 Aug 2006 01:27:17 -, "Coda" wrote:
>
>Mark D wrote:
>> The keyboards are interchangeable. The boring one as you say is for the
>> Mega STe and the ST style one is for the Mega ST. I used a Mega ST
>> keyboard with my falcon for a stint and now I use it on my Mega STe.
>>
>> The Mega STe/TT keyboard kind of sucks in my opinion. The stupid mylar is
>> always breaking on it. I have 8 mylars that are all trash in one way or
>> another despite repeated repair attempts. The Mega ST keyboard tends to
>> work better but can also get flaky. The Mega STe/TT keyboard has a
>> fairlytypical keyboard feel. The Mega ST keyboard has a rather unique
>> feeling that the keys press very softly with little resistance and give a
>> satisfying clunk as they hit the limits... Total opposite of the 520/1040
>> keyboards. I hate those awful spongy things.
>
>What Mark said. I have examples of both, and guess what? Some keys on
>one of my TT keyboards dont work... bad mylar. Some people will tell
>you that the TT keyboard is better than the MegaST's keyboard. Don't
>believe em. Open up both keyboards and you'll soon see which one is
>superior, and why.

In order to avoid opening the keyboard:

The MegaST keyboard (i.e. the one with diagonal function keys) has real
switches inside, as opposed to mylar in the other one. The components
were made by Cherry. Keyboard weights about 1.5kg (!), is very solidly
built and can last for decades. The keys indeed have a unique feel,
similar to what one experienced on better minicomputer terminals of that
time, which were exorbitantly priced then, and with a quality to match
the price.

Btw. I have easily repaired several mylar keyboards for PCs and calculators
using a conductive marker pen (used to repair PCBs) but IMO the whole
concept of having those thin and brittle metallic traces printed on
flexible mylar foil is wrong and unreliable.

cu;

7464. atari hardware and software

Newsgroup: comp.sys.atari.st
Date: 2006-08-07 15:28:49 UTC
From: luke <louis.kelsch@lycos.com>
Message-ID: <1154964529.830015.136500@m79g2000cwm.googlegroups.com>
Source record: 7791

I have lots of st stuff available for low or no price + shipping etc.
Live in the cleveland area if you want to come over you can have it for
a song.

7465. Re: Mega ST and Mega STE keyboards - di

Newsgroup: comp.sys.atari.st
Date: 2006-08-07 23:03:37 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <eb8gs9$12n$1@reader2.panix.com>
Source record: 7792

The main problem, TT keyboard, is a trace that runs over a hard plastic sharp edge. It breaks there. General Cement Nickel Print or Silver Print applied in a tiny drop, and left to dry for a week or so should work. And then I scraped a radius on the sharp edge, put a piece of cloth tape over it, and it has worked ever since. That being said, I would really like to have one of those Cherry keyboards. They were nice enough that some now unknown person retrofitted Cherry switches to his keyboard.

Jim

Djordje Vukovic <vdjole@EUnet.yu> writes:

: On 5 Aug 2006 01:27:17 -, "Coda" wrote:
: >
: >Mark D wrote:
: >> The keyboards are interchangeable. The boring one as you say is for the
: >> Mega STe and the ST style one is for the Mega ST. I used a Mega ST
: >> keyboard with my falcon for a stint and now I use it on my Mega STe.
: >>
: >> The Mega STe/TT keyboard kind of sucks in my opinion. The stupid mylar is
: >> always breaking on it. I have 8 mylars that are all trash in one way or
: >> another despite repeated repair attempts. The Mega ST keyboard tends to
: >> work better but can also get flaky. The Mega STe/TT keyboard has a
: >> fairlytypical keyboard feel. The Mega ST keyboard has a rather unique
: >> feeling that the keys press very softly with little resistance and give a
: >> satisfying clunk as they hit the limits... Total opposite of the 520/1040
: >> keyboards. I hate those awful spongy things.
: >
: >What Mark said. I have examples of both, and guess what? Some keys on
: >one of my TT keyboards dont work... bad mylar. Some people will tell
: >you that the TT keyboard is better than the MegaST's keyboard. Don't
: >believe em. Open up both keyboards and you'll soon see which one is
: >superior, and why.

: In order to avoid opening the keyboard:

: The MegaST keyboard (i.e. the one with diagonal function keys) has real
: switches inside, as opposed to mylar in the other one. The components
: were made by Cherry. Keyboard weights about 1.5kg (!), is very solidly
: built and can last for decades. The keys indeed have a unique feel,
: similar to what one experienced on better minicomputer terminals of that
: time, which were exorbitantly priced then, and with a quality to match
: the price.

: Btw. I have easily repaired several mylar keyboards for PCs and calculators
: using a conductive marker pen (used to repair PCBs) but IMO the whole

: concept of having those thin and brittle metallic traces printed on
: flexible mylar foil is wrong and unreliable.

: cu;

:

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7466. Re: atari hardware and software

Newsgroup: comp.sys.atari.st
Date: 2006-08-07 23:07:24 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <eb8h3c$12n$2@reader2.panix.com>
Source record: 7793

I am not that far from Cleveland, but Cleveland is not exactly a small
town. Where in Cleveland are you, and what do you have to get rid of?

Jim

luke <louis.kelsch@lycos.com> writes:

: I have lots of st stuff available for low or no price + shipping etc.
: Live in the cleveland area if you want to come over you can have it for
: a song.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7467. ST Assembly Language Workshop book

Newsgroup: comp.sys.atari.st
Date: 2006-08-08 14:30:10 UTC
From: Trystan <"news NOSPAM groups \\@ pellenysNOSPAM .org.uk">
Message-ID: <Sd1Cg.62845$9d4.45540@fe2.news.blueyonder.co.uk>
Source record: 7794

Hi. I've an ST book that I'm looking to sell or otherwise free myself of:

"The ST Assembly Language Workshop" by Clayton Walnum

Slight oddity is that I removed the spine so the pages would stay open,
so it would be ideal for anyone who made a hobby of scanning in these
things.

Anyway if anyone's interested, please let me know. Otherwise I'll stick
it on eBay and see what happens.

Cheers,
Trystan

7468. Re: ST Assembly Language Workshop book

Newsgroup: comp.sys.atari.st
Date: 2006-08-08 14:31:43 UTC
From: Trystan <newsNOSPAMgroups@pellenysNOSPAM.org.uk>
Message-ID: <jf1Cg.62846$9d4.58520@fe2.news.blueyonder.co.uk>
Source record: 7795

[this time with email address in header, hopefully!]

Trystan > wrote:
> Hi. I've an ST book that I'm looking to sell or otherwise free myself of:
>
> "The ST Assembly Language Workshop" by Clayton Walnum
>
> Slight oddity is that I removed the spine so the pages would stay open,
> so it would be ideal for anyone who made a hobby of scanning in these
> things.
>
> Anyway if anyone's interested, please let me know. Otherwise I'll stick
> it on eBay and see what happens.
>
> Cheers,
> Trystan

7469. DarkForce BBS IP address problems...

Newsgroup: comp.sys.atari.st
Date: 2006-08-08 18:35:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.08.18.35.31.152273@charter.net>
Source record: 7796
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well folks, my ISP is killing me. I've got a dynamic IP address, which has been very stable for 2 years. Maybe 3 address changes in that time. Now, for some reason (techs are clueless as to why, but generally opinion is that its *my* fault), I've had multiple IP address changes in the last 3 or 4 days.

I asked about a business account, looking for a static ip address. I'm still waiting for the rep to return my call about that.

I've created an account with dyndns. I've got a perl script (ddclient) setup on my main linux box thats supposed to retrieve my ip address everytime I boot up, and every 5 mins thereafter, and update dyndns. Assuming I've got everything setup correctly.

SO if everything is working like its supposed to, everyone should be able to telnet into:

darkforce-bbs.dyndns.org

Please let me know if there are any problems.

Thanks everyone, and sorry for any inconvenience.

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7470. Re: DarkForce BBS IP address problems...

Newsgroup: comp.sys.atari.st
Date: 2006-08-08 20:06:06 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1155067566.039464.216150@p79g2000cwp.googlegroups.com>
Source record: 7797
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:

> I've created an account with dyndns. I've got a perl script (ddclient)
> setup on my main linux box thats supposed to retrieve my ip address
> everytime I boot up, and every 5 mins thereafter, and update dyndns.

I dont know the TOS of dyndns, but make sure your ip has actually
changed before updating... Someone had told me if you keep submitting
an unchanged address, it somehow violates TOS, which may or not create
connection problems for you and users.

Rory

7471. Re: ST Assembly Language Workshop book

Newsgroup: comp.sys.atari.st
Date: 2006-08-08 20:16:30 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1155068189.954136.254440@i3g2000cwc.googlegroups.com>
Source record: 7798

Trystan,

I have 2 duplex scanners that I use regularly for scanning in mags and
books.

Hmm, I've already got the book, but since you already have the spine
removed, I could scan it in for you and email the pdf to you. I really
dislike having to unbind a book in which I would want to keep.

Only drawback is that I'm in the US. Might want to find somebody local

Rory

Trystan wrote:
> Hi. I've an ST book that I'm looking to sell or otherwise free myself of:
>
> "The ST Assembly Language Workshop" by Clayton Walnum

> Slight oddity is that I removed the spine so the pages would stay open,
> so it would be ideal for anyone who made a hobby of scanning in these
> things.

> Anyway if anyone's interested, please let me know. Otherwise I'll stick
> it on eBay and see what happens.
>
> Cheers,
> Trystan

7472. Re: DarkForce BBS IP address problems...

Newsgroup: comp.sys.atari.st
Date: 2006-08-08 20:48:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.08.20.48.17.991998@charter.net>
Source record: 7799
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Tue, 08 Aug 2006 13:06:06 -0700, FujiMan wrote:

> I dont know the TOS of dyndns, but make sure your ip has actually
> changed before updating... Someone had told me if you keep submitting
> an unchanged address, it somehow violates TOS, which may or not create
> connection problems for you and users.
>
> Rory

Yes, dyndns mentions that - its considered "abuse". The perl script I'm
using is only supposed to send an update to dyndns if there is an actual
IP address change.

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7473. Needed DMA to SCSI adaptor in Los Angeles

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 03:37:58 UTC
From: Timon <softeggTim@gmail.com>
Message-ID: <1155094678.775089.28560@n13g2000cwa.googlegroups.com>
Source record: 7800

Greetings.

I need to hook up my Mega 4 ST to get some files off, but the ICD host adaptor and it's power supply have both gone dead. Does anybody have a DMA to SCSI adaptor, preferably something that doesn't require an external power supply (or else comes with such) here in Los Angeles? I'd like to get it soon, if I can.

-- Timon --
timonggst _at_ soft egg _dot_ com

7474. Re: ST Assembly Language Workshop book

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 04:36:00 UTC
From: Lowline <gabber@telus.net>
Message-ID: <12dipjk41ch2rea@corp.supernews.com>
Source record: 7801

I remember talking to Clayton a few years back about scanning the book and putting it out on a web. He said he had no problems releasing it into the public domain. I just couldn't bring myself to wrecking the spine on my book.

David

"lp" <gfa-basic@mint.net> wrote in message
news:C0FE7399.9E5B%gfa-basic@mint.net...
> in article 1155068189.954136.254440@i3g2000cwc.googlegroups.com,
> Rory.A.McMahon@gmail.com wrote on 8/8/06 4:16 PM:
>
>> Trystan,
>>
>> I have 2 duplex scanners that I use regularly for scanning in mags and
>> books.
>>
>> Hmm, I've already got the book, but since you already have the spine
>> removed, I could scan it in for you and email the pdf to you. I really
>> dislike having to unbind a book in which I would want to keep.
>>
>> Only drawback is that I'm in the US. Might want to find somebody local
>
> I have Claytons's original Calamus documents used to produce this book.
> However all the fonts are missing, so I cannot reproduce the book
> properly.
> No luck trying to re-contact Clayton either.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>

7475. Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 07:24:46 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1155108286.378834.275580@p79g2000cwp.googlegroups.com>
Source record: 7802

Euh! I wrote this - and I take it back. It's about MagiC vs. MiNT:

>Personally, I think it is bad coding to not support our two major
>operating systems. They are not that different from eachother. (No
>offence guys)

They are quite different. I have first hand experience now, I didn't
have that at the time. Clean stuff written according to Atari docs
works in TOS & FreeMiNT, but sometimes not in MagiC.

Today, I see no reason why a coder should waste his/her precious coding
time messing around with problems obviously related to an erroneous
implementation of the OS. Maybe if someone publishes a list of
pre-defined workarounds that one can simply cut & paste into the
code... nah.
MagiC prevents coders from taking advantage of new features offered by
the sexy (wet blond low-moral fake-boobed) beast that is
XaAES/MyAES/FreeMiNT. I can't say that I've explored that path very
much *yet*, but I *definitely* will, and I suggest that other people do
so as well. Give Odd, Olivier and Co. a reason to continue their hard
work.

Phew, that's all. Flame me.

-- Peter

7476. Re: ST Assembly Language Workshop book

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 08:10:32 UTC
From: Trystan <newsNOSPAMgroups@pellenysNOSPAM.org.uk>
Message-ID: <YLgCg.64121$9d4.6829@fe2.news.blueyonder.co.uk>
Source record: 7803

I'm not really looking for cash to be honest. If my 'de-spined' copy
could be put to good use and scanned in for the good of the community,
that would suit me fine. I could send it over to Rory in the US, unless
someone is closer to the UK...?

Cheers,
Trystan

Lowline wrote:
> I remember talking to Clayton a few years back about scanning the book and
> putting it out on a web. He said he had no problems releasing it into the
> public domain. I just couldn't bring myself to wrecking the spine on my
> book.
>
> David
>

7477. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 14:08:21 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1155132501.495487.164970@i3g2000cwc.googlegroups.com>
Source record: 7804

PeP wrote:

> Give Odd, Olivier and Co. a reason to continue their hard work.
> Phew, that's all. Flame me.

No need, I agree with you :)

I too would like to encourage anyone that is still coding for the
Atari, to take advantage of the work that has been put into FreeMiNT
and the available AES's. Life is for the living :))

Regards,

/Joakim

http://www.ataricq.org
http://xaaes.atariforge.net
http://topp.atari-users.net

7478. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 16:07:45 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <44da0894$0$10460$ba620e4c@news.skynet.be>
Source record: 7805

On Wednesday 9 August 2006 16:08, GokMasE wrote:

> PeP wrote:
>
>> Give Odd, Olivier and Co. a reason to continue their hard work.
>> Phew, that's all. Flame me.
>
> No need, I agree with you :)
>
> I too would like to encourage anyone that is still coding for the
> Atari, to take advantage of the work that has been put into FreeMiNT
> and the available AES's. Life is for the living :))

I agree wholeheartedly with everything said here, but would like to point out one hurdle in the way of the budding coder for FreeMiNT: modern documention on GEM programming -- and ideally a centralised source from where to get it. It's sometimes very hard to figure out one's way around GEM, and 15-years-old programming tutorials do not seem to cut it anymore.

Hope I don't sound too harsh on the people still involved. I understand writing programming docs is a pain.

Cheers,
JFL

7479. Re: atari hardware and software

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 16:32:27 UTC
From: luke <louis.kelsch@lycos.com>
Message-ID: <1155141147.094358.57010@75g2000cwc.googlegroups.com>
Source record: 7806

I have a 1040 stf, bw & color monitor, hard drive scanner, modem, game contollers and many games and much other software.

7480. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 16:42:16 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.08.09.16.42.15.591132@nosspamatari-source.com>
Source record: 7807

On Wed, 09 Aug 2006 00:24:46 -0700, PeP wrote:

> Euh! I wrote this - and I take it back. It's about MagiC vs. MiNT:
>
>>Personally, I think it is bad coding to not support our two major
>>operating systems. They are not that different from eachother. (No
>>offence guys)
>
> They are quite different. I have first hand experience now, I didn't
> have that at the time. Clean stuff written according to Atari docs
> works in TOS & FreeMiNT, but sometimes not in MagiC.
>
> Today, I see no reason why a coder should waste his/her precious coding
> time messing around with problems obviously related to an erroneous
> implementation of the OS. Maybe if someone publishes a list of
> pre-defined workarounds that one can simply cut & paste into the
> code... nah.
> MagiC prevents coders from taking advantage of new features offered by
> the sexy (wet blond low-moral fake-boobed) beast that is
> XaAES/MyAES/FreeMiNT. I can't say that I've explored that path very
> much *yet*, but I *definitely* will, and I suggest that other people do
> so as well. Give Odd, Olivier and Co. a reason to continue their hard
> work.
>
> Phew, that's all. Flame me.
>
> -- Peter

Agreed!

Mark

7481. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 18:04:29 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.09.18.04.21.621229@charter.net>
Source record: 7808

On Wed, 09 Aug 2006 12:42:16 -0400, Mark D wrote:

> On Wed, 09 Aug 2006 00:24:46 -0700, PeP wrote:
>
>> Euh! I wrote this - and I take it back. It's about MagiC vs. MiNT:
>>
>>>Personally, I think it is bad coding to not support our two major
>>>operating systems. They are not that different from eachother. (No
>>>offence guys)
>>
>> They are quite different. I have first hand experience now, I didn't
>> have that at the time. Clean stuff written according to Atari docs
>> works in TOS & FreeMiNT, but sometimes not in MagiC.
>>
>> Today, I see no reason why a coder should waste his/her precious coding
>> time messing around with problems obviously related to an erroneous
>> implementation of the OS. Maybe if someone publishes a list of
>> pre-defined workarounds that one can simply cut & paste into the
>> code... nah.
>> MagiC prevents coders from taking advantage of new features offered by
>> the sexy (wet blond low-moral fake-boobed) beast that is
>> XaAES/MyAES/FreeMiNT. I can't say that I've explored that path very
>> much *yet*, but I *definitely* will, and I suggest that other people do
>> so as well. Give Odd, Olivier and Co. a reason to continue their hard
>> work.
>>
>> Phew, that's all. Flame me.
>>
>> -- Peter
>
> Agreed!
>
> Mark

Folks, I believe the "ayes!" have it... :)

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7482. [GAME] heretic 0.53

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 20:02:08 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.08.09.20.02.08.237321@caramail-NOSPAM.com>
Source record: 7809

Hello,

Following the Doom 0.53 release, here is the Heretic one, with same
improvements:

- Fixed crash in audio on exit.
- Unrolled 4x rendering loops, a bit faster.
- Tried to make 060 friendly asm rendering routines.

Note about teamtap stuff: I found people to test it, so it's ok now.

Hexen should come soon, I copy/pasted code too fast, and it crashes :-).
--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

7483. Re: atari hardware and software

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 20:10:31 UTC
From: T Shadow <NoOne@nonono.com.invalid>
Message-ID: <XirCg.45906$vl5.35888@tornado.ohiordc.rr.com>
Source record: 7810

"luke" <louis.kelsch@lycos.com> wrote in message
news:1155141147.094358.57010@75g2000cwc.googlegroups.com...
> I have a 1040 stf, bw & color monitor, hard drive scanner, modem, game
> contollers and many games and much other software.
>
That's not unusual in this newsgroup.

7484. Re: ST Assembly Language Workshop book

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 20:30:26 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <44DA45E2.EAF8EF1@comcast.net>
Source record: 7811

```
Trystan wrote:
>
> I'm not really looking for cash to be honest. If my 'de-spined' copy
> could be put to good use and scanned in for the good of the community,
> that would suit me fine. I could send it over to Rory in the US, unless
> someone is closer to the UK...?
>
You can download the assembly code for this book at:

http://www.bright.net/~gfabasic/html/gfa_info.htm

--
+-------------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-------------------------------------------------------------------+
```

7485. Re: heretic 0.53

Newsgroup: comp.sys.atari.st
Date: 2006-08-09 23:48:46 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1155167326.325283.258910@p79g2000cwp.googlegroups.com>
Source record: 7812

New release looks great so far on my Falcon/CT60, running
FreeMiNT/XaAES.

Just one thing: When I hit F7 to quit the game, pressing "Y" (for
"yes", to confirm) will not trigger the game to quit. Other than that I
have not noticed any problems at all.

Thanks for you work.

Regards,

/Joakim

7486. Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 02:00:18 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-8CA271.04001810082006@newsreader2.netcologne.de>
Source record: 7813

Sigh. I am feeling incompetent. I have had an Atari STf sitting on my desk with the top case and keyboard off for days and I can't for the life of me get the blasted RF shield off. I've tried and tried. The back left corner, next to the power supply, is just stuck somehow and won't move more than about 2mm, no matter how badly I injure my fingers trying. Is this common? The other sides and corners were no problem. Is there some trick to removing the shield? Or is mine just being stubborn? Admittedly I don't have any good reason to need to look inside, but I'd like to see how it compares to the other (non-working) STf I have sitting on the floor. In can already see the logic board revisions are different. The floor Atari was no problem to open, incidentally, because it had no RF shield. (I guess I'm assuming here the shield is for RF purposes.)

7487. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 02:24:11 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <fNwCg.9710$rP1.5814@news-server.bigpond.net.au>
Source record: 7814

Ryan wrote:
> Sigh. I am feeling incompetent. I have had an Atari STf sitting on my
> desk with the top case and keyboard off for days and I can't for the
> life of me get the blasted RF shield off. I've tried and tried. The back
> left corner, next to the power supply, is just stuck somehow and won't
> move more than about 2mm, no matter how badly I injure my fingers
> trying. Is this common? The other sides and corners were no problem. Is
> there some trick to removing the shield? Or is mine just being stubborn?
> Admittedly I don't have any good reason to need to look inside, but I'd
> like to see how it compares to the other (non-working) STf I have
> sitting on the floor. In can already see the logic board revisions are
> different. The floor Atari was no problem to open, incidentally, because
> it had no RF shield. (I guess I'm assuming here the shield is for RF
> purposes.)

Have you removed the PSU?

Mark

7488. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 10:56:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608100352540.10279-100000@onyx.spiritone.com>
Source record: 7816
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7489. Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 10:59:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608100356200.10279-100000@onyx.spiritone.com>
Source record: 7815
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off all educational Software & Books for Classic Atari 8 Bit & Atari ST Computer lines! Make sure you ask for the discount in E-Mail. Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7490. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 11:03:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608100400100.10279-100000@onyx.spiritone.com>
Source record: 7817
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm converting my Atari catalogs to 80 columns across! I'm still doing this and may not complete my work! I may not convert certain catalogs, such as hardware catalogs. Still, checkout my NEW UPDATED catalogs!

FREE Catalogs for Used & New Atari Jaguar Games plus Consoles! Plus Classic Atari 8 Bit & ST Computer lines! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7491. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 11:05:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608100403190.10279-100000@onyx.spiritone.com>
Source record: 7818
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7492. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 12:31:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.10.12.31.05.169283@charter.net>
Source record: 7819

On Thu, 10 Aug 2006 04:00:18 +0200, Ryan wrote:

> Sigh. I am feeling incompetent. I have had an Atari STf sitting on my
> desk with the top case and keyboard off for days and I can't for the
> life of me get the blasted RF shield off. I've tried and tried. The back
> left corner, next to the power supply, is just stuck somehow and won't
> move more than about 2mm, no matter how badly I injure my fingers
> trying. Is this common? The other sides and corners were no problem. Is
> there some trick to removing the shield? Or is mine just being stubborn?
> Admittedly I don't have any good reason to need to look inside, but I'd
> like to see how it compares to the other (non-working) STf I have
> sitting on the floor. In can already see the logic board revisions are
> different. The floor Atari was no problem to open, incidentally, because
> it had no RF shield. (I guess I'm assuming here the shield is for RF
> purposes.)

Did you remove the power supply and make sure all the little bend-over
tabs are straightened out? (the tabs and their locations vary from model
to model).

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7493. TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 14:13:11 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <5b765$44db3ef7$3ea31819$19403@news.chello.nl>
Source record: 7820

LS

There is a new version of TT-Digger available on my home page (see sig)

Changes:

. Machines:
Implementation of MC68020 & MC68851
Machine menu choices are now complete and behave like radio
buttons.
68020 is special, because it is the only machine that can be
combined with a 68851.

. Configuration:
Completely changed and massively improved.
The improvements justified the choice of not trying to keep
compatability with pre 7 config files.
It is now very easy to recreate configurations.
So remove any existing configuration files from your system.

If you have FILE= entries in .IDX files, use a editor for
removing those entries keeping the other sections alive.

TTD has been completed with a configuration window dialogue.
No need anymore for handcrafting the configuration-file.

Configuration is also localized.
A local configuration covers everything configurable.
The local configuration is saved for each object open at
close down or at each closed object in the .IDX file, or
separate in the .IDF file when 'sidf' option is active.

Please read the updated hypertext for all the details.

. Supported formats:
The DRI format produced by the GFA compiler is now supported.
It uses a shorter form of relocation information.

. Some bugfixes

Have fun!

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html

ICL 2900: http://en.wikipedia.org/wiki/VME

7494. Re: [GAME] heretic 0.53

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 15:54:57 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.08.10.15.54.57.480165@nosspamatari-source.com>
Source record: 7821

On Wed, 09 Aug 2006 22:02:08 +0200, Patrice Mandin wrote:

> Hello,
>
> Following the Doom 0.53 release, here is the Heretic one, with same
> improvements:
>
> - Fixed crash in audio on exit.
> - Unrolled 4x rendering loops, a bit faster.
> - Tried to make 060 friendly asm rendering routines.
>
> Note about teamtap stuff: I found people to test it, so it's ok now.
>
> Hexen should come soon, I copy/pasted code too fast, and it crashes :-).

PMDoom 0.53 crashes under MiNT for me but runs fine under TOS. CT60
falcon. I'll try again under MiNT, maybe it was a fluke.

Thanks,
Mark

7495. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 16:37:31 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44db60cb_2@x-privat.org>
Source record: 7822

PeP wrote:
>
> Euh! I wrote this - and I take it back. It's about MagiC vs. MiNT:
>
>>Personally, I think it is bad coding to not support our two major
>>operating systems. They are not that different from eachother. (No
>>offence guys)
>
> They are quite different. I have first hand experience now, I didn't
> have that at the time. Clean stuff written according to Atari docs
> works in TOS & FreeMiNT, but sometimes not in MagiC.
>
> Today, I see no reason why a coder should waste his/her precious coding
> time messing around with problems obviously related to an erroneous
> implementation of the OS. Maybe if someone publishes a list of
> pre-defined workarounds that one can simply cut & paste into the
> code... nah.
> MagiC prevents coders from taking advantage of new features offered by
> the sexy (wet blond low-moral fake-boobed) beast that is
> XaAES/MyAES/FreeMiNT. I can't say that I've explored that path very
> much *yet*, but I *definitely* will, and I suggest that other people do
> so as well. Give Odd, Olivier and Co. a reason to continue their hard
> work.

Agreed,

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

7496. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 17:15:37 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <44db69ae$0$854$ba4acef3@news.orange.fr>
Source record: 7823

"Henk Robbers" <h.robbers@chello.nl> a crit dans le message de news:
5b765$44db3ef7$3ea31819$19403@news.chello.nl...
>
> LS
>
> There is a new version of TT-Digger available on my home page (see sig)

Nice features! I'll try it!

Guillaume.

7497. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 19:40:13 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-607058.21401210082006@newsreader2.netcologne.de>
Source record: 7824

In article <pan.2006.08.10.12.31.05.169283@charter.net>,
"Ronald J. Hall" wrote:

>> Is there some trick to removing the shield? Or is mine just being
>> stubborn?
>
> Did you remove the power supply and make sure all the little bend-over
> tabs are straightened out? (the tabs and their locations vary from model
> to model).

Thank you! The shield goes under the PSU! That's good to know. I got the
PSU and shield removed now.

I had tried to remove the PSU before, but there was so little room to
maneuver it and it was unclear whether the PSU was meant to be removed
before the shield or the other way around. Now I know!

7498. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 20:14:17 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44db9399$0$3635$626a54ce@news.free.fr>
Source record: 7825

I'd like to see a 68060 version for Falcon + CT. ;-)

Thanks

Henk Robbers wrote:
> LS
>
> There is a new version of TT-Digger available on my home page (see
> sig)
> Changes:
>
>
> . Machines:
> Implementation of MC68020 & MC68851
> Machine menu choices are now complete and behave like radio
> buttons.
> 68020 is special, because it is the only machine that can be
> combined with a 68851.
>
> . Configuration:
> Completely changed and massively improved.
> The improvements justified the choice of not trying to keep
> compatability with pre 7 config files.
> It is now very easy to recreate configurations.
> So remove any existing configuration files from your system.
>
> If you have FILE= entries in .IDX files, use a editor for
> removing those entries keeping the other sections alive.
>
> TTD has been completed with a configuration window dialogue.
> No need anymore for handcrafting the configuration-file.
>
> Configuration is also localized.
> A local configuration covers everything configurable.
> The local configuration is saved for each object open at
> close down or at each closed object in the .IDX file, or
> separate in the .IDF file when 'sidf' option is active.
>
> Please read the updated hypertext for all the details.
>
> . Supported formats:
> The DRI format produced by the GFA compiler is now supported.
> It uses a shorter form of relocation information.
>
> . Some bugfixes

>
>
>
> Have fun!

7499. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 20:30:57 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.10.20.30.57.10749@charter.net>
Source record: 7826

On Thu, 10 Aug 2006 21:40:13 +0200, Ryan wrote:

> In article <pan.2006.08.10.12.31.05.169283@charter.net>,

> Thank you! The shield goes under the PSU! That's good to know. I got the
> PSU and shield removed now.
>
> I had tried to remove the PSU before, but there was so little room to
> maneuver it and it was unclear whether the PSU was meant to be removed
> before the shield or the other way around. Now I know!

Actually, looking at the posts times, I believe somebody else beat me to
this answer, so whoever it was gets full credit first. :)

I'm glad you got it sorted out though. Maybe you can take the parts from
both the non-working STs you have and make a working one? Hate to see any
STs go to waste...

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7500. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 21:39:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <eOednc8DuMYDOkbZRVnyiw@pipex.net>
Source record: 7827

http://www.aqtq39.dsl.pipex.com/hdapart/main.htm

too late as normal, but all the gfx seems corrupted, im sure all the webhosts in the world our out to get me!

Chris

7501. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 22:13:16 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <80cec$44dbaf7c$3ea31819$5116@news.chello.nl>
Source record: 7828

Hi Rodolphe

Rodolphe Czuba wrote:

> I'd like to see a 68060 version for Falcon + CT. ;-)
>

It should run on any past, present or future M68K
GEM computer.

I have tested it on Milan040 and MAC-Aranym.

The 68060 special instructions are decoded purely
from reading the manuals. I have no 68060 hardware.

If TT-Digger doesnt properly disassemble the CT60
ROM's, please let me know. With adaquate description
of the problems.

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7502. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 22:32:08 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <d2207$44dbb3e8$3ea31819$2055@news.chello.nl>
Source record: 7829

Rodolphe Czuba wrote:

> I'd like to see a 68060 version for Falcon + CT. ;-)
>

Or should I just drop TT- from the name? :-)

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7503. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 23:07:42 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44dbbc3d$0$20706$636a55ce@news.free.fr>
Source record: 7830

Yes, a good idea...

Henk Robbers wrote:
> Rodolphe Czuba wrote:
>
>> I'd like to see a 68060 version for Falcon + CT. ;-)
>>
>
> Or should I just drop TT- from the name? :-)

7504. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-10 23:58:25 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1155254305.879007.167530@h48g2000cwc.googlegroups.com>
Source record: 7831

Hi Henk!

Nice! Thanks for the continuous support!

BTW: in:
http://members.chello.nl/h.robbers/TTDIGGER.TXT

There is a point:
ù Output adaptable to different assemblers (GST, HISOFT, GFA, MCC,
MAS,
PASM, DevPac etc.).

I know one can set the output the output format quite nicely. But it would be great if there were some sort of presets of the output formats you mentioned: DevPac, PASM, GFA, HISOFT... etc. Perhaps an extension of the 'Look' menu or something like that?

Just an idea.

STanda

7505. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 00:29:31 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <LbQCg.10245$rP1.512@news-server.bigpond.net.au>
Source record: 7832

Ronald J. Hall wrote:
> On Thu, 10 Aug 2006 21:40:13 +0200, Ryan wrote:
>
>
>>In article <pan.2006.08.10.12.31.05.169283@charter.net>,
>
>
>>Thank you! The shield goes under the PSU! That's good to know. I got the
>>PSU and shield removed now.
>>
>>I had tried to remove the PSU before, but there was so little room to
>>maneuver it and it was unclear whether the PSU was meant to be removed
>>before the shield or the other way around. Now I know!
>
>
> Actually, looking at the posts times, I believe somebody else beat me to
> this answer, so whoever it was gets full credit first. :)

Grin. My post came all the way from Australia you see;-)
>
> I'm glad you got it sorted out though. Maybe you can take the parts from
> both the non-working STs you have and make a working one? Hate to see any
> STs go to waste...
>
I have 5 or 6 in the shed I have repaired after they had been junked by
friends. Even picked up a Falcon for $50 aussie that jest needed a few
tracks repaired. It pains the wife tho.

Mark

7506. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 11:14:27 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <13668$44dc6694$3ea31819$27289@news.chello.nl>
Source record: 7833

Rodolphe Czuba wrote:
> Yes, a good idea...
>
>
>
> Henk Robbers wrote:
>
>>Rodolphe Czuba wrote:
>>
>>
>>>I'd like to see a 68060 version for Falcon + CT. ;-)
>>>
>>
>>Or should I just drop TT- from the name? :-)
>
>
>

OK, next version.

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7507. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 11:18:17 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <2889d$44dc677a$3ea31819$27868@news.chello.nl>
Source record: 7834

STanda wrote:
> Hi Henk!
>
> Nice! Thanks for the continuous support!
>
> BTW: in:
> http://members.chello.nl/h.robbers/TTDIGGER.TXT
>
> There is a point:
> ï¿½ Output adaptable to different assemblers (GST, HISOFT, GFA, MCC,
> MAS,
> PASM, DevPac etc.).
>
> I know one can set the output the output format quite nicely. But it
> would be great if there were some sort of presets of the output formats
> you mentioned: DevPac, PASM, GFA, HISOFT... etc. Perhaps an extension
> of the 'Look' menu or something like that?
>
> Just an idea.
>
> STanda
>

A nice idee, but I really only know PASM, thats why I leave
it to the user. ;-)

However, I could let the user record a chosen set of directives
under a name.

Perhaps next version.

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7508. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 13:26:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.11.13.26.49.304450@charter.net>
Source record: 7835

On Fri, 11 Aug 2006 00:29:31 +0000, Mark Bedingfield wrote:

>> Actually, looking at the posts times, I believe somebody else beat me to
>> this answer, so whoever it was gets full credit first. :)
>
> Grin. My post came all the way from Australia you see;-)

:)

> I have 5 or 6 in the shed I have repaired after they had been junked by
> friends. Even picked up a Falcon for $50 aussie that jest needed a few
> tracks repaired. It pains the wife tho.
>
> Mark

If she's anything like my wife...

darn near everything I do "pains" her. :)

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7509. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 13:48:51 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.64.0608111545560.1616@localhost>
Source record: 7836

Hello Henk!

HR> > > Or should I just drop TT- from the name? :-)
HR>
HR> OK, next version.

So it will become just "Digger"? Sounds strange!

Regards,

Alexander

7510. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 13:57:32 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.64.0608111550300.1616@localhost>
Source record: 7837

Hello!

[configurable assembler output formatting]

HR> A nice idee, but I really only know PASM, thats why I leave it to the
HR> user. ;-)

I guess that some users already have customised the output to fit their
preferred assembler, so why not let them contribute their configurations
to the (TT-)Digger distribution?

I never tried TT-Digger, so maybe my proposal is not applicable due to the
way the output format is configurable.

Regards,

Alexander

7511. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 14:30:39 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.08.11.14.30.39.166081@nosspamatari-source.com>
Source record: 7838

On Wed, 09 Aug 2006 18:07:45 +0200, Jean-Franï¿½ois Lemaire wrote:

> On Wednesday 9 August 2006 16:08, GokMasE wrote:
>
>> PeP wrote:
>>
>>> Give Odd, Olivier and Co. a reason to continue their hard work.
>>> Phew, that's all. Flame me.
>>
>> No need, I agree with you :)
>>
>> I too would like to encourage anyone that is still coding for the
>> Atari, to take advantage of the work that has been put into FreeMiNT
>> and the available AES's. Life is for the living :))
>
> I agree wholeheartedly with everything said here, but would like to
> point out one hurdle in the way of the budding coder for FreeMiNT:
> modern documention on GEM programming -- and ideally a centralised
> source from where to get it. It's sometimes very hard to figure out
> one's way around GEM, and 15-years-old programming tutorials do not
> seem to cut it anymore.
>
> Hope I don't sound too harsh on the people still involved. I understand
> writing programming docs is a pain.
>
> Cheers,
> JFL

You have to know the code inside and out in order to document, the only
people that really fit the bill are the people who wrote it. The people
who wrote it are either gone or still writing for it. The people who are
writing for it have so little time that time is best spent coding,
therefore nobody is left to do the docs :-P Almost a paradox.

But yeah, we would all benefit from some good docs. I really think it's
time for an Atari everything wiki. I'll be setting one up later today.

Thanks,
Mark

7512. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 15:09:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.11.15.09.51.778763@charter.net>
Source record: 7839

On Fri, 11 Aug 2006 15:48:51 +0200, Alexander Beuscher wrote:

>
> Hello Henk!
>
> HR> > > Or should I just drop TT- from the name? :-)
> HR>
> HR> OK, next version.
>
> So it will become just "Digger"? Sounds strange!
>
>
> Regards,
>
> Alexander

How about, something like this:

Code-Digger

Bit-Digger (or Byte-Digger)

Or something all together new like

Bit Nibble

or

Nibble Bit

The possibilites are endless. :)

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7513. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 19:00:44 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.64.0608112056560.2442@localhost>
Source record: 7840

Hello Marc!

MD> But yeah, we would all benefit from some good docs. I really think
MD> it's time for an Atari everything wiki. I'll be setting one up later
MD> today.

The point is that there must be some *central* and *well known* place
where *all* (available) information is gathered. Right now there are many
sites that come up with bits of information and few that try to offer
"everything", but they fail due to missing acceptance (I think).

Regards,

Alexander

7514. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 23:28:16 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <1e37f$44dd1291$3ea31819$30842@news.chello.nl>
Source record: 7841

Alexander Beuscher wrote:
> Hello Henk!
>
> HR> > > Or should I just drop TT- from the name? :-)
> HR>
> HR> OK, next version.
>
> So it will become just "Digger"? Sounds strange!
>
>
> Regards,
>
> Alexander

Like what? Not something dirty in German I hope?

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7515. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-11 23:34:04 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <44dd1372$0$25284$afc38c87@news.optusnet.com.au>
Source record: 7842

Ronald J. Hall wrote:
> On Fri, 11 Aug 2006 00:29:31 +0000, Mark Bedingfield wrote:
>
>
>>>Actually, looking at the posts times, I believe somebody else beat me to
>>>this answer, so whoever it was gets full credit first. :)
>>
>>Grin. My post came all the way from Australia you see;-)
>
>
> :)
>
>
>>I have 5 or 6 in the shed I have repaired after they had been junked by
>>friends. Even picked up a Falcon for $50 aussie that jest needed a few
>>tracks repaired. It pains the wife tho.
>>
>>Mark
>
>
> If she's anything like my wife...
>
> darn near everything I do "pains" her. :)
>

I always get, "why do you need a new Guitar", "why do you need another
Atari........"

Actually she is quite supportive of the Hifi and Guitar thing. But I
have to think she may be right in regards to ST's. It may be time for an
ebay spree.

Mark

7516. CCACHE!

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 03:09:11 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.08.12.03.09.08.999576@nospammmmatari-source.com>
Source record: 7843

OH MY GOD! Where have you BEEN ALL MY LIFE!?!?!?

See folks, for those that don't build RPMs, you wouldn't know my nightmare. You see, building RPM's the build has to go from start to finish perfectly. Any interruption results in you having to restart. This is fine for small packages but this gets to be VERY tiresome when attempting to build big packages with RPM and correcting errors.

Also this REALLY hurts for building GCC.

Our falcons are slowwwwww, even with the CT60 with gcc... It just sucks.

And then there was ccache! I got it built tonight. It required some memory management code modifications but it builds and runs great now. I'll build an RPM for you guys wednesday night.

Basically it makes a hash of the C file and can figure out what files it needs to build on a make clean and which it don't. It caches the compiler output. If you compile something once. It takes the normal amount of time. Compile it twice. It happens VERY FAST. Now you can get the benefit of make clean && make without the pain of waiting.

Check it out. The first iteration with ccache running:

```
root@washi:/root/ccache-2.4>time make
gcc -g -O2 -Wall -W -I. -c -o ccache.o ccache.c
gcc -g -O2 -Wall -W -I. -c -o mdfour.o mdfour.c
gcc -g -O2 -Wall -W -I. -c -o hash.o hash.c
gcc -g -O2 -Wall -W -I. -c -o execute.o execute.c
gcc -g -O2 -Wall -W -I. -c -o util.o util.c
gcc -g -O2 -Wall -W -I. -c -o args.o args.c
gcc -g -O2 -Wall -W -I. -c -o stats.o stats.c
gcc -g -O2 -Wall -W -I. -c -o cleanup.o cleanup.c
gcc -g -O2 -Wall -W -I. -c -o snprintf.o snprintf.c
gcc -g -O2 -Wall -W -I. -c -o unify.o unify.c
unify.c: In function `unify_hash':
unify.c:245: warning: unused variable `c'
gcc -g -O2 -Wall -W -I. -o ccache ccache.o mdfour.o hash.o execute.o util.o args.o stats.o
cleanup.o snprintf.o unify.o

real 0m42.100s
user 0m29.250s
sys 0m9.730s
```

Now ccache cached this build:

```
root@washi:/root/ccache-2.4>time make
gcc -g -O2 -Wall -W -I. -c -o ccache.o ccache.c
gcc -g -O2 -Wall -W -I. -c -o mdfour.o mdfour.c
```

```
gcc -g -O2 -Wall -W -I. -c -o hash.o hash.c
gcc -g -O2 -Wall -W -I. -c -o execute.o execute.c
gcc -g -O2 -Wall -W -I. -c -o util.o util.c
gcc -g -O2 -Wall -W -I. -c -o args.o args.c
gcc -g -O2 -Wall -W -I. -c -o stats.o stats.c
gcc -g -O2 -Wall -W -I. -c -o cleanup.o cleanup.c
gcc -g -O2 -Wall -W -I. -c -o snprintf.o snprintf.c
gcc -g -O2 -Wall -W -I. -c -o unify.o unify.c
unify.c: In function `unify_hash':
unify.c:245: warning: unused variable `c'
gcc -g -O2 -Wall -W -I. -o ccache ccache.o mdfour.o hash.o execute.o util.o args.o stats.o
cleanup.o snprintf.o unify.o

real 0m9.525s
user 0m3.890s
sys 0m4.620s
```

LOL. Look at that difference. This is a MAJOR boon to atari developers using freemint! I'll get it packaged ASAP but it will take a couple days since I'll be travelling.

PS: it's just amazing to look at the files fly by, 2-3 per second, not even bothering to build!

Thanks,
Mark

7517. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 03:31:33 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.08.12.03.31.33.765884@nospammmmatari-source.com>
Source record: 7844

On Fri, 11 Aug 2006 21:00:44 +0200, Alexander Beuscher wrote:

>
> Hello Marc!
>
> MD> But yeah, we would all benefit from some good docs. I really think
> MD> it's time for an Atari everything wiki. I'll be setting one up later
> MD> today.
>
> The point is that there must be some *central* and *well known* place
> where *all* (available) information is gathered. Right now there are many
> sites that come up with bits of information and few that try to offer
> "everything", but they fail due to missing acceptance (I think).
>
>
> Regards,
>
> Alexander

Well yeah, that's what I mean. I'll try to make it the end all be all
wiki. Maybe give it wiki.atari.org :-P

Thanks,
Mark

7518. Re: CCACHE!

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 04:26:41 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.08.12.04.26.41.331218@nospammmmatari-source.com>
Source record: 7845

On Fri, 11 Aug 2006 23:36:49 -0400, lp wrote:

> in article pan.2006.08.12.03.09.08.999576@nospammmmatari-source.com, Mark D
> wrote on 8/11/06 11:09 PM:
>
>> Our falcons are slowwwwww, even with the CT60 with gcc... It just sucks.
>
> I don't necessarily think it's the Falcon sucks, but the design of gcc.
> Especially if you proved gcc can be sped up with some tool. ;o)

The tool only caches output. more of a workaround :-P

And yeah, this isn't a crack about the falcon so much as the situation
we're in and a way to handle it better.

Thanks,
Mark

7519. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 06:11:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200608120811.a54624@wun.maus.de>
Source record: 7702

Hallo Alexander!

AB>Right now there are many sites that come up with bits of information
AB>and few that try to offer "everything", but they fail due to missing
AB>acceptance (I think).

Wouldn't this be a task for tosgroup?

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

7520. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 07:02:03 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.64.0608120900060.1174@localhost>
Source record: 7846

Hello Henk!

HR> > So it will become just "Digger"? Sounds strange!
HR>
HR> Like what? Not something dirty in German I hope?

No, that's for sure. Just a bid morbid ;-)

Regards,

Alexander

7521. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 07:12:11 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.64.0608120902310.1174@localhost>
Source record: 7847

Hello Lonny!

I should have read further before answering...

l> Google translator isn't so great, but it seems to indicate it might be
l> interpreted as 'graves'.

Right, that's the direction. To dig translates as "graben", which I
somehow associate with making holes for the dead. Kind of "Grave Digger".

Maybe I'm strange myself ;-)

You and Henk should forget about my concerns...

Regards,

Alexander

PS: A good online source for english <-> german translations is
<http://dict.leo.org>!

7522. Atari Wiki [WAS:] Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 07:31:02 UTC
From: Alexander Beuscher <alexb@jupiter.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.64.0608120921470.1174@localhost>
Source record: 7848

Hello Lonny!

l> Why not just contribute to this one? Seems to have a good start.
l> http://wikipendium.free.fr
l>
l> There is also one at
l> http://www.atari-forum.com/wiki/index.php/Main_Page

That's exactly what I wanted to say. There are promising approaches
already. The point is to concentrate them to one central source with all
information, linked to or mirrored by all former sources.

But I guess it's not easy to make all admins of the "distributed"
sources agree on one main URL, one common underlying system and layout.
Althouh the last could be adapted - if not user-configurable on the
central source then at least for each mirror - for different tastes.

Regards,

Alexander

7523. Re: Any STs have universal power supply?

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 13:21:57 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <faGdnZYBWIdbSkDZnZ2dnUVZ8qudnZ2d@bt.com>
Source record: 7699

Hi Ryan

Just plug it in, it will probably work as is without any messing about, the ST PSU has quite an operating latitude, no damage will be done anyway this way around.

--

Regards, Steve. S.

"Ryan" <no@spam.invalid> wrote in message news:no-DC0A4E.13240104082006@newsreader2.netcologne.de...
> Hi there. After using an Atari ST briefly in the mid 90's I finally got
> one myself last year and have been enjoying using it with Notator to
> control my MIDI rig. I'm living in Germany, where STs are plentiful, and
> I got mine for 10 Euros, which was overpriced, but there we are.
>
> Now it happens that I've decided to move back to the States, and since
> STs are much harder to find in the U.S. and much more expensive I'm
> considering bringing mine with me, only I've realized with some dismay
> that the bottom of my STf says "220-240V 50Hz" which as we know is not
> gonna cut it in the States without some expensive converter which I'd
> rather avoid.
>
> So the question is: Did any STs come with universal power supplies? If
> I'm going to bother bringing an ST across the Atlantic I figure it may
> as well be a Mega STE, since that's the latest and greatest that'll run
> Notator AFAIK, but I only want to bother with that if I can be
> relatively sure that it'll work on U.S. power.
>
> If there were none with universal power supplies, then I imagine getting
> a U.S. power supply would be just as difficult/expensive as getting the
> whole machine once I'm back, in which case I'd forget about trying to
> ship it from here and just get it there. What do you think?
>
> Anyone else have experience bringing STs from Germany to the States?
> There seems to be some demand in the U.S., and a ridiculous supply in
> Germany.
>
> Thanks for any help or suggestions.
>
> P.S: Nice group you have here! I've enjoyed reading over the posts of
> the last half year.

7524. Re: Oh dear, Atari hardware site hacked :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 13:38:10 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <pqydnUBbKcwnR0DZnZ2dnUVZ8tadnZ2d@bt.com>
Source record: 7700

Hi there peop's

I just clicked the button, no warnings from my firewall or virus app,
nothing untoward happened either.

--

Regards Steve

Rope me a sheep and I'll make it smile.

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:w62dnTtoUdKkek7ZRVnyhA@bt.com...
> Just dropped by here to have a look for some information.
>
> http://atari4ever.free.fr/hardware/ram.html
>
> Suggested that you don't click on this with a modern/Windows computer as I
> don't know what else is going on there.
>
> :(
>
>

7525. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 16:59:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <b1d09$44de08f8$3ea31819$11116@news.chello.nl>
Source record: 7701

Alexander Beuscher wrote:
> Hello Lonny!
>
> I should have read further before answering...
>
> l> Google translator isn't so great, but it seems to indicate it might be
> l> interpreted as 'graves'.
>
> Right, that's the direction. To dig translates as "graben", which I
> somehow associate with making holes for the dead. Kind of "Grave Digger".
>
> Maybe I'm strange myself ;-)
>
> You and Henk should forget about my concerns...
>

Then "digger" it be.

"digging" can mean many things. In this context
it means what I want it to mean; to "dig" into software.

:-)

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7526. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 22:26:42 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-D8C5C9.00264113082006@newsreader2.netcologne.de>
Source record: 7703

In article <eOednc8DuMYDOkbZRVnyiw@pipex.net>,
"exxos" wrote:

> http://www.aqtq39.dsl.pipex.com/hdapart/main.htm
>
> too late as normal, but all the gfx seems corrupted, im sure all the
> webhosts in the world our out to get me!

Wha-huh?! I take the logic board and shield out of the case, *then* I take off the power supply and the shield? Wow, that sure makes things easier than the way I was doing it. Totally didn't realize the logic board could come out at that stage; thought it would still be attached to the case.

So thanks for the link! I had searched for "takeapart" but hadn't gotten to synonyms like "dismantle" yet.

7527. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 22:55:42 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-9DC1D1.00554213082006@newsreader2.netcologne.de>
Source record: 7704

In article <pan.2006.08.10.20.30.57.10749@charter.net>,
"Ronald J. Hall" wrote:

> I'm glad you got it sorted out though. Maybe you can take the parts from
> both the non-working STs you have and make a working one? Hate to see any
> STs go to waste...

Oh, the one I was taking apart here works fine. It's the other one
that's broke. But now I've at least seen inside 'em to compare 'em. The
broken one has a "Rev. D" logic board, with the TOS chips under the
power supply and the RAM in two long rows at the bottom left. Looks like
this one, which is labeled "Rev. C":

http://oldmachines.tripod.com/ActPics/atari_1040open.jpg

The one that works has a different board design, with the RAM chips in a
square configuration under the power supply, and the TOS chips on the
left. Mine just says "Rev." without a letter next to it. Looks like this
one, labeled "Rev. D1":

http://www.wumpus2000.de/Homecomputer%20neu/Computers/Atari-1040ST/Atari-
1040ST-10.jpg

Except mine has the 6 TOS ROM chips, not the 2.

7528. Atari Online News, Etc. #08-32

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 23:20:14 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1155424814.268382.172460@p79g2000cwp.googlegroups.com>
Source record: 7705

A-ONE #0832 08/11/06

~ Online Free Speech Woe ~ People Are Talking! ~ eBay Slide Show!
~ LinuxWorld Next Week! ~ Apple Previews Leopard ~ AOL Privacy
Screw-up
~ Pac-Man Goes Digital! ~ Google Protects Users! ~ IE 7+ Name
Dropped!
~ Web Solicitation Drops ~ Apple Dumps Power Mac! ~ AOL E-mail
Domains!

-* Cybercrime Treaty Ratified! *-
-* GFA Basic Compiler/Linker Update! *-
-* Dem's Senate Campaign Alleges Cyberattack! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

7529. Gigatron OHG RAM expansion

Newsgroup: comp.sys.atari.st
Date: 2006-08-12 23:52:14 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-CAB829.01521413082006@newsreader2.netcologne.de>
Source record: 7706

So the one interesting feature of my non-working Atari STf is this memory expansion thing that's installed. I figured you'd like to hear about it, or maybe can even tell me more about it.

The logic board of this Atari looks like this, though mine is labeled "Rev. D" not "Rev. C":

http://oldmachines.tripod.com/ActPics/atari_1040open.jpg

The square chip in the lower right of the logic board has been removed and a circuit board stuck in its place, and the chip placed back in a socket on the board. The chip is labeled "C025912-38 / JH23-019 / 7A1 03". There are also 8 places where additional chips can be installed on the board; every other one is filled with a chip marked "TOSHIBA 9319TCK / TC514400AZ-60 GER" which seem to be 60-ns RAM chips, though I don't know what capacity. Though since only half of the spots are filled, I'm guessing this is a 2-MB expansion card. From the board there snakes a 20-pin ribbon cable into the left side of the metal box in the center of the logic board where a similar chip hijacking is taking place, this time with a rectangular one marked "C025914-38A / PH23-024 / 6M1 37".

The only identifiable markings on the board are "Gigatron OHG" which seems to be the name of a company that made 2- and 4-MB memory expansion products for the ST back in the day, though my Google search isn't turning up a whole heck of a lot -- just a German article about the existence of the product:

http://www.stcarchiv.de/stc1990/12_ramerw.php

For anyone interested in what the article says, it begins with a lot of palaver over why one would want more RAM, describes Atari's official expansion strategy of soldering more memory chips on top of the existing ones, and then dives into the 3rd-party products which achieve RAM expansion in more sane ways. They mention the RAM piggy-back board strategy, which works a lot like soldering the extra RAM chips directly over the old ones but is a bit cleaner. And they talk about the MMU piggy-back strategy, which seems to be what this Gigatron product does. (So I guess this "C025912-38" chip is the MMU.) The article goes on to mention MMU piggy-back upgrades from two other companies.

I was surprised to hear about an MMU -- based on my experience with 8-MHz 68000-based Macintosh computers I hadn't expected the Atari ST to have one, since the Macs don't.

This Atari doesn't turn on anymore (red light on keyboard, that's about all) so it's hard to figure much out about this expansion card. Months ago, when it did at least turn on and sometimes boot into TOS, I got

Notator started a couple times and the free memory was much more than usual on my functioning 1MB ST. I also once got a newer version of TOS booted from floppy which did a RAM test and I want to say it listed 2.5MB but I don't remember for sure.

I had wanted to remove the expansion to see if it's the cause of this Atari's problems, but I can't even physically remove the MMU from its socket in the Gigatron board. I don't want to try too hard for fear of damaging it. And anyway my working ST doesn't have any square chips or sockets like the one into which the expansion plugs, so I couldn't test it there either.

So, that's all there is for now. :-)

7530. BITS #30 "Bouncing Blobs" intro

Newsgroup: comp.sys.atari.st
Date: 2006-08-13 01:56:38 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1155434198.691733.116860@i42g2000cwa.googlegroups.com>
Source record: 7707

```
SoLo2 of the BITS presents...

"BoUnCinG BLObS"

intro #30

It shows a first approach to
"moire" plasma, idea copied
from some ZXSpectrum demo.
Programmed by Byte.

Some big "blobs" bouncing,
many titilating star field objects,
an Amiga like 3D-font scroll line.
Thanks to Pixl.

Nice traditional music arranged
by Atom.

http://thebitsclub.tripod.com/BITS30-ST-20060812.ZIP

_________________
room for space,
ed for editor,
delfin for beast,
sunshine for sport,
waitress for 6.
~~~~~~~~~~~~~~~~~~~~~~~~*~~~
The BITS Club http://bits.atari.org
```

7531. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-13 09:52:48 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <ebmp90$hq3$1@gateix.bernstein.loc>
Source record: 7714

Hi,

> But yeah, we would all benefit from some good docs.

On german there is a good starting point: TOS.HYP which is a nearly complete description of the TOS API and a very good reference. Ths document is in UDO format which allows to build a HTNL version (online on my homerpage), a ST Guide version and many other versions. We have prepared the source for multi language support. There is only left the translation of most of the text to get the english version.

> I really think it's time for an Atari everything wiki.

A wiki is nice. And if i only look for some few informations a wiki in the internet is a good thing. But i would like to have a programer document and reference as a offline version. I dont like dependencys to external sources if i had to use it very often as a reference. And i would prefer a ST Guide version for the work on my Atari. A ST Guide version is much more handy for me to use.

Regards
Michael

7532. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-13 10:03:59 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <ebmptv$i19$1@gateix.bernstein.loc>
Source record: 7715

Hi,

>> Like what? Not something dirty in German I hope?
>
> Google translator isn't so great, but it seems to indicate it might be
> interpreted as 'graves'.

No, this is not the only association. A digger is also someonme who makes
hole in the earth to search for gold. And "to dig" is all sort of "earth work",
in german "gaben" which is also independant from graves. You can dig a
grave, but you can also dig in the garden, ...

Regards
Michael

7533. FS: Falcon

Newsgroup: comp.sys.atari.st
Date: 2006-08-13 11:38:52 UTC
From: Michael <michael@removetoheregrimus.org>
Message-ID: <44df0ec9$1_3@mk-nntp-2.news.uk.tiscali.com>
Source record: 7708

Hi,
I have a UK Falcon for sale.

Boxed, mint condition.
60M Hard Drive
14M Falcon Wing

Not sure how much these are worth now, and would rather sell here than
on e-bay.

Any offers,
Mike

take out removetohere in address to reply.

7534. Re: Atari Wiki [WAS:] Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-13 14:35:18 UTC
From: Corey Koltz <koltz@rrsd.k12.wi.us>
Message-ID: <13eud29cc1r50obvmjapnmvo8hgmjj462h@4ax.com>
Source record: 7709

I also registered a Wiki domain for Atari, but really hasn't gone
anywhere.

http://www.atariwiki.com

Have MediaWiki setup and copied a few things from WikiPedia to it for
testing. Announced up at AtariAge, but most people felt AtariAge was
a repository of info anyway.

Corey
8-Bit Classics

On Sat, 12 Aug 2006 09:31:02 +0200, Alexander Beuscher
<alexb@jupiter.schunter.etc.tu-bs.de> wrote:

>
> Hello Lonny!
>
>l> Why not just contribute to this one? Seems to have a good start.
>l> http://wikipendium.free.fr
>l>
>l> There is also one at
>l> http://www.atari-forum.com/wiki/index.php/Main_Page
>
>That's exactly what I wanted to say. There are promising approaches
>already. The point is to concentrate them to one central source with all
>information, linked to or mirrored by all former sources.
>
>But I guess it's not easy to make all admins of the "distributed"
>sources agree on one main URL, one common underlying system and layout.
>Althouh the last could be adapted - if not user-configurable on the
>central source then at least for each mirror - for different tastes.
>
>
> Regards,
>
> Alexander

7535. Re: Is there a trick to removing the STf RF shield?

Newsgroup: comp.sys.atari.st
Date: 2006-08-13 15:45:27 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <BuednZBxo4RC1ELZRVnyug@pipex.net>
Source record: 7710

"Ryan" <no@spam.invalid> wrote in message
news:no-D8C5C9.00264113082006@newsreader2.netcologne.de...
> In article <eOednc8DuMYDOkbZRVnyiw@pipex.net>,
> "exxos" wrote:
>
>> http://www.aqtq39.dsl.pipex.com/hdapart/main.htm
>>
>> too late as normal, but all the gfx seems corrupted, im sure all the
>> webhosts in the world our out to get me!
>
> Wha-huh?! I take the logic board and shield out of the case, *then* I
> take off the power supply and the shield? Wow, that sure makes things
> easier than the way I was doing it. Totally didn't realize the logic
> board could come out at that stage; thought it would still be attached
> to the case.
>
> So thanks for the link! I had searched for "takeapart" but hadn't gotten
> to synonyms like "dismantle" yet

ahhh , yeah I know what your doing now, yes take out the entire board, in
fact I think you can take out the entire board and the metalwork all in one
go even before seperating the metalwork... I will update the images as they
look corrupted, might be worth making a copy of the page :)

Chris

.

7536. Re: heretic 0.53

Newsgroup: comp.sys.atari.st
Date: 2006-08-13 16:44:19 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.08.13.16.44.19.35251@caramail-NOSPAM.com>
Source record: 7711

Le Wed, 09 Aug 2006 16:48:46 -0700, GokMasE a ï¿œcritï¿œ:

> Just one thing: When I hit F7 to quit the game, pressing "Y" (for
> "yes", to confirm) will not trigger the game to quit. Other than that I
> have not noticed any problems at all.

I did not notice that, did you have a game started? I know it does not
trigger when the game is in demo mode (or displaying splash screen). Also,
try to press 'Y' a longer time.

Were running in fullscreen (xbios driver) mode?

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

7537. Re: [GAME] heretic 0.53

Newsgroup: comp.sys.atari.st
Date: 2006-08-13 16:47:32 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.08.13.16.47.32.598504@caramail-NOSPAM.com>
Source record: 7712

Le Thu, 10 Aug 2006 11:54:57 -0400, Mark D a ï¿œcritï¿œ:

> PMDoom 0.53 crashes under MiNT for me but runs fine under TOS. CT60
> falcon. I'll try again under MiNT, maybe it was a fluke.

I sometimes have crashes also. I run MiNT in both console and gem mode
(Xaaes) without problems. The biggest cause of crash is audio, so you can
try disabling it. Do you use the ct60 'cache 5sec' mode? I know it does
not work for SDL programs, and the cache stays off.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

7538. Re: Gigatron OHG RAM expansion

Newsgroup: comp.sys.atari.st
Date: 2006-08-13 23:51:05 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <JVODg.11555$rP1.3071@news-server.bigpond.net.au>
Source record: 7713

Ryan wrote:
> So the one interesting feature of my non-working Atari STf is this
> memory expansion thing that's installed. I figured you'd like to hear
> about it, or maybe can even tell me more about it.
>
> The logic board of this Atari looks like this, though mine is labeled
> "Rev. D" not "Rev. C":
>
> http://oldmachines.tripod.com/ActPics/atari_1040open.jpg
>
> The square chip in the lower right of the logic board has been removed
> and a circuit board stuck in its place, and the chip placed back in a
> socket on the board. The chip is labeled "C025912-38 / JH23-019 / 7A1
> 03". There are also 8 places where additional chips can be installed on
> the board; every other one is filled with a chip marked "TOSHIBA 9319TCK
> / TC514400AZ-60 GER" which seem to be 60-ns RAM chips, though I don't
> know what capacity. Though since only half of the spots are filled, I'm
> guessing this is a 2-MB expansion card. From the board there snakes a
> 20-pin ribbon cable into the left side of the metal box in the center of
> the logic board where a similar chip hijacking is taking place, this
> time with a rectangular one marked "C025914-38A / PH23-024 / 6M1 37".
>
> The only identifiable markings on the board are "Gigatron OHG" which
> seems to be the name of a company that made 2- and 4-MB memory expansion
> products for the ST back in the day, though my Google search isn't
> turning up a whole heck of a lot -- just a German article about the
> existence of the product:
>
> http://www.stcarchiv.de/stc1990/12_ramerw.php
>
> For anyone interested in what the article says, it begins with a lot of
> palaver over why one would want more RAM, describes Atari's official
> expansion strategy of soldering more memory chips on top of the existing
> ones, and then dives into the 3rd-party products which achieve RAM
> expansion in more sane ways. They mention the RAM piggy-back board
> strategy, which works a lot like soldering the extra RAM chips directly
> over the old ones but is a bit cleaner. And they talk about the MMU
> piggy-back strategy, which seems to be what this Gigatron product does.
> (So I guess this "C025912-38" chip is the MMU.) The article goes on to
> mention MMU piggy-back upgrades from two other companies.

Pretty much spot on, the majority of ram upgrades (Marpet, Evesham etc)
piggy back the video shifter and MMU.
>

> I was surprised to hear about an MMU -- based on my experience with
> 8-MHz 68000-based Macintosh computers I hadn't expected the Atari ST to
> have one, since the Macs don't.

IIRC the 68000 doesn't have a built in MMU. It wasn't until the 68030
cam about that Motorola integrated one. It is why you cannot run virtual
memory on an Atari without a 68030 or better.
>
> This Atari doesn't turn on anymore (red light on keyboard, that's about
> all) so it's hard to figure much out about this expansion card. Months
> ago, when it did at least turn on and sometimes boot into TOS, I got
> Notator started a couple times and the free memory was much more than
> usual on my functioning 1MB ST. I also once got a newer version of TOS
> booted from floppy which did a RAM test and I want to say it listed
> 2.5MB but I don't remember for sure.
>
> I had wanted to remove the expansion to see if it's the cause of this
> Atari's problems, but I can't even physically remove the MMU from its
> socket in the Gigatron board. I don't want to try too hard for fear of
> damaging it. And anyway my working ST doesn't have any square chips or
> sockets like the one into which the expansion plugs, so I couldn't test
> it there either.
>
> So, that's all there is for now. :-)

If 8 slots are full and 8 empty it will be 2 meg. Try reseating all the
socketed chips. It is amazing what a little oxidization will do.

Mark

7539. Atari SLM605 Laser Printer

Newsgroup: comp.sys.atari.st
Date: 2006-08-14 07:26:12 UTC
From: GoliaTT <artik-wroc@o2.pl>
Message-ID: <1155540371.933416.219780@74g2000cwt.googlegroups.com>
Source record: 7716

Hi !
I'm searching a manual for the :
- Atari SLM605 Laser Printer.
What type of cables I need to connect SLMC box and printer (Is this
SCSI cable ?). I don't have scheme.

7540. Re: heretic 0.53

Newsgroup: comp.sys.atari.st
Date: 2006-08-14 07:58:52 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1155542332.069392.95560@i3g2000cwc.googlegroups.com>
Source record: 7717

Do you recommend to turn the cache on?

Patrice Mandin wrote:
> Le Thu, 10 Aug 2006 11:54:57 -0400, Mark D a écrit :
>
> > PMDoom 0.53 crashes under MiNT for me but runs fine under TOS. CT60
> > falcon. I'll try again under MiNT, maybe it was a fluke.
>
> I sometimes have crashes also. I run MiNT in both console and gem mode
> (Xaaes) without problems. The biggest cause of crash is audio, so you can
> try disabling it. Do you use the ct60 'cache 5sec' mode? I know it does
> not work for SDL programs, and the cache stays off.
>
> --
> Patrice Mandin
> WWW: http://pmandin.atari.org/
> Programmeur Linux, Atari
> Spécialité: Développement, jeux

7541. Re: Atari SLM605 Laser Printer

Newsgroup: comp.sys.atari.st
Date: 2006-08-14 08:50:37 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <ebpdgt$14p$1@reader2.panix.com>
Source record: 7718

First, you need a SLMC804, which is a scan converter, or serial to raster converter, which connects to the DMA port. It usually comes with a printer cable, which has some long-gone standard connectors.

BEST Electronics might help you with this.

Jim

GoliaTT <artik-wroc@o2.pl> writes:
: Hi !
: I'm searching a manual for the :
: - Atari SLM605 Laser Printer.
: What type of cables I need to connect SLMC box and printer (Is this
: SCSI cable ?). I don't have scheme.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7542. Looking for BALTIMORE MARYLAND!

Newsgroup: comp.sys.atari.st
Date: 2006-08-14 12:24:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608140519160.675-100000@onyx.spiritone.com>
Source record: 7719
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is there someone out there in Baltimore, Maryland?

If so, E-Mail me.

7543. Re: Looking for BALTIMORE MARYLAND!

Newsgroup: comp.sys.atari.st
Date: 2006-08-14 14:04:32 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1155564272.811688.15550@b28g2000cwb.googlegroups.com>
Source record: 7720
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have friends there...

Bravo Sierra Computers wrote:
> Is there someone out there in Baltimore, Maryland?
>
> If so, E-Mail me.

7544. Re: Looking for BALTIMORE MARYLAND!

Newsgroup: comp.sys.atari.st
Date: 2006-08-14 15:30:02 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <nC0Eg.103879$hp.3470@read2.cgocable.net>
Source record: 7721
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:

> Is there someone out there in Baltimore, Maryland?
>
> If so, E-Mail me.

Have you tried MapQuest? You should be able to find Baltimore Maryland on
just about any map of the USA. :p

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7545. Re: Gigatron OHG RAM expansion

Newsgroup: comp.sys.atari.st
Date: 2006-08-14 17:13:54 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1155575633.958961.159510@b28g2000cwb.googlegroups.com>
Source record: 7722

Ryan wrote:

> The square chip in the lower right of the logic board has been removed
> and a circuit board stuck in its place, and the chip placed back in a
> socket on the board. The chip is labeled "C025912-38 / JH23-019 / 7A1
> 03". There are also 8 places where additional chips can be installed on
> the board; every other one is filled with a chip marked "TOSHIBA 9319TCK
> / TC514400AZ-60 GER" which seem to be 60-ns RAM chips, though I don't
> know what capacity. Though since only half of the spots are filled, I'm

I think the chip capacity is 1 megabit x 4 if that helps.

7546. Re: Looking for BALTIMORE MARYLAND!

Newsgroup: comp.sys.atari.st
Date: 2006-08-14 19:42:06 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1155584526.920220.15680@b28g2000cwb.googlegroups.com>
Source record: 7723
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

There are about 5,600,388 someones in Baltimore, Maryland according to:
http://quickfacts.census.gov/qfd/states/24000.html

One of them should surely be able to email you....

HTH,
Tarkin

7547. WTB: Atari Items

Newsgroup: comp.sys.atari.st
Date: 2006-08-15 01:10:16 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <R99Eg.16775$Nx4.7014@bignews8.bellsouth.net>
Source record: 7724

Greetings,

Looking for a working Screen Eye and or a
Screen Eye Plus for the Atari Falcon.

Used/Like New System Upgrades for Atari ST/Mega/STE/Falcon.

Math Co-Processors for use in Atari Falcons. 16mHz and up.

OverSeas Sellers Welcome!

Contact me at:
phantomm@bellsouth.net

7548. Atari Info needed

Newsgroup: comp.sys.atari.st
Date: 2006-08-15 01:18:18 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <nh9Eg.16776$Nx4.5243@bignews8.bellsouth.net>
Source record: 7725

Greetings,

Looking for info on all ways possible to connect Atari Computers,
such as MegaSTE and Falcon to the Internet without using a normal
Dialup account/modem.

Is there any Web Sites with info?

Seems I recall some hardware that allowed this.

Anything new in the works?

What I really need is a way to use a Cable Modem with
my Ataris.
What do I need to do this? (Hardware and Software)
Without using Mint if possible.

Thanks,
phantomm@bellsouth.net

7549. Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.st
Date: 2006-08-15 06:15:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608142240240.20877-100000@onyx.spiritone.com>
Source record: 7726
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sorry, let me clear this up. I'm looking for an Atarian or Atarians in
Baltimore, Maryland. Atarians only. Please only reply in E-Mail. Thanx! ==Ben==

---------- Forwarded message ----------
Date: Mon, 14 Aug 2006 05:24:31 -0700

Is there someone out there in Baltimore, Maryland?

If so, E-Mail me.

7550. Re: Atari Info needed

Newsgroup: comp.sys.atari.st
Date: 2006-08-15 08:06:54 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44e1809e_3@x-privat.org>
Source record: 7727

phantomm wrote:
>
> Greetings,
>
> Looking for info on all ways possible to connect Atari Computers,
> such as MegaSTE and Falcon to the Internet without using a normal
> Dialup account/modem.
>
> Is there any Web Sites with info?

<URL:http://users.telenet.be/saka/atari/>

HTH,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

7551. Re: Atari Info needed

Newsgroup: comp.sys.atari.st
Date: 2006-08-15 12:21:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.15.12.21.52.353454@charter.net>
Source record: 7728

On Mon, 14 Aug 2006 21:18:18 -0400, phantomm wrote:

> Greetings,
>
> Looking for info on all ways possible to connect Atari Computers,
> such as MegaSTE and Falcon to the Internet without using a normal
> Dialup account/modem.
>
> Is there any Web Sites with info?
>
> Seems I recall some hardware that allowed this.
>
> Anything new in the works?
>
> What I really need is a way to use a Cable Modem with
> my Ataris.
> What do I need to do this? (Hardware and Software)
> Without using Mint if possible.
>
> Thanks,
> phantomm@bellsouth.net

There is the Lantronix UDS10 serial port to LAN converter. It will allow
you to do telnet and ftp easily on any Atari.

There is the EtherNEC. Its basically a NIC (network card) that attaches to
the cartridge port of your ST, TT or Falcon. It works with STing, and
there are MINT drivers as well. With it, you can browse the web, do
e-mail, newsgroups, pretty well whatever.

In the works, is the EtherNAT. True LAN connectivity for Falcon owners
with a CTxx series accelerator... USB port as well.

HTHs. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7552. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-08-15 12:46:32 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44e1c228_2@x-privat.org>
Source record: 7729

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/falcamp120.zip
(259.748 bytes) GEM frontend of FalcAMP which is a MP3 player
for Atari Falcon030 computers

**game**
ftp://chapelie.rma.ac.be/atari/game/pmheretic-0.53.zip
(333.918 bytes) Atari version of Heretic.
Needs the pc version of Heretic (shareware or registered).

**programming**
ftp://chapelie.rma.ac.be/atari/programming/ttdigger-v7.zip
(145.341 bytes) TT-Digger is a program designed for digging
in existing software, for instance: TOS-ROM. Input can be disassembled,
displayed as Hexadecimal or as ASCII text in any combination.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

7553. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-15 19:22:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <R6ydndHIMsBng3_ZRVnyrQ@pipex.net>
Source record: 7730

In message <ebmp90$hq3$1@gateix.bernstein.loc>, michael@mbernstein.de said:

>On german there is a good starting point: TOS.HYP which is a nearly complete
>description of the TOS API and a very good reference. Ths document is in UDO
>format which allows to build a HTNL version (online on my homerpage), a ST
>Guide version and many other versions. We have prepared the source for multi
>language support. There is only left the translation of most of the text to get
>the english version.

Do you mean TOS.HYP 1.70 by Zorro (5.5.95) or TOS493.HYP which is
dated 5 Juli 2005? I guess the latter, as it's part English already.

At 1.75 MB in the HYP version it's quite a job to do the
translations :-(If you need some help, I could do a part, though
I am not too familiar with UDO (though I have V6) - normally I
work straight in the STG format, but I have done some UDOs, where
I just left the existing tags.

Both HYPs seem to be very useful, though I am not a programmer so
can't make full use of either!

Regards, /Peter/

7554. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-15 19:46:17 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44e22489$1_1@x-privat.org>
Source record: 7731

xlator@cix.compulink.co.uk wrote:
>
> In message <ebmp90$hq3$1@gateix.bernstein.loc>, michael@mbernstein.de said:
>
>>On german there is a good starting point: TOS.HYP which is a nearly complete
>>description of the TOS API and a very good reference. Ths document is in UDO
>>format which allows to build a HTNL version (online on my homerpage), a ST
>>Guide version and many other versions. We have prepared the source for multi
>>language support. There is only left the translation of most of the text to get
>>the english version.
>
> Do you mean TOS.HYP 1.70 by Zorro (5.5.95) or TOS493.HYP which is
> dated 5 Juli 2005? I guess the latter, as it's part English already.

He probably means TOS_494_hyp which dates from end february 2006

This version can be found on the chapelie

<URL:ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_494_hyp_en.zip>

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

7555. Re: Atari Info needed

Newsgroup: comp.sys.atari.st
Date: 2006-08-15 20:31:43 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <CqydnYnzvdWosn_ZRVnygg@eclipse.net.uk>
Source record: 7732

"phantomm" <phantomm@bellsouth.net> wrote in message
news:nh9Eg.16776$Nx4.5243@bignews8.bellsouth.net...
> Greetings,
>
> Looking for info on all ways possible to connect Atari Computers,
> such as MegaSTE and Falcon to the Internet without using a normal
> Dialup account/modem.
>
> Is there any Web Sites with info?
>

http://hardware.atari.org/disco/ether/enec.htm
http://www.dwade.freeserve.co.uk/atari/main.html
http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm
http://www.cyberus.ca/~anodyne/ethernet/main.htm

> Seems I recall some hardware that allowed this.
>

Several. As per the the above sites.

> Anything new in the works?
>

http://www.cyberus.ca/~anodyne/ethernet/main.htm

> What I really need is a way to use a Cable Modem with
> my Ataris.

You probably need to use a cable router as the Atari does not support
DHCP....

> What do I need to do this? (Hardware and Software)

See the above. Ethernec will work on any ST, others may need specific
hardware. (e.g. you can't use an ASCI on a Falcon)
However even on my TT surfing the web with CAB is intolerably slow compared
to a modern PC. I tend to use the network to back up the Ataris to the PC
jumbo hard drive....

> Without using Mint if possible.
>

None of the above use Mint

> Thanks,
> phantomm@bellsouth.net
>

>
>

7556. Re: Atari Info needed

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 12:28:04 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1155731284.810376.48840@m73g2000cwd.googlegroups.com>
Source record: 7733

Not forgetting:

http://hardware.atari.org/netusbee/netus.htm

:o)

David Wade wrote:
> "phantomm" <phantomm@bellsouth.net> wrote in message
> news:nh9Eg.16776$Nx4.5243@bignews8.bellsouth.net...
> > Greetings,
> >
> > Looking for info on all ways possible to connect Atari Computers,
> > such as MegaSTE and Falcon to the Internet without using a normal
> > Dialup account/modem.
> >
> > Is there any Web Sites with info?
> >
>
> http://hardware.atari.org/disco/ether/enec.htm
> http://www.dwade.freeserve.co.uk/atari/main.html
> http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm
> http://www.cyberus.ca/~anodyne/ethernet/main.htm
>
>
> > Seems I recall some hardware that allowed this.
> >
>
> Several. As per the the above sites.
>
>
> > Anything new in the works?
> >
>
> http://www.cyberus.ca/~anodyne/ethernet/main.htm
>
> > What I really need is a way to use a Cable Modem with
> > my Ataris.
>
> You probably need to use a cable router as the Atari does not support
> DHCP....
>
> > What do I need to do this? (Hardware and Software)
>
> See the above. Ethernec will work on any ST, others may need specific
> hardware. (e.g. you can't use an ASCI on a Falcon)

> However even on my TT surfing the web with CAB is intolerably slow compared
> to a modern PC. I tend to use the network to back up the Ataris to the PC
> jumbo hard drive....
>
> > Without using Mint if possible.
> >
>
> None of the above use Mint
>
> > Thanks,
> > phantomm@bellsouth.net
> >
> >
> >

7557. Re: Atari Info needed

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 16:07:42 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1155744461.823901.130610@i3g2000cwc.googlegroups.com>
Source record: 7734

David Wade wrote:
> "phantomm" <phantomm@bellsouth.net> wrote in message

> > What do I need to do this? (Hardware and Software)
>
> See the above. Ethernec will work on any ST, others may need specific
> hardware. (e.g. you can't use an ASCI on a Falcon)
> However even on my TT surfing the web with CAB is intolerably slow compared
> to a modern PC. I tend to use the network to back up the Ataris to the PC
> jumbo hard drive....
>

Yes, CAB is SLOW! But have you tried HighWire?
http://highwire.atari-users.net

Rob

7558. Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 18:58:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.16.18.58.05.264342@charter.net>
Source record: 7735
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well folks, I've got some bad news.

The DarkForce! BBS is down until further
notice.

The Mega STe that I've been using to run
the board has apparently suffered another
power supply failure. Thats the 2nd one
in about 4 months. I had replaced the
first one with a used one off Ebay. As
far as I can tell, thats the problem.

The Mega ST that I usually use is down
until I get the MFP chip socketed so I
can try the RSVE upgrade I've got.

So I'm left without an operational ST to
run the board for now. As soon as I get
enough funds saved up, I'll either get
the Mega ST repaired, or get a new P/S
for the Mega STe.

I'm sorry for any inconvenience... :(

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7559. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 19:01:52 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <BrSdnUbzg9cA9n7ZRVnyqQ@bt.com>
Source record: 7736
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.08.16.18.58.05.264342@charter.net...
> The Mega STe that I've been using to run
> the board has apparently suffered another
> power supply failure. Thats the 2nd one
> in about 4 months. I had replaced the
> first one with a used one off Ebay. As
> far as I can tell, thats the problem.
>

Is there anything we can do to help?

Chris (Exxos) and I maybe able to repair your PSU's. Find out how much
they'd cost to ship to the UK??

Mmmm. You might be able to codge an PC ATX power supply even.

7560. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 20:34:01 UTC
From: Jammer <2006@mevagissey.net>
Message-ID: <44e4d24f@news.greennet.net>
Source record: 7737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:
> Well folks, I've got some bad news.
>
> The DarkForce! BBS is down until further
> notice.
>
> The Mega STe that I've been using to run
> the board has apparently suffered another
> power supply failure. Thats the 2nd one
> in about 4 months. I had replaced the
> first one with a used one off Ebay. As
> far as I can tell, thats the problem.
>
> The Mega ST that I usually use is down
> until I get the MFP chip socketed so I
> can try the RSVE upgrade I've got.
>
> So I'm left without an operational ST to
> run the board for now. As soon as I get
> enough funds saved up, I'll either get
> the Mega ST repaired, or get a new P/S
> for the Mega STe.
>
> I'm sorry for any inconvenience... :(
>
Check out the hardware section of Atari Forum, Simbo has written a
series of articles about overhauling PSU's that might help.

7561. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 21:41:45 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.08.16.21.41.45.864433@nosspamatari-source.com>
Source record: 7738
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 16 Aug 2006 14:58:05 -0400, Ronald J. Hall wrote:

> Well folks, I've got some bad news.
>
> The DarkForce! BBS is down until further
> notice.
>
> The Mega STe that I've been using to run
> the board has apparently suffered another
> power supply failure. Thats the 2nd one
> in about 4 months. I had replaced the
> first one with a used one off Ebay. As
> far as I can tell, thats the problem.
>
> The Mega ST that I usually use is down
> until I get the MFP chip socketed so I
> can try the RSVE upgrade I've got.
>
> So I'm left without an operational ST to
> run the board for now. As soon as I get
> enough funds saved up, I'll either get
> the Mega ST repaired, or get a new P/S
> for the Mega STe.
>
> I'm sorry for any inconvenience... :(

Hrmm..
I might have some donations I can make. Let me check my stock. Remind me
if I never follow up on this as I'm forgetful as you can get :-P

Thanks,
Mark

7562. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 22:28:40 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <ec02m8$723$1@gateix.bernstein.loc>
Source record: 7742

Hi Martin,

> He probably means TOS_494_hyp which dates from end february 2006

Yes, thats it.

Michael

7563. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 22:47:55 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <ec03qb$7bq$1@gateix.bernstein.loc>
Source record: 7743

Hi /Peter/

> Do you mean TOS.HYP 1.70 by Zorro (5.5.95) or TOS493.HYP which is
> dated 5 Juli 2005? I guess the latter, as it's part English already.

I mean TOS493.HYP.

> At 1.75 MB in the HYP version it's quite a job to do the
> translations :-(

Yes it is. I recompiled the hyp file to stg and then converted the source
to UDO because i want to have a online version and a ST Guide version
from the same text base. And it was a huge work.

> If you need some help, I could do a part, though
> I am not too familiar with UDO (though I have V6) - normally I
> work straight in the STG format, but I have done some UDOs, where
> I just left the existing tags.

Every little help is welcome :-) My english is alittle bit weak and
i would prefer not to make translations of the text.

But i have to talk to Gerhard Stoll. We have placed the source in CVS
which allows every one to work on it. And we had prepared the source
for multi language and added a english part with the german text. So the
structure is present. But Gerhard Stoll has added some english parts
and i have to syn mee with Gerhard.

Regards
Michael

7564. Re: Atari Info needed

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 23:39:49 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <oq2dnf70FqJYMX7ZRVnytw@eclipse.net.uk>
Source record: 7740

```
"RobM" <rmahlert@gmail.com> wrote in message
news:1155744461.823901.130610@i3g2000cwc.googlegroups.com...
>
> David Wade wrote:
> > "phantomm" <phantomm@bellsouth.net> wrote in message
>
> > > What do I need to do this? (Hardware and Software)
> >
> > See the above. Ethernec will work on any ST, others may need specific
> > hardware. (e.g. you can't use an ASCI on a Falcon)
> > However even on my TT surfing the web with CAB is intolerably slow
compared
> > to a modern PC. I tend to use the network to back up the Ataris to the
PC
> > jumbo hard drive....
> >
>
>
> Yes, CAB is SLOW! But have you tried HighWire?
> http://highwire.atari-users.net
>

No, is it worth a whirl...

> Rob
>
```

7565. Re: Atari Info needed

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 23:42:55 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <hqudnRUdALjiMH7ZnZ2dnUVZ8tCdnZ2d@eclipse.net.uk>
Source record: 7741

Lyndon,
Sorry, cut and paste overload. That was meant to go in the "Anything new
in the works?" section.
How is it going, it looks good, when can I order some for my STE, TT and
old old Mega 2....
Dave.

p.s. any one going to do USB storage driver. would be nice if we could plug
USB lap top drive in that USB port....

<lyndonamsdon@hotmail.com> wrote in message
news:1155731284.810376.48840@m73g2000cwd.googlegroups.com...
> Not forgetting:
>
> http://hardware.atari.org/netusbee/netus.htm
>
> :o)
>
> David Wade wrote:
> > "phantomm" <phantomm@bellsouth.net> wrote in message
> > news:nh9Eg.16776$Nx4.5243@bignews8.bellsouth.net...
> > > Greetings,
> > >
> > > Looking for info on all ways possible to connect Atari Computers,
> > > such as MegaSTE and Falcon to the Internet without using a normal
> > > Dialup account/modem.
> > >
> > > Is there any Web Sites with info?
> > >
> >
> > http://hardware.atari.org/disco/ether/enec.htm
> > http://www.dwade.freeserve.co.uk/atari/main.html
> > http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm
> > http://www.cyberus.ca/~anodyne/ethernet/main.htm
> >
> >
> > > Seems I recall some hardware that allowed this.
> > >
> >
> > Several. As per the the above sites.
> >
> >
> > > Anything new in the works?
> > >
> >

> > http://www.cyberus.ca/~anodyne/ethernet/main.htm
> >
> > > What I really need is a way to use a Cable Modem with
> > > my Ataris.
> >
> > You probably need to use a cable router as the Atari does not support
> > DHCP....
> >
> > > What do I need to do this? (Hardware and Software)
> >
> > See the above. Ethernec will work on any ST, others may need specific
> > hardware. (e.g. you can't use an ASCI on a Falcon)
> > However even on my TT surfing the web with CAB is intolerably slow
compared
> > to a modern PC. I tend to use the network to back up the Ataris to the
PC
> > jumbo hard drive....
> >
> > > Without using Mint if possible.
> > >
> >
> > None of the above use Mint
> >
> > > Thanks,
> > > phantomm@bellsouth.net
> > >
> > >
> > >
>

7566. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-16 23:45:29 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <t6OEg.13289$rP1.5552@news-server.bigpond.net.au>
Source record: 7739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:
> Well folks, I've got some bad news.
>
> The DarkForce! BBS is down until further
> notice.
>
> The Mega STe that I've been using to run
> the board has apparently suffered another
> power supply failure. Thats the 2nd one
> in about 4 months. I had replaced the
> first one with a used one off Ebay. As
> far as I can tell, thats the problem.
>
> The Mega ST that I usually use is down
> until I get the MFP chip socketed so I
> can try the RSVE upgrade I've got.
>
> So I'm left without an operational ST to
> run the board for now. As soon as I get
> enough funds saved up, I'll either get
> the Mega ST repaired, or get a new P/S
> for the Mega STe.
>
> I'm sorry for any inconvenience... :(
>

If you get stuck you can use an AT PSU.

Mark

7567. Re: Gigatron OHG RAM expansion

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 09:16:00 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1155806160.562550.270850@75g2000cwc.googlegroups.com>
Source record: 7744

> IIRC the 68000 doesn't have a built in MMU. It wasn't until the 68030
> cam about that Motorola integrated one. It is why you cannot run virtual
> memory on an Atari without a 68030 or better.

In this case, PMMU != MMU.

-- Peter

7568. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 09:18:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608170216510.21102-100000@onyx.spiritone.com>
Source record: 7745
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7569. Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 09:21:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608170219040.21102-100000@onyx.spiritone.com>
Source record: 7746
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off all educational Software & Books for Classic Atari 8 Bit & Atari ST Computer lines! Make sure you ask for the discount in E-Mail. Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7570. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 09:23:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608170222010.21102-100000@onyx.spiritone.com>
Source record: 7747
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm still converting my Atari catalogs to 80 columns across! Checkout my
NEW UPDATED catalogs! Cut & Paste Catalogs & E-Mail your order with your
Shipping Address so I can figure S & H! 1st come, 1st served, 1st sold!

FREE Catalogs for Used & New Atari Jaguar Games plus Consoles! Plus
Classic Atari 8 Bit & ST Computer lines! View Catalogs on-line, Download
them or Feel free to Request catalogs by E-Mail. Really, it's not an
inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or
all 3! Then I'll send them to you by E-Mail. Let me know if I cant
attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7571. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 09:25:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608170223510.21102-100000@onyx.spiritone.com>
Source record: 7748
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7572. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 14:35:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.14.35.50.574387@charter.net>
Source record: 7649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 16 Aug 2006 23:45:29 +0000, Mark Bedingfield wrote:

> If you get stuck you can use an AT PSU.
>
> Mark

There's a thought.

Got a spare one (older) here right now. Its one of those that the 2 white connectors plug in side by side on at PC motherboard.

I've cut off one of the dead Mega STe's power supply harnesses.

All the red (+5v) matched up (3 leads)
All the black matched up (4 leads)
A single white lead matches up

That leaves a yellow, blue, and orange on each.

My understanding is that blue on Atari P/S's is +12v, and that yellow on the PC power supply is +12v.

So I can't just color-code connect, straight across.

On my Falcon, before I hooked my CT60 up to it, I had to hook the blue lead (+12v) from the Falcons harness to the yellow on the ATX power supply. I'm assuming (dangerous!) that I have to do that here as well.

Which leaves the PC side blue and orange leads.
Which leaves the Mega STe side yellow and orange leads.

Anyone done this before and can tell me for sure, what goes where before I actually connect and attempt powering up?

Thanks much gang! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7573. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 14:37:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.14.37.04.416826@charter.net>
Source record: 7650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 16 Aug 2006 17:41:45 -0400, Mark D wrote:

> Hrmm..
> I might have some donations I can make. Let me check my stock. Remind me
> if I never follow up on this as I'm forgetful as you can get :-P
>
> Thanks,
> Mark

Mark, thats a generous offer and I sure do appreciate it. :)

Let me try getting this spare PC power supply wired up first though. If I
can get it to work, it should do until I can get a real Mega STe P/S.

Thanks again! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7574. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 14:38:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.14.38.34.964791@charter.net>
Source record: 7651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 16 Aug 2006 21:34:01 +0100, Jammer wrote:

> Check out the hardware section of Atari Forum, Simbo has written a
> series of articles about overhauling PSU's that might help.

Thanks, there is a ton of useful info there. Probably a bit too advanced
for what I can do though... :(

I'm gonna try to get the spare PC power supply I have here hooked up, just
to tide me over.

Thanks again.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7575. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 14:41:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.14.41.30.20534@charter.net>
Source record: 7652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 16 Aug 2006 20:01:52 +0100, techie_alison wrote:

> Is there anything we can do to help?
>
> Chris (Exxos) and I maybe able to repair your PSU's. Find out how much
> they'd cost to ship to the UK??

I've got 2, already hacked the harness off the (really!) dead one. If you guys think you can repair the other one, I'll be glad to send it to you!

> Mmmm. You might be able to codge an PC ATX power supply even.

Thats the direction I'm going to try first. Others have suggested it as well. I did wire up an ATX power supply with my Falcon, when I recased it, before I got my CT60. It wasn't that hard. I'd be happy to have this working until I can get a real Mega STe P/S again.

I'm not sure about the connections on the Mega STe's harness though. (see my other post)

Anyone have experience with this, done it before? Thanks! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7576. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 18:46:56 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1155840416.727725.13520@h48g2000cwc.googlegroups.com>
Source record: 7653
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Bravo Sierra Computers wrote:

> I cant read your mind,

Are you kidding??? We tell you straight to your face that these ads
aren't wanted, and you don't get THAT message!!!

So it's 4 this month then, and from now on right?

7577. Cecile released under GPL

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 18:51:59 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1155840719.046455.82340@74g2000cwt.googlegroups.com>
Source record: 7654

Hi all,

Originally distributed on the Centek website, Cecile is a harddisk
driver for Atari or compatible systems. David Godec has kindly decided
to release the sources for Cecile under the General Public License,
GPL. After the sources for AHDI surfaced recently, the sources for two
Atari harddisk driver are now available. However, Cecile is the first
one to be released under GPL.

To read more, please visist The Orphaned Projects Page:

http://topp.atari-users.net/

Regards,

/Joakim

http://xaaes.atariforge.net
http://topp.atari-users.net
http://www.ataricq.org

7578. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 19:00:04 UTC
From: Don Schmidt <"Don Retired Engineer"@PNB.1987>
Message-ID: <12e9f5jk9cnlm0d@corp.supernews.com>
Source record: 7655
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Are you saying you know the message is from and you open it and read it
anyway? Or, you don't know how to block mail? I think you win the peroxide
prize for the month.

--
Don
Vancouver, USA

"Coda" <smeg_007@hotmail.com> wrote in message
news:1155840416.727725.13520@h48g2000cwc.googlegroups.com...
>
> Bravo Sierra Computers wrote:
>
>> I cant read your mind,
>
> Are you kidding??? We tell you straight to your face that these ads
> aren't wanted, and you don't get THAT message!!!
>
> So it's 4 this month then, and from now on right?
>

7579. [WEB] TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 19:31:30 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1hk8gvd.vdegblqs8qoN%NOSPAMS@wanadoo.fr>
Source record: 7656

Hi,

I have updated again my PCI story with 4 new photos...

http://perso.orange.fr/didierm/ct60/ctpci-e.htm

GEM desktop, Aniplayer, etc.. works in 1280 x 1024 x 65K colors.

Regards,

Didier

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org

7580. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 20:26:45 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <W5CdnaT1-oBJTXnZRVny1Q@pipex.net>
Source record: 7657
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Didn't you have this problem not to long ago about the psu giving up ?
wonder if its just overheating ? updating the drive fets for something of
more today spec could be the way to go. Low ESR caps would improve things a
great deal also. If the transformer is giving out then theres not much that
can be done. Have you any idea on whats failed ?

chris

7581. STOOP V1.05

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 20:36:11 UTC
From: Will <wvdongen@wanadoo.nl>
Message-ID: <44e4d242$0$29544$dbd49001@news.wanadoo.nl>
Source record: 7658

Hello can somebody tell me where I can download this bootselector STOOP V1.05

Thanks for the Help

\W/iLL van Dongen

7582. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 20:59:39 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <nr-dnbsg2IBDS3nZRVnytA@bt.com>
Source record: 7659
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"exxos" <exxos@home.co.uk> wrote in message
news:W5CdnaT1-oBJTXnZRVny1Q@pipex.net...
>
> Didn't you have this problem not to long ago about the psu giving up ?
> wonder if its just overheating ? updating the drive fets for something of
> more today spec could be the way to go. Low ESR caps would improve things
a
> great deal also. If the transformer is giving out then theres not much
that
> can be done. Have you any idea on whats failed ?
>
> chris
>
>
>
>

Are we in a position to repair his PSUs? Do you still have a variac to get
110v??

I do have a 240v Mega STE back home.... And if you give me a week or two I
can come back with the pinouts from the power supply connector.

Don't worry Ron, help is on the way :) Quite impressed with how you do this
for the Atari community and I'm sure others are too. :-)

7583. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 21:03:14 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <b5Cdna_qYLgpSnnZRVnyhA@bt.com>
Source record: 7660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.08.17.14.35.50.574387@charter.net...
> Anyone done this before and can tell me for sure, what goes where before I
> actually connect and attempt powering up?
>

I'll try to have this information for you by this coming Monday from my MSTE
back home.

7584. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 21:25:29 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.21.25.28.950726@charter.net>
Source record: 7661
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Thu, 17 Aug 2006 21:59:39 +0100, techie_alison wrote:

> Don't worry Ron, help is on the way :) Quite impressed with how you do this
> for the Atari community and I'm sure others are too. :-)

Gosh, thank you very much! Personally, I'm just glad to be able to return
a little bit of what the Atari community has given/done for me over the
years... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7585. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 21:28:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.21.28.49.176206@charter.net>
Source record: 7662
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Thu, 17 Aug 2006 21:26:45 +0100, exxos wrote:

>
> Didn't you have this problem not to long ago about the psu giving up ?
> wonder if its just overheating ? updating the drive fets for something of
> more today spec could be the way to go. Low ESR caps would improve things a
> great deal also. If the transformer is giving out then theres not much that
> can be done. Have you any idea on whats failed ?
>
> chris

Hi Chris.

I replaced the first P/S with a used Mega STe P/S that I won in an
auction off Ebay and everything started working again, so I assumed the
first one was dead.

What it did at that time was give a white screen, or sometimes a white
screen with rows of yellow blocks on it.

It did the same thing this time... so I'm assuming the same. But I don't
really know for sure what exactly has failed...

Thanks.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7586. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 21:38:47 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Sh5Fg.844$dB.702@read2.cgocable.net>
Source record: 7663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:

> Well folks, I've got some bad news.
>
> The DarkForce! BBS is down until further
> notice.
>
> The Mega STe that I've been using to run
> the board has apparently suffered another
> power supply failure. Thats the 2nd one
> in about 4 months. I had replaced the
> first one with a used one off Ebay. As
> far as I can tell, thats the problem.
>
> The Mega ST that I usually use is down
> until I get the MFP chip socketed so I
> can try the RSVE upgrade I've got.
>
> So I'm left without an operational ST to
> run the board for now. As soon as I get
> enough funds saved up, I'll either get
> the Mega ST repaired, or get a new P/S
> for the Mega STe.
>
> I'm sorry for any inconvenience... :(
>

Huh? I figured you were floating in cash, being that you were offering
$25/month prizes to callers of your bbs. That's $300 per annum just tossed
away.
--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7587. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 21:44:12 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Xm5Fg.846$dB.622@read2.cgocable.net>
Source record: 7664
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:

> On Wed, 16 Aug 2006 23:45:29 +0000, Mark Bedingfield wrote:
>
>> If you get stuck you can use an AT PSU.
>>
>> Mark
>
> There's a thought.
>
> Got a spare one (older) here right now. Its one of those that the 2 white
> connectors plug in side by side on at PC motherboard.
>
> I've cut off one of the dead Mega STe's power supply harnesses.
>
> All the red (+5v) matched up (3 leads)
> All the black matched up (4 leads)
> A single white lead matches up
>
> That leaves a yellow, blue, and orange on each.
>
> My understanding is that blue on Atari P/S's is +12v, and that yellow on
> the PC power supply is +12v.
>
> So I can't just color-code connect, straight across.
>
> On my Falcon, before I hooked my CT60 up to it, I had to hook the blue
> lead (+12v) from the Falcons harness to the yellow on the ATX power
> supply. I'm assuming (dangerous!) that I have to do that here as well.
>
> Which leaves the PC side blue and orange leads.
> Which leaves the Mega STe side yellow and orange leads.
>
> Anyone done this before and can tell me for sure, what goes where before I
> actually connect and attempt powering up?
>
> Thanks much gang! :)
>

I definitely would not rely on the the colors of the wire's insulators as a
guide for wiring up the machine. At best it will not work. At worst, it
will totally fry your ST.

Do some searches on Google and find out exactly what each wire is for on the ST's original power supply. Perhaps somebody in the ST group can pull out a multimeter and check each line for you. As for the AT power supply, you can use a multimeter to determine which wire corresponds to which wire on the ST.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7588. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 21:49:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <IfWdnYqGD4v2eXnZRVnysQ@pipex.net>
Source record: 7666
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.08.17.21.28.49.176206@charter.net...
> On Thu, 17 Aug 2006 21:26:45 +0100, exxos wrote:
>
>>
>> Didn't you have this problem not to long ago about the psu giving up ?
>> wonder if its just overheating ? updating the drive fets for something of
>> more today spec could be the way to go. Low ESR caps would improve things
>> a
>> great deal also. If the transformer is giving out then theres not much
>> that
>> can be done. Have you any idea on whats failed ?
>>
>> chris
>
> Hi Chris.
>
> I replaced the first P/S with a used Mega STe P/S that I won in an
> auction off Ebay and everything started working again, so I assumed the
> first one was dead.
>
> What it did at that time was give a white screen, or sometimes a white
> screen with rows of yellow blocks on it.
>
> It did the same thing this time... so I'm assuming the same. But I don't
> really know for sure what exactly has failed...
>

hmmm, im sure ive seen that problem before, have you tried your old psu back
in again ? Sounds more like a ram problem, normally you don't get as far as
a white screen if the psu is bad....

Chris

7589. Re: Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 21:50:31 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Ss5Fg.784$sM1.379@read1.cgocable.net>
Source record: 7665
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:

> Sorry, let me clear this up. I'm looking for an Atarian or Atarians in
> Baltimore, Maryland. Atarians only. Please only reply in E-Mail. Thanx!
> ==Ben==
>
> ---------- Forwarded message ----------
> Date: Mon, 14 Aug 2006 05:24:31 -0700
>
> Is there someone out there in Baltimore, Maryland?
>
> If so, E-Mail me.

Is this some kind of contest or something? You know, where the first
Atarian from Baltimore wins a prize if they email you within nine minutes
or something? If so, I might be from Baltimore. I'm not, of course, but
I could be... If there were something in it for me. :-p

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7590. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-17 23:55:27 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <PI7Fg.13752$rP1.9974@news-server.bigpond.net.au>
Source record: 7667

AlbaClause wrote:
> Ronald J. Hall wrote:
>
>
>>On Wed, 16 Aug 2006 23:45:29 +0000, Mark Bedingfield wrote:
>>
>>
>>>If you get stuck you can use an AT PSU.
>>>
>>>Mark
>>
>>There's a thought.
>>
>>Got a spare one (older) here right now. Its one of those that the 2 white
>>connectors plug in side by side on at PC motherboard.
>>
>>I've cut off one of the dead Mega STe's power supply harnesses.
>>
>>All the red (+5v) matched up (3 leads)
>>All the black matched up (4 leads)
>>A single white lead matches up
>>
>>That leaves a yellow, blue, and orange on each.
>>
>>My understanding is that blue on Atari P/S's is +12v, and that yellow on
>>the PC power supply is +12v.
>>
>>So I can't just color-code connect, straight across.
>>
>>On my Falcon, before I hooked my CT60 up to it, I had to hook the blue
>>lead (+12v) from the Falcons harness to the yellow on the ATX power
>>supply. I'm assuming (dangerous!) that I have to do that here as well.
>>
>>Which leaves the PC side blue and orange leads.
>>Which leaves the Mega STe side yellow and orange leads.
>>
>>Anyone done this before and can tell me for sure, what goes where before I
>>actually connect and attempt powering up?
>>
>>Thanks much gang! :)
>>
>
>
> I definitely would not rely on the the colors of the wire's insulators as a

> guide for wiring up the machine. At best it will not work. At worst, it
> will totally fry your ST.
>
> Do some searches on Google and find out exactly what each wire is for on the
> ST's original power supply. Perhaps somebody in the ST group can pull out
> a multimeter and check each line for you. As for the AT power supply, you
> can use a multimeter to determine which wire corresponds to which wire on
> the ST.
>
>
Well I have done it and it does work. I used it as a way to bench test
my MegaSTE's. IIRC (and its been a while) the MegaSTE uses the same pin
configuration as an AT PSU. All you have to do is make sure that the
black wires are side by side i.e. in the middle of the block.

http://pinouts.ru/Power/MotherboardPower_pinout.shtml

Just looking at a MegaSTE atm, and it is pin for pin perfect. Pin 2
(+5v) is not used, nor is there even a pin for it on the motherboard.

In fact even the colour coding is identical on the example I have to hand.

Mark

7591. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 03:39:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.18.03.39.19.464777@charter.net>
Source record: 7668
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Thu, 17 Aug 2006 22:49:37 +0100, exxos wrote:

> hmmm, im sure ive seen that problem before, have you tried your old psu back
> in again ? Sounds more like a ram problem, normally you don't get as far as
> a white screen if the psu is bad....
>
> Chris

Its the Mega STe so I can pull the ram chips very easily - there in that
lift up compartment right in the front. I can pull them, add them back in
1 at a time and try to see if one has gone bad.

I'll do that tomorrow and report back.

Thanks for the suggestion.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7592. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 03:43:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.18.03.43.45.790333@charter.net>
Source record: 7669

On Thu, 17 Aug 2006 17:38:47 -0400, AlbaClause wrote:

> Huh? I figured you were floating in cash, being that you were offering
> $25/month prizes to callers of your bbs. That's $300 per annum just tossed
> away.
> --

Hardly. I'm a respiratory therapist, working at a small, rural hospital in
E. Kentucky. I make pretty good money (for this area). My wife is an RN
who works in home health. Together we bring in about 70k a year. Of course
there are bills, mortgaged land/home, 3 cars (only 1 not paid for), and
did I mention we have 3 kids? :)

As far as money going to support the Atari community being "just tossed
away"...with an atitude like that, why are you even here friend? I do not
in any way, shape, form, or fashion consider it money wasted. You're
entitled to your own opinion of course...

See ya.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7593. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 03:50:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.18.03.50.13.97949@charter.net>
Source record: 7670

On Thu, 17 Aug 2006 23:55:27 +0000, Mark Bedingfield wrote:

> Well I have done it and it does work. I used it as a way to bench test
> my MegaSTE's. IIRC (and its been a while) the MegaSTE uses the same pin
> configuration as an AT PSU. All you have to do is make sure that the
> black wires are side by side i.e. in the middle of the block.
>
> http://pinouts.ru/Power/MotherboardPower_pinout.shtml
>
> Just looking at a MegaSTE atm, and it is pin for pin perfect. Pin 2
> (+5v) is not used, nor is there even a pin for it on the motherboard.
>
> In fact even the colour coding is identical on the example I have to hand.
>
> Mark

Hmm, Mark are you sure? Mind you, I'm not doubting what you are saying -
its just that I thought the blue wire on the Atari was +12v and had to be
plugged into the yellow from the P/S itself, because the yellow there is
+12v and blue is -12v.

Mind you this is from my experience from hooking up my Falcon to a ATX
style power supply. I know I had to do that with the Falcon and the ATX
one. I figured the blue on the Mega STe would be the same. I do know that
the wiring on an AT P/S and ATX P/S is slightly different.

Anyway to verify the Mega STe what the Mega STe is?

Thanks for the help!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7594. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 04:45:03 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <jBbFg.13871$rP1.9928@news-server.bigpond.net.au>
Source record: 7671

Ronald J. Hall wrote:
> On Thu, 17 Aug 2006 23:55:27 +0000, Mark Bedingfield wrote:
>
>
>
>>Well I have done it and it does work. I used it as a way to bench test
>>my MegaSTE's. IIRC (and its been a while) the MegaSTE uses the same pin
>>configuration as an AT PSU. All you have to do is make sure that the
>>black wires are side by side i.e. in the middle of the block.
>>
>>http://pinouts.ru/Power/MotherboardPower_pinout.shtml
>>
>>Just looking at a MegaSTE atm, and it is pin for pin perfect. Pin 2
>>(+5v) is not used, nor is there even a pin for it on the motherboard.
>>
>>In fact even the colour coding is identical on the example I have to hand.
>>
>>Mark
>
>
> Hmm, Mark are you sure? Mind you, I'm not doubting what you are saying -
> its just that I thought the blue wire on the Atari was +12v and had to be
> plugged into the yellow from the P/S itself, because the yellow there is
> +12v and blue is -12v.
>
> Mind you this is from my experience from hooking up my Falcon to a ATX
> style power supply. I know I had to do that with the Falcon and the ATX
> one. I figured the blue on the Mega STe would be the same. I do know that
> the wiring on an AT P/S and ATX P/S is slightly different.
>
> Anyway to verify the Mega STe what the Mega STe is?
>
> Thanks for the help!
>

The Falcon is completely different. IIRC you are right in that regard.
The Falcon uses blue for 12v. Have a look in the myatari archives, I did
an article on replacing the PSU. Can't recall if it was ST or Falcon
tho. But I do remember what you are saying.

As I said I have hooked up 3 MegaSTE's directly to AT power supplies and
they worked fine. I will have a look around at home this weekend, for my
notes to confirm the pinouts.

BTW I don't think even Atari would mix colour coding for 12v on these
PSU's.

Stuff it, I have a multimeter and MegaSTE handy........

OK MegaSTE

pin 1 Orange +12v (power good)
pin 2 NC
pin 3 yellow +12v
pin 4 -12v (thought so)
pin 5 - 8 Ground
pin 9 White -5v
pin 10 - 12 +5v

There ya go;-) It is standard AT.

Mark

7595. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 04:47:41 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <NDbFg.13873$rP1.7995@news-server.bigpond.net.au>
Source record: 7672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:
> On Thu, 17 Aug 2006 22:49:37 +0100, exxos wrote:
>
>
>>hmmm, im sure ive seen that problem before, have you tried your old psu back
>>in again ? Sounds more like a ram problem, normally you don't get as far as
>>a white screen if the psu is bad....
>>
>>Chris
>
>
> Its the Mega STe so I can pull the ram chips very easily - there in that
> lift up compartment right in the front. I can pull them, add them back in
> 1 at a time and try to see if one has gone bad.
>
> I'll do that tomorrow and report back.
>
> Thanks for the suggestion.
>

You have to do 2 chips at a time. They are banked in a staggered
fashion. Slots 1 - 3 (Bank 1), Slots 0 - 2 (Bank 0). One chip won't work.

If you need ram mail me I have a box of 1meg simms lying around.

Mark

7596. Re: STOOP V1.05

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 09:20:02 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1155892802.188094.305310@m79g2000cwm.googlegroups.com>
Source record: 7673

Hi Will,

> Hello can somebody tell me where I can download this bootselector STOOP
> V1.05

Could not find it anywhere online, so I zipped it up and put it for
download here:

http://www.ataricq.org/other/stoop105.zip

Regards,

/Joakim

http://xaaes.atariforge.net
http://www.ataricq.org
http://topp.atari-users.net

7597. Re: STOOP V1.05

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 11:51:59 UTC
From: Will <wvdongen@wanadoo.nl>
Message-ID: <44e5a8f3$0$14912$dbd45001@news.wanadoo.nl>
Source record: 7674

Thanks for fast responce Joakim.

> Could not find it anywhere online, so I zipped it up and put it for
> download here:
>
> http://www.ataricq.org/other/stoop105.zip
>
> Regards,
>
> /Joakim
>
> http://xaaes.atariforge.net
> http://www.ataricq.org
> http://topp.atari-users.net

\W/iLL van Dongen

7598. Re: [WEB] TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 15:39:36 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <ec4mvrnmt1$8300dec7@news.demon.co.uk>
Source record: 7675

""Didier M�quignon"" <NOSPAMS@wanadoo.fr> wrote in message
news:1hk8gvd.vdegblqs8qoN%NOSPAMS@wanadoo.fr...
> Hi,
>
> I have updated again my PCI story with 4 new photos...
>
> http://perso.orange.fr/didierm/ct60/ctpci-e.htm
>
> GEM desktop, Aniplayer, etc.. works in 1280 x 1024 x 65K colors.

Superb work Didier.

Congratulations.

Alan.

7599. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 15:49:49 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1155916189.564397.276240@b28g2000cwb.googlegroups.com>
Source record: 7676

Didier Méquignon wrote:

> I have updated again my PCI story with 4 new photos...
>
> http://perso.orange.fr/didierm/ct60/ctpci-e.htm

Very exciting stuff regarding the CTPCI! Can't wait until such a
solution
is ready and installed here :))

Does anyone know where to get the Sapphire All-In-Wonder VE 64 MB PCI?

Regards,

/Joakim

http://xaaes.atariforge.net
http://www.ataricq.org
http://topp.atari-users.net

7600. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 18:58:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.18.18.58.18.719760@charter.net>
Source record: 7677

Okay, this has been a (painful) learning experience for me.

Here is what I've found (I think) so far.

I believe that the original culprit was memory. After removing, trying various combos (diff banks and chips) then reseating the original 4 megs, using the AT style P/S, I can boot up to a desktop.

However, its what happened before...or as Paul Harvey says, "the rest of the story"... :(

I wired the AT style P/S straight to the Mega STe connector, following the color coding exactly.

Hooked it up - turned it on - pop! sizzle! burning smell! Had my hand right on the switch so I immediately turned it off. I checked the board, and sure enough, the row of small blue chips (I'm not sure what to call them) at the back, next to the serial port and another port have 2 that look burnt.

So I've not much to lose at this point, so I re-wire the AT supply like I did my Falcon when I had it hooked up to an ATX P/S (pre CT60). That is, the blue wire from the Mega STe connector goes to the yellow wire on the AT P/S. Leaving the blue wire from the AT P/S, and the yellow wire from the Mega STe connector, unconnected.

Plug it in, turn it on - boots up normally, to a desktop. Problems - nothing works through the serial port (modem 1) now. Also, the screen is slightly "flickery". Its also unstable. I get random 2 bomb crashes, but not lock ups - at least a the reset button or <control> <alt> <delete> does reset everything.

So to sum it up, I think the memory was prob. the intial problem, although I still can't get it to boot up at all with the original Mega STe P/S. Its deader than a doornail with it connected. So I guess thats dead as well.

I guess I'll wait until I get some money saved up, send the Mega STe to somebody like Alex at ATY Computers and see if he can salvage what I've done.

Thats the bad news. See next message...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7601. Back Online.... :)

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 19:07:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.18.19.07.50.647241@charter.net>
Source record: 7678
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Okay, I decided to take another stab at the MFP chip that I had
attempted to do the RSVE upgrade on, and apparently, I've got it good
enough for government work, as they say.

So we're back online...

and thats the good news folks.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7602. Re: Back Online.... :)

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 19:21:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <_NidnZTtY-27jnvZRVnyuw@pipex.net>
Source record: 7679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.08.18.19.07.50.647241@charter.net...
>
> Okay, I decided to take another stab at the MFP chip that I had
> attempted to do the RSVE upgrade on, and apparently, I've got it good
> enough for government work, as they say.
>
> So we're back online...
>
> and thats the good news folks.
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

Just tried it, comes up so good news!

You could send your old PSU to me if the postage isn't too high, if your not in a rush for it back I will take a look and see if I can make it "Ronald Proof" ;-)

Chris

7603. Re: Back Online.... :)

Newsgroup: comp.sys.atari.st
Date: 2006-08-18 20:03:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.18.20.03.03.7830@charter.net>
Source record: 7680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Fri, 18 Aug 2006 20:21:50 +0100, exxos wrote:

> Just tried it, comes up so good news!

Yep. :)

> You could send your old PSU to me if the postage isn't too high, if your
> not in a rush for it back I will take a look and see if I can make it
> "Ronald Proof" ;-)
>
> Chris

Might be awhile, but send me your physical address and I'll get it out to
you... No rush for it back...

Good luck on making it "Ronald proof" though! <lol>

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7604. Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 01:11:45 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <lztFg.5304$5g6.2555@newsfe2-gui.ntli.net>
Source record: 7681

I notice my STE has
32.084988 for the main logic and CPU
8.010613 for the FDC

I am curious as to why Atari chose these seemingly arbitrary and unrelated frequencies for the CPU and FDC clocks.

7605. 3wGift Software, lowest price!

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 02:52:22 UTC
From: "3wgift.com" <sunraise2005@gmail.com>
Message-ID: <1155955942.632173.317230@i3g2000cwc.googlegroups.com>
Source record: 7682

```
=====CONTACT===============
http://www.3wgift.com

=====HIGH LIGHTS===========

*2500+ discount software.
*100% passed manual test.
*customer oriented.
*100% positive Customer feedback.

=====COMMENTS==============
*VOL Verison. (Volume Licensing for Organizations)
*NOT require to activate.
*Free and smooth update.
*100% full version, 100% useable,100% updateable,100% safe

=====END OF THE AD========
```

7606. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 07:37:29 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <pM-dnc9Fhp1YInvZRVnyqQ@pipex.net>
Source record: 7683

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:lztFg.5304$5g6.2555@newsfe2-gui.ntli.net...
>I notice my STE has
> 32.084988 for the main logic and CPU
> 8.010613 for the FDC
>
> I am curious as to why Atari chose these seemingly arbitrary and unrelated
> frequencies for the CPU and FDC clocks.
>

32 was for the video circuit, STE is a bit different though on a STFM you
will find the 32 is pluged into the shifter for the video. It then goes to
16mhz for the input of the MMU, which then chucks out 8mhz for the cpu and
4mhz for the sound system. I think there was a 2mhz also for the modem port
I think.

chris

7607. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 11:33:55 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <DGCFg.4045$2w1.2278@newsfe6-gui.ntli.net>
Source record: 7684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"exxos" <exxos@home.co.uk> wrote in message
news:pM-dnc9Fhp1YInvZRVnyqQ@pipex.net...

> 32 was for the video circuit, STE is a bit different though on a STFM you
> will find the 32 is plugged into the shifter for the video. It then goes
> to 16 MHz for the input of the MMU, which then chucks out 8 MHz for the
> CPU and 4 MHz for the sound system.

What I meant was why did they use 32.084988 and 8.010613 rather than 32 and
8 MHz exactly. The latter are easy values to find and buy.

0.084988 is 1/11.766367... or roughly 3/35.2991...

I can't see a relation between any of the crystal frequencies and PAL and
NTSC colour carriers, which one might do to reduce colour dot crawl for
instance.

It isn't needed to correct PAL frame timing, as this uses multiples of 64
us.

NTSC is slightly slower than 60 Hz field rate, so one would expect a crystal
slower than 32 MHz.

7608. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 11:55:12 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <-IednR1Hvd9DZnvZRVnyiA@pipex.net>
Source record: 7685
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:DGCFg.4045$2w1.2278@newsfe6-gui.ntli.net...
> "exxos" <exxos@home.co.uk> wrote in message
> news:pM-dnc9Fhp1YInvZRVnyqQ@pipex.net...
>
>> 32 was for the video circuit, STE is a bit different though on a STFM you
>> will find the 32 is plugged into the shifter for the video. It then goes
>> to 16 MHz for the input of the MMU, which then chucks out 8 MHz for the
>> CPU and 4 MHz for the sound system.
>
> What I meant was why did they use 32.084988 and 8.010613 rather than 32
> and 8 MHz exactly. The latter are easy values to find and buy.
>
> 0.084988 is 1/11.766367... or roughly 3/35.2991...
>
> I can't see a relation between any of the crystal frequencies and PAL and
> NTSC colour carriers, which one might do to reduce colour dot crawl for
> instance.
>
> It isn't needed to correct PAL frame timing, as this uses multiples of 64
> us.
>
> NTSC is slightly slower than 60 Hz field rate, so one would expect a
> crystal slower than 32 MHz.
>
>

don't forget the shifter is a cpu in its own right, it has to crunch
millions of bits of information 60times a second to output the video. You
might want to check out the diagrams for the ST to get a idea on whats going
on exactly.

Chris

>
>
>
>

7609. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 12:18:18 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <ekDFg.5366$5g6.1179@newsfe2-gui.ntli.net>
Source record: 7686
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"exxos" <exxos@home.co.uk> wrote in message
news:-IednR1Hvd9DZnvZRVnyiA@pipex.net...
>
> don't forget the shifter is a CPU in its own right, it has to crunch
> millions of bits of information 60 times a second to output the video. You
> might want to check out the diagrams for the ST to get a idea on what's
> going on exactly.

I'm a professional electronic engineer implementing the Atari STE logic (as much as possible) in a single FPGA. I can easily get a 32 MHz crystal and divide it down for 8 MHz etc.

I have the ST circuit diagrams and can understand them well.

What I don't understand is why Atari chose crystal frequencies that are slightly off integer multiples of 1 MHz.

If I have to run several different clock domains this makes implementation harder.

7610. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 12:49:07 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4kofm3Fd39ntU1@individual.net>
Source record: 7687
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ekDFg.5366$5g6.1179@newsfe2-gui.ntli.net>,
Kryten <kryten_droid_obfusticator@ntlworld.com> wrote:
>
>I have the ST circuit diagrams and can understand them well.
>
>What I don't understand is why Atari chose crystal frequencies that are
>slightly off integer multiples of 1 MHz.

This should work as long as you don't need PAL or NTSC TV output. If you look at the schematics (I remember the ST/MST version), you can see that at least in the PAL version, the 32.xxxMHz clock oscillator is part of a discrete PLL that is sync'd to the 4.433MHz PAL burst - IIRC, the HSYNC signal (which is scaled down from the 32.xxxMHz main clock) is phase-locked to the 4.433MHz clock. AFAIR, this is required to produce PAL-compliant FBAS signals. I am not sure about NTSC, though.

cu
Michael
--
Some people have no respect of age unless it is bottled.

7611. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 12:53:31 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4kofubFd39ntU2@individual.net>
Source record: 7688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <lztFg.5304$5g6.2555@newsfe2-gui.ntli.net>,
Kryten <kryten_droid_obfusticator@ntlworld.com> wrote:
>I notice my STE has
>32.084988 for the main logic and CPU
>8.010613 for the FDC

About the FDC: 8.000MHz would have been the correct clock for the FDC, but the slightly higher clock is still close enough to produce floppy disks that are exchangeable with other systems. Using the correct 8.000MHz, you can get a few bytes more per track, which makes it a bit easier to get 11 sectors/track with normal sector gaps.

cu
Michael
--
Some people have no respect of age unless it is bottled.

7612. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 13:19:14 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1155993554.031151.31930@b28g2000cwb.googlegroups.com>
Source record: 7689
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Don Schmidt wrote:
> Are you saying you know the message is from and you open it and read it
> anyway? Or, you don't know how to block mail? I think you win the peroxide
> prize for the month.

You give Canucks a bad name Don.

7613. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 13:24:02 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <ec73di$aq0$1@reader2.panix.com>
Source record: 7690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

IMHO the problem with getting 11 tracks is low-power drives. They have
enough power to accelerate the disk fast enough to read 11 tracks, but not
fast enough to write 11 tracks. I had a drive that would do both, and the
bearings were replaced with $75 each aircraft quality bearings, and it
died due to stupidity, either mine or of the people who made a circuit to
make it write a HD disk. If anyone has a really old disk drive, which
still works, I will pay an unreasonable price for it. I had one that was
as quiet as a mouse, and would read and write 11 or 22 tracks.

Otherwise, I am a quite old engineer, and know that the cheapest way to
accomplish a goal is the one that gets used.

Jim

Michael Schwingen <news-1115562921@discworld.dascon.de> writes:

: In article <lztFg.5304$5g6.2555@newsfe2-gui.ntli.net>,
: Kryten <kryten_droid_obfusticator@ntlworld.com> wrote:
: >I notice my STE has
: >32.084988 for the main logic and CPU
: >8.010613 for the FDC

: About the FDC: 8.000MHz would have been the correct clock for the FDC, but
: the slightly higher clock is still close enough to produce floppy disks that
: are exchangeable with other systems. Using the correct 8.000MHz, you can get
: a few bytes more per track, which makes it a bit easier to get 11
: sectors/track with normal sector gaps.

: cu
: Michael
: --
: Some people have no respect of age unless it is bottled.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7614. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 14:20:49 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <57FFg.8582$7Q5.5474@newsfe3-gui.ntli.net>
Source record: 7691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Michael Schwingen" <news-1115562921@discworld.dascon.de> wrote in message
news:4kofm3Fd39ntU1@individual.net...

> This should work as long as you don't need PAL or NTSC TV output. If you
> look at the schematics (I remember the ST/MST version), you can see that
> at
> least in the PAL version, the 32.xxxMHz clock oscillator is part of a
> discrete PLL that is sync'd to the 4.433MHz PAL burst - IIRC, the HSYNC
> signal (which is scaled down from the 32.xxxMHz main clock) is
> phase-locked
> to the 4.433MHz clock. AFAIR, this is required to produce PAL-compliant
> FBAS
> signals.

Thanks for the info.

I suspected something like that, I just could not work out the ratio.
32.084988/4.43361775 = 7.236751071

> I am not sure about NTSC, though.

That has a 32.215905 MHz crystal.
Which is nearly 14.31818.. MHz * 9/4
Using precise values, 4 times NTSC times 9/4 is 32.21590909... MHz
So it seems that Atari used the rounded off value of 14.31818 MHz.
Bad boys!

Oh well, I think I shall use NTSC based values for both PAL and NTSC
versions.
Most modern TVs that use PAL also have SCART (PERITEL) sockets for analogue
RGB input, while NTSC TVs do not. I see the circuit just uses a
32.21590909... MHz oscillator block for the Peritel-output version.

The Amiga sensibly used a single 14.31818.. MHz crystal and halved it for
the CPU clock.

7615. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 14:31:31 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <7hFFg.5374$_06.444@newsfe4-gui.ntli.net>
Source record: 7692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Michael Schwingen" <news-1115562921@discworld.dascon.de> wrote in message
news:4kofubFd39ntU2@individual.net...

> About the FDC: 8.000MHz would have been the correct clock for the FDC, but
> the slightly higher clock is still close enough to produce floppy disks
> that
> are exchangeable with other systems.

Good news. I think a simple 32 MHz master crystal is the least fuss, and if
anyone really needs colour carrier signals they can go find their own
strange crystals or use a programmable frequency generator chip.

7616. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 14:41:07 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <yoKdnXnqWvN_v3rZRVnyjQ@pipex.net>
Source record: 7693
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:ekDFg.5366$5g6.1179@newsfe2-gui.ntli.net...
> "exxos" <exxos@home.co.uk> wrote in message
> news:-IednR1Hvd9DZnvZRVnyiA@pipex.net...
>>
>> don't forget the shifter is a CPU in its own right, it has to crunch
>> millions of bits of information 60 times a second to output the video.
>> You might want to check out the diagrams for the ST to get a idea on
>> what's going on exactly.
>
> I'm a professional electronic engineer implementing the Atari STE logic
> (as much as possible) in a single FPGA. I can easily get a 32 MHz crystal
> and divide it down for 8 MHz etc.
>
> I have the ST circuit diagrams and can understand them well.
>
> What I don't understand is why Atari chose crystal frequencies that are
> slightly off integer multiples of 1 MHz.
>
> If I have to run several different clock domains this makes implementation
> harder.
>

I may get sort for saying this, though isn't 8.010613 just simply wrote as
8mhz ? Some testing I did a while ago, I ran the ST's MMU on my own 16mhz
clock and could vary the speed of the entire ST, running on 20mhz the screen
went out of sync and the sound system went faster. IMHO I really do not
think you need to worry about it that much. As long as your video system is
generating the correct video timings then I really do not see a problem ?
The worst that could happen is your scanline finishes a couple of pixels
early, or the sound may play a couple of hz out of spec, but im sure over
the millions of ST's produced that all this would vary with crystal specs
anyway.

If you *really* want to make sure, just get a normal ST, put in an exact
crystal and see what happens. I bet if you tested the timings of 100 ST's
that none of the ST's would keep exact time anyway.

Isn't it normal to have it a little over anyway ? by the time its gone
though a few buffers and dividers it would loose a bit of the "extra speed"
anyway.... I could by wrong though IMO I really do not think its going to
matter, just stick to the easy numbers....

Chris

7617. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 15:04:28 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <0MFFg.7488$ri1.7261@newsfe7-gui.ntli.net>
Source record: 7694
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"exxos" <exxos@home.co.uk> wrote in message
news:yoKdnXnqWvN_v3rZRVnyjQ@pipex.net...
>

> I may get sort for saying this, though isn't 8.010613 just simply wrote
> as 8 MHz?

No. If you ask for an 8 MHz crystal, you will get one.

These are a standard item.

If someone goes to the trouble of writing 8.010613 on the circuit diagram,
they would have had a good reason because a non-common crystal will not be
as cheap.

> Some testing I did a while ago, I ran the ST's MMU on my own 16 MHz clock
> and could vary the speed of the entire ST,
> running on 20 MHz the screen went out of sync and the sound system went
> faster.

> IMHO I really do not think you need to worry about it that much.

Well, you do have to worry because if the video timing is not synchronised
with the colour clock you will get dot crawl on TVs using composite or
S-video input.

> I'm sure over the millions of ST's produced that all this would vary with
> crystal specs anyway.

That's not the point. The frequencies have to be synchronised within the
machine.
It doesn't matter if they are a bit different between machines.
The colour carrier oscillator has a trimmer cap so that the colour carrier
frequency can be tweaked to meet the NTSC accuracy.

> I bet if you tested the timings of 100 ST's that none of the ST's would
> keep exact time anyway.

True, but not relevant due to previous point.

> Isn't it normal to have it a little over anyway ?

No.

> by the time its gone though a few buffers and dividers it would loose a
> bit of the "extra speed" anyway....

No, buffer delays do not change the frequency of the signals passing through them.

> I could by wrong though IMO I really do not think its going to matter,
> just stick to the easy numbers....

I shall use 32 MHz exactly and by-pass colour-carrier modulation completely to make the problems void.

7618. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 15:46:56 UTC
From: vdjole@EUnet.yu
Message-ID: <ec7bpe$uv1$1@news.eunet.yu>
Source record: 7696

On 12 Aug 2006 18:59:36 , Henk Robbers wrote:

>Then "digger" it be.

How about "The Digger" - it sounds and writes similar to the current
name, and cuggests it as a tool of choice.

Regards;

7619. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 15:53:05 UTC
From: Don Schmidt <"Don Retired Engineer"@PNB.1987>
Message-ID: <12eecupte1n2jbb@corp.supernews.com>
Source record: 7695
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I hope your are not a geography teacher. If you are you got a D- on your
test.

--
Don
Vancouver, USA

"Coda" <smeg_007@hotmail.com> wrote in message
news:1155993554.031151.31930@b28g2000cwb.googlegroups.com...
>
> Don Schmidt wrote:
>> Are you saying you know the message is from and you open it and read it
>> anyway? Or, you don't know how to block mail? I think you win the
>> peroxide
>> prize for the month.
>
> You give Canucks a bad name Don.
>

7620. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 16:16:50 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <SPGFg.8815$7Q5.5385@newsfe3-gui.ntli.net>
Source record: 7697
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Don Schmidt" <Don Retired Engineer@PNB.1987> wrote in message
news:12eecupte1n2jbb@corp.supernews.com...
> Vancouver, USA

Splendid place, I salute your good taste.
It's not Canada, but it is on the border and feels very Canadian.
Do the guys at the market still hurl their aerodynamic salmon across the
tables?

7621. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 16:57:00 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <AlHFg.1527$dB.449@read2.cgocable.net>
Source record: 7698
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Don Schmidt wrote:

> I hope your are not a geography teacher. If you are you got a D- on your
> test.
>
>

D-? Getting the country wrong is definitely worth an F. ;-)

But it's possible that he was suggesting you were giving Vancouver, British Columbia a bad name -- i.e. People might confuse people from Vancouver, USA with Vancouver, Canada. I think he might have been suggesting that Vancouver, Canada is better than Vancouver, USA, and sharing the same name, those from the USA give those from Canada a bad name.

But what do I know? I'm just happy that it's not me giving Canucks a bad name. :-p

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7622. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 16:58:16 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <MmHFg.1528$dB.783@read2.cgocable.net>
Source record: 7599
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Kryten wrote:

> "Don Schmidt" <Don Retired Engineer@PNB.1987> wrote in message
> news:12eecupte1n2jbb@corp.supernews.com...
>> Vancouver, USA
>
> Splendid place, I salute your good taste.
> It's not Canada, but it is on the border and feels very Canadian.
> Do the guys at the market still hurl their aerodynamic salmon across the
> tables?

Aerodynamic salmon? Are you for real?

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7623. For Ron: MSTE PSU

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 17:36:13 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <-Ludnfdmc_1Y1nrZRVnyjg@bt.com>
Source record: 7600

http://www.logicsays.com/jpgs/MSTE_PSU.jpg

and..

http://www.logicsays.com/jpgs/MSTE_110.jpg

7624. Re: For Ron: MSTE PSU

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 17:46:01 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <E7adnT2rXKqM03rZRVnyiA@bt.com>
Source record: 7601

Aly <alison@logicsaysNOSPAM.com> wrote in message
news:-Ludnfdmc_1Y1nrZRVnyjg@bt.com...
> http://www.logicsays.com/jpgs/MSTE_PSU.jpg
>
> and..
>
> http://www.logicsays.com/jpgs/MSTE_110.jpg
>
>

Have just read that you've fried it.......

Those blue things are some kind of buffers to shield the motherboard from
the outside world....

http://www.logicsays.com/jpgs/MSTE_BUF.jpg

7625. Re: For Ron: MSTE PSU

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 17:57:38 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <nLadnXBTu-BszXrZRVnygg@pipex.net>
Source record: 7603

```
"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:E7adnT2rXKqM03rZRVnyiA@bt.com...
> Aly <alison@logicsaysNOSPAM.com> wrote in message
> news:-Ludnfdmc_1Y1nrZRVnyjg@bt.com...
>> http://www.logicsays.com/jpgs/MSTE_PSU.jpg
>>
>> and..
>>
>> http://www.logicsays.com/jpgs/MSTE_110.jpg
>>
>>
>
> Have just read that you've fried it.......
>
> Those blue things are some kind of buffers to shield the motherboard from
> the outside world....
>
> http://www.logicsays.com/jpgs/MSTE_BUF.jpg
>
>

the blue things are small inductors, just to filter out spikes when bad
people plug stuff in with the power on, you can bridge them over for quick
testing.
```

7626. Re: For Ron: MSTE PSU

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 17:59:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.19.17.59.15.488712@charter.net>
Source record: 7602

On Sat, 19 Aug 2006 18:46:01 +0100, Aly wrote:

> Aly <alison@logicsaysNOSPAM.com> wrote in message
> news:-Ludnfdmc_1Y1nrZRVnyjg@bt.com...
>> http://www.logicsays.com/jpgs/MSTE_PSU.jpg
>>
>> and..
>>
>> http://www.logicsays.com/jpgs/MSTE_110.jpg

I must be dense - when I hooked the yellow wire from the Mega STe harness
to the yellow wire on the AT style P/S, thats when everything fried.

When I hook the blue wire from the Mega STe harness to the yellow wire on
the AT style P/S, the machine boots up okay.

> Have just read that you've fried it.......
>
> Those blue things are some kind of buffers to shield the motherboard from
> the outside world....
>
> http://www.logicsays.com/jpgs/MSTE_BUF.jpg

Thanks for that info - kind of makes sense.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7627. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 18:00:57 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4kp1upFd4o5kU1@individual.net>
Source record: 7605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <57FFg.8582$7Q5.5474@newsfe3-gui.ntli.net>,
Kryten <kryten_droid_obfusticator@ntlworld.com> wrote:
>
>Thanks for the info.
>
>I suspected something like that, I just could not work out the ratio.
>32.084988/4.43361775 = 7.236751071

I hae not done the calculations, but since the HSYNC is sync'd to the
4.433MHz PAL burst, you can expcet some rather odd numbers.

>> I am not sure about NTSC, though.
>
>That has a 32.215905 MHz crystal.

And AFAIR, they used a fixed oscillator and no PLL for NTSC - however, I do
not know enough video format details to understand *why* this worked.

>Which is nearly 14.31818.. MHz * 9/4
>Using precise values, 4 times NTSC times 9/4 is 32.21590909... MHz
>So it seems that Atari used the rounded off value of 14.31818 MHz.

Or maybe it is correct that way - some video formats employ
near-but-not-completely integer multiples for various reasons - see for
example the section n why the vertical frequency is now 59.94005Hz in
http://en.wikipedia.org/wiki/NTSC

>Oh well, I think I shall use NTSC based values for both PAL and NTSC
>versions.
>Most modern TVs that use PAL also have SCART (PERITEL) sockets for analogue
>RGB input, while NTSC TVs do not. I see the circuit just uses a
>32.21590909... MHz oscillator block for the Peritel-output version.

That should work. These odd frequencies are only for FBAS, when using RGB
output, 32MHz should work fine.

>The Amiga sensibly used a single 14.31818.. MHz crystal and halved it for
>the CPU clock.

Which is probably not enough for PAL: you then need to sync the 4.433MHz
color burst to the HSYNC - the Atari method makes sense, too.

cu
Michael
--
Some people have no respect of age unless it is bottled.

7628. Re: For Ron: MSTE PSU

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 18:02:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.19.18.02.03.397633@charter.net>
Source record: 7604

On Sat, 19 Aug 2006 13:59:16 -0400, Ronald J. Hall wrote:

>> Have just read that you've fried it.......

Here's another puzzler - just rechecked an e-mail reply from Brad at Best Electronics - he says when checking the Mega STe's P/S to check -> blue <- for +12v...

go figure...

could it be different since you guys are on that side of the pond?

Thanks.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7629. Re: For Ron: MSTE PSU

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 18:17:05 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <2O6dnesQoNXHyHrZRVnyrg@bt.com>
Source record: 7606

Ronald J. Hall <dark_lord@charter.net> wrote in message
news:pan.2006.08.19.18.02.03.397633@charter.net...
> On Sat, 19 Aug 2006 13:59:16 -0400, Ronald J. Hall wrote:
>
> >> Have just read that you've fried it.......
>
> Here's another puzzler - just rechecked an e-mail reply from Brad at Best
> Electronics - he says when checking the Mega STe's P/S to check -> blue <-
> for +12v...
>
> go figure...
>
> could it be different since you guys are on that side of the pond?
>
> Thanks.
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

I'll check again before it goes back in the box.... yellow is +12v, blue
is -12v. Just checked it.

Brad may be wrong. Personally I'd go by the positions on the board and what
a multimeter tells me rather than rely on colours.

This PSU here is also a 100-240v switchmode.. Is yours the same? Could you
take a photo of the label?

7630. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 19:45:43 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <IOKdncCYTfSC93rZRVny2Q@bt.com>
Source record: 7607
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Kryten <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:0MFFg.7488$ri1.7261@newsfe7-gui.ntli.net...
>
> No. If you ask for an 8 MHz crystal, you will get one.
>

Have to disagree there. Temperature, over or under voltage, variations in
crystal composition, ancillary components. 8Mhz does not mean 8Mhz. Also
the higher the frequency, the more unstable it is. Multiple harmonics there
too.

>
> If someone goes to the trouble of writing 8.010613 on the circuit diagram,
> they would have had a good reason because a non-common crystal will not
>be
> as cheap.
>

Maybe the 8.010613 was a bodged batch of a few million crystals that were
going cheap at the time. We've seen numerous examples of this, particularly
with electronics through the 1980's. I think it was Sinclair that bought a
few million dud chips on the cheap.
>
> Well, you do have to worry because if the video timing is not synchronised
> with the colour clock you will get dot crawl on TVs using composite or
> S-video input.
>

> It doesn't matter if they are a bit different between machines.
> The colour carrier oscillator has a trimmer cap so that the colour carrier
> frequency can be tweaked to meet the NTSC accuracy.
>
> > I bet if you tested the timings of 100 ST's that none of the ST's would
> > keep exact time anyway.
>
> True, but not relevant due to previous point.
>

Entirely relevant.

> > Isn't it normal to have it a little over anyway ?
>
> No.
>

Sorry to say this OP, but if you know so much about the subject and are so worldly clever and infinite, then why on earth are you on here asking these questions to us mere mortals.

Apologies for not meeting your expectations, and if you don't like the replies you're getting then what on earth ever possessed you to post on Usenet in the first place?

Maybe post these questions on the sci.electronics groups and take the same approach, for on here we're quite tame.

7631. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-19 20:29:11 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <ec7san$cs6$1@reader2.panix.com>
Source record: 7608
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As someone who has changed crystal frequencies a lot, by rubbing them with a number 2 pencil lead, or cleaning them with an abrasive cleaner, I do not assume that more than four digits really mean anything. There are many reasons for production tolerances, and being on the low side can be fatal for an application, just as being on the high side can be fatal for others.

And, the operating frequency does vary with frequency, and that characteristic is not on my copy of circuit drawings. If one had the normal decrease with increasing temperature, one would spec on the high side.

Does anybody remember Workman Electronics? They bought transistor rejects from TI, mostly, which did not meet gain vs frequency requirements, but would work in many applications? The sorted them by gain at a suitably low frequency into three piles, and sold them.

This should be good for another thread or two.

Jim

Kryten <kryten_droid_obfusticator@ntlworld.com> writes:

: "exxos" <exxos@home.co.uk> wrote in message
: news:pM-dnc9Fhp1YInvZRVnyqQ@pipex.net...

: > 32 was for the video circuit, STE is a bit different though on a STFM you
: > will find the 32 is plugged into the shifter for the video. It then goes
: > to 16 MHz for the input of the MMU, which then chucks out 8 MHz for the
: > CPU and 4 MHz for the sound system.

: What I meant was why did they use 32.084988 and 8.010613 rather than 32 and
: 8 MHz exactly. The latter are easy values to find and buy.

: 0.084988 is 1/11.766367... or roughly 3/35.2991...

: I can't see a relation between any of the crystal frequencies and PAL and
: NTSC colour carriers, which one might do to reduce colour dot crawl for
: instance.

: It isn't needed to correct PAL frame timing, as this uses multiples of 64
: us.

: NTSC is slightly slower than 60 Hz field rate, so one would expect a crystal
: slower than 32 MHz.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7632. Noticed a Falcon for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 00:04:50 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <G9GdnUrtOqFEO3rZRVnyjw@bt.com>
Source record: 7609

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=280019744994>

The above link may be broken. It's in the UK, "Atari Falcon" will find it.

7633. Re: Noticed a Falcon for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 00:17:59 UTC
From: {DB}@stop.me.uk
Message-ID: <1156033079.181423.266810@m73g2000cwd.googlegroups.com>
Source record: 7610

Aly wrote:
> <http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=280019744994>
> The above link may be broken. It's in the UK, "Atari Falcon" will find it.

I am so tempted to bid and try and win it, but am sure the SO will not
be too pleased. ;-)

Hmmm.. I've not played with Atari software for a while.. what is the
latest on MagicMac (English version)?

-DB
--
20MB space, 800MB/month data transfer, POP3 mailbox and domain name for
a tenner a year at www.10quid.co.uk.
Special offers running for a week only from 17 August:
www.10quid.co.uk - All annual accounts for only £6.50
www.cybes.net - All accounts at 50% discount

7634. Re: For Ron: MSTE PSU

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 01:08:21 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <44e7b584$0$24756$afc38c87@news.optusnet.com.au>
Source record: 7611

Aly wrote:
> Ronald J. Hall <dark_lord@charter.net> wrote in message
> news:pan.2006.08.19.18.02.03.397633@charter.net...
>
>>On Sat, 19 Aug 2006 13:59:16 -0400, Ronald J. Hall wrote:
>>
>>
>>>>Have just read that you've fried it.......
>>
>>Here's another puzzler - just rechecked an e-mail reply from Brad at Best
>>Electronics - he says when checking the Mega STe's P/S to check -> blue <-
>>for +12v...
>>
>>go figure...
>>
>>could it be different since you guys are on that side of the pond?
>>
>>Thanks.
>>
>>--
>>Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
>>An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>>
>
>
> I'll check again before it goes back in the box.... yellow is +12v, blue
> is -12v. Just checked it.
>
> Brad may be wrong. Personally I'd go by the positions on the board and what
> a multimeter tells me rather than rely on colours.

Exactly the same result I got. You can't mistake that with a multimeter.
Yellow is 100% +12v, check continuity between the hard drive power
connector and pin 3. As I posted earlier this is what I measured,

pin 1 Orange +12v (power good)
pin 2 NC
pin 3 yellow +12v
pin 4 -12v (thought so)
pin 5 - 8 Ground
pin 9 White -5v
pin 10 - 12 +5v

>
> This PSU here is also a 100-240v switchmode.. Is yours the same? Could you

> take a photo of the label?
>
>
My MegaSTE is at work, I will cross reference tomorrow for you.

It sounds like the serial ports were given +12v instead of -12v. Those
blue things (inductors) are there to protect the port, if they have
blown it will mean the serial ports are open cct. Ask any Amiga owner;-).

There is another possibility, that there are more than one flavour of
MegaSTE and PSU. But I doubt it, although Atari......

Mark

7635. Re: Back Online.... :)

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 01:15:18 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <44e7b724$0$5111$afc38c87@news.optusnet.com.au>
Source record: 7612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:
> On Fri, 18 Aug 2006 20:21:50 +0100, exxos wrote:
>
>
>>Just tried it, comes up so good news!
>
>
> Yep. :)
>
>
>>You could send your old PSU to me if the postage isn't too high, if your
>>not in a rush for it back I will take a look and see if I can make it
>>"Ronald Proof" ;-)
>>
>>Chris
>
>
> Might be awhile, but send me your physical address and I'll get it out to
> you... No rush for it back...
>
> Good luck on making it "Ronald proof" though! <lol>
>

Need any more Ram Ronald? I can ship you a few sticks if you do.

Mark

7636. Re: Noticed a Falcon for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 07:27:07 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <LaUFg.4701$oj5.1738639@news.siol.net>
Source record: 7613

{DB}@stop.me.uk wrote:

> Hmmm.. I've not played with Atari software for a while.. what is the
> latest on MagicMac (English version)?

BTW, MagicMac is Apple software...

Swe

7637. Re: Noticed a Falcon for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 08:38:31 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060820093831829 31-derryck@cixcoukinvalid>
Source record: 7614

On 2006-08-20 01:42:30 +0100, lp <gfa-basic@mint.net> said:

> in article 1156033079.181423.266810@m73g2000cwd.googlegroups.com,
> {DB}@stop.me.uk wrote on 8/19/06 8:17 PM:
>
>>
>> Hmmm.. I've not played with Atari software for a while.. what is the
>> latest on MagicMac (English version)?
>
> Same question was asked not long ago here:
>
> http://forums.atari.org/read.php3?num=3&id=16885&loc=0&thread=16885

I've updated this thread BTW.

--

Cheers

Derryck

7638. Re: Noticed a Falcon for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 08:40:09 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2006082009400911 42-derryck@cixcoukinvalid>
Source record: 7615

On 2006-08-20 08:27:07 +0100, Janez Valant <jvalant@atari.org> said:

> {DB}@stop.me.uk wrote:
>
>> Hmmm.. I've not played with Atari software for a while.. what is the
>> latest on MagicMac (English version)?
>
> BTW, MagicMac is Apple software...
>
> Swe

It IS a bit of a leap, but I can see what our friend is saying :-)

--

Cheers

Derryck

7639. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 10:20:35 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <THWFg.4815$2w1.1121@newsfe6-gui.ntli.net>
Source record: 7616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Michael Schwingen" <news-1115562921@discworld.dascon.de> wrote in message
news:4kp1upFd4o5kU1@individual.net...

> I have not done the calculations, but since the HSYNC is sync'd to the
> 4.433 MHz PAL burst, you can expect some rather odd numbers.

Indeed, the on-line calculator for my programmable oscillator failed to find
an accurate ratio.

>>That has a 32.215905 MHz crystal.
>
> And AFAIR, they used a fixed oscillator and no PLL for NTSC - however, I
> do
> not know enough video format details to understand *why* this worked.

Good point. Puzzles me too.

>>So it seems that Atari used the rounded off value of 14.31818 MHz.

> Or maybe it is correct that way - some video formats employ
> near-but-not-completely integer multiples for various reasons - see for
> example the section on why the vertical frequency is now 59.94005 Hz in
> http://en.wikipedia.org/wiki/NTSC

Yes, there is a factor of 1.001 involved, but
32 / 1.001 = 31.968031 and
32.215905 / 32 = 1.00674703125.

>>The Amiga sensibly used a single 14.31818.. MHz crystal and halved it for
>>the CPU clock.
>
> Which is probably not enough for PAL: you then need to sync the 4.433 MHz
> colour burst to the HSYNC - the Atari method makes sense, too.

I've managed to get a machine running off an 14.318.. MHz crystal for the
main memory cycles with another crystal for the PAL carrier. It is no
problem, the modulator chip restarts the colour carrier oscillator after
every HSYNC.

I think what Atari did was to have the PAL oscillator nudging the master
clock oscillator into sync, which sounds a bit iffy to me. I think the right
thing would have been to have HSYNC kicking the PAL oscillator, like
modulator chips do. That way the master clock doesn't need any special
relation to the colour carrier.

7640. Re: Noticed a Falcon for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 11:04:55 UTC
From: {DB}@stop.me.uk
Message-ID: <1156071895.327543.183550@h48g2000cwc.googlegroups.com>
Source record: 7617

Derryck Croker wrote:
> > Same question was asked not long ago here:
> > http://forums.atari.org/read.php3?num=3&id=16885&loc=0&thread=16885
> I've updated this thread BTW.

Cheers Derryck... I see it has not been updated for 18 or so months...

Hmmm... anywhere in the UK sell this? I've been so out of touch with
the Atari market for so long. I guess I'll call Karl at System
Solutions to see what they can do - I have a copy of MagiCPC - maybe
they will do a cross-grade. :-)

In any case, Derryck, when is the next CCC?

-DB
--
20MB space, 800MB/month data transfer, POP3 mailbox and domain name for
a tenner a year at www.10quid.co.uk.
Special offers running for a week only from 17 August:
www.10quid.co.uk - All annual accounts for only £6.50
www.cybes.net - All accounts at 50% discount

7641. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 11:05:52 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <kmXFg.11009$7Q5.2792@newsfe3-gui.ntli.net>
Source record: 7618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:IOKdncCYTfSC93rZRVny2Q@bt.com...
> Kryten <kryten_droid_obfusticator@ntlworld.com> wrote in message
> news:0MFFg.7488$ri1.7261@newsfe7-gui.ntli.net...
>>
>> No. If you ask for an 8 MHz crystal, you will get one.
> Have to disagree there. Temperature, over or under voltage, variations in
> crystal composition, ancillary components.

Yes, actual frequency will vary from what it says on the tin.

> 8 MHz does not mean 8 MHz.

It does mean that is the frequency the manufacturer is trying to provide,
and is the one you get give or take the variation due to the conditions you
mentioned quoted on the data sheet.

Mind you, they usually round off markings for values with many digits. The
NTSC carrier value is 315/88 which gives endless recurring digits. The PAL
carrier is 8 digits. Crystals are steady enough but seldom spot-on, and
colour carrier oscillators have to be more accurate so they have trimmer
caps to fine tune the crystal.

> the higher the frequency, the more unstable it is.
> Multiple harmonics there too.

Agreed but 8 MHz is reasonably low, and 32 MHz is not too high.

> Maybe the 8.010613 was a bodged batch of a few million crystals that were
> going cheap at the time.

Possible, but I don't think it is likely. Atari were big, and wouldn't have
to make do with out of spec components.

> I think it was Sinclair that bought a
> few million dud chips on the cheap.

He appreciated the fact that things could be less than perfect but still
useful.
Early on he sold under-spec transistors to hobbyists who didn't need
perfection.
Later on he bought 64Kx1 DRAM chips with memory defects confined to one half
of the memory array, and used them as perfectly adequate 32Kx1 chips.
Certainly beat using two perfect 16Kx1 chips that needed extra power rails.

> Sorry to say this OP, but if you know so much about the subject and are so
> worldly clever and infinite

I am reasonably acquainted with electronic video systems but not infinitely so.
The reason for the Atari crystal frequencies isn't obvious to me, hence I'm asking.

> then why on earth are you on here asking these
> questions to us mere mortals.

Because it is a crystal in an Atari STE, and this is a group of Atari ST users.

> Apologies for not meeting your expectations, and if you don't like the
> replies you're getting then what on earth ever possessed you to post on
> Usenet in the first place?

Sorry for being read as brusque. I read the responses and explained why some suggestions could not be or probably were not the case.
If I write "No." that doesn't mean "No, duh!", it means "No, I haven't found that so in my experience but of course being human I may be wrong".

> Maybe post these questions on the sci.electronics groups and take the same
> approach, for on here we're quite tame.

I was thinking of doing so but for now I think I can proceed with 32 MHz (not Atari variant) crystal timing without problems. Video output will be RGB to TV or monitor so colour carriers won't be needed. If they ever are, it won't be hard to retrofit.

Weren't you a ZX81 owner? I didn't know you were into STs as well.

7642. Re: Noticed a Falcon for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 11:25:55 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <7FXFg.11050$7Q5.7012@newsfe3-gui.ntli.net>
Source record: 7619

<{DB}@stop.me.uk> wrote in message
news:1156033079.181423.266810@m73g2000cwd.googlegroups.com...

> I am so tempted to bid and try and win it,
> but am sure the SO will not be too pleased. ;-)

Only if she finds out =:->

Couldn't you get a lockable trunk?

For the Falcon, not your SO. :-O

7643. Re: Noticed a Falcon for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 11:39:15 UTC
From: {DB}@stop.me.uk
Message-ID: <1156073955.322055.109610@74g2000cwt.googlegroups.com>
Source record: 7620

Kryten wrote:
> Only if she finds out =:->
> Couldn't you get a lockable trunk?
> For the Falcon, not your SO. :-O

;-)

Well we are trying to de-clutter at home at the moment, so it would not really be good of me to add any more... so a software solution like MagicMacX would be perfect.

-DB
--
20MB space, 800MB/month data transfer, POP3 mailbox and domain name for a tenner a year at www.10quid.co.uk.
Special offers running for a week only from 17 August:
www.10quid.co.uk - All annual accounts for only £6.50
www.cybes.net - All accounts at 50% discount

7644. Re: Back Online.... :)

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 11:58:57 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.20.11.58.57.190683@charter.net>
Source record: 7621
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Sun, 20 Aug 2006 11:15:18 +1000, Mark Bedingfield wrote:

> Need any more Ram Ronald? I can ship you a few sticks if you do.
>
> Mark

Hi Mark. Thanks for the generous offer!

Lets wait a bit though - let me muddle though in my usual
slow-poked way, and figure out exactly whats going on where,
and what I need to do... :)

Thanks again.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7645. Re: For Ron: MSTE PSU

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 12:03:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.20.12.03.15.921465@charter.net>
Source record: 7622

On Sun, 20 Aug 2006 11:08:21 +1000, Mark Bedingfield wrote:

> It sounds like the serial ports were given +12v instead of -12v. Those
> blue things (inductors) are there to protect the port, if they have
> blown it will mean the serial ports are open cct. Ask any Amiga owner;-).

Sure does, doesn't it? :(

Keep in mind though, that happened *when* I hooked up everything straight
across, in other words, color coded wire for color coded wire...

Go figure.

> There is another possibility, that there are more than one flavour of
> MegaSTE and PSU. But I doubt it, although Atari......
>
> Mark

I just don't know anymore... :(

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7646. Re: Noticed a Falcon for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 12:09:43 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <biYFg.10059$ri1.3217@newsfe7-gui.ntli.net>
Source record: 7623

<{DB}@stop.me.uk> wrote in message
news:1156073955.322055.109610@74g2000cwt.googlegroups.com...

> we are trying to de-clutter at home at the moment

I hear divorce is a good way to get rid of most of your clutter in one fell
swoop, and the alimony payments stop you accumulating any more.

7647. FS: Atari STf, SM124 in Bonn Germany

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 13:05:51 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-F76F18.15055020082006@newsreader2.netcologne.de>
Source record: 7624

On the off chance that there's someone near Bonn Germany reading this newsgroup just now, I have some Atari hardware to get rid of:

- 1 x standard Atari STf (TOS 1.04 chips), works great

- 1 x Atari STf, doesn't boot up at all anymore, but contains the interesting Gigatron OHG RAM expansion discussed on this newsgroup, so presumably either the ST or the RAM expansion will be functional if the two are separated

- 3 x Atari SM124 black & white monitor, work great

- 1 Logitech Atari mouse, works great

- some manner of Medusa-like serial cable with both DB-9 and DB-25 connectors at both ends

- an assortment of disks

I don't have anything to pack them up in, so this is for local pickup only. If interested in any of it, please make me an offer by emailing atari st at ryandesign dot com. Thanks.

7648. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 15:54:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <ueydnXoqQKzlGHXZRVnyjw@pipex.net>
Source record: 7625

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:e9ifh7$4pd$1$8302bc10@news.demon.co.uk...
> Hello all,
>
> I've got a Nemesis installed in my Falcon, and I'm looking for the
> original installation manual if anyone has one, or knows where to get it -
> I'd
> appreciate it.
>
> Thanks,
>
> Alan.
>

Im still looking for it, theres so many piles of crap everywhere, I chucked
out 2 bins full of rubish yesterday, still searching....

chris

7649. Re: Needed DMA to SCSI adaptor in Los Angeles

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 19:14:51 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1156101291.730218.179220@74g2000cwt.googlegroups.com>
Source record: 7626

Timon wrote:
> Greetings.
>
> I need to hook up my Mega 4 ST to get some files off, but the ICD host
> adaptor and it's power supply have both gone dead. Does anybody have a
> DMA to SCSI adaptor, preferably something that doesn't require an
> external power supply (or else comes with such) here in Los Angeles?
> I'd like to get it soon, if I can.
>
> -- Timon --
> timonggst _at_ soft egg _dot_ com

I think I can help, as I have an ICD Link in my cables box. Contact me
at the letter "k" followed by @uia.net.

Galen

7650. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 20:13:31 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4kru3bFdgushU1@individual.net>
Source record: 7627
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <THWFg.4815$2w1.1121@newsfe6-gui.ntli.net>,
Kryten <kryten_droid_obfusticator@ntlworld.com> wrote:

>I've managed to get a machine running off an 14.318.. MHz crystal for the
>main memory cycles with another crystal for the PAL carrier. It is no
>problem, the modulator chip restarts the colour carrier oscillator after
>every HSYNC.

Hm - not sure, but I think this might destroy the phase relationship between
adjacent lines that is required by PAL. It should work for NTSC, though.

>I think what Atari did was to have the PAL oscillator nudging the master
>clock oscillator into sync, which sounds a bit iffy to me. I think the right

It is just a PLL (although with a high divider ratio). The scheme has the
benefit of keeping the PAL oscillator running, which avoids phase shifts
between lines.

cu
Michael
--
Some people have no respect of age unless it is bottled.

7651. 23,000!

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 22:20:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.20.22.20.14.542951@charter.net>
Source record: 7628
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Folks, just like to point out that we have received over

-> 23,000! <-

calls at The DarkForce! BBS now...

Thanks to all for supporting us, and the Atari community!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7652. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-20 23:46:56 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <Qv6Gg.7254$2w1.5101@newsfe6-gui.ntli.net>
Source record: 7629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Michael Schwingen" <news-1115562921@discworld.dascon.de> wrote in message news:4kru3bFdgushU1@individual.net...
> In article <THWFg.4815$2w1.1121@newsfe6-gui.ntli.net>,
> Kryten <kryten_droid_obfusticator@ntlworld.com> wrote:
>
>> the modulator chip restarts the colour carrier oscillator after
>>every HSYNC.
>
> Hm - not sure, but I think this might destroy the phase relationship
> between
> adjacent lines that is required by PAL. It should work for NTSC, though.

It really is okay, signal transmitters send a burst of pure colour carrier soon after HSYNC so that the receiver has a reference to work with. It doesn't matter if the phase of the reference varies every line, only the phase encoding w.r.t. that reference alternates every line.

>>I think what Atari did was to have the PAL oscillator nudging the master
>>clock oscillator into sync, which sounds a bit iffy to me. I think the
>>right
>
> It is just a PLL (although with a high divider ratio). The scheme has the
> benefit of keeping the PAL oscillator running, which avoids phase shifts
> between lines.

It doesn't look like a proper Phase Locked Loop, in that there is no phase detector, divider or VCO. Instead, the PAL oscillator signal seems to nudge the master oscillator. It might have a similar result as a PLL, but I don't think it is one.

7653. Re: Some helpful hints

Newsgroup: comp.sys.atari.st
Date: 2006-08-21 09:25:22 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44e97bf9$0$32447$626a54ce@news.free.fr>
Source record: 7630

Maybe I do not understand the english well...
I cannot understand Cyril, why does he not want to use paypal to pay you if
he has a free paypal account ?
It's easy and free...the small 4% charge you pay on 5 $ is ...0.2$...and YOU
lost it, not him...
So ?

Cyril ??

lp wrote:
> cyril LEFEBVRE (aka Bibou),
>
> I received this mail from you today which begins below the row of
> equal signs. It's true my website does fail to mention I cannot
> accept direct credit card payments via paypal. I promptly cancelled
> the pending charge and you got your money back. However the response
> is uncalled for.
>
> So some helpful hints:
> 1) Next time you feel like not paying for something, don't write the
> author and tell them what you may or may not do. It might end up on
> usenet for everyone to read.
> 2) Private e-mail isn't always private. You failed to tell me not to
> publish the e-mail. I would have honored such a request had it been
> included.
>
> FYI, I have added a note to my site about paypal. Most people
> contact me before doing so, rather than guessing at one of my
> addresses, since I have several.
>
> Addresses mangled to block the spam-bots.
>
> ==========
> Hi,
>
> You don't mention it on your website. I have a free paypal account
> too. I don't want to pay a paypal account only to 5 dollars so for
> your software. It's maybe easier to use an illegal copy of your
> software....
>
> See you.
>
> Cyril.
>

>
>> Message du 19/08/06 00:34
>> De : "Lonny Pursell"
>> A : "----@wanadoo.fr"
>> Copie :
>> Objet : Re: You have a payment pending
>>
>> Hi,
>>
>> I had to cancel the paypal. I have the 'free' paypal account and it
>> cannot accept direct credit card payments. I can only accept
>> transfers from 'paypal balance'. Sorry!
>>
>> --
>> Lon
>>
>>
>> on 8/18/06 5:13 PM, ----@wanadoo.fr wrote:
>>
>>> Dear Lonny Pursell,
>>>
>>>
>>> This email confirms that Cyril lefebvre has sent $5.00 USD to your
>>> Personal Account.
>>>
>>> To accept this credit or debit card payment, you must upgrade to a
>>> Business or Premier account. Before you ship this item, you should
>>> log in to your account and accept or deny this payment. By
>>> accepting the payment, you would be upgrading your account.
>>>
>>> Transaction ID: 2V6854908B459533R
>>>
>>>
>>>
>>> ------------------------------------
>>> Cyril lefebvre's UNCONFIRMED Address
>>> ------------------------------------
>>>
>>> Cyril lefebvre
>
> [rest clipped, contained personal information]

7654. Re: For Ron: MSTE PSU

Newsgroup: comp.sys.atari.st
Date: 2006-08-21 09:28:29 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44e97cb4$0$32446$626a54ce@news.free.fr>
Source record: 7631

The orange wire is a POWER GOOD line...
So the 0.4V is not really to be considered as a power source...
It is an open collector output from the PSU telling the hardware (the reset
circuitry if I well remember ?) that the PSU init is end and all voltages
rized correctly to their respective good level...

Regards

Aly wrote:
> http://www.logicsays.com/jpgs/MSTE_PSU.jpg
>
> and..
>
> http://www.logicsays.com/jpgs/MSTE_110.jpg

7655. Atari Online News, Etc. #08-33

Newsgroup: comp.sys.atari.st
Date: 2006-08-21 12:36:43 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1156163803.236665.279480@i42g2000cwa.googlegroups.com>
Source record: 7632

A-ONE #0833 08/18/06

~ Dell Battery Recall! ~ People Are Talking! ~ New Blog
Software!
~ ACEC Atari Swap Meet! ~ Video Games Over TV? ~ Zero Day
Attackers!
~ Video Games Healthy!? ~ YouTube Suffers Outage ~ French Targets
eBay!
~ Google Offers Coupons! ~ 25 Greatest PCs Ever! ~ Fight To Ban
Bully!

-* Cecile Released Under GPL! *-
-* AOL Gets To Dig for Gold, Literally *-
-* Judge Orders Online Sale of Unabomber Goods -

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

7656. Re: GFA-Compiler updated

Newsgroup: comp.sys.atari.st
Date: 2006-08-21 13:55:09 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <xYiGg.4708$oj5.1743561@news.siol.net>
Source record: 7633

lp wrote:

> GFA-Compiler revision 11 released.
> Fixed another bug related to the $X option.
> See file readme.txt for details.

Coolnes, thanks!

7657. Re: Noticed a Falcon for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2006-08-21 15:08:18 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20060821160818908l5-derryck@cixcoukinvalid>
Source record: 7634

On 2006-08-20 12:04:55 +0100, {DB}@stop.me.uk said:

> Hmmm... anywhere in the UK sell this? I've been so out of touch with
> the Atari market for so long. I guess I'll call Karl at System

I bought my copy of MagiCMacX from Ulf Dunkel at Calamus.

> In any case, Derryck, when is the next CCC?

It's this Wednesday, 1900-2200 at the usual place.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

7658. [GAMES] doom, heretic, hexen v0.54

Newsgroup: comp.sys.atari.st
Date: 2006-08-21 16:02:49 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.08.21.16.02.49.696096@caramail-NOSPAM.com>
Source record: 7635

Hello,

More work to improve usage of 060 cpu, this time, along with usual
fixes:

PmDoom 0.54:
- Optimized a bit for 060 cpu.

PmHeretic 0.54:
- Fixed low/high detail message.
- Fixed weapon drawing in low detail.
- Missing i_system.h file in sources.
- Atari: more rendering optimizations, special 060 routine.

PmHexen 0.54:
- Added low/high detail message.
- Fixed weapon drawing in low detail.
- Atari: more rendering optimizations, special 060 routine.
- Rewritten CD music player for SDL.
- Fixed crash in audio on exit.
- Unrolled 4x rendering loops, a bit faster.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

7659. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-21 20:59:58 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4kul6eFdhrjnU1@individual.net>
Source record: 7636
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Qv6Gg.7254$2w1.5101@newsfe6-gui.ntli.net>,
Kryten <kryten_droid_obfusticator@ntlworld.com> wrote:
>
>It really is okay, signal transmitters send a burst of pure colour carrier
>soon after HSYNC so that the receiver has a reference to work with. It
>doesn't matter if the phase of the reference varies every line, only the
>phase encoding w.r.t. that reference alternates every line.

AFAIK, analog PAL receivers delay the color information by 63.943us (1 line
minus 180 degrees) and add/subtract that with the current line to cancel out
phase shifts - that would cause problems with shifting reference bursts.

>It doesn't look like a proper Phase Locked Loop, in that there is no phase
>detector, divider or VCO. Instead, the PAL oscillator signal seems to nudge
>the master oscillator. It might have a similar result as a PLL, but I don't
>think it is one.

Hm - I just had a look at the schematics. I could not find the PAL version
of the MST schematic, but in the MSTE schematic (page 2, "stuffed in PAL
systems only"):

It seems that the 4.433MHz clock and HSYNC run into a phase comparator
(U203B, 74LS74), the output is low-pass filtered (R208, C212), and that
voltage is used to control the frequency of the 32.xxxMHz VCXO (cap diodes
D202, D203, ... Q202) - this definitely looks like a PLL to me, although I
might be wrong, I am more into digital design. The divider is buried inside
the ST chip set, since the HSYNC signal is basically the 32.xxxMHz system
clock divided down by some large number, closing the loop.

cu
Michael
--
Some people have no respect of age unless it is bottled.

7660. Re: Atari ST crystal frequencies

Newsgroup: comp.sys.atari.st
Date: 2006-08-21 23:33:24 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <8prGg.12413$ri1.154@newsfe7-gui.ntli.net>
Source record: 7637
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Michael Schwingen" <news-1115562921@discworld.dascon.de> wrote in message
news:4kul6eFdhrjnU1@individual.net...
> It seems that the 4.433 MHz clock and HSYNC run into a phase comparator
> (U203B, 74LS74), the output is low-pass filtered (R208, C212), and that
> voltage is used to control the frequency of the 32.xxx MHz VCXO (cap
> diodes
> D202, D203, ... Q202) - this definitely looks like a PLL to me, although I
> might be wrong, I am more into digital design. The divider is buried
> inside
> the ST chip set, since the HSYNC signal is basically the 32.xxx MHz system
> clock divided down by some large number, closing the loop.

You're probably right, I'm rather rusty on analogue that I don't use often.
I recall a similar trick being used for a frame grabber where a 6845
generated the pixel addresses and a VCO was synced to the source video via
HSYNC.

I also have a poor scan of the circuit, it is a bit hard to read the details
clearly.

7661. Re: Gigatron OHG RAM expansion

Newsgroup: comp.sys.atari.st
Date: 2006-08-23 00:06:58 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-17052D.02065823082006@newsreader2.netcologne.de>
Source record: 7638

In article <no-CAB829.01521413082006@newsreader2.netcologne.de>, Ryan wrote:

> The square chip in the lower right of the logic board has been removed
> and a circuit board stuck in its place, and the chip placed back in a
> socket on the board. The chip is labeled "C025912-38 / JH23-019 / 7A1
> 03". There are also 8 places where additional chips can be installed on
> the board; every other one is filled with a chip marked "TOSHIBA 9319TCK
> / TC514400AZ-60 GER" which seem to be 60-ns RAM chips, though I don't
> know what capacity. Though since only half of the spots are filled, I'm
> guessing this is a 2-MB expansion card. From the board there snakes a
> 20-pin ribbon cable into the left side of the metal box in the center of
> the logic board where a similar chip hijacking is taking place, this
> time with a rectangular one marked "C025914-38A / PH23-024 / 6M1 37".
>
> The only identifiable markings on the board are "Gigatron OHG" which
> seems to be the name of a company that made 2- and 4-MB memory expansion
> products for the ST back in the day, though my Google search isn't
> turning up a whole heck of a lot -- just a German article about the
> existence of the product:
>
> http://www.stcarchiv.de/stc1990/12_ramerw.php

Now that I'm selling it on eBay I got around to taking a photo of the RAM expansion, in case anyone is curious:

http://www.ryandesign.com/tmp/atari-stf-gigatron.jpg

7662. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-23 00:18:07 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1156292287.683627.43920@m73g2000cwd.googlegroups.com>
Source record: 7639

Ronald J. Hall wrote:
> Okay, this has been a (painful) learning experience for me.
>
> I wired the AT style P/S straight to the Mega STe connector, following the
> color coding exactly.
>
> Hooked it up - turned it on - pop! sizzle! burning smell! Had my hand
> right on the switch so I immediately turned it off. I checked the board,
> and sure enough, the row of small blue chips (I'm not sure what to call
> them) at the back, next to the serial port and another port have 2 that
> look burnt.
>
> So I've not much to lose at this point, so I re-wire the AT supply like I
> did my Falcon when I had it hooked up to an ATX P/S (pre CT60). That is,
> the blue wire from the Mega STe connector goes to the yellow wire on the
> AT P/S. Leaving the blue wire from the AT P/S, and the yellow wire from
> the Mega STe connector, unconnected.
>

Hi Ronald,

I got a bit lost with your explanation -- did you match AT voltages
exactly or the AT supply's colored wires exactly?

The reason I ask is that Steve Sweet stated twice (2000 & 2002) that an
AT supply could just be plugged into the MegaSTE. I've never even seen
the inside of a MegaSTE, so I didn't volunteer information, but I would
like to know exactly how your supply got wired for future use.

For what it's worth, the -12V (which you seem to have fried) is used
mostly by the serial port circuitry. The +12V is used mostly for the
floppy drive motor.

Galen

7663. Re: Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.st
Date: 2006-08-23 01:50:18 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <y9GdnWDttOLGKXbZnZ2dnUVZ_sydnZ2d@comcast.com>
Source record: 7640
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I can get to Baltimore in about 1hr 45min. Does that do anything for ya?

-z-

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0608142240240.20877-100000@onyx.spiritone.com...
> Sorry, let me clear this up. I'm looking for an Atarian or Atarians in
> Baltimore, Maryland. Atarians only. Please only reply in E-Mail. Thanx!
> ==Ben==
>
> ---------- Forwarded message ----------
> Date: Mon, 14 Aug 2006 05:24:31 -0700
>
> Is there someone out there in Baltimore, Maryland?
>
> If so, E-Mail me.
>

7664. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-23 04:52:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.23.04.52.43.606639@charter.net>
Source record: 7641

On Tue, 22 Aug 2006 17:18:07 -0700, Galen wrote:

> Hi Ronald,
>
> I got a bit lost with your explanation -- did you match AT voltages
> exactly or the AT supply's colored wires exactly?

Color coded wires exactly - blue to blue, yellow to yellow, etc,...

> The reason I ask is that Steve Sweet stated twice (2000 & 2002) that an
> AT supply could just be plugged into the MegaSTE. I've never even seen
> the inside of a MegaSTE, so I didn't volunteer information, but I would
> like to know exactly how your supply got wired for future use.

Ok, I certainly don't want to tell anybody wrong here. This is apparenty tricky stuff, and its also apparently not etched in stone.

Many users, so of whom I know are very technically "savvy" when it comes to this stuff have told me that I should be able to hook an AT (note thats NOT ATX style) style P/S straight up to my Mega STe. The pinouts on the wiring harness of the Mega STe appear to match up exactly with an AT style P/S.

With all that in mind, when I hooked it straight up, thats when the blue things on my Mega STe's MB went snap/crackle/pop, burnt smell. When I hooked it up like I did my Falcon (blue atari wire to yellow AT P/S wire) then it boots up.

So whats a person to do? What has been suggested a couple of times already, at the end of the day, only trust a multimeter and read the voltages yourself, before hooking anything up. Thats my opinion.

> For what it's worth, the -12V (which you seem to have fried) is used
> mostly by the serial port circuitry. The +12V is used mostly for the
> floppy drive motor.
>
> Galen

Thanks, I guess that sort of makes sense then.

If you don't mind, I'm going to e-mail some pics to your address, since its not good newsgroup "etiquette" to post them here. Just want to let you see some of the stuff I've found, been shown...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7665. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-23 16:17:44 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.08.23.16.17.43.520641@nosspamatari-source.com>
Source record: 7642

On Wed, 23 Aug 2006 00:52:44 -0400, Ronald J. Hall wrote:

> On Tue, 22 Aug 2006 17:18:07 -0700, Galen wrote:
>
>> Hi Ronald,
>>
>> I got a bit lost with your explanation -- did you match AT voltages
>> exactly or the AT supply's colored wires exactly?
>
> Color coded wires exactly - blue to blue, yellow to yellow, etc,...
>
>> The reason I ask is that Steve Sweet stated twice (2000 & 2002) that an
>> AT supply could just be plugged into the MegaSTE. I've never even seen
>> the inside of a MegaSTE, so I didn't volunteer information, but I would
>> like to know exactly how your supply got wired for future use.
>
> Ok, I certainly don't want to tell anybody wrong here. This is apparenty
> tricky stuff, and its also apparently not etched in stone.
>
> Many users, so of whom I know are very technically "savvy" when it comes
> to this stuff have told me that I should be able to hook an AT (note thats
> NOT ATX style) style P/S straight up to my Mega STe. The pinouts on the
> wiring harness of the Mega STe appear to match up exactly with an AT style
> P/S.
>
> With all that in mind, when I hooked it straight up, thats when the blue
> things on my Mega STe's MB went snap/crackle/pop, burnt smell. When I
> hooked it up like I did my Falcon (blue atari wire to yellow AT P/S wire)
> then it boots up.
>
> So whats a person to do? What has been suggested a couple of times
> already, at the end of the day, only trust a multimeter and read the
> voltages yourself, before hooking anything up. Thats my opinion.
>
>> For what it's worth, the -12V (which you seem to have fried) is used
>> mostly by the serial port circuitry. The +12V is used mostly for the
>> floppy drive motor.
>>
>> Galen
>
> Thanks, I guess that sort of makes sense then.
>
> If you don't mind, I'm going to e-mail some pics to your address, since
> its not good newsgroup "etiquette" to post them here. Just want to let you

> see some of the stuff I've found, been shown...

It's been a LONG time since I had an AT PSU hooked up to my Mega STe but if I remember correctly, it hooks right up IN REVERSE. That is the black wires aren't in the middle but on the edges! This is likely what bit you. Match voltages to be sure.

Thanks,
Mark

7666. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-23 19:35:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.23.19.35.21.847760@charter.net>
Source record: 7643

On Wed, 23 Aug 2006 12:17:44 -0400, Mark D wrote:

> It's been a LONG time since I had an AT PSU hooked up to my Mega STe but
> if I remember correctly, it hooks right up IN REVERSE. That is the black
> wires aren't in the middle but on the edges! This is likely what bit you.
> Match voltages to be sure.
>
> Thanks,
> Mark

Hi Mark.

I'm not sure (after all I've read I just get more confused) but I really
don't think thats it. I'll send you a couple of pics via e-mail as well.

Thanks.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7667. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.st
Date: 2006-08-24 00:05:31 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <f36Hg.16808$rP1.2367@news-server.bigpond.net.au>
Source record: 7644

Ronald J. Hall wrote:
> On Wed, 23 Aug 2006 12:17:44 -0400, Mark D wrote:
>
>
>
>>It's been a LONG time since I had an AT PSU hooked up to my Mega STe but
>>if I remember correctly, it hooks right up IN REVERSE. That is the black
>>wires aren't in the middle but on the edges! This is likely what bit you.
>> Match voltages to be sure.
>>
>>Thanks,
>>Mark
>
>
> Hi Mark.
>
> I'm not sure (after all I've read I just get more confused) but I really
> don't think thats it. I'll send you a couple of pics via e-mail as well.
>
> Thanks.
>

If you hook it up in reverse you will fry it. Ground is in the middle,
same as an AT PSU. My multimeter confirms this too. There has to be more
to Ron's dilemma.
Colour coding is irrelevent, manufacturers could have made the wire
purple or pink. What matters is the voltage levels.
Can you post me the pics too Ron? Be interested in having a look.

Mark

7668. Factory pressed dvd movies, ps2, psp, xbox, xbox 360 backups for sale !!!

Newsgroup: comp.sys.atari.st
Date: 2006-08-24 04:27:40 UTC
From: dvd6@time.net.my
Message-ID: <1156393660.797436.161010@75g2000cwc.googlegroups.com>
Source record: 7645
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,alt.comp.freeware,alt.video.dvd.software,alt.video.dvd.authoring

We're offering all the latest factory pressed high quality dvd movies, ps2, psp xbox and xbox 360 silvers with factory printed colour inserts at fantastic prices, whether for personal use or reselling. We're shipping worldwide with various shipping methods. For resellers, please contact us for bulk discounts.

For a complete list and prices, please email us at glory@spankthedonkey.com

(Please state the type of list that you want and tell us your location as the prices varies for different locations. If you're reseller, please state the quantity you wish to order per shipment and we'll quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

7669. Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.st
Date: 2006-08-24 09:16:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608240208120.13414-100000@onyx.spiritone.com>
Source record: 7646
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I asked if any Atarian living in Baltimore was reading these, to E-Mail me.
The emphasis was E-MAIL! Well, it doesnt matter any more. If I was E-Mailed
instead, somebody's Atari treasures would of been saved. ===Ben===

---------- Forwarded message ----------
Date: Mon, 14 Aug 2006 23:15:01 -0700

Sorry, let me clear this up. I'm looking for an Atarian or Atarians in
Baltimore, Maryland. Atarians only. Please only reply in E-Mail. Thanx! ==Ben==

---------- Forwarded message ----------
Date: Mon, 14 Aug 2006 05:24:31 -0700

Is there someone out there in Baltimore, Maryland?

If so, E-Mail me.

7670. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-08-24 09:31:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608240227450.13414-100000@onyx.spiritone.com>
Source record: 7647
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7671. Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.st
Date: 2006-08-24 09:35:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608240231350.13414-100000@onyx.spiritone.com>
Source record: 7500
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off all educational Software & Books for Classic Atari 8 Bit & Atari ST Computer lines! Make sure you ask for the discount in E-Mail. Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7672. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.st
Date: 2006-08-24 09:38:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608240235530.13414-100000@onyx.spiritone.com>
Source record: 7499
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm still converting my Atari catalogs to 80 columns across! Checkout my NEW UPDATED catalogs! Cut & Paste Catalogs & E-Mail your order with your Shipping Address so I can figure S & H! 1st come, 1st served, 1st sold!

FREE Catalogs for Used & New Atari Jaguar Games plus Consoles! Plus Classic Atari 8 Bit & ST Computer lines! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7673. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-24 09:40:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608240238260.13414-100000@onyx.spiritone.com>
Source record: 7648
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7674. Re: Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.st
Date: 2006-08-24 22:46:24 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <PWpHg.71$sS1.58@read1.cgocable.net>
Source record: 7501
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:

> I asked if any Atarian living in Baltimore was reading these, to E-Mail
> me. The emphasis was E-MAIL! Well, it doesnt matter any more. If I was
> E-Mailed instead, somebody's Atari treasures would of been saved.
> ===Ben===
>

Ah, let me guess. You found some dude in Baltimore, Maryland that was getting rid of his Atari stuff for free or next to nil. Problem was that the guy was unwilling to ship the stuff because he just wanted to get rid of it. Basically, if no one was interested in coming to pick it up, he was just gonna toss it in the trash.

Not knowing anyone in Baltimore, Maryland, you could not devise a scheme for getting your little paws on the merchandise. Quickly you ran to the computer and beckoned the aid of your fellow atarians in c.s.a.8. But no one could or would help you. Long annoyed at your constant spamming of the newsgroup, few atarians were even willing to open and read your desperate plea for help, let alone respond to it by email.

Patiently, you sat before your computer watching your email account with bated anticipation. Certain that the Atari community that had served you so well over the years, would come to your rescue and help ensure that you would not lose the coveted loot you so cunningly sought. But alas, it would not happen. The loot would be lost and Bravo Sierra Computers' attempted conquest would be foiled by those annoyed by newsgroup spam.

Let it not be forgotten, that those who live by the spam, die by the spam. How tragic. :-(

--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7675. Re: Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.st
Date: 2006-08-24 22:55:18 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <93qHg.560$ED.32@read2.cgocable.net>
Source record: 7502
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers wrote:

> 20% off all educational Software & Books for Classic Atari 8 Bit & Atari
> ST Computer lines! Make sure you ask for the discount in E-Mail. Many
> items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com
> or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

My son will be going off to college in September and will be studying computer science at the massengill institute of technology. He will be needing his own computer for these studies and I was wondering what kind of system you might be able to set him up with.

Essentially, he will be needing something for word processing as well as application development, email, web-surfing, and instant messaging with other people on and off campus.

Your 20% off all educational software and books sale has caught my attention and I would really like to save some money on this investment in my son's education and future.

Thank you, and best wishes to you and yours this holiday season.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7676. Boot Sector Repair

Newsgroup: comp.sys.atari.st
Date: 2006-08-25 00:13:43 UTC
From: not@onyournelly.com
Message-ID: <44ee3393$0$8945$88260bb3@free.teranews.com>
Source record: 7503
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How can I repair a boot sector on my HD? I have Diamond Edge and HDdriver 8 utils but can't fathom a way of putting things right. Any help would be appreciated.

PAUL

--
Posted via a free Usenet account from http://www.teranews.com

7677. Re: Boot Sector Repair

Newsgroup: comp.sys.atari.st
Date: 2006-08-25 06:02:31 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4l7i3nFjvccU1@individual.net>
Source record: 7504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

not@onyournelly.com wrote:

> How can I repair a boot sector on my HD? I have Diamond Edge and HDdriver 8
> utils but can't fathom a way of putting things right. Any help would be
> appreciated.

As far as HDDRUTIL is concerned it can repair a root sector (this is
explained in the manual), but not a boot sector.

--

Dr. Uwe Seimet http://www.linkbylink.net/

7678. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-25 15:40:15 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1156520415.473859.119390@74g2000cwt.googlegroups.com>
Source record: 7506

Jerome Mathevet wrote:
> Hi,

> I remember seeing a neat web page regarding DIY hardware mods, which worked 6
> months ago, but seems to have disappeared in the meantime :(
> (I think it was called Vezz's web pages or something)
>

Hello,

Try the www.archive.org wayback machine.

http://web.archive.org/web/*/http://atarihacks.cjb.net/

the December 30, 2003 link worked for me.

Rob
www.atari-users.net

7679. Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-25 15:57:12 UTC
From: Jerome Mathevet <jerome.mathevet@freererter.fr>
Message-ID: <7612015c4e.jerome@jerome/mathevet.free.fr>
Source record: 7505

Hi,

I have an old atari ST at my mom's that I would like to reuse. First of all, I'd like to fit it 4 megs to make it a bit more usable and also have some fun with the soldering iron. I downloaded a ZIP archive containing instructions about how to fit 2 SIPP modules to get a 2.5 meg ST.

However these days, it's difficult to find SIPP modules plus I have a 72-pin SIMM (4 megs) lying around that could take less space inside the ST casing (and consume less power). My main problem is how do I deal with the two memory banks ? Has anyone tried this before and published some instructions ?

I remember seeing a neat web page regarding DIY hardware mods, which worked 6 months ago, but seems to have disappeared in the meantime :(
(I think it was called Vezz's web pages or something)

Also, to facilitate the transfer of files between the ST and my main machine, I'd have liked to upgrade the floppy to HD, but alas the AJAX chip must be very hard to come by (or at a ridiculous price). Anyone has found a way to connect (say) a compact flash card to a ST ? That would be neat and work around the floppy disk issue !

Thanks for your help

--
Jerome Mathevet

7680. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-25 16:48:56 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <X5-dnZGRxv9stHLZRVnygw@pipex.net>
Source record: 7507

http://www.cps-electronics.co.uk/144/HD4.htm

website not working AGAIN though....

I have a solder in convert to get 72pin 4MB to a STFM, only a raw pcb, needs
a LOT of soldering and only fits some versions of the STFM..

chris

7681. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-25 16:57:07 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <jVFHg.114$sS1.7@read1.cgocable.net>
Source record: 7508
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Bravo Sierra Computers wrote:

> Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
> Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:
>
> http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!
>
> I cant read your mind, so fill out the survey so I can get to know you. It
> helps me figure out your Atari needs and Interests. Feel free to fill out
> the Atari Survey on my Contact Page! Goto my Link above. Thank You.
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!

It's really not necessary to continuously spam this newsgroup. Everyone on this group is now well aware of your business. Micheal Current lists your business in his 8-bit vendors directory and Ronald J. Hall even advertises your business on his bbs.

Instead of spamming the newsgroups all of the time, why don't you start participating in the discussions? You could even put a little "Bravo Sierra" advertisement in the signature of your posts with a link to your website. Maybe then, people will be more likely to do business with you, and they won't hate you as much.

Besides, what better way to advertise your business than to demonstrate real knowledge of your products by actually participating in the newsgroups? Just a thought...

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7682. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-25 19:49:38 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-9FE19F.21493825082006@newsreader2.netcologne.de>
Source record: 7510

In article <b8fe175c4e.jerome@jerome/mathevet.free.fr>,
Jerome Mathevet wrote:

> I found a text in german (linked from the atari launchpad: great list of
> links btw) for connecting a SIMM to a ST, but I can't read it and Google made
> me laugh out loud when I had a look at its translation. Very good if you're
> feeling depressed but useless as a technical document.

> Anyone up for translating the german text for real, though ? (2500 bytes)

I can give a go at it in about a week, but by then I probably won't have
access to the newsgroup for about a month. It'd be best to email it to
me at translator at ryandesign dot com.

7683. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-25 20:01:53 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <zYudnc17GvKUynLZRVnyrg@pipex.net>
Source record: 7511

"Jerome Mathevet" <jerome.mathevet@freeREMOVETHIS.fr> wrote in message
news:b8fe175c4e.jerome@jerome/mathevet.free.fr...
> In message <1156520415.473859.119390@74g2000cwt.googlegroups.com>
> "RobM" <rmahlert@gmail.com> wrote:
>
>>Jerome Mathevet wrote:
>> > Hi,
>>
>> > I remember seeing a neat web page regarding DIY hardware mods, which
>> > worked 6 months ago, but seems to have disappeared in the meantime :(
>> > (I
>> > think it was called Vezz's web pages or something)
>>
>>Hello,
>>
>> Try the www.archive.org wayback machine.
>>
>>http://web.archive.org/web/*/http://atarihacks.cjb.net/
>
> Errr... I agree the wayback machine can retrieve individual pages but it's
> a
> PITA for browsing a whole web site, since all other links are redirected
> to
> the non-existent web-site. Still, it's better than nothing, but in this
> case
> it's very limited since the info i'm looking for is located inside
> archives,
> which obviously are not stored on archive.org
>
> I found a text in german (linked from the atari launchpad: great list of
> links btw) for connecting a SIMM to a ST, but I can't read it and Google
> made
> me laugh out loud when I had a look at its translation. Very good if
> you're
> feeling depressed but useless as a technical document.
>
> Also, I found a working FTP site for ataris (a rare thing) and found how
> to
> upgrade a ST to tos 2.06. Alas, due to the fact that the atari techies
> hadn't
> planned that future roms would take more than 192 KB, the upgrade is quite
> involved and requires lots of extra circuitry that I think won't fit into
> the
> casing easily. I'll leave that to others...

>
> Anyone up for translating the german text for real, though ? (2500 bytes)
>
> --
> Jerome Mathevet

Aly already wrote new docs for installing simms hardwired to an ST
http://www.retro.dial.pipex.com/stram/ Aly even posted the instructions on
this group and various forums. Just look and im sure you will find!

Chris

7684. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-25 20:07:34 UTC
From: Jerome Mathevet <jerome.mathevet@freeREMOVETHIS.fr>
Message-ID: <b8fe175c4e.jerome@jerome/mathevet.free.fr>
Source record: 7509

In message <1156520415.473859.119390@74g2000cwt.googlegroups.com>
"RobM" <rmahlert@gmail.com> wrote:

>Jerome Mathevet wrote:
> > Hi,
>
> > I remember seeing a neat web page regarding DIY hardware mods, which
> > worked 6 months ago, but seems to have disappeared in the meantime :((I
> > think it was called Vezz's web pages or something)
>
>Hello,
>
> Try the www.archive.org wayback machine.
>
>http://web.archive.org/web/*/http://atarihacks.cjb.net/

Errr... I agree the wayback machine can retrieve individual pages but it's a PITA for browsing a whole web site, since all other links are redirected to the non-existent web-site. Still, it's better than nothing, but in this case it's very limited since the info i'm looking for is located inside archives, which obviously are not stored on archive.org

I found a text in german (linked from the atari launchpad: great list of links btw) for connecting a SIMM to a ST, but I can't read it and Google made me laugh out loud when I had a look at its translation. Very good if you're feeling depressed but useless as a technical document.

Also, I found a working FTP site for ataris (a rare thing) and found how to upgrade a ST to tos 2.06. Alas, due to the fact that the atari techies hadn't planned that future roms would take more than 192 KB, the upgrade is quite involved and requires lots of extra circuitry that I think won't fit into the casing easily. I'll leave that to others...

Anyone up for translating the german text for real, though ? (2500 bytes)

--
Jerome Mathevet

7685. Re: Boot Sector Repair

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 08:58:32 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2006082609583247 61-derryck@cixcoukinvalid>
Source record: 7512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 2006-08-25 01:13:43 +0100, not@onyournelly.com said:

> How can I repair a boot sector on my HD?

Wouldn't just re-installing the driver work?

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

7686. Re: Boot Sector Repair

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 11:23:25 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4lap9dF120afU1@individual.net>
Source record: 7514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Derryck Croker wrote:

>> How can I repair a boot sector on my HD?
>
> Wouldn't just re-installing the driver work?

No, it wouldn't. If a boot sector is corrupted the corresponding
partition cannot be accessed anymore. Re-installing the hard driver does
not change anything. (If the boot partition is affected you cannot even
re-install the driver since the partition is missing.)
The actual boot sector data have to be restored by special tools, like
DISKUS (http://www.seimet.de/diskus_english.html, German version only).

--

Dr. Uwe Seimet http://www.linkbylink.net/

7687. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 11:55:23 UTC
From: vdjole@EUnet.yu
Message-ID: <ecpcr8$db7$1@news.eunet.yu>
Source record: 7516

On 25 Aug 2006 16:57:12 , Jerome Mathevet wrote:
>Hi,
>
>I have an old atari ST at my mom's that I would like to reuse. First of all,
>I'd like to fit it 4 megs to make it a bit more usable
>[...]
>Also, I found a working FTP site for ataris (a rare thing) and found how to
>upgrade a ST to tos 2.06. Alas, due to the fact that the atari techies hadn't
>planned that future roms would take more than 192 KB, the upgrade is quite
>involved and requires lots of extra circuitry that I think won't fit into the
>casing easily. I'll leave that to others...

If you succeed in installing 4MB, you can afford to waste some on
loading TOS 2.06 into RAM. It works perfectly, just needs several seconds
more when booting.

>Also, to facilitate the transfer of files between the ST and my main machine,
>I'd have liked to upgrade the floppy to HD, but alas the AJAX chip must be
>very hard to come by (or at a ridiculous price).

If you happen to have the WD1772 floppy controller chip with 02-02 suffix,
it can most probably happily work with HD floppies with a very simple
add-on, see:

http://solair.eunet.yu/~vdjole/atari/hdfloppy.zip

Regards;

Djordje Vukovic

7688. Atari Online News, Etc. #08-34

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 12:09:44 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1156594184.262178.249340@h48g2000cwc.googlegroups.com>
Source record: 7515

A-ONE #0834 08/25/06

~ US Sues Maine Officials ~ People Are Talking! ~ Near Done IE7
Out!
~ Tech Addicts May Sue! ~ CNN To Replay 9/11! ~ Windows Goes
Incan!
~ Brits Bust Web Scams! ~ Anti-Predator Campaign ~ New Logitech
Mice!
~ Apple Recalls Batteries ~ Web Addicts Get Help! ~ Florida Piracy
Bust!

-* Verizon Sticks It To DSL'ers *-
-* AOL Chief Technology Officer Resigns *-
-* Brit Teen Sentenced for Mass E-mail Attack *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

7689. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 12:11:42 UTC
From: Jerome Mathevet <jerome.mathevet@freeREMOVETHIS.fr>
Message-ID: <5e43705c4e.jerome@jerome/mathevet.free.fr>
Source record: 7513

[Posted and mailed]

In message <no-9FE19F.21493825082006@newsreader2.netcologne.de>
Ryan <no@spam.invalid> wrote:

>In article <b8fe175c4e.jerome@jerome/mathevet.free.fr>,
> Jerome Mathevet wrote:
>
> > I found a text in german (linked from the atari launchpad: great list of
> > links btw) for connecting a SIMM to a ST, but I can't read it and Google
> > made me laugh out loud when I had a look at its translation. Very good if
> > you're feeling depressed but useless as a technical document.
>
> > Anyone up for translating the german text for real, though ? (2500 bytes)
>
>I can give a go at it in about a week, but by then I probably won't have
>access to the newsgroup for about a month. It'd be best to email it to
>me at translator at ryandesign dot com.

It's there:

Folgende Files sind in dem Archiv:

SIMM.PLT SCOOTER PCB Datei
SIMM1270.IMG IMG mit 1270dpi
SIMM_300.IMG IMG mit 300dpi
SIMM_NEC.BIN Druckdatei fï¿½r NEC-kompatible Nadler
SIMM_LJ.BIN Druckdatei fï¿½r Laserjet
SIMM.GEM Platinenansicht von unten

Falls jemand einen andere Druckdatei haben mï¿½chte soll er mir schreiben.
MausNet-Adresse folgt unten. Welche SIMMs man nimmt ist ziemlich egal, ich
hatte schon verschiedenen drin, 3 Chip, 9 Chip Versionen, vor allem kann man
beim Atari auch die mit 8Bit nehmen, die werden manchmal von MAC-Besitzern
gï¿½nstig verkauft. Da wo auf der Platine A0 steht, kommen auch in
aufsteigender Reihenfolge die weiteren Adressleitungen ran. Die
Adressleitungen werden mit 33 Ohm in Reihe angeschlossen, die RAS/CAS
Leitungen mit 68 Ohm. Die Leitung /W wird normaler- weise ohne
Reihenwiderstand angeschlossen. Auf der Platine ist zwar Platz fï¿½r die
Widerstï¿½nde der Steuerleitungen, aber wie mir ein Experte sagte, sind die
besser nahe an der MMU aufgehoben. Die SIMMs kann man nicht verkehrt herum
in die Fassungen stecken, sie kommen mit den Chips in Richtung der
Stromversorgungsanschlï¿½sse. Die inneren beiden SIMMs bilden dabei die Bank
0, die ï¿½uï¿½eren SIMMs die Bank 1. Die +5V und Masseleitungen kï¿½nnen garnicht
dick genug sein. Ich habe z.B. 4 Masse und 3 +5V Kabel von 0,75mm verlegen
mï¿½ssen, um die Speichererweiterung ohne Fehler betreiben zu kï¿½nnen. Hier

noch die Belegung der MMU (aus ST-Computer 2/92 und ohne Gewï¿½hr):

23=/W
08=/RAS0 Bank 0
07=/CASOL Bank 0
06=/CAS0H Bank 0
18=/RAS1 Bank 1
21=/CAS1L Bank 1
22=/CAS1H Bank 1
59=MAD0
58=MAD1
57=MAD2
56=MAD3
55=MAD4
54=MAD5
60=MAD6
62=MAD7
63=MAD8
66=MAD9 (Pin 64 bei PLCC-MMU, alle Pinns stimmen auch da)
Alle Angaben fï¿½r die SMD-MMU und ohne Gewï¿½hr.

Die Datenleitungen werden direkt am Shifter (das ist der IC unter dem Blechdeckel) angeschlossen: Pin 3-10 (Datenleitunge 0-7) und Pin 12-19 (Datenleitung 8-15), ohne Vorwiderstï¿½nde.

Um alten Speicher im ST stillzulegen, sollte man die Steuerleitungen (/RAS u. /CAS) ï¿½ber einen Vorwiderstand auf +5 V legen. Falls es Schwierigkeiten mit der Speichererweiterung gibt, muï¿½ man eben die Widerstï¿½nde einseitig auslï¿½ten, damit der alte Speicher vï¿½llig getrennt ist. Ich ï¿½bernehme keinerlei Garantie fï¿½r die Richtigkeit des Inhalts dieses Textes. Wer Probleme mit der Erweiterung hat, kann sich gerne an mich wenden. Zu erreichen bin ich im MausNet: Romeo Rakow @CB

(copy sent in private to ryan)

--
Jerome Mathevet

7690. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 12:44:23 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <VOadnZfYweW6323ZRVny2w@pipex.net>
Source record: 7517

In message <b8fe175c4e.jerome@jerome/mathevet.free.fr>, jerome.mathevet@freeREMOVETHIS.fr said:

>Anyone up for translating the german text for real, though ? (2500 bytes)

Hi Jerome!

Send it to me, I'll do it.

Regards, /Peter/

7691. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 14:25:09 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTTHIS.fr>
Message-ID: <547b7c5c4e.jerome@jerome/mathevet.free.fr>
Source record: 7518

In message <ecpcr8$db7$1@news.eunet.yu>
vdjole@EUnet.yu (Djordje Vukovic) wrote:

>On 25 Aug 2006 16:57:12 , Jerome Mathevet wrote:
>>Hi,
>>
> > I have an old atari ST at my mom's that I would like to reuse. First of
> > all, I'd like to fit it 4 megs to make it a bit more usable [...] Also,
> > I found a working FTP site for ataris (a rare thing) and found how to
> > upgrade a ST to tos 2.06. Alas, due to the fact that the atari techies
> > hadn't planned that future roms would take more than 192 KB, the upgrade
> > is quite involved and requires lots of extra circuitry that I think won't
> > fit into the casing easily. I'll leave that to others...
>
> If you succeed in installing 4MB, you can afford to waste some on loading
> TOS 2.06 into RAM. It works perfectly, just needs several seconds more when
> booting.

You can softload the OS ? That sounds VERY nice. How do you proceed ?
Also, should I need to return to TOS 1.0 because of a game incompatibility,
it would be trivial to do.

> > Also, to facilitate the transfer of files between the ST and my main
> > machine, I'd have liked to upgrade the floppy to HD, but alas the AJAX
> > chip must be very hard to come by (or at a ridiculous price).
>
>If you happen to have the WD1772 floppy controller chip with 02-02 suffix,
>it can most probably happily work with HD floppies with a very simple
>add-on, see:
>
> http://solair.eunet.yu/~vdjole/atari/hdfloppy.zip

I'll have a look, thanks for the pointer !

--
Jerome Mathevet

7692. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 15:46:51 UTC
From: Jerome Mathevet <jerome.mathevet@freeREMOVEME.fr>
Message-ID: <dff5835c4e.jerome@jerome/mathevet.free.fr>
Source record: 7519

In message <zYudnc17GvKUynLZRVnyrg@pipex.net>
"exxos" <exxos@home.co.uk> wrote:

>Aly already wrote new docs for installing simms hardwired to an ST
>http://www.retro.dial.pipex.com/stram/ Aly even posted the instructions on
>this group and various forums. Just look and im sure you will find!

I got the instructions from the Google groups. The pics are very nice and
will certainly help.

--
Jerome Mathevet

7693. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 19:24:35 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0608261503100.11796@furyy1>
Source record: 7520
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

First "Coda" (smeg underline 007 at hotmail dot com) scribbled:
->> Are you kidding??? We tell you straight to your face that these
->>ads aren't wanted, and you don't get THAT message!!! So it's 4
->>this month then, and from now on right?

....to which on Thu, 17 Aug 2006 at 12:00 -0700, Don Schmidt of
Vancouver, USA, replied:
->Are you saying you know the message is from and you open it and
->read it anyway? Or, you don't know how to block mail? I think you
->win the peroxide prize for the month.

That's not fair to blondes, Don. <grin>

But seriously, people are often measured by the calibre of the
enemies they make.... Inversely, that is. The bigger and better
the enemies (comparativors, so to speak), the worse the "compara-
tivee" is likely to look in the eyes of objective third parties.
And vice versa.

In this case Ben must be a great guy, because his enemies have
proven themselves to be pipsqueaks.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* If you don't like the news, go out and make some of your own. *

7694. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 20:29:10 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <062lg.830$sS1.467@read1.cgocable.net>
Source record: 7521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Sid Pacman wrote:

> But seriously, people are often measured by the calibre of the
> enemies they make.... Inversely, that is. The bigger and better
> the enemies (comparativors, so to speak), the worse the "compara-
> tivee" is likely to look in the eyes of objective third parties.
> And vice versa.
>
> In this case Ben must be a great guy, because his enemies have
> proven themselves to be pipsqueaks.

Huh? People are measured inversely proportionate to their enemies? So you're saying that Ben is a great guy because he spams the newsgroups and makes enemies?

Everyone knows that it is bad netiquette to spam newsgroups. Ben has been repeatedly asked to stop spamming comp.sys.atari.8bit and other newsgroups, yet he persists with his spam. The vast majority of newsgroup participants have registered some form of protest to Ben's actions. Are you saying that Ben's actions make him a great guy?

If so, I humbly beg to differ. Ben has displayed nothing but callous disregard for the wants and desires of his fellow Atarians and for net users in general. How this could possibly be perceived as noble by third parties is beyond me. Especially, when it is these third parties that complain of Ben's constant spamming, block his messages from ever reaching their machines, register complaints with Ben's ISP, and refuse to read anything that comes from Bravo Sierra computers. These realities would make Ben the pipsqueak -- the man that continues to speak when virtually everyone refuses to hear his message.

Sure, Ben operates a business and provides a service to Atari computer owners. And he has every right to do so. But to conduct his marketing in the manner in which he has chosen is just bad business, poor judgment, and just plain irrational.

Several users of this group have gone the extra mile to help ensure that people know about Bravo Sierra computers. Dark Force BBS advertises Bravo Sierra computers -- for free I might add -- to those who telnet there. Micheal Current freely offers his time to compile directories of Atari vendors, a directory that lists Bravo Sierra as a seller of Atari gear, and makes it available to his fellow Atari users. And I've even seen the occasional Atari user recommend Bravo Sierra to persons looking to buy Atari gear.

I think there's a very valid point to be made here. The point is that there is a very definite line drawn on what is and isn't acceptable use of a newsgroup such as this. It is widely held that Ben's use of these newsgroups is not acceptable. As such, it is very clear that Ben does and continues to cross that line. I would hardly be too quick to place Ben in the "hero" category under these circumstances. And judging by the typical responses to Ben's posts -- or, indeed, lack of responses to Ben's posts -- Ben is not getting much mileage from his spam, or the enemies that he is making.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7695. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 21:22:10 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <6Y2lg.1898$bM.1132@newsread4.news.pas.earthlink.net>
Source record: 7522

AlbaClause wrote:
> Sid Pacman wrote:
>
>
>
>> But seriously, people are often measured by the calibre of the
>>enemies they make.... Inversely, that is. The bigger and better
>>the enemies (comparativors, so to speak), the worse the "compara-
>>tivee" is likely to look in the eyes of objective third parties.
>>And vice versa.
>>
>> In this case Ben must be a great guy, because his enemies have
>>proven themselves to be pipsqueaks.
>
>
> Huh? People are measured inversely proportionate to their enemies? So
> you're saying that Ben is a great guy because he spams the newsgroups and
> makes enemies?

Up front, I am a hold over from the precommercial use of the internet. I liked it that way. *BUT* things evolved and I had to evolve with them.

Specifically his posts are not spam. Spam infers off topic, high volume, and unwanted. His posts having to do with Atari 8 bit computers are on topic for the newsgroup. Likewise there are a number of people that use him for purchasing Atari equipment and software and want him to post here.

The history of his posts goes back a long way. Back before the commercialization of the net much of the backbone was on school mainframe computers that specifically prohibited any commercial advertizing. IIRC ~1990ish Ben was asked to remove his commercial posts as continuing to do so could mean comp.sys.atari would be dropped from their computers. At that time he complied.

With the evolution of the net Ben started posting forsale ads again. I don't know if I was the only one to talk/email Ben about his post but I did make a couple of suggestions. For one, you will notice all of Ben's posts have "AD" for advertisment in the title. He voluntarily put this in to make his posts easy to filter by people not wanting to see them. A spammer tries to defeat filters, Ben sticks his head up to make his posts an easy target for anyone who doesn't want to see them.

It was also agreed on by the majority no more then two posts per week with additional special sales OK. If you filter your newsgroup you will find Ben adheres to this agreement religiously. I can't recall ever seeing him make more then 3 posts<2+1> and never posts more then once a

week in the last decade or so.
<snip>
> If so, I humbly beg to differ. Ben has displayed nothing but callous
> disregard for the wants and desires of his fellow Atarians and for net
> users in general.

This is subjective. I should remember his name but one of our participants from Poland had something like 2,700 positive feedbacks on eBay selling SIO2PC cables. That is only eBay, he also had a web site and hawked them in the newsgroup on occasion. Thing is when a lot of people needed and wanted a cheap SIO2PC cable his posts, although commercial, were well recieved. i.e. commercial use of the internet/usenet => GOOD!

I have come to the conclusion people don't want to see commercial posts when it is something they don't need. If someone were to make daily posts selling MIOs for a dollar they would be well recieved until everyone had one, then he would become a spammer.<sic>

7696. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-26 21:50:14 UTC
From: vdjole@EUnet.yu
Message-ID: <ecqfmjpia1@news.eunet.yu>
Source record: 7523

On 26 Aug 2006 15:25:09 , Jerome Mathevet wrote:

>> > I have an old atari ST at my mom's that I would like to reuse. First of
>> > all, I'd like to fit it 4 megs
>>
>> If you succeed in installing 4MB, you can afford to waste some on loading
>> TOS 2.06 into RAM. It works perfectly, just needs several seconds more when
>> booting.
>
>You can softload the OS ? That sounds VERY nice. How do you proceed ?

Well, there are several variants, but generally, you need a 'TOS image'
file (can be found on the Net), an optional icons resource file, and a
tos-loader program that goes into AUTO folder, all on the the boot disk
(or floppy disk). There is also a nice patch program to fix some bugs in
the TOS (image) and to customize it somewhat to your liking. When loaded,
TOS 2.06 takes slightly less than 300KB or RAM.

A very convenient detail is that, once loaded, it is reset-proof and
survives most of program crashes. It is even possible to create a
reset-proof 'boot' RAM-disk that will contain your AUTO-folder programs,
accessoris, etc. and still be left with a comfortable couple of MB for work.

>>If you happen to have the WD1772 floppy controller chip with 02-02 suffix,
>>it can most probably happily work with HD floppies with a very simple
>>add-on, see:
>>
>> http://solair.eunet.yu/~vdjole/atari/hdfloppy.zip
>
You may have some trouble finding a suitable floppy drive though- it should
be able to run as 'drive 0' (contrary to PC requirement) and should output
'hd-detect' information on pin 2. In these days of minimum-price bare-bones
floppy drives, most of them do not have any provisions (jumpers) for
configuring- if you are lucky you will be able to divine which of the
probably unmarked solder pads should be shorted to configure the drive-
if it is possible at all.

cu;

7697. St Guild BBS

Newsgroup: comp.sys.atari.st
Date: 2006-08-27 15:54:28 UTC
From: Sniperstorm <cabacon@cox.net>
Message-ID: <TejIg.2186$Zm1.1156@dukeread02>
Source record: 7524

I have ST Guild BBS Back up and running I am trying to get it going. Try it out at

Telnet://68.9.35.215

7698. Re: St Guild BBS

Newsgroup: comp.sys.atari.st
Date: 2006-08-27 18:13:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.27.18.13.20.723681@charter.net>
Source record: 7525

On Sun, 27 Aug 2006 11:54:28 -0400, Sniperstorm wrote:

> I have ST Guild BBS Back up and running I am trying to get it going. Try it
> out at
>
> Telnet://68.9.35.215

Hi Sniperstorm. Glad to see you back online.

Piece of advice? Get an account with dyndns.org. Its free, and makes all
the difference.

Thats what I did when my ISP, for some strange reason, started changing my
IP address 1-2 times daily, and I mean everyday.

When you setup your account, you can pick a name. I went with:

darkforce-bbs.dyndns.org

You can download clients for Windows or Linux (I'm using the Linux version)

After you D/L it, install it, then, everytime you boot up your main
computer (Linux or Windows), it will check your IP address, every 5 mins,
and update that info to dyndns.org who will "filter" it down the line, so
that your users will always be able to logon to your BBS, no matter how
many times your IP address might change.

PS I just leave my main Linux box running all the time - its an NFS server
for the rest of the comps on my LAN, so it just makes it easier anyways.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7699. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-08-27 18:46:50 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <44f1e89a_2@x-privat.org>
Source record: 7526

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.54.zip
(337.179 bytes): Atari version of Doom.
You need the PC version of Doom (shareware or registered) or Doom 2.

ftp://chapelie.rma.ac.be/atari/game/pmheretic-0.54.zip
(334.193 bytes): Atari version of Heretic.
You need the PC version of Heretic (shareware or registered).

ftp://chapelie.rma.ac.be/atari/game/pmhexen-0.54.zip
(388.434 bytes): Atari version of Hexen.
You need the PC version of Hexen (shareware or registered).

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

7700. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-27 20:31:04 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1156710663.946244.76670@75g2000cwc.googlegroups.com>
Source record: 7527

Rick Cortese wrote:
> Specifically his posts are not spam. Spam infers off topic, high volume,

No. Spam means unsolicited commercial postings. Thats what this is.
It's spam.

> did make a couple of suggestions. For one, you will notice all of Ben's
> posts have "AD" for advertisment in the title. He voluntarily put this

No they dont:

NEW FREE ATARI CATALOGS! 1 Bravo Sierra Computers (1 author) Aug
24

ATARI Adoption Agency! 1 Bravo Sierra Computers (1 author) Aug
24

Atari Back 2 School Sale! 2 AlbaClause (2 authors) Aug 25

...and thats just 3 from the last couple of days...

> spammer tries to defeat filters, Ben sticks his head up to make his
> posts an easy target for anyone who doesn't want to see them.

Just a little further would be nice...

> It was also agreed on by the majority no more then two posts per week
> with additional special sales OK. If you filter your newsgroup you will

In a democracy, voters are not harrassed when they voice opposition.
That happens frequently on Usenet, so don't tell me we voted for this
crap.

> find Ben adheres to this agreement religiously. I can't recall ever

Religious nut more like.

> seeing him make more then 3 posts<2+1> and never posts more then once a
> week in the last decade or so.

You subscribe to only ONE newsgroup then?

> I have come to the conclusion people don't want to see commercial posts
> when it is something they don't need. If someone were to make daily

Quite often I have wanted something and thought that 'Ben' might have
it, but I decided not to deal with a spammer <sic>. It's like a
government making deals with terrorists, you just don't wanna set up a
precedent...

7701. Atari STe, TT, Falcon to give away (Antwerp, Belgium)

Newsgroup: comp.sys.atari.st
Date: 2006-08-28 07:27:05 UTC
From: kiffer <chris.gray@kiffer.be>
Message-ID: <1156750025.870178.306110@i42g2000cwa.googlegroups.com>
Source record: 7528

Come and take away my 4 MB STe, 36 MB TT, and 14 MB (rack-mounted)
Falcon - I don't use them any more. Have some software too.

Chris

7702. Re: Atari STe, TT, Falcon to give away (Antwerp, Belgium)

Newsgroup: comp.sys.atari.st
Date: 2006-08-28 11:46:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.28.11.46.49.160553@charter.net>
Source record: 7529

On Mon, 28 Aug 2006 00:27:05 -0700, kiffer wrote:

> Come and take away my 4 MB STe, 36 MB TT, and 14 MB (rack-mounted)
> Falcon - I don't use them any more. Have some software too.
>
> Chris

Its just gotta be bad karma...ya never see anything like this *anywhere*
close to where I live! :(

You wouldn't take someone paying for shipping for them, would ya?

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7703. Re: Atari STe, TT, Falcon to give away (Antwerp, Belgium)

Newsgroup: comp.sys.atari.st
Date: 2006-08-28 16:22:11 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44f31831$0$31457$626a54ce@news.free.fr>
Source record: 7530

Can you ship the Falcon to France ?
I pay shipping + extra for time and essence .
Thanks

kiffer wrote:
> Come and take away my 4 MB STe, 36 MB TT, and 14 MB (rack-mounted)
> Falcon - I don't use them any more. Have some software too.
>
> Chris

7704. Re: Atari STe, TT, Falcon to give away (Antwerp, Belgium)

Newsgroup: comp.sys.atari.st
Date: 2006-08-28 16:57:20 UTC
From: mail@markgoossens.be
Message-ID: <1156784240.868169.145330@74g2000cwt.googlegroups.com>
Source record: 7531

kiffer wrote:
> Come and take away my 4 MB STe, 36 MB TT, and 14 MB (rack-mounted)
> Falcon - I don't use them any more. Have some software too.
>
> Chris

Hello,

Ik woon tegen Antwerpen. Kan in de loop van deze week de computers
komen halen.

Graag een berichtje.

Mark.

7705. Re: TT-Digger V7

Newsgroup: comp.sys.atari.st
Date: 2006-08-28 21:06:23 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <44f35ace$0$5113$ba4acef3@news.orange.fr>
Source record: 7532

Alexander Beuscher a ï¿½crit :
>
>
> Hello Henk!
>
> HR> > > Or should I just drop TT- from the name? :-)
> HR>
> HR> OK, next version.
>
> So it will become just "Digger"? Sounds strange!

Maybe 68k-Digger ?
>
J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

7706. MegaSTE pinout question

Newsgroup: comp.sys.atari.st
Date: 2006-08-29 00:23:10 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1156810990.430056.320180@h48g2000cwc.googlegroups.com>
Source record: 7533

Ronald J. Hall wrote:

> > I got a bit lost with your explanation -- did you match AT voltages
> > exactly or the AT supply's colored wires exactly?
>
> Color coded wires exactly - blue to blue, yellow to yellow, etc,...
>
> > The reason I ask is that Steve Sweet stated twice (2000 & 2002) that an
> > AT supply could just be plugged into the MegaSTE. I've never even seen
> > the inside of a MegaSTE, so I didn't volunteer information, but I would
> > like to know exactly how your supply got wired for future use.

OK, I'm still a bit lost, but we're making progress.

Mark earlier stated that he measured the voltages and found:
pin 1 Orange +12v (power good)
pin 2 NC
pin 3 Yellow +12v
pin 4 Blue -12v (thought so)
pin 5 - 8 Ground
pin 9 White -5v
pin 10 - 12 Red +5v
which is standard AT.

However, you have clearly wired (assuming your power supply isn't
bizarre):
pin 1 Orange +12v (power good)
pin 2 NC
pin 3 NC
pin 4 yellow/blue +12v
pin 5 - 8 Ground
pin 9 White -5v
pin 10 - 12 +5v
leading me to wonder first, what should you do about pin #3, and
second, why is the polarity for pins 3 & 4 apparently reversed on your
computer?

To add to the confusion, Atari wired the falcon with an 8 pin connector
RRRKKKKB (R = red, K = black, B = blue), where the red and black are
standard color coding (+5 & ground) but the blue is +12V, NOT -12V! In
other words, a standard PC power supply must use a yellow +12V wire
from the AT supply.

I hope a few others crack open their MegaSTEs and test them with a
multimeter to help solve this mystery, but at the moment I am mystified
as to why your MegaSTE should work with +12V to pin #4. Could you test

pins #4 and 8 (CAREFULLY!) with a multimeter to see whether you
actually have +12V?

Galen

7707. Re: MegaSTE pinout question

Newsgroup: comp.sys.atari.st
Date: 2006-08-29 00:58:30 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <WiMIg.19570$rP1.16739@news-server.bigpond.net.au>
Source record: 7534

Galen wrote:
> Ronald J. Hall wrote:
>
>
>>>I got a bit lost with your explanation -- did you match AT voltages
>>>exactly or the AT supply's colored wires exactly?
>>
>>Color coded wires exactly - blue to blue, yellow to yellow, etc,...
>>
>>
>>>The reason I ask is that Steve Sweet stated twice (2000 & 2002) that an
>>>AT supply could just be plugged into the MegaSTE. I've never even seen
>>>the inside of a MegaSTE, so I didn't volunteer information, but I would
>>>like to know exactly how your supply got wired for future use.
>
>
> OK, I'm still a bit lost, but we're making progress.
>
> Mark earlier stated that he measured the voltages and found:
> pin 1 Orange +12v (power good)
> pin 2 NC
> pin 3 Yellow +12v
> pin 4 Blue -12v (thought so)
> pin 5 - 8 Ground
> pin 9 White -5v
> pin 10 - 12 Red +5v
> which is standard AT.
>
> However, you have clearly wired (assuming your power supply isn't
> bizarre):
> pin 1 Orange +12v (power good)
> pin 2 NC
> pin 3 NC
> pin 4 yellow/blue +12v
> pin 5 - 8 Ground
> pin 9 White -5v
> pin 10 - 12 +5v
> leading me to wonder first, what should you do about pin #3, and
> second, why is the polarity for pins 3 & 4 apparently reversed on your
> computer?
>
> To add to the confusion, Atari wired the falcon with an 8 pin connector
> RRRKKKKB (R = red, K = black, B = blue), where the red and black are
> standard color coding (+5 & ground) but the blue is +12V, NOT -12V! In

> other words, a standard PC power supply must use a yellow +12V wire
> from the AT supply.
>
> I hope a few others crack open their MegaSTEs and test them with a
> multimeter to help solve this mystery, but at the moment I am mystified
> as to why your MegaSTE should work with +12V to pin #4. Could you test
> pins #4 and 8 (CAREFULLY!) with a multimeter to see whether you
> actually have +12V?
>

Actually the best thing would be for Ronald to test his original MegaSTE PSU. I suspect Atari used off the shelf mini AT PSU's.

I think that Ron's -12v has gone open circuit which would mean 2 things. 1, his serial ports will not work and 2, that PSU pin will have no effect whatsoever on the machine.

I will dig up the schematics at some point and have a look to confirm.

Tis a mystery indeed. Like I said, colour coding has nout to do with it. BUT Atari should have stuck with using yellow for +12v.

Further, found the schematics,

http://www.janthomas.org.uk/download.html

see 2.pcx

And they do confirm my original post.

Mark

7708. Re: Boot Sector Repair

Newsgroup: comp.sys.atari.st
Date: 2006-08-29 21:44:26 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <euc9f2d6umk66krfsf80rs9bqndffg59v6@4ax.com>
Source record: 7535
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Paul,
On Fri, 25 Aug 2006 00:13:43 GMT, not@onyournelly.com wrote:

>How can I repair a boot sector on my HD? I have Diamond Edge and HDdriver 8
>utils but can't fathom a way of putting things right. Any help would be
>appreciated.
>

Of course you need a good backup of the boot (on some external medium
such as a floppy), then you should be able to restore. For further
help, you could try emailing the current author of Diamond Edge (me
:-)). Check my web site (www.anodynesoftware.com) for email addresses.

Roger Burrows

7709. DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 04:27:21 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1156912041.073188.199070@b28g2000cwb.googlegroups.com>
Source record: 7536

Was looking around and found 29" ICD DMA cables. He has 18 available. I
have seen people asking for them so hers your chance.
here is the link

http://search.ebay.com/_W0QQsassZmaxxdooQQhtZ-1

AO

7710. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 08:30:56 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <_fGdnaMAEpDo0WjZRVnygA@bt.com>
Source record: 7537

atarionly <atarionly@adelphia.net> wrote in message
news:1156912041.073188.199070@b28g2000cwb.googlegroups.com...
> Was looking around and found 29" ICD DMA cables. He has 18 available. I
> have seen people asking for them so hers your chance.
> here is the link
>
> http://search.ebay.com/_W0QQsassZmaxxdooQQhtZ-1
>
> AO
>

His postal terms are ....interesting.

7711. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 12:35:11 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <KJadnWajtZMpGGjZRVnyqQ@bt.com>
Source record: 7538

lp <gfa-basic@mint.net> wrote in message
news:C11AC8BB.B8A1%gfa-basic@mint.net...
> >>
> >
> > His postal terms are ....interesting.
>
> I don't quite buy the excuse about the private feedback, if it truly
> reflects what he states, then why hide it? I never buy from someone who
> hides their feedback, but that's me. ;o)
>
> --

I wonder if he allows local pickup?? :-))))

On my journies with PeST I've acquired the contact details of certainly more
than one person in Illinois.

How big is the state of Illonois?

7712. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 12:44:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.30.12.44.35.554847@charter.net>
Source record: 7539

On Wed, 30 Aug 2006 13:35:11 +0100, Aly wrote:

> How big is the state of Illinois?

Bigger than where you are, Aly... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7713. Paula 2.6 and CKBD 1.5 sources released

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 13:43:13 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1156945393.554000.13900@i3g2000cwc.googlegroups.com>
Source record: 7540

Hi all,

Programmer Pascal Fellerich has kindly decided to release sources for
his applications Paula and CKBD. Paula is a player for MOD-files and
the last version to be released was 2.6 but the archive also includes
the unfinished 2.7 version. CKBD is a keyboard utility that offers
users access to exotic characters by assigning key combos to them. It
also allows for key remapping and on top of that also hosts a mouse
accelerator.

Sources are available on The Orphaned Projects Page:

http://topp.atari-users.net

Regards,

/Joakim

http://topp.atari-users.net
http://xaaes.atariforge.net
http://www.ataricq.org

7714. Floppy imaging program for Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 13:44:09 UTC
From: ppera@verat.net
Message-ID: <1156945449.128794.262010@b28g2000cwb.googlegroups.com>
Source record: 7541

Version 0.7 with ST, MSA imaging, file extraction is ready:

http://www.ppest.org/atari/floimgd.php

Onlyone which can do it in Win XP...

7715. Re: Paula 2.6 and CKBD 1.5 sources released

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 14:06:38 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.08.30.14.06.38.197725@nosspamatari-source.com>
Source record: 7542

On Wed, 30 Aug 2006 06:43:13 -0700, GokMasE wrote:

> Hi all,
>
> Programmer Pascal Fellerich has kindly decided to release sources for
> his applications Paula and CKBD. Paula is a player for MOD-files and
> the last version to be released was 2.6 but the archive also includes
> the unfinished 2.7 version. CKBD is a keyboard utility that offers
> users access to exotic characters by assigning key combos to them. It
> also allows for key remapping and on top of that also hosts a mouse
> accelerator.
>
> Sources are available on The Orphaned Projects Page:
>
> http://topp.atari-users.net
>

Very nice :-D

Thanks,
Mark

7716. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 15:42:44 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTTHERE.fr>
Message-ID: <6eed925e4e.jerome@jerome/mathevet.free.fr>
Source record: 7543

In message <ecqfmjpia1@news.eunet.yu>
vdjole@EUnet.yu (Djordje Vukovic) wrote:

> Well, there are several variants, but generally, you need a 'TOS image'
> file (can be found on the Net), an optional icons resource file, and a
> tos-loader program that goes into AUTO folder, all on the the boot disk
> (or floppy disk). There is also a nice patch program to fix some bugs in
> the TOS (image) and to customize it somewhat to your liking. When loaded,
> TOS 2.06 takes slightly less than 300KB or RAM.
>
> A very convenient detail is that, once loaded, it is reset-proof and
> survives most of program crashes. It is even possible to create a
> reset-proof 'boot' RAM-disk that will contain your AUTO-folder programs,
> accessoris, etc. and still be left with a comfortable couple of MB for
> work.

You don't mention the name of the program but I assume it is "seltos.prg" ?
I found it somewhere and the description seems to fit

>You may have some trouble finding a suitable floppy drive though- it should
>be able to run as 'drive 0' (contrary to PC requirement) and should output
>'hd-detect' information on pin 2. In these days of minimum-price bare-bones
>floppy drives, most of them do not have any provisions (jumpers) for
>configuring- if you are lucky you will be able to divine which of the
>probably unmarked solder pads should be shorted to configure the drive-
>if it is possible at all.

yes I know about this and I'm not sure how i'm gonna deal with it.

Thanks for the lengthy explanations

--
Jerome Mathevet

7717. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 15:51:18 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTTHISFAI.fr>
Message-ID: <56b6935e4e.jerome@jerome/mathevet.free.fr>
Source record: 7544

In message <7612015c4e.jerome@jerome/mathevet.free.fr>
Jerome Mathevet <jerome.mathevet@freererter.fr> wrote:

[snip]

OK, I grabbed the ST from my mom's but it's a 1040 STFM model, not the 520 from Aly's website. The RAM chips are 8 instead of 16 or 32 so the schematics scanned there are not relevant to me anymore ! Has anyone got the RAM schematics for a 1040 instead, or the technical reference manual for this machine ?

Also, I see on Aly's web site that signals are picked up near the resistors and not from the dram sockets, does anyone know why ?

Thanks for the help so far !

--
Jerome Mathevet

7718. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 17:31:00 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <wcudnRYtZ_uUVmjZnZ2dnUVZ8qadnZ2d@bt.com>
Source record: 7545

Ronald J. Hall <dark_lord@charter.net> wrote in message
news:pan.2006.08.30.12.44.35.554847@charter.net...
> On Wed, 30 Aug 2006 13:35:11 +0100, Aly wrote:
>
> > How big is the state of Illinois?
>
> Bigger than where you are, Aly... :)
>
> --

I bet. It only takes 30 minutes to drive straight through my Suffolk
county. America's BIG isn't it, as in REALLY BIG?

One of the places I did ship to was Alabama, and all I could think of was
Deliverance and Crocodiles. Smokey and the Bandit too.

7719. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 18:32:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.30.18.32.37.749024@charter.net>
Source record: 7546

On Wed, 30 Aug 2006 18:31:00 +0100, Aly wrote:

> Ronald J. Hall <dark_lord@charter.net> wrote in message
> news:pan.2006.08.30.12.44.35.554847@charter.net...
>> On Wed, 30 Aug 2006 13:35:11 +0100, Aly wrote:
>>
>> > How big is the state of Illinois?
>>
>> Bigger than where you are, Aly... :)
>>
>> --
>
> I bet. It only takes 30 minutes to drive straight through my Suffolk
> county. America's BIG isn't it, as in REALLY BIG?

From Google:

"Situated in the eastern north-central US, Illinois ranks 24th in size
among the 50 states. Its area totals 56,345 sq mi (145,934 sq km), of
which land comprises 55,645 sq mi (144,120 sq km) and inland water 700 sq
mi (1,814 sq km). Illinois extends 211 mi (340 km) E-W; its maximum N-S
extension is 381 mi (613 km)."

> One of the places I did ship to was Alabama, and all I could think of was
> Deliverance and Crocodiles. Smokey and the Bandit too.

<lol>

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7720. Re: Paula 2.6 and CKBD 1.5 sources released

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 21:54:38 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <44f60965$0$32427$ba620e4c@news.skynet.be>
Source record: 7547

On Wednesday 30 August 2006 15:43, GokMasE wrote:

> Programmer Pascal Fellerich has kindly decided to release sources for
> his applications Paula and CKBD.[...] CKBD is a keyboard utility that
offers
> users access to exotic characters by assigning key combos to them. It
> also allows for key remapping and on top of that also hosts a mouse
> accelerator.

That's very good news. CKBD is a utility I've used for years and that
always worked flawlessly.

Thanks for your dedication, Joakim.

JF

7721. Re: MegaSTE pinout question

Newsgroup: comp.sys.atari.st
Date: 2006-08-30 23:13:47 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1156979627.049809.267290@b28g2000cwb.googlegroups.com>
Source record: 7548

Mark Bedingfield wrote:
> Galen wrote:
> > Ronald J. Hall wrote:
> >
> >
> >>>>I got a bit lost with your explanation -- did you match AT voltages
> >>>>exactly or the AT supply's colored wires exactly?
> >>
> >>Color coded wires exactly - blue to blue, yellow to yellow, etc,...
> >>
> >>
> >>>>The reason I ask is that Steve Sweet stated twice (2000 & 2002) that an
> >>>>AT supply could just be plugged into the MegaSTE. I've never even seen
> >>>>the inside of a MegaSTE, so I didn't volunteer information, but I would
> >>>>like to know exactly how your supply got wired for future use.
> >
> I think that Ron's -12v has gone open circuit which would mean 2 things.
> 1, his serial ports will not work and 2, that PSU pin will have no
> effect whatsoever on the machine.
>
> http://www.janthomas.org.uk/download.html
>
> see 2.pcx

Ah, I spent an hour looking for those. Very well then, we can
conclusively conclude (if that isn't redundant) that the MegaSTE uses a
stock AT supply. (...of how many watts?)

I spent a little time trying to follow the schematics and only found
-12V leads on chip 902 (whatever that is) and the serial ports. I
didn't see much that would be harmed by reversing polarity, but I'm not
particularly skilled with electronics. However, I rather suspect it
might be a good idea for Ron to wire is computer correctly!

Galen

7722. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 00:10:14 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1156983014.881590.222540@h48g2000cwc.googlegroups.com>
Source record: 7549

Ronald J. Hall wrote:
> On Wed, 30 Aug 2006 18:31:00 +0100, Aly wrote:
>

> > I bet. It only takes 30 minutes to drive straight through my Suffolk
> > county. America's BIG isn't it, as in REALLY BIG?
>
> From Google:
>
> "Situated in the eastern north-central US,...

That probably isn't too helpful, unless you can easily visualize REALLY
BIG things.

Here's another way to look at it:

Illinois is about the size of England and Wales combined. It has only
about 1/4 the population though, and 2/3 of the population is
concentrated in the extreme northeast corner of the state (the Chicago
metro area), which allows the rest of the state to be relatively
lightly populated and agricultural.

As for the United States, if you include Alaska (which is, after all a
state), the US is nearly the size of Europe, although it has well under
half as many people.

Galen

7723. MacAranym 0.9.4alpha

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 07:19:45 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44f68d91$0$5080$ba4acef3@news.orange.fr>
Source record: 7550

Hi here,

The MacOSX version of ARAnyM has been enhance thanks to the
work of Philipp Donzé, and every Mac user should have it :)
Especially if you're running on a laptop ! The updated version
is available :

<http://eureka.atari.org/MacAranym.zip>

Please comment. You're welcome ! It look like :

<http://eureka.atari.org/aranym.gif>

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7724. Re: Floppy imaging program for Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 07:36:38 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ed63dvmkd1@gemini.csx.cam.ac.uk>
Source record: 7551

<ppera@verat.net> wrote in message
news:1156945449.128794.262010@b28g2000cwb.googlegroups.com...
> Version 0.7 with ST, MSA imaging, file extraction is ready:
>
> http://www.ppest.org/atari/floimgd.php
>
> Onlyone which can do it in Win XP...
>

The instructions on the website state that fdrawcmd has to be installed first which is fine on the PC at work as it has in internal floppy driver, however when if I try installing fdrawcmd on my laptop for the previous version it said something along the lines that can't find the driver. This is probably because the floppy on my laptop is an external USB floppy. Does this version work with USB floppy drives and if not is that a feature that may be introduced to later versions?

Stephen Moss

7725. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 08:10:09 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <4oednRh0a-aIBGvZRVnyrQ@bt.com>
Source record: 7552

Galen <atarigalen@yahoo.com> wrote in message
news:1156983014.881590.222540@h48g2000cwc.googlegroups.com...
>
> As for the United States, if you include Alaska (which is, after all a
> state), the US is nearly the size of Europe, although it has well under
> half as many people.
>

Great. Can we send all of our cultural displaced bodies to you? We're at total breaking point. :-(There's practically not even a single square mile here which isn't populated.

You'd love the Poles there, they'd leer at all of your women and shove them out of the way in shops. (would like to see how that would work out over there actually, could have some interesting biteback, here if we question it we're accused of being anti-social by the PC brigade).

7726. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 10:48:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608310346430.25194-100000@onyx.spiritone.com>
Source record: 7553
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7727. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 10:50:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608310348450.25194-100000@onyx.spiritone.com>
Source record: 7554
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7728. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 10:52:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608310351060.25194-100000@onyx.spiritone.com>
Source record: 7555
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7729. Some used Atari things

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 13:55:29 UTC
From: Paul Williamson <paul.williamson@zetnet.co.uk>
Message-ID: <pan.2006.08.31.13.55.29.442330@zetnet.co.uk>
Source record: 7556

A few Atari related things here:

http://www.users.zetnet.co.uk/phwilliamson/atari.html

(all old and well-used)

Mega ST2 power supply.
Mega ST2 keyboard.
Cover disks from Atari World magazine.
Power Supply for Syquest EZ230 drive.
(The picture shows a close up of the voltage details.)

Yours for the cost of the postage if they are any use to you.

Cheers

Paul Williamson

7730. Re: Floppy imaging program for Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 14:36:32 UTC
From: ppera@verat.net
Message-ID: <1157034992.569510.73980@b28g2000cwb.googlegroups.com>
Source record: 7557

Stephen Moss wrote:
> the floppy on my laptop is an external USB floppy.
> Does this version work with USB floppy drives and if not is that a feature
> that may be introduced to later versions?
>

Fdrawcmd is made for 'regular', built in floppy drives.

USB version will be made hardly ever. And even if someone will do it,
it will not work
good with all external USB floppy drives, especially not with non-PC
standard floppies.

I can only say that find someone with desktop PC, and perform floppy
imaging on it.

7731. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 14:38:12 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.08.31.14.38.12.61409@nosspamatari-source.com>
Source record: 7558

On Wed, 30 Aug 2006 18:31:00 +0100, Aly wrote:

> Ronald J. Hall <dark_lord@charter.net> wrote in message
> news:pan.2006.08.30.12.44.35.554847@charter.net...
>> On Wed, 30 Aug 2006 13:35:11 +0100, Aly wrote:
>>
>> > How big is the state of Illinois?
>>
>> Bigger than where you are, Aly... :)
>>
>> --
>
> I bet. It only takes 30 minutes to drive straight through my Suffolk
> county. America's BIG isn't it, as in REALLY BIG?
>
> One of the places I did ship to was Alabama, and all I could think of was
> Deliverance and Crocodiles. Smokey and the Bandit too.

Aly,

To give some perspective, to drive partially across the country, you can
drive at high speeds for 24 hours and still not quite be there, when it
comes to traversing vertically. Horizontally to go coast to coast takes
3 solid days of driving with 2 drivers so 1 can sleep. America is huge.
Lots of farmland and forests, deserts, etc.

Thanks,
Mark

7732. Interview with the creator of XaAES - Craig Graham

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 15:09:33 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1157036973.341848.132940@e3g2000cwe.googlegroups.com>
Source record: 7559

Hi all,

The unofficial XaAES website has been extended with a new section:
articles. As a first addition to this section, a short interview with
the original programmer of XaAES, Craig Graham, has been uploaded. See
the website for more information.

http://xaaes.atariforge.net

Regards,

/Joakim

http://xaaes.atariforge.net
http://topp.atari-users.net
http://www.ataricq.org

7733. Re: MacAranym 0.9.4alpha

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 18:32:17 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1157049137.790601.83150@m73g2000cwd.googlegroups.com>
Source record: 7560

Francois LE COAT wrote:
> Hi here,
>
> The MacOSX version of ARAnyM has been enhance thanks to the
> work of Philipp Donzé, and every Mac user should have it :)

Thank you, François. I did not have a Mac I could play with until recently, but I will be sure to try out Aranym on it!

Galen

7734. Re: Some used Atari things

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 19:01:49 UTC
From: Paul Williamson <paul.williamson@zetnet.co.uk>
Message-ID: <pan.2006.08.31.19.01.49.396845@zetnet.co.uk>
Source record: 7561

On Thu, 31 Aug 2006 14:55:29 +0100, Paul Williamson wrote:

> A few Atari related things here:
>
> http://www.users.zetnet.co.uk/phwilliamson/atari.html
>
> (all old and well-used)
>
> Mega ST2 power supply.
> Mega ST2 keyboard. (No longer available)
> Cover disks from Atari World magazine.
> Power Supply for Syquest EZ230 drive.
> (The picture shows a close up of the voltage details.)
>
> Yours for the cost of the postage if they are any use to you.

Just to add that these are in the UK - in case you didn't notice it in the
URL.

The keyboard has already gone - anyone want anything else ?

Cheers

Paul Williamson

7735. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 20:44:14 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <kO2dnaLLWN9O1GrZRVnyqA@bt.com>
Source record: 7562

Jerome Mathevet <jerome.mathevet@freeNOTTHISFAI.fr> wrote in message
news:56b6935e4e.jerome@jerome/mathevet.free.fr...
> In message <7612015c4e.jerome@jerome/mathevet.free.fr>
> Jerome Mathevet <jerome.mathevet@freererter.fr> wrote:
>
> [snip]
>
> OK, I grabbed the ST from my mom's but it's a 1040 STFM model, not the 520
> from Aly's website. The RAM chips are 8 instead of 16 or 32 so the
schematics
> scanned there are not relevant to me anymore ! Has anyone got the RAM
> schematics for a 1040 instead, or the technical reference manual for this
> machine ?
>
> Also, I see on Aly's web site that signals are picked up near the
resistors
> and not from the dram sockets, does anyone know why ?
>
> Thanks for the help so far !
>
> --
> Jerome Mathevet

The author replies...

8 chips eh!? Pass. They're still addressable though. It's not as if the MMU went through a significant redesign. If you focus on what the MMU is doing rather what RAM you see in front of you then this will be a whole lot easier.

The signals are picked up from the resistors for two reasons. Firstly to remove the existing DRAM from the equation. And secondly, it's easier to solder to the resistors than it is to PCB.

If you don't remove the existing DRAM or disconnect it then the upgrade will never work.

Also at the bottom of that write up is a link to a Stacy upgrade, which I think uses the same chips as your 1040.

Where are you based Jerome, is France? Would you like to buy an upgraded 4Mb pull from one of my STFM's? I'm looking to sell off most of my kit over the next few weeks to fund breast augmentation so you're more than welcome to the board. I could send an entire STFM although that will definitely push the postage costs up significantly. The important bit is keeping Airmail below 2Kg which I think a motherboard will be.

Your upgrade is entirely achievable, just focus on what the MMU is doing and
forget about those 8 chips. Trouble is that they fill up an entire bank.
The other bank would allow 2Mb to be added without killing the bank0 chips.
Yielding 2.5Mb.

Hope it works out :-)

Alison

7736. Re: MacAranym 0.9.4alpha

Newsgroup: comp.sys.atari.st
Date: 2006-08-31 21:06:56 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <44f74f70$0$5081$ba4acef3@news.orange.fr>
Source record: 7563

Hi,

Galen wrote :
> Francois LE COAT wrote:
>> The MacOSX version of ARAnyM has been enhance thanks to the
>> work of Philipp Donzé, and every Mac user should have it :)
>
> Thank you, François. I did not have a Mac I could play with until
> recently, but I will be sure to try out Aranym on it!

That's kind of you.

You can either post here or join the <http://aranym.org/> mailing
list to share everyone's experience with MacAranym. You're welcome.

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7737. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 03:15:10 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1157080509.942912.260040@m79g2000cwm.googlegroups.com>
Source record: 7564

Hi all,

Yea, I live in Elburn, about 1 hr drive from Rockford. I've inquired
about picking stuff up from this guy before, but he didnt seem eager to
comply...
Rory

Aly wrote:
> lp <gfa-basic@mint.net> wrote in message
> news:C11AC8BB.B8A1%gfa-basic@mint.net...
> > >>
> > >
> > > His postal terms are ....interesting.
> >
> > I don't quite buy the excuse about the private feedback, if it truly
> > reflects what he states, then why hide it? I never buy from someone who
> > hides their feedback, but that's me. ;o)
> >
> > --
>
> I wonder if he allows local pickup?? :-))))
>
> On my journies with PeST I've acquired the contact details of certainly more
> than one person in Illinois.
>
> How big is the state of Illonois?

7738. Berkeley Microsystems BMS-100 floppy image

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 03:29:35 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1157081375.214913.69470@i3g2000cwc.googlegroups.com>
Source record: 7565

Hi all,

I was wondering if anyone could email me a disk image of the BMS-100.
The one I got is corrupt.

Thanks in advance
Rory

REMOVErory.a.mcmahonREMOVE@gmail.com

7739. ACEC Atari Swap Meet September 9, 2006

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 10:08:44 UTC
From: FMH <fmh@netzero.net>
Message-ID: <44f7d4b4$1_3@newsfeed.slurp.net>
Source record: 7566

Well folks, it is getting to that time of year again. The Atari Computer Enthusiasts of Columbus are holding their annual Atari Swap meet and Sale. It is going to be on Saturday September the 9th. It will be at the same time and place as before. For further information please go to

Link: http://acec.atari.org/

7740. Re: Berkeley Microsystems BMS-100 floppy image

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 12:36:15 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1157114175.651602.242650@m73g2000cwd.googlegroups.com>
Source record: 7567

Hi all,

Disregard. I had a copy of the disk on my TT.

Thank goodness for a backup...

Rory

Rory.A.McMahon@gmail.com wrote:
> Hi all,
>
> I was wondering if anyone could email me a disk image of the BMS-100.
> The one I got is corrupt.
>
> Thanks in advance
> Rory
>
> REMOVErory.a.mcmahonREMOVE@gmail.com

7741. Re: Berkeley Microsystems BMS-100 floppy image

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 12:36:22 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1157114182.494797.248650@b28g2000cwb.googlegroups.com>
Source record: 7568

Hi all,

Disregard. I had a copy of the disk on my TT.

Thank goodness for a backup...

Rory

Rory.A.McMahon@gmail.com wrote:
> Hi all,
>
> I was wondering if anyone could email me a disk image of the BMS-100.
> The one I got is corrupt.
>
> Thanks in advance
> Rory
>
> REMOVErory.a.mcmahonREMOVE@gmail.com

7742. Re: ACEC Atari Swap Meet September 9, 2006

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 12:54:50 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44f82d99$0$15669$626a54ce@news.free.fr>
Source record: 7569

Hum... nice but very short delay announce to let far people to organize
their travel :-(

Should be anounced at least 1 month before the date.

Regards

FMH wrote:
> Well folks, it is getting to that time of year again. The Atari
> Computer Enthusiasts of Columbus are holding their annual Atari Swap
> meet and Sale. It is going to be on Saturday September the 9th. It
> will be at the same time and place as before. For further information
> please go to
> Link: http://acec.atari.org/

7743. New CT63, 060 R6, CTCM, Coolers & PGA sockets

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 12:55:41 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44f82dcd$0$15667$626a54ce@news.free.fr>
Source record: 7570

Hello,

I confirm you now that a small quantity of CT63 & CTCM will be produced in the few days.
Some low profile Cooler (used on the CT63), some 060 rev.6 (running at 90 MHz at least) and some PGA (68060) sockets will be ordered too.

I need to pay the factory and furnishers NOW when giving the start.

You can check infos about CT63, 060 rev.6, CTCM and low profile cooler on www.czuba-tech.com
You can check prices and shipping cost for all these parts on http://www.czuba-tech.com/CT60/english/prices.htm. (replace 'english' by 'french' for France)

If you order, you have to pay now. The reservation will only be valid and registered if I get your money.
- Be carefull for payments by PAYPAL (my email address) : paypal takes 4% of charges, so you have to add 4 % on the total (price + shipping)...
- Be carefull for bank transfer payment (contact me) : give instructions to your bank to pay all banks charges (those from your bank and those from the arrival bank (mine). I want to receive the correct amount of money... Please pay with Switzerland money (CHF). Actual money conversion rate is 1.58 (300 EUR = 474 CHF as example).
- You can pay by cash money in a letter but take insurance for this letter, sure !

Last things :
- shipping of all these products will be effective in October (yes, I will be fast this time !).
- If your email or geographical address has changed, LET ME KNOW ! I will not be responsible for packet lost. I removed 2 CT people of this emailing because bad email address !
- All shipping of packet (not the letters = items A) will be with tracking number and signature at delivery.

Best Atarian Regards

Rodolphe

7744. Re: Berkeley Microsystems BMS-100 floppy image

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 18:42:56 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1157136176.800295.281060@m73g2000cwd.googlegroups.com>
Source record: 7571

hmm. also made backup of disregard notice. lol.

Rory.A.McMahon@gmail.com wrote:
> Hi all,
>
> Disregard. I had a copy of the disk on my TT.
>
> Thank goodness for a backup...
>
> Rory

7745. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 20:54:51 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <mt6dnQNxD51jAGXZRVnygA@pipex.net>
Source record: 7572

"atarionly" <atarionly@adelphia.net> wrote in message
news:1156912041.073188.199070@b28g2000cwb.googlegroups.com...
> Was looking around and found 29" ICD DMA cables. He has 18 available. I
> have seen people asking for them so hers your chance.
> here is the link
>
> http://search.ebay.com/_W0QQsassZmaxxdooQQhtZ-1
>
> AO
>

ICD made "DMA" cables, though they were just a DMA extension cable,
basically just a D-sub on each end. The auction does not state its actually
a cable with SCSI on the other end, thats something totally different.

Chris

7746. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 21:53:59 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTHERE.fr>
Message-ID: <8396bc5f4e.jerome@jerome/mathevet.free.fr>
Source record: 7573

In message <kO2dnaLLWN9O1GrZRVnyqA@bt.com>
"Aly" <alison@logicsaysNOSPAM.com> wrote:

>The author replies...
>
>8 chips eh!? Pass. They're still addressable though. It's not as if the
>MMU went through a significant redesign. If you focus on what the MMU is
>doing rather what RAM you see in front of you then this will be a whole lot
>easier.
>
>The signals are picked up from the resistors for two reasons. Firstly to
>remove the existing DRAM from the equation. And secondly, it's easier to
>solder to the resistors than it is to PCB.
>
>If you don't remove the existing DRAM or disconnect it then the upgrade will
>never work.

Yes I know all this now, I spent my last few days reading every doc I have on
ST ram upgrades in detail, including your doc from last year. I think I can
say "I have a feel"

>Also at the bottom of that write up is a link to a Stacy upgrade, which I
>think uses the same chips as your 1040.

Mine uses TC514256 chips, this is a 256k x 4 memory configuration. In fact
there should be less wire to solder, and less chips to desolder, which will
make things less stressful.

>Where are you based Jerome, is France? Would you like to buy an upgraded
>4Mb pull from one of my STFM's? I'm looking to sell off most of my kit over
>the next few weeks to fund breast augmentation so you're more than welcome
>to the board.

The point of this mod is doing it myself and (hopefully) learn a fair bit
more about electronics than I currently do. So, at the moment, I'm afraid I
can't do anything to your breast augmentation problem ;)

However, should I fry my board beyond all hope, maybe I'll call you for a
ready-made board. I saw on some of your pics how pretty your mods can be.

> I could send an entire STFM although that will definitely push the postage
> costs up significantly. The important bit is keeping Airmail below 2Kg
> which I think a motherboard will be.
>
> Your upgrade is entirely achievable, just focus on what the MMU is doing
> and forget about those 8 chips. Trouble is that they fill up an entire
> bank. The other bank would allow 2Mb to be added without killing the bank0

> chips. Yielding 2.5Mb.

I think you misunderstood (or maybe it's me ;))

Each chip can output 4 bits at a time, that makes 32 bits, which is twice the width of a memory access. 4 chips (with sockets U3 to U6) make up bank0 while the 4 others make up bank1 (U10 to U13).

>Hope it works out :-)

Fingers crossed :)

PS: There's a small typo in your document when you say "b. D0 thru D32 are the data/chip lines".

--
Jerome Mathevet

7747. Re: Would like to fit 4 megs to my ST

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 22:04:14 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTMYFAI.fr>
Message-ID: <d286bd5f4e.jerome@jerome/mathevet.free.fr>
Source record: 7574

In message <5e43705c4e.jerome@jerome/mathevet.free.fr>
Jerome Mathevet <jerome.mathevet@freeREMOVETHIS.fr> wrote:

[snip]

The original german text can be translated to (thanks to Peter West for doing
the translation work):

The following files are in the archive:

SIMM.PLT SCOOTER-PCB file
SIMM1270.IMG IMG at 1270dpi
SIMM_300.IMG IMG at 300dpi
SIMM_NEC.BIN Printing file for NEC-compatible pin-printers
SIMM_LJ.BIN Printing file for Laserjet
SIMM.GEM PCB (printed circuit board) view from below

If anyone would like to have a different printing file, they should
write to me. MausNet-address follows at end.

Which SIMMs one uses is fairly irrelevant; I've had various ones in,
3 chip, 9 chip versions, above all one can also use those with 8 bits
on the Atari, which are sometimes sold cheaply by MAC-owners.

Where the PCB is marked A0, you also place the other address lines in
ascending order.

The address lines are connected via 33 Ohm series resistors, the
RAS/CAS lines via 68 Ohm.

The line /W is normally connected without a series resistor.

Though the PCB has room for resistors for the control lines, but -
as an expert told me - these are better placed close to the MMU.

The SIMMs can not be inserted the wrong way round into their sockets,
they should have the chips facing the power connections. The two inner
SIMMS form Bank 0, the outer two SIMMs Bank 1.

The +5V and ground connections cannot be thick enough. I, for instance,
had to fit 4 ground and 3 +5V wires of 0.75mm in order to be able to
use the RAM expansion without errors.

Here follows the pinout of the MMU (from ST-Computer 2/92 and without
any guarantee):

23=/W
08=/RAS0 Bank 0
07=/CASOL Bank 0

06=/CAS0H Bank 0
18=/RAS1 Bank 1
21=/CAS1L Bank 1
22=/CAS1H Bank 1
59=MAD0
58=MAD1
57=MAD2
56=MAD3
55=MAD4
54=MAD5
60=MAD6
62=MAD7
63=MAD8
66=MAD9 (Pin 64 for PLCC-MMU, all ?other? pins match there too)

All information for the SMD-MMU and without guarantee.

The data lines are connected directly to the Shifter (that is the IC under the tin lid): Pins 3-10 (data lines 0-7) and pins 12-19 (data lines 8-15), without series resistors.

To disable the old memory in the ST, one should connect the control lines (/RAS and /CAS) via series resistors to +5 V. If there are problems with the memory extension, one has to desolder one side of the resistors so that the old memory is completely isolated. [Translator's note: Not clear which resistors are meant here - presumably those mentioned above, but this is not explicit in the original text.]

I offer no guarantees for the correcteness of the contents of this text. Those that have problems with the extension can get in touch with me. I can be reached in the MausNet: Romeo Rakow @CB

Now someone smarter than I will put this translation inside the original archive and put it on the classic FTP sites for ataris.

--
Jerome Mathevet

7748. Re: DMA Cables on Ebay $4.99+ shipping

Newsgroup: comp.sys.atari.st
Date: 2006-09-01 22:11:19 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1157148679.574323.304120@74g2000cwt.googlegroups.com>
Source record: 7575

exxos wrote:
> "atarionly" <atarionly@adelphia.net> wrote in message
> news:1156912041.073188.199070@b28g2000cwb.googlegroups.com...
> > Was looking around and found 29" ICD DMA cables. He has 18 available. I
> > have seen people asking for them so hers your chance.
> > here is the link
> >
> > http://search.ebay.com/_W0QQsassZmaxxdooQQhtZ-1
> >
> > AO
> >
>
> ICD made "DMA" cables, though they were just a DMA extension cable,
> basically just a D-sub on each end. The auction does not state its actually
> a cable with SCSI on the other end, thats something totally different.
>
> Chris

I never said they were SCSI cables. I dont see anywhere anyone calling
them SCSI cables. They are listed as DMA cables.

AO

7749. Re: ACEC Atari Swap Meet September 9, 2006

Newsgroup: comp.sys.atari.st
Date: 2006-09-02 01:02:28 UTC
From: FMH <fmh@netzero.net>
Message-ID: <44f8a62c$1_1@newsfeed.slurp.net>
Source record: 7576

Rodolphe Czuba wrote:
> Hum... nice but very short delay announce to let far people to organize
> their travel :-(
>
> Should be anounced at least 1 month before the date.
>
> Regards
>
>
> FMH wrote:
>> Well folks, it is getting to that time of year again. The Atari
>> Computer Enthusiasts of Columbus are holding their annual Atari Swap
>> meet and Sale. It is going to be on Saturday September the 9th. It
>> will be at the same time and place as before. For further information
>> please go to
>> Link: http://acec.atari.org/
>
>
Yes I agree. I did not post to the Swap Meet on the Usenet until this
week but I did post it on Atari.org, Atariage, AONE, and other places in
July. I just didn't get it here on the Usenet until now. Mostly
because I kept forgetting and all last week my Usenet access did not
work with my ISP but mostly my bad.

7750. Any Atari collectors out there?

Newsgroup: comp.sys.atari.st
Date: 2006-09-02 03:05:07 UTC
From: "Thomas J. Girsch" <tgirsch@gmail.com>
Message-ID: <Dx6Kg.96538$vl5.44726@tornado.ohiordc.rr.com>
Source record: 7577

I was doing some housecleaning, and found an SX-212 modem in the original box. The documentation and the serial cable are missing, but the power supply and modem are there (no earthly idea if they work, especially since I don't have a cable), as well as all the original packaging.

I know it's not worth anything other than maybe sentimental value to someone, so if anyone out there wants it, drop me an e-mail, and I'll send it to you for the cost of shipping.

7751. Re: New CT63, 060 R6, CTCM, Coolers & PGA sockets

Newsgroup: comp.sys.atari.st
Date: 2006-09-02 09:12:38 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44f94b07$0$24475$626a54ce@news.free.fr>
Source record: 7578

'Prices' must be replaced by 'tarifs' too.

http://www.czuba-tech.com/CT60/english/prices.htm. (replace 'english'
> by 'french' for France)

Rodolphe Czuba wrote:
> Hello,
>
> I confirm you now that a small quantity of CT63 & CTCM will be
> produced in the few days.
> Some low profile Cooler (used on the CT63), some 060 rev.6 (running
> at 90 MHz at least) and some PGA (68060) sockets will be ordered too.
>
> I need to pay the factory and furnishers NOW when giving the start.
>
> You can check infos about CT63, 060 rev.6, CTCM and low profile
> cooler on www.czuba-tech.com
> You can check prices and shipping cost for all these parts on
> http://www.czuba-tech.com/CT60/english/prices.htm. (replace 'english'
> by 'french' for France)
>
> If you order, you have to pay now. The reservation will only be valid
> and registered if I get your money.
> - Be carefull for payments by PAYPAL (my email address) : paypal
> takes 4% of charges, so you have to add 4 % on the total (price +
> shipping)... - Be carefull for bank transfer payment (contact me) :
> give instructions to your bank to pay all banks charges (those from
> your bank and those from the arrival bank (mine). I want to receive
> the correct amount of money... Please pay with Switzerland money
> (CHF). Actual money conversion rate is 1.58 (300 EUR = 474 CHF as
> example). - You can pay by cash money in a letter but take insurance
> for this letter, sure !
>
> Last things :
> - shipping of all these products will be effective in October (yes, I
> will be fast this time !).
> - If your email or geographical address has changed, LET ME KNOW ! I
> will not be responsible for packet lost. I removed 2 CT people of
> this emailing because bad email address !
> - All shipping of packet (not the letters = items A) will be with
> tracking number and signature at delivery.
>
>
> Best Atarian Regards
>

>
> Rodolphe

7752. Re: Any Atari collectors out there?

Newsgroup: comp.sys.atari.st
Date: 2006-09-02 23:21:12 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <N8OdnQngTZoHjGfZRVnyiQ@bt.com>
Source record: 7579

Thomas J. Girsch <tgirsch@gmail.com> wrote in message
news:Dx6Kg.96538$vl5.44726@tornado.ohiordc.rr.com...

>Re: Any Atari collectors out there?

Mmmmm.

> I was doing some housecleaning,

Mmmm.

>and found an SX-212 modem in the original box.

bloody ell'

> The documentation and the serial cable are missing, but
> the power supply and modem are there (no earthly idea if they work,
> especially since I don't have a cable), as well as all the original
> packaging.

Mmmmm.

> I know it's not worth anything other than maybe sentimental value to
> someone,

Hopefully it would be to you.

>so if anyone out there wants it, drop me an e-mail, and I'll
> send it to you for the cost of shipping.

Ron would be the guy on here... RON!!!??

Hi Tom, btw :-) Just playing with you there, Alison xx

7753. No Computerfest this year?

Newsgroup: comp.sys.atari.st
Date: 2006-09-02 23:28:17 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0608282248510.7782@furyy1>
Source record: 7580
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The Hara Arena (convention center) in Dayton, Ohio, says there
will be no Computerfest held there this year. Has anybody heard of
any other location where this show will be held? Or has it finally
died off (after more than 20 years)?
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

7754. BITS intro #27 - DicE bLObs

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 00:13:00 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1157242380.294260.110190@i42g2000cwa.googlegroups.com>
Source record: 7581

```
The BITS present
~~~~~~~~~~~~~~~~
"DICE BLOBS"
intro # 27
20060901
.--------------------------------------.
| |
| /~~~~~~~\ |
| | |BBB |/~~~~~~~\ |
| | |B |B || |IIII |/~~~~~~~\ |
| | |BBB || |II || |TTTT |/~~~~~~~\ |
| | |B |B || |II || |TT || /SSS | |
| | |BBB || |II || |TT || |SS | |
| \_______/| |IIII || |TT || \SS | |
| \_______/| |TT || \SS | |
| \_______/| |SSS | |
| \_______/ |
| |
| |
| |
| |
| BITS.ATARI.ORG 20060901 BYT PXL ATM |
'--------------------------------------'

BITS are:
BYTE ..... code&programming
SOLO ..... distribution&contact
PIXL ..... graphics&fonts
ATOM ..... sound&music

Contact:
so_o2@mailcity.com

Web:
http://thebitsclub.tripod.com/
```

7755. Atari Online News, Etc. #08-35

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 00:57:57 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1157245077.554117.12910@m73g2000cwd.googlegroups.com>
Source record: 7582

```
A-ONE #0835 09/01/06

~ New Hatari Version Out ~ People Are Talking! ~ Google Office
Rival!
~ 'Botnet' Man Jailed! ~ Browzar Keeps Privacy! ~ CTPCI News
Update!
~ ACEC Show Almost Here! ~ Data Breach Failures! ~ Personal Web
Use!
~ Times Blocks Article! ~ Vista Pricing Leaked! ~ New SAP
Available!

-* India State Dumps Windows! *-
-* Paula and CKBD Sources Are Released *-
-* AOL 9.0 Accused of Behaving Like Badware! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj&atarinews&org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

7756. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 02:38:36 UTC
From: T Shadow <NoOne@nonono.com.invalid>
Message-ID: <MerKg.76259$u11.75502@tornado.ohiordc.rr.com>
Source record: 7583

"lp" <gfa-basic@mint.net> wrote in message
news:C11FA49E.B9FA%gfa-basic@mint.net...
> in article Pine.GSO.4.61.0608282248510.7782@furyy1, Sid Pacman wrote on
> 9/2/06 7:28 PM:
>
> > The Hara Arena (convention center) in Dayton, Ohio, says there
> > will be no Computerfest held there this year. Has anybody heard of
> > any other location where this show will be held? Or has it finally
> > died off (after more than 20 years)?
>
> I used to go every year back in the day when they had walls of atari and
> commadore stuff. It should be called windowsfest. No wonder it's
> cancelled. Who wants to go see a gazillion generic peecee's. Sure you
see
> the occasional BeOS box or some flavor of linux, but it's just not fun
> anymore. I stopped going about 5 years ago.
>

Guess the Internet made the deals much less attractive. Seemed like the
last few I went to only had a few vendors in multiple spots. The show wasn't
worth the price anymore but they added seminars that I thought were.
Various subjects including Linux. Evidently a lot of people didn't agree.
Didn't make it last year but year before was only 2 not full rooms. Hard to
imagine what was such a huge show could go away.

Here's what the organizers have to say.
http://www.dma.org/

7757. Re: Any Atari collectors out there?

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 04:12:50 UTC
From: TPr <Jnr@iinet.net.au>
Message-ID: <44fa5630$0$26764$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 7584

Wow!

I've NEVER seen one of those in my LIFE.

What country are you in ?

"Thomas J. Girsch" <tgirsch@gmail.com> wrote in message
news:Dx6Kg.96538$vl5.44726@tornado.ohiordc.rr.com...
|I was doing some housecleaning, and found an SX-212 modem in the
| original box. The documentation and the serial cable are missing, but
| the power supply and modem are there (no earthly idea if they work,
| especially since I don't have a cable), as well as all the original
| packaging.
|
| I know it's not worth anything other than maybe sentimental value to
| someone, so if anyone out there wants it, drop me an e-mail, and I'll
| send it to you for the cost of shipping.

7758. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 07:04:15 UTC
From: T Shadow <NoOne@nonono.com.invalid>
Message-ID: <P7vKg.97765$vl5.74256@tornado.ohiordc.rr.com>
Source record: 7585

```
"lp" <gfa-basic@mint.net> wrote in message
news:C11FD5E9.BC5F%gfa-basic@mint.net...
> in article MerKg.76259$u11.75502@tornado.ohiordc.rr.com, T Shadow wrote on
> 9/2/06 10:38 PM:
>
>>
> Even if they manage to 'reorganize' will it ever be big enough to draw
> people as far a way as me? I have local hanfests and computer shows and
> stuff like that which I may go back to attending.
>
> --

Can't imagine how but then again couldn't understand how they did it the
first time, in Dayton anyway.
Never went to another non Atari show that I wanted to go back to.
```

7759. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 14:19:51 UTC
From: FMH <fmhcentral@gmail.com>
Message-ID: <44fab28e$1_4@newsfeed.slurp.net>
Source record: 7586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Sid Pacman wrote:
> The Hara Arena (convention center) in Dayton, Ohio, says there
> will be no Computerfest held there this year. Has anybody heard of
> any other location where this show will be held? Or has it finally
> died off (after more than 20 years)?

Well this coming weekend September 9 is the ACEC Swap Meet. Though not
a very big event it's Atari themed. http://acec.atari.org/

Classic Computer and Video Game items for Sale/Trade
http://fmhcentral.freeservers.com/

7760. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 17:14:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.03.17.14.36.484745@charter.net>
Source record: 7587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Sat, 02 Sep 2006 19:28:17 -0400, Sid Pacman wrote:

> The Hara Arena (convention center) in Dayton, Ohio, says there
> will be no Computerfest held there this year. Has anybody heard of
> any other location where this show will be held? Or has it finally
> died off (after more than 20 years)?

Don't know about that one, but here is a link to some others:

http://www.atariage.com/features/events/index.php

Hope this helps. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7761. Re: Any Atari collectors out there?

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 17:17:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.03.17.17.43.438454@charter.net>
Source record: 7588

On Sun, 03 Sep 2006 00:21:12 +0100, Aly wrote:

> Ron would be the guy on here... RON!!!??

Hmm, got a full working one with docs, P/S, and everything, otherwise I
might have been interested. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7762. Re: Any Atari collectors out there?

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 17:20:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.03.17.20.38.425293@charter.net>
Source record: 7589

On Sun, 03 Sep 2006 12:12:50 +0800, TPr wrote:

> Wow!
>
> I've NEVER seen one of those in my LIFE.
>
> What country are you in ?

BTW, those have the added plus of being able to work with both the Atari ST and Atari 8bits...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7763. STACY TOS question

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 22:35:39 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <0NIKg.27928$y7.17170@bignews6.bellsouth.net>
Source record: 7590

On the STacy, well under it, is a small metal access door that is held on by one screw. Under the door are 2 Socketed chips.

Are these the TOS 1.4 chips or are these something else?

If they happen to be TOS chips, Can one plug in 2 TOS 2.06 chips?

phantomm@bellsouth.net

7764. Re: St Guild BBS

Newsgroup: comp.sys.atari.st
Date: 2006-09-03 22:45:08 UTC
From: Sniperstorm <cabacon@cox.net>
Message-ID: <TVIKg.7909$Zm1.3695@dukeread02>
Source record: 7591

Ok well I got it all set up all everyone has to do it goto.

telnet://stguild-bbs.dyndns.org

And they get to my bbs all the time. I really could use some people who are
willing to upload and help out.

dark_lord@charter.net> wrote in message
news:pan.2006.08.27.18.13.20.723681@charter.net...
> On Sun, 27 Aug 2006 11:54:28 -0400, Sniperstorm wrote:
>
>> I have ST Guild BBS Back up and running I am trying to get it going. Try
>> it
>> out at
>>
>> Telnet://68.9.35.215
>
> Hi Sniperstorm. Glad to see you back online.
>
> Piece of advice? Get an account with dyndns.org. Its free, and makes all
> the difference.
>
> Thats what I did when my ISP, for some strange reason, started changing my
> IP address 1-2 times daily, and I mean everyday.
>
> When you setup your account, you can pick a name. I went with:
>
> darkforce-bbs.dyndns.org
>
> You can download clients for Windows or Linux (I'm using the Linux
> version)
>
> After you D/L it, install it, then, everytime you boot up your main
> computer (Linux or Windows), it will check your IP address, every 5 mins,
> and update that info to dyndns.org who will "filter" it down the line, so
> that your users will always be able to logon to your BBS, no matter how
> many times your IP address might change.
>
> PS I just leave my main Linux box running all the time - its an NFS server
> for the rest of the comps on my LAN, so it just makes it easier anyways.
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

7765. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.st
Date: 2006-09-04 00:38:37 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1157330316.997882.32380@e3g2000cwe.googlegroups.com>
Source record: 7592
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

> On Sat, 02 Sep 2006 19:28:17 -0400, Sid Pacman wrote:
>
> > The Hara Arena (convention center) in Dayton, Ohio, says there
> > will be no Computerfest held there this year. Has anybody heard of
> > any other location where this show will be held? Or has it finally
> > died off (after more than 20 years)?

I started going to the Dayton Computerfest about 1985, and went almost every year until around 2000. But (IMO) online computer sales and auctions have killed off most of the business that the vendors traveling the computer show circuit once enjoyed. Check the announcement at: http://www.dma.org/
For maybe 8-10 years, DMA also had a spring computerfest, and I could see it wither as the years went on. Then they dropped it. Other computer shows that once were pervasive have suffered the same fate. Just as the PC's crowded out the other platforms, the internet sales have crowded out the shows. It is regrettable, but evidently there were lots of people like me -- why travel to a show, fight the crowds, and have an inferior selection/price as compared to what is available as I surf the net? And if you are a seller, why not set up a site on the internet instead of loading up equipment, driving, setting up, etc.
-Larry

7766. JagFest UK 2006

Newsgroup: comp.sys.atari.st
Date: 2006-09-04 07:10:04 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <edgjc3$6a8$1@gemini.csx.cam.ac.uk>
Source record: 7594

Just a reminder to all that this years JagFest UK has been moved north to Glazebrook (near Warrington) and will be held on the 28th and 29th of October.

For more information on who and what will be there visit the main wabsite at... http://www.jagfest.org/uk/JFK2006/index.shtml

Stephen Moss

7767. Re: STACY TOS question

Newsgroup: comp.sys.atari.st
Date: 2006-09-04 07:34:17 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTTHERE.fr>
Message-ID: <9063f9604e.jerome@jerome/mathevet.free.fr>
Source record: 7593

In message <0NIKg.27928$y7.17170@bignews6.bellsouth.net>
"phantomm" <phantomm@bellsouth.net> wrote:

>
>On the STacy, well under it, is a small metal access door that
>is held on by one screw. Under the door are 2 Socketed
>chips.
>
>Are these the TOS 1.4 chips or are these something else?
>
>If they happen to be TOS chips, Can one plug in 2 TOS
>2.06 chips?

Have a look here:

http://www.system-cfg.com/pages/atari_stacy.html

Further down the page, you can see 2 chips with adhesive tape. These are the
2 EPROMS containing the TOS (not necessarily 1.4).

Upgrading to 2.06 (which is possible on the stacy, according to
http://gem.win.co.nz/hall/tos_206/guide206.zip) would be much easier compared
to doing so for an ST since you'd only have 2 chips to program (presumably 2
27C1001 eproms or compatible).

One chip should hold the LSB and the other the MSB of TOS 2.06 (which is
which should be marked on the motherboard).

All you need is someone with the right EPROM programmer and the TOS roms
split over 2 files (LSB/MSB). Perhaps you need to configure jumpers so that
the machine knows of the bigger size EPROMs.

--
Jerome Mathevet

7768. Re: STACY TOS question

Newsgroup: comp.sys.atari.st
Date: 2006-09-04 08:11:14 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <X5mdnf9loerLQmbZnZ2dnUVZ8qCdnZ2d@bt.com>
Source record: 7595

```
phantomm <phantomm@bellsouth.net> wrote in message
news:0NIKg.27928$y7.17170@bignews6.bellsouth.net...
>
> If they happen to be TOS chips, Can one plug in 2 TOS
> 2.06 chips?
>
```

How much would you like to pay? Given that 1Mbit EPROMs are hanging about
£5ea. at the moment, £15+postage.

(yes £5 may be expensive people, but I'm not putting myself out to save a
few quid, walk down road into shop, hand money over, thank you grubby
electronics person)

7769. Obliterator: TOS 108

Newsgroup: comp.sys.atari.st
Date: 2006-09-04 21:46:18 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <_c-dnWKzO7nBA2HZRVnyvw@bt.com>
Source record: 7596

Hi,

Could anyone shed any light on a TOS version 108?? It doesn't exist?

The image that follows explains all;
http://www.logicsays.com/ebay/01_09_06/image7.jpg

I've tried it with 1.4, 1.62, 2.06 and it's not playing ball. I had it running on a machine months ago which I don't have any more.

Any suggestions? I've just sold it. And from what I'm finding out through searching it's ultra rare.

Thanks in advance,

Alison

7770. Re: Obliterator: TOS 108

Newsgroup: comp.sys.atari.st
Date: 2006-09-04 21:49:03 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <1KWdnRJtDMOcAmHZRVnysg@bt.com>
Source record: 7597

Aly <alison@logicsaysNOSPAM.com> wrote in message
news:_c-dnWKzO7nBA2HZRVnyvw@bt.com...
> Hi,
>
> Could anyone shed any light on a TOS version 108?? It doesn't exist?

Oh, the disks are also unreadable too. I don't think they're corrupt, more the OTT copy protection that they used with it. It is mentioned on some of the other forums as being difficult to crack, in that the few cracked versions out there regularly crash.

7771. August Winners/September Prizes at DarkForce!

Newsgroup: comp.sys.atari.st
Date: 2006-09-04 23:52:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.04.23.52.51.124856@charter.net>
Source record: 7598
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings everyone!

Here are the lucky, the few, the proud winners of this months prizes at The DarkForce! BBS:

August 2006
1. ST Magazine - Mega/STe wins the free 3 mag. subscription

Congratulations to our winner!

Also, here is next months prize:

September 2006
1. ST Magazine - some lucky Atari caller will win a free 3 mag. subscription.

Good luck to all! :-)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7772. Re: Obliterator: TOS 108

Newsgroup: comp.sys.atari.st
Date: 2006-09-05 13:11:18 UTC
From: Cyprian <cyprian@pyorrhoea.org>
Message-ID: <1157461878.868467.116780@i42g2000cwa.googlegroups.com>
Source record: 7449

Aly napisal(a):
> Hi,
>
> Could anyone shed any light on a TOS version 108?? It doesn't exist?

MultiTOS 1.08

best regards
Cyprian

7773. Re: Obliterator: TOS 108

Newsgroup: comp.sys.atari.st
Date: 2006-09-05 13:52:13 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <9ISdnVj_HcCSHGDZRVnyiw@bt.com>
Source record: 7450

"Cyprian" <cyprian@pyorrhoea.org> wrote in message
news:1157461878.868467.116780@i42g2000cwa.googlegroups.com...
> Aly napisal(a):
> > Hi,
> >
> > Could anyone shed any light on a TOS version 108?? It doesn't exist?
>
> MultiTOS 1.08
>
> best regards
> Cyprian
>

Yes, I tried booting up with that. With the copy protection on the disks making them unreadable I didn't know where to go next. Rebooting with the discs in didn't work either.

I'm guessing this is TOS1.0 or 1.2 since I had this game working on an old STFM a few months back then stripped it down for parts. :-(

Thanks :-)

Aly

7774. Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-05 17:17:26 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <44fdb125$0$27406$ba4acef3@news.orange.fr>
Source record: 7451

Hello,

I'm looking for 1 or 2 Eiffel PS/2 interfaces. But it seems all the
people that used to producing it gave away :-(
This project, in particular, was nice and promising, but, once again,
has been dropped : http://www.atari.sk/satantronic/Eiffel/eiff_v4.jpg
And, last but not least, it was cheap too ;-)
If someone, in a near future, intends to launch such a project, please
drop me a line ;-)

Regards,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

7775. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-05 18:12:21 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <edkeli$9n8$1$8302bc10@news.demon.co.uk>
Source record: 7452

"J.-Luc" <Myname.Mysurname@myisp> wrote in message
news:44fdb125$0$27406$ba4acef3@news.orange.fr...
> Hello,
>
> I'm looking for 1 or 2 Eiffel PS/2 interfaces. But it seems all the
> people that used to producing it gave away :-(
> This project, in particular, was nice and promising, but, once again,
> has been dropped : http://www.atari.sk/satantronic/Eiffel/eiff_v4.jpg
> And, last but not least, it was cheap too ;-)
> If someone, in a near future, intends to launch such a project, please
> drop me a line ;-)

I thought Rory still makes them...

http://fujiman.no-ip.com/Eiffel.htm

Alan.

7776. VME info

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 04:16:00 UTC
From: Simon Gornall <simon.gornall@mac.com>
Message-ID: <20060906211600275 44-simongornall@maccom>
Source record: 7453
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Has anyone got any in-depth technical information about how the TT/MSTE
and their VME bus interact ? I can find *some* stuff on the web (eg:
the 19/7/1991 Atari VME spec), but it's hardly comprehensive [grin]

Basically, if I want to create some VME hardware, I need to know things like:

- how it'll interact with the OS
- It's supposed to be slave-only, so presumably can't initiate DMA...

- what the startup sequence is
- card sends IRQ ?
- OS queries address and expects response ?
- When in the bootup-sequence all of this happens ?

... things like that :-)

I've tried sending email to Mario Becroft (of the Galaxy card fame),
and I've even tried emailing the creators of a Sinclair QL VME-bus
implementation, but no answers back as yet :-(

Anyone ?

Cheers,
Simon

7777. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 08:10:15 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <1c32b$44ffd3e7$506cbfa8$7702@news.chello.at>
Source record: 7454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello Tom Tom!

> Do you know by chance if the format of the drive is the same as the regular
> ST or if it is the same as the TT/Falcon?

The "format" of the ST-Book-Drive is a 2,5"-drive as used in
notebooks/laptops.

> Since the drive is IDE, can any drive be used in it or does it require
> certain models?

If I remember corectly these machines had problems with drives bigger
1GB capacity, so if you find somewhere a 500MB-drive it should be
possible to install.

> What means will the drive need to be formatted and with what software is
> recommended?

Is there a "format-software" (AHDI sp?) in ST-Books permanent RAM-Drive
(I don't remember...)
Otherwise the best chance is to take a FALCON (only other Atari-machine
with a 2,5"-drive"), put the "new" ST-Book-drive in it, format with the
software from the "language-disk" or third-party-software as "HDDriver",
and put this drive then in the ST-Book.
Voilà - Should work...

Best Regards, Werner
--
<http://peasoft.atari.org>

7778. Re: VME info

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 09:39:50 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <44ffe8e2$0$6525$636a55ce@news.free.fr>
Source record: 7455
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Simon Gornall" <simon.gornall@mac.com> a crit dans le message de news:
20060906211600275 44-simongornall@maccom...
> Has anyone got any in-depth technical information about how the TT/MSTE
> and their VME bus interact ? I can find *some* stuff on the web (eg: the
> 19/7/1991 Atari VME spec), but it's hardly comprehensive [grin]
>
> Basically, if I want to create some VME hardware, I need to know things
> like:
>
> - how it'll interact with the OS

Can't help

> - It's supposed to be slave-only, so presumably can't initiate DMA...

YES it is SLAVE (A24/D16) and you can see on the schematics !
On schematics you can see too how are routed the VME INT and that the SCU
(System Control Unit) is managing the share between the INT from the mb and
the INT from the VME slot. You have info on this VME atari 1991
documentation that is extracted from TT/X documentation you mean...
Have a look on my site web (museum area ?), there are some documents...

Have a look too on the CTLink Hardware Guide because I did a table will all
existing VME atari card and their INT level used !
I send you now by email this CTLink doc.

Regards

>
> - what the startup sequence is
> - card sends IRQ ?
> - OS queries address and expects response ?
> - When in the bootup-sequence all of this happens ?
>
> ... things like that :-)
>
> I've tried sending email to Mario Becroft (of the Galaxy card fame), and
> I've even tried emailing the creators of a Sinclair QL VME-bus
> implementation, but no answers back as yet :-(
>
> Anyone ?
>
> Cheers,
> Simon
>

7779. Sources for X-Debug available

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 10:52:01 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1157626321.724488.22360@i3g2000cwc.googlegroups.com>
Source record: 7456

Hi all,

Sources for the programming utility X-Debug, written by Andy Pennel,
has been released to the public. This piece of software is a debugger
that mainly targets Lattice-C but may offer some functionality for
other languages as well. Thanks to being distributed under a very
generous legal license it seems that people are free to do whatever
they want with the sources.

Read more and download the sources here:

http://topp.atari-users.net

Regards,

/Joakim

http://topp.atari-users.net
http://xaaes.atariforge.net
http://www.ataricq.org

7780. Re: VME info

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 14:24:58 UTC
From: Simon Gornall <simon.gornall@mac.com>
Message-ID: <20060907072458850878-simongornall@maccom>
Source record: 7457
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On 2006-09-07 02:39:50 -0700, "Rodolphe Czuba"
<rodolphe.Beurkcaca.spam.czuba@free.fr> said:

>
> "Simon Gornall" <simon.gornall@mac.com> a ï¿½crit dans le message de
> news: 20060906211600275544-simongornall@maccom...
>> Has anyone got any in-depth technical information about how the TT/MSTE
>> and their VME bus interact ? I can find *some* stuff on the web (eg:
>> the 19/7/1991 Atari VME spec), but it's hardly comprehensive [grin]
>>
>> Basically, if I want to create some VME hardware, I need to know things like:
>>
>> - how it'll interact with the OS
>
> Can't help
>
>> - It's supposed to be slave-only, so presumably can't initiate DMA...
>
> YES it is SLAVE (A24/D16) and you can see on the schematics !
> On schematics you can see too how are routed the VME INT and that the
> SCU (System Control Unit) is managing the share between the INT from
> the mb and the INT from the VME slot. You have info on this VME atari
> 1991 documentation that is extracted from TT/X documentation you mean...
> Have a look on my site web (museum area ?), there are some documents...
>
> Have a look too on the CTLink Hardware Guide because I did a table will
> all existing VME atari card and their INT level used !
> I send you now by email this CTLink doc.
>
> Regards

Cheers Rodolphe, I didn't have the schematics :-) Thanks for the info -
much appreciated :-) :-)

ATB,
Simon

7781. Re: Obliterator: TOS 108

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 15:26:10 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <t3rsf25rhe1rqnd5utbor84bohas0lq8rv@4ax.com>
Source record: 7458

On Mon, 4 Sep 2006 22:46:18 +0100, "Aly" <alison@logicsaysNOSPAM.com>
wrote:

>Hi,
>
>Could anyone shed any light on a TOS version 108?? It doesn't exist?
>
>The image that follows explains all;
>http://www.logicsays.com/ebay/01_09_06/image7.jpg
>
>I've tried it with 1.4, 1.62, 2.06 and it's not playing ball. I had it
>running on a machine months ago which I don't have any more.
>
>Any suggestions? I've just sold it. And from what I'm finding out through
>searching it's ultra rare.
>
>Thanks in advance,
>
>Alison
>

Try the Automation version. It's the only one cracked properly. The
game has an in-game protection that wasn't easily detected.
--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

7782. Re: Obliterator: TOS 108

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 18:51:56 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <c66dnRIEQr6d953YnZ2dnUVZ8qWdnZ2d@bt.com>
Source record: 7459

George Nakos <ggn@atariROCKS.org> wrote in message
news:t3rsf25rhe1rqnd5utbor84bohas0lq8rv@4ax.com...
> On Mon, 4 Sep 2006 22:46:18 +0100, "Aly" <alison@logicsaysNOSPAM.com>
> >
>
> Try the Automation version. It's the only one cracked properly. The
> game has an in-game protection that wasn't easily detected.
> --

Hi George,

Thanks for replying. I couldn't find it;
http://steem.atari.st/automation.htm

Would you by any chance have a link?

Thanks,

Aly :-)

7783. Re: Obliterator: TOS 108

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 20:21:35 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <45007f4c$0$29885$636a55ce@news.free.fr>
Source record: 7460

Amiga software ??

"Aly" <alison@logicsaysNOSPAM.com> a crit dans le message de news:
_c-dnWKzO7nBA2HZRVnyvw@bt.com...
> Hi,
>
> Could anyone shed any light on a TOS version 108?? It doesn't exist?
>
> The image that follows explains all;
> http://www.logicsays.com/ebay/01_09_06/image7.jpg
>
> I've tried it with 1.4, 1.62, 2.06 and it's not playing ball. I had it
> running on a machine months ago which I don't have any more.
>
> Any suggestions? I've just sold it. And from what I'm finding out
> through
> searching it's ultra rare.
>
> Thanks in advance,
>
> Alison
>
>

7784. Re: STACY TOS question

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 20:25:48 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <45008048$0$10099$636a55ce@news.free.fr>
Source record: 7461

```
This is a bad information !!!

TOS 1.0 to 1.4 are running on $FC0000 to $FEFFFF (192 KB).
TOS 1.6, 2.6, 3.6 & 4.04 are running on $ E00000 to E7FFFF (512KB area :
256KB with shadow on all except Falcon)

Stacy is decoding TOS area on $FC, so the TOS 2.6 cannot run simply plugging
the two 1Mbits EPROMS !!

You need to add an address decoder to do that !!
```

"Jerome Mathevet" <jerome.mathevet@freeNOTTHERE.fr> a crit dans le message
de news: 9063f9604e.jerome@jerome/mathevet.free.fr...
> In message <0NIKg.27928$y7.17170@bignews6.bellsouth.net>
> "phantomm" <phantomm@bellsouth.net> wrote:
>
>>
>>On the STacy, well under it, is a small metal access door that
>>is held on by one screw. Under the door are 2 Socketed
>>chips.
>>
>>Are these the TOS 1.4 chips or are these something else?
>>
>>If they happen to be TOS chips, Can one plug in 2 TOS
>>2.06 chips?
>
> Have a look here:
>
> http://www.system-cfg.com/pages/atari_stacy.html
>
> Further down the page, you can see 2 chips with adhesive tape. These are
> the
> 2 EPROMS containing the TOS (not necessarily 1.4).
>
> Upgrading to 2.06 (which is possible on the stacy, according to
> http://gem.win.co.nz/hall/tos_206/guide206.zip) would be much easier
> compared
> to doing so for an ST since you'd only have 2 chips to program (presumably
> 2
> 27C1001 eproms or compatible).
>
> One chip should hold the LSB and the other the MSB of TOS 2.06 (which is
> which should be marked on the motherboard).
>
> All you need is someone with the right EPROM programmer and the TOS roms

> split over 2 files (LSB/MSB). Perhaps you need to configure jumpers so
> that
> the machine knows of the bigger size EPROMs.
>
> --
> Jerome Mathevet

7785. Re: Obliterator: TOS 108

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 22:42:05 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <UpqdnUolfIVsAp3YnZ2dnUVZ8qOdnZ2d@bt.com>
Source record: 7462

Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote in message
news:45007f4c$0$29885$636a55ce@news.free.fr...
> Amiga software ??
>

I'll check. Kept all the pictures before passing on :D

http://www.logicsays.com/oblit.jpg 277KB images 1600x1200 complete

Nope, definitely Atari on the discs.

7786. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-07 23:16:42 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <-rOdnbzQ7YKMNZ3YRVnyhg@bt.com>
Source record: 7463

J.-Luc <Myname.Mysurname@myisp> wrote in message
news:44fdb125$0$27406$ba4acef3@news.orange.fr...
> Hello,
>
> I'm looking for 1 or 2 Eiffel PS/2 interfaces. But it seems all the

If you're reaaaaally nice, I'll build them for you.

7787. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 00:49:48 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <sre1g2p6p4stt3c3n19dvh3rv7vg8pknii@4ax.com>
Source record: 7464

Hi Aly,
On Fri, 8 Sep 2006 00:16:42 +0100, "Aly" <alison@logicsaysNOSPAM.com>
wrote:

>J.-Luc <Myname.Mysurname@myisp> wrote in message
>news:44fdb125$0$27406$ba4acef3@news.orange.fr...
>> Hello,
>>
>> I'm looking for 1 or 2 Eiffel PS/2 interfaces. But it seems all the
>
>If you're reaaaaally nice, I'll build them for you.
>

The interface *is* available commercially, but it seems a bit pricy to me (around $70 US each, including shipping). I would think the same price as the PeST would be more reasonable, but what do I know? I'm looking for 2 interfaces too, and was wondering whether to build them myself. I'd be happy to start from a PCB & locate the parts / do the soldering myself, but I'm a little leery about getting into PCB ordering for the first time ...

This could be a good project for someone with hardware expertise (hint, hint). For the right price, I'd buy at least two ...

Roger

7788. Re: Sources for X-Debug available

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 01:02:18 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <phf1g2df0s8i24v34i0064ku0rp17th8or@4ax.com>
Source record: 7465

Hi Joakim,
On 7 Sep 2006 03:52:01 -0700, "GokMasE" <gokmase@gmail.com> wrote:
>
>Sources for the programming utility X-Debug, written by Andy Pennel,
>has been released to the public. This piece of software is a debugger
>that mainly targets Lattice-C but may offer some functionality for
>other languages as well. Thanks to being distributed under a very
>generous legal license it seems that people are free to do whatever
>they want with the sources.
>
>Read more and download the sources here:
>
>http://topp.atari-users.net
>

This is great news (especially for us Lattice C users)! I found Andy's MSDN blog by chance earlier this year and asked him about releasing xdebug, since I wanted to make some enhancements. Never heard back, but maybe it gave him the idea ...

Roger Burrows

7789. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 03:43:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609072038060.23940-100000@onyx.spiritone.com>
Source record: 7466
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7790. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 03:45:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609072043320.23940-100000@onyx.spiritone.com>
Source record: 7468
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7791. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 03:47:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609072045470.23940-100000@onyx.spiritone.com>
Source record: 7467
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7792. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 07:50:05 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <z6CdnSqCGefDvZzYnZ2dnUVZ8tKdnZ2d@bt.com>
Source record: 7469

Roger Burrows <sergeantvimes@yahoo.ca> wrote in message
news:sre1g2p6p4stt3c3n19dvh3rv7vg8pknii@4ax.com...
>
> The interface *is* available commercially, but it seems a bit pricy to
> me (around $70 US each, including shipping). I would think the same
> price as the PeST would be more reasonable, but what do I know? I'm
> looking for 2 interfaces too, and was wondering whether to build them
> myself. I'd be happy to start from a PCB & locate the parts / do the
> soldering myself, but I'm a little leery about getting into PCB ordering
> for the first time ...
>
> This could be a good project for someone with hardware expertise (hint,
> hint). For the right price, I'd buy at least two ...
>
> Roger

Hi Roger,

Trouble with them is that for 1-off's and alike, they're quite time consuming to build, test etc. The last one I built I did for £50inc. but this was before the dollar started dropping like a very heavy stone.

To bring into perspective somewhat. 25 PCBs alone given the size of Eiffel and alike, would cost about £250-£300 (yes it can be done cheaper but where, shipping, quality, EM testing?). And with my calculator.. that's about £10 for the PCB alone. £3 for the chip. £1 ea. for the 9 pin D's. £1 ea. for the PS2 sockets. In such small quantities there is no discount from the trade suppliers for buying a few bits here and there.

It's the same thing with PeST, where in short runs they just cost so much to build.

I've had some quite childish emails from people in the past wanting to buy and then firing off a barrarge of abuse about how expensive PeST is. I'm not a large company producing them by the thousand. I don't have a villiage family of 7-year olds building them in China for 50p a piece.

My response as always with these mails that trickle through eBay is always, if you don't like it and aren't prepared to pay for my time, then build it yourself or go to your local thrift store and see if you can find one there.

This is partly why the people who have built Eiffel in the past have given up. It simply isn't worth building them, especially with the hassle. People continue to ask over and over for them, there's a wealth of posts on the forums, and when they find out how much they are, they start complaining, thinking that they should be paying the prices of the 1980's,

when.

*inflation was much much lower
*devices were manafactured for a mass market

The people who have bought PeST have stuck with me, and I have huge respect for, mainly for retaining some objectivity and realism of how much things cost. And if I start doing 'deals' for the occasional person that complains then that's just a slap in the face to all those that bought out of sheer honesty and genuine need.

At the moment I'm selling off my all of my Atari kit. With the last investment into PeSTs I've just about broke even.

Not sure how I feel at the moment. Had nightmares last night about where I worked a few years ago and friends I had around me, Dad has terminal cancer, I'm tired, and a few other things.

:(

Aly x

ps. not really replying to you there Roger, just voicing everything to all. (((((((hugs)))))))

7793. Re: STACY TOS question

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 14:01:51 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <450177ce$0$717$636a55ce@news.free.fr>
Source record: 7471

"Jerome Mathevet" <jerome.mathevet@freeNOTHERE.fr> a crit dans le message
de news: 76ec2d634e.jerome@jerome/mathevet.free.fr...
> In message <45008048$0$10099$636a55ce@news.free.fr>
> "Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote:
>
>>This is a bad information !!!
>>
>>TOS 1.0 to 1.4 are running on $FC0000 to $FEFFFF (192 KB).
>>TOS 1.6, 2.6, 3.6 & 4.04 are running on $ E00000 to E7FFFF (512KB area :
>>256KB with shadow on all except Falcon)
>
> Ah yes, I forgot about this, Mea maxima culpa.
>
>> Stacy is decoding TOS area on $FC, so the TOS 2.6 cannot run simply
>> plugging the two 1Mbits EPROMS !!
>>
>> You need to add an address decoder to do that !!
>
> I figured the Stacy would include the logic to do that, frankly, since the
> atari enginneers managed to put the original ROMs in a set of 2 chips.
> Some
> jumpers to configure for whatever size of ROMs is installed would have
> been
> great too. Yes, I know "hindsight is wonderful thing".
>
> That makes me think. I saw the 1040STFM motherboard has jumpers for ROM
> size
> configuration (256K/1M). How are you supposed to use them ?

```
It is to indicates if you used 256Kbit chips (6 chips) or 1 Mbits chips (2
chips).
Easy !

> --
> Jerome Mathevet
```

7794. Re: STACY TOS question

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 14:20:31 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTHERE.fr>
Message-ID: <76ec2d634e.jerome@jerome/mathevet.free.fr>
Source record: 7470

In message <45008048$0$10099$636a55ce@news.free.fr>
"Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote:

>This is a bad information !!!
>
>TOS 1.0 to 1.4 are running on $FC0000 to $FEFFFF (192 KB).
>TOS 1.6, 2.6, 3.6 & 4.04 are running on $ E00000 to E7FFFF (512KB area :
>256KB with shadow on all except Falcon)

Ah yes, I forgot about this, Mea maxima culpa.

> Stacy is decoding TOS area on $FC, so the TOS 2.6 cannot run simply
> plugging the two 1Mbits EPROMS !!
>
> You need to add an address decoder to do that !!

I figured the Stacy would include the logic to do that, frankly, since the
atari enginneers managed to put the original ROMs in a set of 2 chips. Some
jumpers to configure for whatever size of ROMs is installed would have been
great too. Yes, I know "hindsight is wonderful thing".

That makes me think. I saw the 1040STFM motherboard has jumpers for ROM size
configuration (256K/1M). How are you supposed to use them ?

--
Jerome Mathevet

7795. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 15:35:59 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <qridnU9UYat9EJzYnZ2dnUVZ8qednZ2d@bt.com>
Source record: 7472

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:z6CdnSqCGefDvZzYnZ2dnUVZ8tKdnZ2d@bt.com...
>
> Trouble with them is that for 1-off's and alike, they're quite time
> consuming to build, test etc. The last one I built I did for £50inc. but
> this was before the dollar started dropping like a very heavy stone.
>

Difficult times. Please do not react negatively.

7796. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 15:48:50 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <450190e2$0$25935$ba4acef3@news.orange.fr>
Source record: 7473

J.-Luc a ï¿½crit :
>
Hello,
>
> .../...
> has been dropped : http://www.atari.sk/satantronic/Eiffel/eiff_v4.jpg
> And, last but not least, it was cheap too ;-)
> .../...

I got in touch with P. Kaznowski, from Poland, who's building different
models. Prices are from 30 to 50 euros + shipping.
His e-mail is [Victor Lima Golf (at) Oscar (1+1) (dot) Papa Lima]
Take the first letter of each, sum-up the numbers, and put it
alltogether - fuck the spammers!

Regards,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

7797. Re: STACY TOS question

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 20:12:38 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTHERE.fr>
Message-ID: <32294e634e.jerome@jerome/mathevet.free.fr>
Source record: 7474

In message <450177ce$0$717$636a55ce@news.free.fr>
"Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote:

>It is to indicates if you used 256Kbit chips (6 chips) or 1 Mbits chips (2
>chips).
>Easy !

I would have expected this to include the so-called address decoder you were talking about since it's pointless to have 256 KB roms if the OS doesn't have the required space to access them all if they live from $FC0000 to $FEFFFF

That was wishful thinking from me, it seems.

--
Jerome Mathevet

7798. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 20:16:03 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4501cf82$0$985$626a54ce@news.free.fr>
Source record: 7475

```
70$ US ? ! The price is expensive for a such small hardware ...
```

"Roger Burrows" <sergeantvimes@yahoo.ca> a crit dans le message de news:
sre1g2p6p4stt3c3n19dvh3rv7vg8pknii@4ax.com...
> Hi Aly,
> On Fri, 8 Sep 2006 00:16:42 +0100, "Aly" <alison@logicsaysNOSPAM.com>
> wrote:
>
>>J.-Luc <Myname.Mysurname@myisp> wrote in message
>>news:44fdb125$0$27406$ba4acef3@news.orange.fr...
>>> Hello,
>>>
>>> I'm looking for 1 or 2 Eiffel PS/2 interfaces. But it seems all the
>>
>>If you're reaaaaally nice, I'll build them for you.
>>
>
> The interface *is* available commercially, but it seems a bit pricy to
> me (around $70 US each, including shipping). I would think the same
> price as the PeST would be more reasonable, but what do I know? I'm
> looking for 2 interfaces too, and was wondering whether to build them
> myself. I'd be happy to start from a PCB & locate the parts / do the
> soldering myself, but I'm a little leery about getting into PCB ordering
> for the first time ...
>
> This could be a good project for someone with hardware expertise (hint,
> hint). For the right price, I'd buy at least two ...
>
> Roger

7799. [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 20:37:24 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4501d484$0$27398$ba4acef3@news.orange.fr>
Source record: 7476

Hi,

If you read at <http://www.dhs.nu/> you will catch the following news :

Source : Dead Hackers Society

Falcon060 Quake released by Mystic Bytes September 7, 2006

MiKRO of Mystic Bytes has released a new Falcon060 port of the classic
PC game Quake by ID Software.

The port is especially made for the Falcon, so it's unlikely to work on
clones or Aranym.

One thing I've done, is to take <http://eureka.atari.org/MacAranym.zip>
I deactivated fVDI, to be in a Falcon 256 colors compatible graphic
mode (the TSR is in the AUTO folder), and booted with TOS4.04 rather
than EmuTOS.

To get a '.pak' suitable for Quake I then downloaded the shareware

<ftp://ftp.idsoftware.com/idstuff/quake/quake106.zip>

and placed the unarchived 'ID1' folder at the same level as the .TTP.

Then I had to launch the Quake 1.06 binary, and all worked fine
including Quake's sound. The JITc is not activated in MacAranym, so
no problem. But you may have to deactivate it in the requisite case.

Then, let's enjoy this addictive game ;)

Best Atarian regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7800. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 21:31:12 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ef6dnQEsqdW8fJzYRVnygA@eclipse.net.uk>
Source record: 7477

"Roger Burrows" <sergeantvimes@yahoo.ca> wrote in message
news:sre1g2p6p4stt3c3n19dvh3rv7vg8pknii@4ax.com...
> Hi Aly,
> On Fri, 8 Sep 2006 00:16:42 +0100, "Aly" <alison@logicsaysNOSPAM.com>
> wrote:
>
> >J.-Luc <Myname.Mysurname@myisp> wrote in message
> >news:44fdb125$0$27406$ba4acef3@news.orange.fr...
> >> Hello,
> >>
> >> I'm looking for 1 or 2 Eiffel PS/2 interfaces. But it seems all the
> >
> >If you're reaaaaally nice, I'll build them for you.
> >
>
> The interface *is* available commercially, but it seems a bit pricy to
> me (around $70 US each, including shipping). I would think the same
> price as the PeST would be more reasonable, but what do I know? I'm
> looking for 2 interfaces too, and was wondering whether to build them
> myself. I'd be happy to start from a PCB & locate the parts / do the
> soldering myself, but I'm a little leery about getting into PCB ordering
> for the first time ...
>

I have some masks for PCBs and two PCBs made from them. Trouble is I have
not tested the layout. Perhaps I should...

> This could be a good project for someone with hardware expertise (hint,
> hint). For the right price, I'd buy at least two ...
>
> Roger

7801. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-08 22:25:31 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <MoydnU87h-4TcJzYnZ2dnUVZ_s6dnZ2d@adelphia.com>
Source record: 7478

Francois LE COAT wrote:
> Hi,
>
> If you read at <http://www.dhs.nu/> you will catch the following news :
>
> Source : Dead Hackers Society
> ---
>
> Falcon060 Quake released by Mystic Bytes September 7, 2006
>
> MiKRO of Mystic Bytes has released a new Falcon060 port of the classic
> PC game Quake by ID Software.
>
> The port is especially made for the Falcon, so it's unlikely to work on
> clones or Aranym.
> ---
>
> One thing I've done, is to take <http://eureka.atari.org/MacAranym.zip>
> I deactivated fVDI, to be in a Falcon 256 colors compatible graphic
> mode (the TSR is in the AUTO folder), and booted with TOS4.04 rather
> than EmuTOS.
>
> To get a '.pak' suitable for Quake I then downloaded the shareware
>
> <ftp://ftp.idsoftware.com/idstuff/quake/quake106.zip>
>
> and placed the unarchived 'ID1' folder at the same level as the .TTP.
>
> Then I had to launch the Quake 1.06 binary, and all worked fine
> including Quake's sound. The JITc is not activated in MacAranym, so
> no problem. But you may have to deactivate it in the requisite case.
>
> Then, let's enjoy this addictive game ;)
>
> Best Atarian regards,
>
> -- Franï¿½ois LE COAT
> Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org
>
I've looked on that ID site, they also have Quake108.zip, which one are
we supposed to use?
Thanks

7802. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 07:12:02 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45026942$0$27369$ba4acef3@news.orange.fr>
Source record: 7479

Hi Lonny,

lp wrote :
> Francois LE COAT wrote :
>
>> To get a '.pak' suitable for Quake I then downloaded the shareware
>>
>> <ftp://ftp.idsoftware.com/idstuff/quake/quake106.zip>
>>
>> and placed the unarchived 'ID1' folder at the same level as the .TTP.
>
> This is a peecee dos installer. Please explain to me how I run this on the
> mac to get the id1 folder?!

Well ... I had a little help from my friends :)

You may download <http://helijah.free.fr/quake.zip> (8,4 Mb)

that works right away.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7803. Re: STACY TOS question

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 09:16:15 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4502865e$0$25461$636a55ce@news.free.fr>
Source record: 7480

"Jerome Mathevet" <jerome.mathevet@freeNOTHERE.fr> a crit dans le message
de news: 32294e634e.jerome@jerome/mathevet.free.fr...
> In message <450177ce$0$717$636a55ce@news.free.fr>
> "Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote:
>
>>It is to indicates if you used 256Kbit chips (6 chips) or 1 Mbits chips (2
>>chips).
>>Easy !
>
> I would have expected this to include the so-called address decoder you
> were
> talking about since it's pointless to have 256 KB roms if the OS doesn't
> have
> the required space to access them all if they live from $FC0000 to $FEFFFF

Do not confuse Kb & KB....
You can use 6 chips of 256Kbits (32KB, what does 192 KB of total) or 2 chips
of 1Mbits (128KB, what does 256 KB (yes, 64 KB are lost !)).

That is like this an all ST, STF, MEGA ST & STACY computers !

Regards

> That was wishful thinking from me, it seems.
>
> --
> Jerome Mathevet

7804. Re: VME info

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 12:39:18 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4mfqvmF5tva4U2@individual.net>
Source record: 7481
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <20060906211600275 44-simongornall@maccom>,
Simon Gornall <simon.gornall@mac.com> wrote:
>Has anyone got any in-depth technical information about how the TT/MSTE
>and their VME bus interact ? I can find *some* stuff on the web (eg:
>the 19/7/1991 Atari VME spec), but it's hardly comprehensive [grin]
>
>Basically, if I want to create some VME hardware, I need to know things like:
>
> - how it'll interact with the OS
> - It's supposed to be slave-only, so presumably can't initiate DMA...

Correct.

> - what the startup sequence is
> - card sends IRQ ?
> - OS queries address and expects response ?
> - When in the bootup-sequence all of this happens ?

There is no such mechanism - the OS basically ignores the VME card, you need
to start required drivers by some other means - from the auto folder, as a
NVDI driver, etc..

The slot in the MSTE/TT is slave-only, A24/D16, one (vectored) interrupt,
the bus timing is quite similar to a native 68000 bus. The card needs to
pick a free address range that does not collide with other devices in the
system - the available addresses are more limited in the MSTE.

cu
Michael
--
Some people have no respect of age unless it is bottled.

7805. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 13:33:56 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1157808836.722409.225500@e3g2000cwe.googlegroups.com>
Source record: 7482

lp wrote:
> This is a peecee dos installer. Please explain to me how I run this on the
> mac to get the id1 folder?!

Doesn't a Quake version for Mac exist? IMO it sounds like quite a
detour to go through the emulation route to get such a game running on
hardware that has native (and thus probably a lot faster) versions.

Regards,

/Joakim

7806. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 14:12:50 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4502cbe2$0$25938$ba4acef3@news.orange.fr>
Source record: 7483

Hi,

GokMasE wrote :
> lp wrote:
>> This is a peecee dos installer. Please explain to me how I run this on the
>> mac to get the id1 folder?!
>
> Doesn't a Quake version for Mac exist? IMO it sounds like quite a
> detour to go through the emulation route to get such a game running on
> hardware that has native (and thus probably a lot faster) versions.

Aren't you interested in ATARI sides of things ?

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7807. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 15:27:33 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1157815653.149660.110690@m73g2000cwd.googlegroups.com>
Source record: 7484

Hi

Yes I still make them and still available at fujiman.no-ip.com.

Thank you,
Rory

Alan Hourihane wrote:
> I thought Rory still makes them...
>
> http://fujiman.no-ip.com/Eiffel.htm
>
> Alan.

7808. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 16:01:43 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <yBBMg.4888$oj5.1879733@news.siol.net>
Source record: 7486

Francois LE COAT wrote:

>> Doesn't a Quake version for Mac exist? IMO it sounds like quite a
>> detour to go through the emulation route to get such a game running on
>> hardware that has native (and thus probably a lot faster) versions.
>
> Aren't you interested in ATARI sides of things ?

I am sure he is. ON Atari though. It is an insult to run software in which coder puts a lot of effort to optimise original code (not a straight port), spent days of getting it fast enough on some emulator... and XXX GHZ machine...

Janez

7809. Re: STACY TOS question

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 16:47:54 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTHERE.fr>
Message-ID: <bc40bf634e.jerome@jerome/mathevet.free.fr>
Source record: 7485

In message <4502865e$0$25461$636a55ce@news.free.fr>
"Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote:

> > I would have expected this to include the so-called address decoder you
> > were talking about since it's pointless to have 256 KB roms if the OS
> > doesn't have the required space to access them all if they live from
> > $FC0000 to $FEFFFF
>
>Do not confuse Kb & KB....
> You can use 6 chips of 256Kbits (32KB, what does 192 KB of total) or 2
> chips of 1Mbits (128KB, what does 256 KB (yes, 64 KB are lost !)).
>
> That is like this an all ST, STF, MEGA ST & STACY computers !

In fact, I had TOS 2.06 in mind for the 256 KB size (yes, this is KB).
I thought the jumpers would have allowed a smarter upgrade for the ST/Stacy.
I'm a bit disappointed...

Thanks for the clarification anyway

--
Jerome Mathevet

7810. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 17:07:54 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4502F4EA.3070908@atari.org>
Source record: 7487

Hi Janez,

Janez Valant wrote :
> Francois LE COAT wrote :
>
>>> Doesn't a Quake version for Mac exist? IMO it sounds like quite a
>>> detour to go through the emulation route to get such a game running on
>>> hardware that has native (and thus probably a lot faster) versions.
>> Aren't you interested in ATARI sides of things ?
>
> I am sure he is. ON Atari though. It is an insult to run software in
> which coder puts a lot of effort to optimise original code (not a straight
> port), spent days of getting it fast enough on some emulator... and XXX GHZ
> machine...

You probably don't know much things about coding. I'm a developer, and
it is an honor to see my old codings running on a brand new machine :)

Do you want me to send you a film showing Quake 1 running at full speed
on an 'emulator' as you said ? You just faint to press on the forward
button, and quake explore the full land of the game in one shot !

I'm alway interested in VM because it prefigures real platforms.

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7811. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 18:01:28 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1157824888.024440.58900@d34g2000cwd.googlegroups.com>
Source record: 7488

Francois LE COAT wrote:
>
> > Doesn't a Quake version for Mac exist? IMO it sounds like quite a
> > detour to go through the emulation route to get such a game running on
> > hardware that has native (and thus probably a lot faster) versions.
>
> Aren't you interested in ATARI sides of things ?

Yes, quite a lot actually, I don't even own a Mac.

Regards,

/Joakim

7812. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 18:34:10 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45030922.2020300@atari.org>
Source record: 7489

Hi,

GokMasE wrote :
> Francois LE COAT wrote :
>>> Doesn't a Quake version for Mac exist? IMO it sounds like quite a
>>> detour to go through the emulation route to get such a game running on
>>> hardware that has native (and thus probably a lot faster) versions.
>> Aren't you interested in ATARI sides of things ?
>
> Yes, quite a lot actually, I don't even own a Mac.

I'm pleased to hear that :)

Then will you own a PlayStation3, because it will run a large
variety of ATARI games ! If you won't, you're in the wrong
ATARI perspective ... I'm sorry.

And so, what will be the link between ATARI classics and PS3 ?
Isn't a VM like ARAnyM the best candidate ?

You'll have to make up your mind ;)

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7813. Cubase or Pro24 under emulation??

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 19:44:50 UTC
From: 100550.3170@compuserve.com
Message-ID: <450c1826.2624980562@news.freeuk.net>
Source record: 7490

Hi

I have had to dig out my 1040stf 4mb to load up my old Steinberg Pro24 prog so as to see how to best setup a more modern system on a less than modern IBM Thinkpad 760ED (133Mz, 104Mb, 5Mb hdd 2mb video ram) that actually has a dedicted Midi import, albeit needing the midi to serial cables.

In fact assuming that this wouldn't give me full Midi, I went and bought a Paralell Midi interface for a PC off eBay - a Midiman Portman, but the bugger needs a fully connected (25pins) Centronics cable and a standard printer cable won't do... B'locks!

So another thought was anyway to run Pro24 or Cbase under any of the PC ST emulators? The laptop runs either W95 or W98se depending which drive I insert...?

Really, I want to explore VST now and don't think thats possible on olde ST's !!

Any thoughts/experiences anyone??

Cheers

MG
UK

7814. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 19:53:23 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <J_EMg.4889$oj5.1881097@news.siol.net>
Source record: 7491

Francois LE COAT wrote:

Hi,

>> I am sure he is. ON Atari though. It is an insult to run software in
>> which coder puts a lot of effort to optimise original code (not a
>> straight port), spent days of getting it fast enough on some emulator...
>> and XXX GHZ machine...
>
> You probably don't know much things about coding. I'm a developer, and
> it is an honor to see my old codings running on a brand new machine :)

Oh i didnt know u are THE developer. I am sure coders look on the issue
diferently. So forgive me... I still miss the connection between your code
and brand new machine, can u elighteen me:

Is it your code so clever, or it runs on brand new machine because new
machine is using an emulator? I dont understand much about coding so im
asking for nice and plain answer.

Janez

7815. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 19:57:32 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45031CAC.3040800@atari.org>
Source record: 7492

Hi Lonny,

lp wrote :
> Francois LE COAT wrote :
>> GokMasE wrote :
>>> Francois LE COAT wrote :
>>>>> Doesn't a Quake version for Mac exist? IMO it sounds like quite a
>>>>> detour to go through the emulation route to get such a game running on
>>>>> hardware that has native (and thus probably a lot faster) versions.
>>>> Aren't you interested in ATARI sides of things ?
>>> Yes, quite a lot actually, I don't even own a Mac.
>> I'm pleased to hear that :)
>>
>> Then will you own a PlayStation3, because it will run a large
>> variety of ATARI games ! If you won't, you're in the wrong
>> ATARI perspective ... I'm sorry.
>>
>> And so, what will be the link between ATARI classics and PS3 ?
>> Isn't a VM like ARAnyM the best candidate ?
>>
>> You'll have to make up your mind ;)
>
> Firstly you cannot buy a ps3 and it has nothing to do with this topic.
>
> No it's not the best candidate and quite frankly you are the one coming off
> as anti-Atari with these strange comments. Especially to someone who
> already has real hardware and is quite happy with it.
>
> I find it funny that none of the other emulators cause such a disruption on
> usenet. You know why that is? Simply because they put a product out there
> and don't try manipulate the end user's way of thinking with marketing BS.

The wold is vast, and everyone deserves his piece of dream ;)

Are you jealous of your own dreams ?

A part of the dream I share with you is <http://www.pandora.com/>.
Will you be strong enough to make it run on an ATARI classic ?

I bet you won't !

Best ATARIan regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7816. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 19:57:47 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <R2FMg.4890$oj5.1881097@news.siol.net>
Source record: 7493

> I'm pleased to hear that :)
>
> Then will you own a PlayStation3, because it will run a large
> variety of ATARI games ! If you won't, you're in the wrong
> ATARI perspective ... I'm sorry.
>
> And so, what will be the link between ATARI classics and PS3 ?
> Isn't a VM like ARAnyM the best candidate ?
>
> You'll have to make up your mind ;)

I will, and this message will help me a lot, thanx!

Janez

7817. Using Ghostlink?

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 20:03:28 UTC
From: 100550.3170@compuserve.com
Message-ID: <450d1d4e.2626300941@news.freeuk.net>
Source record: 7496

Hi

Got my copy of Ghostlink out to try and link to a DOS session on a PC
to help backup old (and very precious!) ST files to a more robust
media than 20 year old 720Kb flops!!

But, like so many old things that worked once years back, just can't
get the right combo of proceedures/setup... anyone got any pointers??

STf/4Mb

MG
UK

7818. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 20:05:48 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <45031e9c_3@x-privat.org>
Source record: 7494

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Recently the ftp-server underwent some changes. For the moment it
seems impossible for anonymous users to make uploads to the incoming
dir. I hope it will soon be possible to make uploads to the
incoming dir.

In the mean while you can always send the uploads directly to me.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/gapftp.zip
(18.611 bytes): gapFTP is a freeware command line FTP client
for the Atari ST/STE/TT/Falcon and compatibles, using the
TCP/IP stacks STinG or STiK

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

7819. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 20:10:27 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <vi76g2peb8oj3k5c9s4l05145je5osidgt@4ax.com>
Source record: 7495

Hi Aly,
On Fri, 8 Sep 2006 08:50:05 +0100, "Aly" <alison@logicsaysNOSPAM.com>
wrote:

>>
>> This could be a good project for someone with hardware expertise (hint,
>> hint). For the right price, I'd buy at least two ...
>>
>
>Trouble with them is that for 1-off's and alike, they're quite time
>consuming to build, test etc. The last one I built I did for ï¿½50inc. but
>this was before the dollar started dropping like a very heavy stone.
>
>To bring into perspective somewhat. 25 PCBs alone given the size of Eiffel
>and alike, would cost about ï¿½250-ï¿½300 (yes it can be done cheaper but where,
>shipping, quality, EM testing?). And with my calculator.. that's about ï¿½10
>for the PCB alone. ï¿½3 for the chip. ï¿½1 ea. for the 9 pin D's. ï¿½1 ea. for
>the PS2 sockets. In such small quantities there is no discount from the
>trade suppliers for buying a few bits here and there.
>

Thanks for bringing some facts into this debate :-). I had no idea that
the PCBs would run that expensive; I foolishly figured that given (say)
a run of 50, they could be had for around $5 a piece. At those prices,
it's around $40 for parts without any labour, so no wonder the prices
are as they are.

My apologies to any and all Atari hardware manufacturers, and my sincere
thanks for continuing to provide us with stuff :-).

Roger

7820. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 20:28:20 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <0eudnRAIlvsJvp7YRVnytA@bt.com>
Source record: 7497

Roger Burrows <sergeantvimes@yahoo.ca> wrote in message
news:vi76g2peb8oj3k5c9s4l05145je5osidgt@4ax.com...

> Thanks for bringing some facts into this debate :-). I had no idea that
> the PCBs would run that expensive; I foolishly figured that given (say)
> a run of 50, they could be had for around $5 a piece. At those prices,
> it's around $40 for parts without any labour, so no wonder the prices
> are as they are.
>
> My apologies to any and all Atari hardware manufacturers, and my sincere
> thanks for continuing to provide us with stuff :-).
>
> Roger
>

Hi Roger,

Oh it's only expensive in small runs. I do have an admission to make about PeST, in the newer smaller size wasn't just for the customer's benefit. It was also to squeeze as many PeSTs onto the boards. They work out at about £2 ea.

The problem with ALOT of the cheapo PCB prices quoted is that they're for the most basic single sided boards, with no silk screen or vias. And once you start getting quotes the figures go up a ridiculous amount.

Things are helped at the moment with the weak dollar either. My USA PeST orders have gone down alot since we've been looking at £1=$2. A guy in the States emailed me a few weeks ago asking if I'd sell in bulk for $8 each which is about £4. It doesn't even cover the cost of a PCB and the chip alone.

Not sure when the $ is going to balance out. I wonder here if we're on the brink of recession being hidden by all of the credit borrowing going on. In the late 80's the £ was worth about $2 when recession hit.

Waffle waffle ;-)

7821. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 20:37:30 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <45032608$0$18126$626a54ce@news.free.fr>
Source record: 7498

```
Excellent answer !
```

"lp" <gfa-basic@mint.net> a crit dans le message de news:
C1289044.C09F%gfa-basic@mint.net...
> in article 45030922.2020300@atari.org, Francois LE COAT wrote on 9/9/06
> 2:34
> PM:
>
>> Hi,
>>
>> GokMasE wrote :
>>> Francois LE COAT wrote :
>>>>> Doesn't a Quake version for Mac exist? IMO it sounds like quite a
>>>>> detour to go through the emulation route to get such a game running on
>>>>> hardware that has native (and thus probably a lot faster) versions.
>>>> Aren't you interested in ATARI sides of things ?
>>>
>>> Yes, quite a lot actually, I don't even own a Mac.
>>
>> I'm pleased to hear that :)
>>
>> Then will you own a PlayStation3, because it will run a large
>> variety of ATARI games ! If you won't, you're in the wrong
>> ATARI perspective ... I'm sorry.
>>
>> And so, what will be the link between ATARI classics and PS3 ?
>> Isn't a VM like ARAnyM the best candidate ?
>>
>> You'll have to make up your mind ;)
>
> Firstly you cannot buy a ps3 and it has nothing to do with this topic.
>
> No it's not the best candidate and quite frankly you are the one coming
> off
> as anti-Atari with these strange comments. Especially to someone who
> already has real hardware and is quite happy with it.
>
> I find it funny that none of the other emulators cause such a disruption
> on
> usenet. You know why that is? Simply because they put a product out
> there
> and don't try manipulate the end user's way of thinking with marketing BS.
>

> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>

7822. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 21:32:04 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <450332d4$0$27398$ba4acef3@news.orange.fr>
Source record: 7399

Hi Lonny,

lp wrote :
> Francois LE COAT wrote :
>> lp wrote :
>>> Francois LE COAT wrote :
>>>> GokMasE wrote :
>>>>> Francois LE COAT wrote :
>>>>>> Doesn't a Quake version for Mac exist? IMO it sounds like quite a
>>>>>> detour to go through the emulation route to get such a game running on
>>>>>> hardware that has native (and thus probably a lot faster) versions.
>>>>> Aren't you interested in ATARI sides of things ?
>>>>> Yes, quite a lot actually, I don't even own a Mac.
>>>> I'm pleased to hear that :)
>>>>
>>>> Then will you own a PlayStation3, because it will run a large
>>>> variety of ATARI games ! If you won't, you're in the wrong
>>>> ATARI perspective ... I'm sorry.
>>>>
>>>> And so, what will be the link between ATARI classics and PS3 ?
>>>> Isn't a VM like ARAnyM the best candidate ?
>>>>
>>>> You'll have to make up your mind ;)
>>> Firstly you cannot buy a ps3 and it has nothing to do with this topic.
>>>
>>> No it's not the best candidate and quite frankly you are the one coming off
>>> as anti-Atari with these strange comments. Especially to someone who
>>> already has real hardware and is quite happy with it.
>>>
>>> I find it funny that none of the other emulators cause such a disruption on
>>> usenet. You know why that is? Simply because they put a product out there
>>> and don't try manipulate the end user's way of thinking with marketing BS.
>> The wold is vast, and everyone deserves his piece of dream ;)
>>
>> Are you jealous of your own dreams ?
>>
>> A part of the dream I share with you is <http://www.pandora.com/>.
>> Will you be strong enough to make it run on an ATARI classic ?
>>
>> I bet you won't !
>
> This post makes even less sense than the last one.

I will explain a little, so that you won't miss something ...

You live in Pandora don't you ? I live in Paris ! The distance may make things hard to share ... But we share a bit of an ATARI enthusiasm.

Then, one time you were surprised that Pandora Radio was existing. It works on every platform here, except my Hades 60, my Falcon 30 etc. How to follow one's ATARI enthusiasm without omitting other great passions, like listening to music ? For instance ...

My answer was to give a hand to Unix hosted ATARI emulators first, then ATARI GPL VM after that. I can now follow my two passions.

You will admit that music is part of the ATARI gift to computer world.

Would you obliterate everyone's dream because you are fund of your old classic hardware ? If there was another simple way ?

Don't be so exclusive in your passions. Let people share it with you.

You're welcome.

Best ATARIan regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7823. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 21:59:48 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <450339b5$0$1200$ba620e4c@news.skynet.be>
Source record: 7400

On Saturday 9 September 2006 21:37, lp wrote:

> I find it funny that none of the other emulators cause such a
> disruption on
> usenet. You know why that is? Simply because they put a product out
> there and don't try manipulate the end user's way of thinking with
> marketing BS.

Please, please, please, pretty please... I urge anyone not to take
Franï¿œois Le Coat as some kind of marketing drone working for the ARAnyM
project. He just works for himself, whatever that may mean. As far as
I'm concerned, I consider him more of a liability to ARAnyM than
anything else, because in part of the gibberish he posts here and
everywhere he goes and his insulting and self-righteous attitude.

JFL

7824. Re: Cubase or Pro24 under emulation??

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 23:11:07 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <45034a0b$0$29544$4c56ba96@master.news.zetnet.net>
Source record: 7401

On 9 Sep 2006 19:44:50 G, MG wrote:

>So another thought was anyway to run Pro24 or Cbase under any of the
>PC ST emulators? The laptop runs either W95 or W98se depending which
>drive I insert...?

Both those programmes use a software copy-protection dongle that plugs into the side of your ST. Where are you going to put that if you use an emulator ? Sadly this problem has never been addressed by the writers of emulators, and I don't expect there's anyway you will ever be able to do.

Some of the best Atari software needs these dongles, but the only answer is to use your Atari.

(Or persuade someone to make you a PCI card to plug the donlge into, and write the drivers for it....)

Cheers

Paul

7825. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 23:15:40 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1157843740.362643.99250@d34g2000cwd.googlegroups.com>
Source record: 7402

Francois LE COAT wrote:

> Then will you own a PlayStation3, because it will run a large
> variety of ATARI games ! If you won't, you're in the wrong
> ATARI perspective ... I'm sorry.

Dude, I have no idea whatsoever what you are talking about here.
I am absolutely clueless as to what you are trying to say.

Regards,

/Joakim

7826. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 23:23:16 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45034ce4$0$25942$ba4acef3@news.orange.fr>
Source record: 7403

Hi Lonny,

lp wrote :
> Francois LE COAT wrote :
>
>>> This post makes even less sense than the last one.
>> I will explain a little, so that you won't miss something ...
>>
>> You live in Pandora don't you ? I live in Paris ! The distance
>> may make things hard to share ... But we share a bit of an ATARI
>> enthusiasm.
>>
>> Then, one time you were surprised that Pandora Radio was existing.
>> It works on every platform here, except my Hades 60, my Falcon 30
>> etc. How to follow one's ATARI enthusiasm without omitting other
>> great passions, like listening to music ? For instance ...
>>
>> My answer was to give a hand to Unix hosted ATARI emulators first,
>> then ATARI GPL VM after that. I can now follow my two passions.
>>
>> You will admit that music is part of the ATARI gift to computer world.
>>
>> Would you obliterate everyone's dream because you are fund of your
>> old classic hardware ? If there was another simple way ?
>>
>> Don't be so exclusive in your passions. Let people share it with
>> you.
>
> I still have no clue what the heck you are trying to say after reading this
> several times. At this point I am starting to feel sorry for Petr and his
> team. You are a spokesman they do not need. The product speaks for itself.

Well ... I was speaking about an example about the music and Pandora
Radio ... But can you develop an ATARI application at the same time
as phoning to another ATARI developer on the computer you're using ?
That's what I can do with <http://www.skype.com/> that doesn't run
on ATARI classic hardware.

That's without speaking about the great amount of games that are
not present on classic hardware, apart from Quake, and that will
be present on the PS3 ... And gaming is 90% of the IT market !

You may say that I'm off-topic ... I much prefer to say that there's
no so naughty dumb man than the person that doesn't want to understand !

ARAnyM is a *big* progress for the ATARI community. I read an acrimonious WEB page that you dedicated to this VM. I fully know your opinion about it.

Will you tell me that you make up your mind about it ?

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7827. Re: Cubase or Pro24 under emulation??

Newsgroup: comp.sys.atari.st
Date: 2006-09-09 23:37:37 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1157845057.809868.134930@b28g2000cwb.googlegroups.com>
Source record: 7404

well i can assist you , i use these things almost daily ....i use
cubase under emulation on a pc and on an atari st mega 4..
what is it you are trying to attempt ? it apppears we need to transfer
the old midi files from diskettes onto the new computer..... well
coiensidentally i program atari computers .. i make special program
for formats too!! , just elaborate where your problem area is and i
will help... i am also interested in wheter or not you are going to
part with the atari cubase and pro 24...sell trade donate...etc etc
etc??????

charles.copp@sympatico.ca

7828. [UTD] ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 01:11:20 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45036638.3030900@atari.org>
Source record: 7405

Hi,

You may be interested by the following uptodate snapshots of
ARAnyM. Very latest devels have been taken into account.

- The Pack_3D at <http://ebmodel3.atari.org/Pack_3D/> that works
on 3 OS/platforms including Windows, Linux and MacOSX.

It includes ARAnyM 0.9.4alpha and

EmuTOS dated from 2006/02/20
FreeMiNT+XaAES from 2006/02/20
TERADESK 3.84
EB MODEL3 3.62a version (only available in this pack)
EB_DUMP 0.9.7
EUREKA 2.12 beta from 2006/09/09 (only available in this pack)
QED 5.0.5
POV 3.1g
ZVIEW beta 7
ZTASK 1.0
MESA_GL 0.93 version (derived from Mesa3D 2.6)
CAB 1.5
HIGHWIRE 0.3.0
HYP_VIEW 0.35.2e version
PAULANG 0.2b

ready to start with.

- The minimum pack at <http://eureka.atari.org/MacAranym.zip>
that is built for MacOSX.

Enjoy :)

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/

7829. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 01:57:34 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4503710e$0$5082$ba4acef3@news.orange.fr>
Source record: 7406

Hi Lonny,

lp wrote :
> Francois LE COAT wrote :
>> You may say that I'm off-topic ... I much prefer to say that there's
>> no so naughty dumb man than the person that doesn't want to understand !
>
> Indeed, had that feeling about 3 posts back. lol

Please think about it.

>> ARAnyM is a *big* progress for the ATARI community. I read an
>> acrimonious WEB page that you dedicated to this VM. I fully know
>> your opinion about it.
>
> No more than STeem, or Hatari. Whatever gets the job done. Everyone views
> progress differently.

Comparing STeem or Hatari is not a neutral opinion. Do you
tell it on purpose, or just kidding ?

>> Will you tell me that you make up your mind about it ?
>
> About what? Again I fail to see the point you are trying to make.
> If there ever was one.

Be honest with yourself. Don't you know where exactly I'm going ?

ATARIstically,

-- François LE COAT
Author of Eureka 2.12 (2D Graph describer, 3D Modeller)
http://eureka.atari.org

7830. Re: VME info

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 02:29:12 UTC
From: Simon Gornall <simon.gornall@mac.com>
Message-ID: <2006090919291277923-simongornall@maccom>
Source record: 7407
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On 2006-09-09 05:39:18 -0700, Michael Schwingen
<news-1115562921@discworld.dascon.de> said:

> In article <2006090621160027544-simongornall@maccom>,
> Simon Gornall <simon.gornall@mac.com> wrote:
>> Has anyone got any in-depth technical information about how the TT/MSTE
>> and their VME bus interact ? I can find *some* stuff on the web (eg:
>> the 19/7/1991 Atari VME spec), but it's hardly comprehensive [grin]
>>
>> Basically, if I want to create some VME hardware, I need to know things like:
>>
>> - how it'll interact with the OS
>> - It's supposed to be slave-only, so presumably can't initiate DMA...
>
> Correct.
>
>> - what the startup sequence is
>> - card sends IRQ ?
>> - OS queries address and expects response ?
>> - When in the bootup-sequence all of this happens ?
>
> There is no such mechanism - the OS basically ignores the VME card, you need
> to start required drivers by some other means - from the auto folder, as a
> NVDI driver, etc..
>
> The slot in the MSTE/TT is slave-only, A24/D16, one (vectored) interrupt,
> the bus timing is quite similar to a native 68000 bus. The card needs to
> pick a free address range that does not collide with other devices in the
> system - the available addresses are more limited in the MSTE.
>
> cu
> Michael

Cheers Michael,

Actually that's pretty cool - I get to define how I want the card to
behave, and can develop with it in-place without having to have the
thing work immediately :-)

Thanks a lot :-)

Simon

7831. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 04:59:25 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <8n67g2paclddjn41of7btd1rdnf72hk7uj@4ax.com>
Source record: 7408

Hi David,
On Fri, 8 Sep 2006 22:31:12 +0100, "David Wade" <g8mqw@yahoo.com> wrote:
>
>I have some masks for PCBs and two PCBs made from them. Trouble is I have
>not tested the layout. Perhaps I should...
>

This is getting off-topic, but am I correct in thinking that testing is
a tedious manual process involving an ohmmeter? Or do you just throw
the parts at the board & if it fails, start debugging? [A not-unknown
approach to writing software ...]

Roger

7832. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 06:03:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.10.06.03.19.664379@charter.net>
Source record: 7409

On Sun, 10 Sep 2006 00:59:25 -0400, Roger Burrows wrote:

> [A not-unknown approach to writing software ...]
>
> Roger

Hehehehehe, thats how I do scripts (like BASIC) for my BBS... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7833. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 06:33:19 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <FmOMg.4891$oj5.1882872@news.siol.net>
Source record: 7411

Francois LE COAT wrote:

> I will explain a little, so that you won't miss something ...
>
> You live in Pandora don't you ? I live in Paris ! The distance
> may make things hard to share ... But we share a bit of an ATARI
> enthusiasm.
>
> Then, one time you were surprised that Pandora Radio was existing.
> It works on every platform here, except my Hades 60, my Falcon 30
> etc. How to follow one's ATARI enthusiasm without omitting other
> great passions, like listening to music ? For instance ...

How the hell is music passion related to ATARI? If i have passio for music (i do) i will built myself BETTER sound system as some computer (ANY) and enjoy the music. This has only link to snobism, aka my computer can do this and your can not. When u will get into your head that being a FAN of some machine is being a fan of its hardware too? If u stick a "wv beetle" sticker on your Mustang or Mercedes u will NOT impress any WV Beetle fan!

> Would you obliterate everyone's dream because you are fund of your
> old classic hardware ? If there was another simple way ?
>
> Don't be so exclusive in your passions. Let people share it with
> you.

This is biggest nonsese i ever heard in this group! Because we are Atari machines fans, we obliterate everyone's dreams? First: your "DREAMS" seems to be yours alone, not everyones. Second: If i dont use and like Aranym i dont obliterate anyone's dreams. Everyone is welcome to use anything they like, just dont mess with us how oldfashion and destructive we are... Third: u should share your passion, be as quick on code as you are in mouth and PRODUCE skype apps for ATARI, Pandora radio stream app for ATARI and any one example u want to use... Aranym is "oh so beautiful and powerfull emulator", but u still use apps designed for ours crap boxes. Aranym is step forward exactly 0 meters, as apps u dream about do NOT exist, so anyone, including you use HOSTS application (PC, MAC). Thats exactly what this thread started about. So make those apps so ppl will be able to USE stuff u dream about in reality, not in dreams only... After all, u are THE developer!

Janez

7834. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 06:51:13 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <qDOMg.4892$oj5.1882703@news.siol.net>
Source record: 7412

Jerome Mathevet wrote:

Hi,

> "Hey, for a really powerful "atari machine", buy a PS3 and install Aranym
> on it."
>
> As that can be done already with a stock PC, I fail to see FLC's point. I
> think he hopes the powerful Cell processor will be put to profit into the
> emulator (or anything else). But using the cell to its full potential will
> be very difficult and not applicable to every single program in existence
> because of its highly "parallelizable" nature. I think that's what the OP
> seems to ignore (or doesn't want to hear).

Yes, and he miss the MAIN point. He is so busy with promoting Aranym and playing with our heads and emotions to gain his goal, that he missed the fact that noone of the applications like Skype, etc etc actualy exist for Atari, and thus for emulators as well. So what good Aranym will do then? And what good to Aranym will he do, by calling every Atari machines fan old fashion, obliterators of other ppls dreams and such? Not much, it effectively stopped me to think again about using it. We had such stuff early in Aranym days as well.. Things did look better, until now...

Janez

Emulators DO depends on software developed for original machines.. Its as simple as that...

7835. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 07:13:41 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTME.fr>
Message-ID: <a7840e644e.jerome@jerome/mathevet.free.fr>
Source record: 7410

In message <1157843740.362643.99250@d34g2000cwd.googlegroups.com>
"GokMasE" <gokmase@gmail.com> wrote:

>Francois LE COAT wrote:
>
>> Then will you own a PlayStation3, because it will run a large
>> variety of ATARI games ! If you won't, you're in the wrong
>> ATARI perspective ... I'm sorry.
>
>Dude, I have no idea whatsoever what you are talking about here.
>I am absolutely clueless as to what you are trying to say.

Something along those lines:

"Hey, for a really powerful "atari machine", buy a PS3 and install Aranym on
it."

As that can be done already with a stock PC, I fail to see FLC's point. I
think he hopes the powerful Cell processor will be put to profit into the
emulator (or anything else). But using the cell to its full potential will be
very difficult and not applicable to every single program in existence
because of its highly "parallelizable" nature. I think that's what the OP
seems to ignore (or doesn't want to hear).

--
Jerome Mathevet

7836. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 07:14:02 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4503bb3a$0$25953$ba4acef3@news.orange.fr>
Source record: 7413

Hi Jérôme,

Jerome Mathevet wrote :
> GokMasE wrote:
>> Francois LE COAT wrote:
>>
>>> Then will you own a PlayStation3, because it will run a large
>>> variety of ATARI games ! If you won't, you're in the wrong
>>> ATARI perspective ... I'm sorry.
>> Dude, I have no idea whatsoever what you are talking about here.
>> I am absolutely clueless as to what you are trying to say.
>
> Something along those lines:
>
> "Hey, for a really powerful "atari machine", buy a PS3 and install Aranym on
> it."

That's a smart word explanation of my thoughts. Thanks Jérôme :)

> As that can be done already with a stock PC, I fail to see FLC's point. I
> think he hopes the powerful Cell processor will be put to profit into the
> emulator (or anything else). But using the cell to its full potential will be
> very difficult and not applicable to every single program in existence
> because of its highly "parallelizable" nature. I think that's what the OP
> seems to ignore (or doesn't want to hear).

When one speaking about parallels 'SPE' present in the 'Cell' processor,
we just make assumption that this highly parallel system is a sort of
simple 'Altivec' glue, around a 'PPC G5'-like conventional processor.

I definitely assure you that we're not speaking about a regular
parallel architecture, but rather about a very efficient super
"Power PC" evolution.

ATARIstically,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7837. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 08:42:43 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4503d003$0$27383$ba4acef3@news.orange.fr>
Source record: 7414

Hi Lonny,

lp wrote :
> Jerome Mathevet wrote :
>> GokMasE wrote :
>>> Francois LE COAT wrote:
>>>
>>>> Then will you own a PlayStation3, because it will run a large
>>>> variety of ATARI games ! If you won't, you're in the wrong
>>>> ATARI perspective ... I'm sorry.
>>> Dude, I have no idea whatsoever what you are talking about here.
>>> I am absolutely clueless as to what you are trying to say.
>> Something along those lines:
>>
>> "Hey, for a really powerful "atari machine", buy a PS3 and install Aranym on
>> it."
>
> So I should sink my $ into a ps3, wait around for someone to hack it into a
> computer so I can then install linux, then an emulator on top of that yet?
> That's also typical of the market, can't fix the JIT, move it to a
> super-computer. Comical.

I wouldn't go so far ...

First, Linux is *installed* on a regular PlayStation3 shipped package.
That's the native OS of the system. Latest Linux kernels support it.

Second, IBM is distributing free the devel system that makes it,
from a developer point of view. To make your mind about it, then
read <http://www.macworld.co.uk/news/index.cfm?RSS&NewsID=13100>

We're just about to make it true, and you're kidding again ;)

ATARIstically,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7838. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 09:39:08 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4503dd3b$0$716$636a55ce@news.free.fr>
Source record: 7415

```
You are right ! We are enthousiast people for Atari hardware machines, not
PC with emulators ! Those have nothing to do here on atari ng !
Yes you are right again : the good atari machine attitude is to try to get
some new software ON the Atari machine !
Thanks to all CT developers !
And I'm happy to see some specific 060 software like Quake ...
Great work !
```

"Janez Valant" <jvalant@atari.org> a crit dans le message de news:
FmOMg.4891$oj5.1882872@news.siol.net...
> Francois LE COAT wrote:
>
>
>> I will explain a little, so that you won't miss something ...
>>
>> You live in Pandora don't you ? I live in Paris ! The distance
>> may make things hard to share ... But we share a bit of an ATARI
>> enthusiasm.
>>
>> Then, one time you were surprised that Pandora Radio was existing.
>> It works on every platform here, except my Hades 60, my Falcon 30
>> etc. How to follow one's ATARI enthusiasm without omitting other
>> great passions, like listening to music ? For instance ...
>
> How the hell is music passion related to ATARI? If i have passio for
> music
> (i do) i will built myself BETTER sound system as some computer (ANY) and
> enjoy the music. This has only link to snobism, aka my computer can do
> this
> and your can not. When u will get into your head that being a FAN of some
> machine is being a fan of its hardware too? If u stick a "wv beetle"
> sticker on your Mustang or Mercedes u will NOT impress any WV Beetle fan!
>
>
>> Would you obliterate everyone's dream because you are fund of your
>> old classic hardware ? If there was another simple way ?
>>
>> Don't be so exclusive in your passions. Let people share it with
>> you.
>
> This is biggest nonsese i ever heard in this group! Because we are Atari
> machines fans, we obliterate everyone's dreams? First: your "DREAMS" seems
> to be yours alone, not everyones. Second: If i dont use and like Aranym i
> dont obliterate anyone's dreams. Everyone is welcome to use anything they

> like, just dont mess with us how oldfashion and destructive we are...
> Third: u should share your passion, be as quick on code as you are in
> mouth
> and PRODUCE skype apps for ATARI, Pandora radio stream app for ATARI and
> any one example u want to use... Aranym is "oh so beautiful and powerfull
> emulator", but u still use apps designed for ours crap boxes. Aranym is
> step forward exactly 0 meters, as apps u dream about do NOT exist, so
> anyone, including you use HOSTS application (PC, MAC). Thats exactly what
> this thread started about. So make those apps so ppl will be able to USE
> stuff u dream about in reality, not in dreams only... After all, u are THE
> developer!
>
> Janez

7839. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 09:39:59 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4503dd6f$0$27377$ba4acef3@news.orange.fr>
Source record: 7416

Hi Lonny,

lp wrote :
> Francois LE COAT wrote :
>
>> We're just about to make it true, and you're kidding again ;)
>
> Not interested in a ps2 mutated into a computer either.
> Zero interest.

Would you accept that I tell you friendly.

Sony is Japanese. IBM is Korean. ATARI is French.

Do you really think that you're leading the ATARI world from
your little town of Pandora, United States ?

Would you change living in Cupertino, or better Eureka, California.
I think that these are much better place to live at really !

ATARI rules :)

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7840. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 11:14:23 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1157886863.871296.11660@e3g2000cwe.googlegroups.com>
Source record: 7417

Francois LE COAT wrote:

> Do you really think that you're leading the ATARI world from
> your little town of Pandora, United States ?

I would like to ask you in return:

Do you think that *you* are leading the Atari world
from whatever your location may be?

Regards,

/Joakim

7841. Re: Cubase or Pro24 under emulation??

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 11:47:06 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <ee0tvpfl5@paperboy.si.eunet.at>
Source record: 7419

MG wrote:

> Any thoughts/experiences anyone??
>
> Cheers
>
> MG
> UK

Hi MG!

Just Atari.

I have VST 3.7r2 for PC. Well, it's O.K. I have used it with Windows95.

But, the Timing on the Atari sounds better. (and a more stable computer operating environment, in short: it crashes fewer! For the technical part... the musical side is known and hearable)

(using an emulator to drive hardware via the PC is out of my imaginaton. Why should someone do that!? Better take the emulator (PC DOS/Win) itself ;-))

Best Regards,

Daniel Mandic

P.S.: You must have a Dongle. Cracked Versions are not satisfying... maybe for checking purposes (hardware etc..), but not for adequate work.

ST runs all Cubase Version (min. 1-2MB, 4MB recommended).
The 32bitRAM machines are running Cubase only with the higher versions.

E.g. Cubase Audio -the last Atari cubase for the 32bit Falcon, but should run fine on a TT, too. Without the Audio features, of course.
But who needs that :).
Or Cubase Score II for example! Also one of the latest.

7842. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 11:50:24 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4503fc00$0$25919$ba4acef3@news.orange.fr>
Source record: 7420

Hi,

GokMasE wrote :
> Francois LE COAT wrote:
>
>> Do you really think that you're leading the ATARI world from
>> your little town of Pandora, United States ?
>
> I would like to ask you in return:
>
> Do you think that *you* are leading the Atari world
> from whatever your location may be?

No. But because the nature of my work represents something for
someone, I do my best to consider everyone else opinion.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7843. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 11:53:33 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1157889213.156665.286260@i3g2000cwc.googlegroups.com>
Source record: 7421

Francois LE COAT wrote:
>
> > Do you think that *you* are leading the Atari world
> > from whatever your location may be?
>
> No.

Good.

Regards,

/Joakim

7844. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 12:22:29 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45040386$0$25917$ba4acef3@news.orange.fr>
Source record: 7422

Hi,

GokMasE wrote :
> Francois LE COAT wrote:
>>> Do you think that *you* are leading the Atari world
>>> from whatever your location may be?
>> No.
>
> Good.

And the actual Fields Medal winner, Wendelin Werner, works in
the place I live in. You may know that this is a very famous
scientific place in the world. Really. In the suburb of Paris.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7845. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 12:29:14 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTHERE.fr>
Message-ID: <83682b644e.jerome@jerome/mathevet.free.fr>
Source record: 7418

In message <4503bb3a$0$25953$ba4acef3@news.orange.fr>
Francois LE COAT <lecoat@atari.org> wrote:

> That's a smart word explanation of my thoughts. Thanks Jï¿½rï¿½me :)

Just to put the record straight:
I just replied because I was fed up about you beating around the bush

> When one speaking about parallels 'SPE' present in the 'Cell' processor, we
> just make assumption that this highly parallel system is a sort of simple
> 'Altivec' glue, around a 'PPC G5'-like conventional processor.
>
> I definitely assure you that we're not speaking about a regular parallel
> architecture, but rather about a very efficient super "Power PC" evolution.

Whatever. It won't make faster emulation easily.

--
Jerome Mathevet

7846. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 12:41:05 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1157892065.834187.188580@i3g2000cwc.googlegroups.com>
Source record: 7423

Francois LE COAT wrote:

> And the actual Fields Medal winner, Wendelin Werner, works in
> the place I live in. You may know that this is a very famous
> scientific place in the world. Really. In the suburb of Paris.

Ok, and this is relevant information to this thread because.....?

Regards,

/Joakim

7847. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 12:50:38 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45040a1e$0$5106$ba4acef3@news.orange.fr>
Source record: 7424

Hi,

GokMasE wrote :
> Francois LE COAT wrote:
>
>> And the actual Fields Medal winner, Wendelin Werner, works in
>> the place I live in. You may know that this is a very famous
>> scientific place in the world. Really. In the suburb of Paris.
>
> Ok, and this is relevant information to this thread because.....?

The answer is written in the thread.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7848. [WEB] TOS404 in 16M colors whith the Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 12:57:25 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1hlgeg6.1owdvrx1yg4bpcN%NOSPAMS@wanadoo.fr>
Source record: 7425

Hi,

I have updated again my PCI story with 2 new photos, and Kronos in
16M...

http://perso.orange.fr/didierm/ct60/ctpci-e.htm

Desktop now works in 1280 x 1024 x 16M colors.
You can see than emulation (here the cf68klib) isn't a solution, after
rewrited some fVDI asm text files, now it's until 10 times faster in
native code. Look at display text results.

Sources and TOS are also updated and online:

http://perso.orange.fr/files/firetos.lzh.

To be continued...

Regards,

Didier

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org

7849. Re: [WEB] TOS404 in 16M colors whith the Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 13:05:52 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45040DB0.5080201@atari.org>
Source record: 7426

Hi Didier,

Thanks for your brilliant work !

What are the motherboard performance test figures with Kronos1.71a ?

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

Didier Méquignon wrote :
> I have updated again my PCI story with 2 new photos, and Kronos in
> 16M...
>
> http://perso.orange.fr/didierm/ct60/ctpci-e.htm
>
> Desktop now works in 1280 x 1024 x 16M colors.
> You can see than emulation (here the cf68klib) isn't a solution, after
> rewrited some fVDI asm text files, now it's until 10 times faster in
> native code. Look at display text results.
>
> Sources and TOS are also updated and online:
>
> http://perso.orange.fr/files/firetos.lzh.
>
> To be continued...

7850. Re: TOS404 in 16M colors whith the Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 13:15:45 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1157894145.522202.123750@p79g2000cwp.googlegroups.com>
Source record: 7427

Didier Méquignon wrote:

> Desktop now works in 1280 x 1024 x 16M colors.
> You can see than emulation (here the cf68klib) isn't a solution, after
> rewrited some fVDI asm text files, now it's until 10 times faster in
> native code. Look at display text results.

Excellent, can't wait to get CTPCI/Radeon working on my Falcon here :)
Keep up the good work.

Regards,

/Joakim

7851. Atari Online News, Etc. #08-36

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 13:19:53 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1157894393.136542.193450@d34g2000cwd.googlegroups.com>
Source record: 7428

A-ONE #0836 09/08/06

~ Atari Names New CEO! ~ People Are Talking! ~ MacAranym Alpha
Out!
~ Xanga Settles With FTC ~ Facebook Privacy Issue ~ Firefox 2.0
Update!
~ XaAes Interview Open! ~ X-Debug Source Public! ~ JagFest UK 2006!
~ Windows Vista Pricing! ~ IE7 Anti-Phishing Tool ~ iMacs Get Intel
Chip

-* Philly Goes High-Tech School *-
-* Google Offers News Archives Access! *-
-* Brazil Judge Orders Google To Disclose User *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

7852. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 13:20:21 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <sc38g2hm54cd0ikb42ao1m0f4hsu7ahb5r@4ax.com>
Source record: 7429

>in article 4503710e$0$5082$ba4acef3@news.orange.fr, Francois LE COAT wrote
>on 9/9/06 9:57 PM:

Ok, from what I read so far I think Francois wants to say is that he
is dreaming that he'll do everything with his Ataris (Skype, Pandora,
etc.), and aranym on a mac is giving him a chance to do all that with
one machine. Now, his ultimate goal will be to do that on a real
atari, but until then he uses this cofiguration.

(correct me if I'm wrong Francois)

In that fashion I don't blame him too much. I'd love to throw my pc in
the wastebin and do everything with my falcy+ct63. But until I achieve
that I'll keep using my pc as an internet box.

Regards,
--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

7853. Re: Using Ghostlink?

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 13:27:49 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <ck48g214ruqoj3mal89dc39t76bm65bkid@4ax.com>
Source record: 7430

On Sat, 09 Sep 2006 20:03:28 GMT, 100550.3170@compuserve.com (MG)
wrote:

>Hi
>
>Got my copy of Ghostlink out to try and link to a DOS session on a PC
>to help backup old (and very precious!) ST files to a more robust
>media than 20 year old 720Kb flops!!
>
>But, like so many old things that worked once years back, just can't
>get the right combo of proceedures/setup... anyone got any pointers??
>
>STf/4Mb
>
>MG
>UK

Try using the control panel on the ST to change the serial port speed.
Try 19200/8bits/no parity. Then press the according f-key on the pc
client. This should work. Also, try 9600 if this fails.

hope this helps,
--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

7854. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 14:16:00 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1157897760.609712.202340@m79g2000cwm.googlegroups.com>
Source record: 7431

Hi I have a question about ARANYM for anyone on here that uses it. I have a Intel Imac and an old IMac G3. I like to run emulators on both. I like the concept from what Ive read about ARANYM but I dont quite understand, will it run ST games as well as apps? Basically it's important to me that Llamatron will run on my mac.

Francois LE COAT wrote:
> Hi,
>
> You may be interested by the following uptodate snapshots of
> ARAnyM. Very latest devels have been taken into account.
>
> - The Pack_3D at <http://ebmodel3.atari.org/Pack_3D/> that works
> on 3 OS/platforms including Windows, Linux and MacOSX.
>
> It includes ARAnyM 0.9.4alpha and
>
> EmuTOS dated from 2006/02/20
> FreeMiNT+XaAES from 2006/02/20
> TERADESK 3.84
> EB MODEL3 3.62a version (only available in this pack)
> EB_DUMP 0.9.7
> EUREKA 2.12 beta from 2006/09/09 (only available in this pack)
> QED 5.0.5
> POV 3.1g
> ZVIEW beta 7
> ZTASK 1.0
> MESA_GL 0.93 version (derived from Mesa3D 2.6)
> CAB 1.5
> HIGHWIRE 0.3.0
> HYP_VIEW 0.35.2e version
> PAULANG 0.2b
>
> ready to start with.
>
> - The minimum pack at <http://eureka.atari.org/MacAranym.zip>
> that is built for MacOSX.
>
> Enjoy :)
>
> -- François LE COAT
> Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org/

7855. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 14:32:53 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <9f88g25j2k40d22jlo5tf136k9utv49o6p@4ax.com>
Source record: 7432

On 10 Sep 2006 07:16:00 -0700, "kev242@gmail.com" <kev242@gmail.com>
wrote:

>
>Hi I have a question about ARANYM for anyone on here that uses it. I
>have a Intel Imac and an old IMac G3. I like to run emulators on
>both. I like the concept from what Ive read about ARANYM but I dont
>quite understand, will it run ST games as well as apps? Basically
>it's important to me that Llamatron will run on my mac.
>

Aranym is not the thing for you then. You should look around for a mac
ST emulator, like noSTalgia or hatari.

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

7856. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 16:16:29 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45043a5d$0$5110$ba4acef3@news.orange.fr>
Source record: 7433

Hi,

Thanks George for your answer.

George Nakos wrote :
> kev242@gmail.com wrote :
>
>> Hi I have a question about ARANYM for anyone on here that uses it. I
>> have a Intel Imac and an old IMac G3. I like to run emulators on
>> both. I like the concept from what Ive read about ARANYM but I dont
>> quite understand, will it run ST games as well as apps? Basically
>> it's important to me that Llamatron will run on my mac.
>
> Aranym is not the thing for you then. You should look around for a mac
> ST emulator, like noSTalgia or hatari.

The question that is posed is quite special.

If I get the following Falcon30 Llamasoft game :

<http://www.llamasoft.co.uk/downloads/softography/falcon/llamazap-falcon.zip>

That I unzip it in <http://eureka.atari.org/MacAranym.zip>, that I
boot with TOS4.04 rather than EmuTOS, and that I inactivate fVDI.

If I launch the game, there's no sound, and the game's intro
display correctly, but you can't play with it, and the game's
levels are not displayed correctly. This game is special, because
I think that it requires an analogical ATARI gamepad that I
don't have, though I own a basic Falcon30 hardware.

But in the same conditions, and performing the same precautions
with MacAranym, Quake will work fluently, with the game's sound,
and it can be played totally.

The explanation is that Quake is written for Falcon060, that is
a sort of customized hardware. I know that perfectly because my
devel machine is a Hades60 from Medusa, Switzerland. So that the
author from Quake's port had a very close care to build portable
binary code. Often, 060 code on 060 machines run the most portable
ATARI machines code. Mostly because it is clean, as would developers
say ... I develop programs on my Hades60 since June 1996 !

My answer would be that most of recent ATARI games will run on
adequate machines. But it is rather rare ... The good thing to
ask is not 'could I play that game that I beloved' ? But rather
'what are the good games' ? Not for interest for the game, but

rather for technical reasons ...

How far all these games are cleanly written ?

Quake is !!!! Would you like playing Quake ?

I hope it'll help.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7857. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 17:05:54 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <ee1gli$83v$1@paperboy.si.eunet.at>
Source record: 7434

Francois LE COAT wrote:

> Quake is !!!! Would you like playing Quake ?
>
> I hope it'll help.
>
> Best regards,
>
> -- Franï¿½ois LE COAT
> Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org

Why Quake?

Bez of the Hardware requirements :). 68060 etc.

How about DOOM releases?
I liked to play DOOM I and II on various Intel CPU's.

Although, pixel-art graphic Games on ST or Amiga are my favourites.
TV-like.... and that of the eightbitties too, of course!

Kind Regards,

Daniel Mandic

7858. Re: [WEB] TOS404 in 16M colors whith the Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 17:26:07 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1hlgr2k.m23yc71pvsdkwN%NOSPAMS@wanadoo.fr>
Source record: 7435

Francois LE COAT <lecoat@atari.org> wrote:

> Hi Didier,
>
> Thanks for your brilliant work !

Thanks a lot.
>
> What are the motherboard performance test figures with Kronos1.71a ?

I don't know, actually it's impossible to use FPU, I got line F.
The cf68klib not emulates unimplemented FPU instructions, and on the
Coldfire, like integers, the core use variable length decoding
instruction between 1 and 3 words. So some complex adressing modes not
works, but the main problem is fmovem like movem. For example
fmovem fp0-fp1,-(sp) need a replacement by
lea -16(sp),sp
fmovemm fp0-fp1,(sp)

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org
Atari FALCON 030/CT60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

7859. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 18:34:32 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <NWYMg.4897$oj5.1884613@news.siol.net>
Source record: 7436

Daniel Mandic wrote:

Hi

> Although, pixel-art graphic Games on ST or Amiga are my favourites.
> TV-like.... and that of the eightbitties too, of course!

In that case u should try (if not yet) Wolfenstein3d for ST

Janez

7860. Re: TOS404 in 16M colors whith the Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 18:40:16 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <90ZMg.4898$oj5.1884188@news.siol.net>
Source record: 7437

GokMasE wrote:

> Didier Méquignon wrote:
>
>> Desktop now works in 1280 x 1024 x 16M colors.
>> You can see than emulation (here the cf68klib) isn't a solution, after
>> rewrited some fVDI asm text files, now it's until 10 times faster in
>> native code. Look at display text results.
>
> Excellent, can't wait to get CTPCI/Radeon working on my Falcon here :)
> Keep up the good work.

Why wait? Get PS3.

7861. Re: [WEB] TOS404 in 16M colors whith the Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 18:46:09 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45045d71$0$27396$ba4acef3@news.orange.fr>
Source record: 7438

Hi Didier,

Didier Méquignon wrote :
> Francois LE COAT wrote :
>> Thanks for your brilliant work !
>
> Thanks a lot.

I do insist on the excellence of your remarkable work :)

>> What are the motherboard performance test figures with Kronos1.71a ?
>
> I don't know, actually it's impossible to use FPU, I got line F.
> The cf68klib not emulates unimplemented FPU instructions, and on the
> Coldfire, like integers, the core use variable length decoding
> instruction between 1 and 3 words. So some complex adressing modes not
> works, but the main problem is fmovem like movem. For example
> fmovem fp0-fp1,-(sp) need a replacement by
> lea -16(sp),sp
> fmovemm fp0-fp1,(sp)

If it can help, I have the working assembly code suitable for PURE C
devel tools, of the 68060 FPU emulator originating from Motorola WEB
site ... I don't know if it is still available, and useful in that
case.

I got sources, adapted it to PURE C assembly syntax, tested it
extensively with my Eureka software, Persistence Of Vision and
other numerous softwares that require Floating Point Unit usage on
my Hades 60, since all these years !

If that sort of assembly code could be used and patched, so that it
translates 68k to ColdFire compatible code at run time, don't
hesitate to ask it from me.

I would be so happy to help you in that matter. I'm so concerned
with the support of the FPU assembly code, on every ATARI platforms
I met in my computers development experience.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7862. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 19:05:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <k4CdnbSv4eVW_JnYnZ2dnUVZ8tGdnZ2d@pipex.net>
Source record: 7439

"Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote in message
news:4501cf82$0$985$626a54ce@news.free.fr...
> 70$ US ? ! The price is expensive for a such small hardware ...
>
>

Its becasue of low demand, If someone now asked you to build a Afterburner, you did not have PCB layouts, or parts, had to design new pcb, build test, all your time, self assembly... it all soon adds up... if someone paid an enginner time to design pcb and produce, It would be around $300 to produce.. for just 2 hours work and PCBs.

During PeST we would never get back the cost of our time, 2 weeks debugging for PeST, 80 hours normal working week, enginner £100 per hour, £100x 80hours - £8,000, this is before time in development.. We should be selling PeST for £200 each really... We sell them for less becasue we support Atari like yourself, The development was a gift for PeST, but of course we had to have a lot of orders to make sure the project did not cost us in hardware...

Effile would only get produced again (by us) if a lot of people commited to orders, that means parting with thier cash in advance.. I used to ask for peoples word on orders for items, I have boxes full of stuff which people said they would buy, and I took thier word, so I brought items, and when it come to parting with thier cash they vanish. I think this is the problem, if someone made 50 units and produce cheaply, that someone would have a lot of stock to be stuck with for a long time... price goes up for units as nobody is going to produce them in bulk..

waffle over...

Chris

7863. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 20:01:45 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <ee1qv9cdi1@paperboy.si.eunet.at>
Source record: 7440

Janez Valant wrote:

> In that case u should try (if not yet) Wolfenstein3d for ST
>
> Janez

Hi Janez!

Never played, I know about Wolfenstein. Crap for me...

Best Regards,

Daniel Mandic

7864. Re: [WEB] TOS404 in 16M colors whith the Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 21:49:52 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <4504887f$0$5151$9b4e6d93@newsspool1.arcor-online.net>
Source record: 7442

Hi Didier!

This is just awesome!!!

But as a Milan user I would be very very interested in this gfx card for
my Milan, too! Is there any chance to bring it to the Milan, too?

Every time I see a Hades next to my Milan, I get very jealous, because
any gfx card for the Milan just plain suck :-(

Cheers, Ingo =;->

7865. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 21:52:05 UTC
From: Mickael Pointier <nobody@wantspam.net>
Message-ID: <3029$45048858$54d118e1$26685@news.chello.no>
Source record: 7441

> > Ok, from what I read so far I think Francois wants to say is that he
> > is dreaming that he'll do everything with his Ataris (Skype, Pandora,
> > etc.), and aranym on a mac is giving him a chance to do all that with
> > one machine. Now, his ultimate goal will be to do that on a real
> > atari, but until then he uses this cofiguration.
>
> That's a well and good. Whatever works.
> I lost track of the number of posts it took to fully reach that
conclusion.
> He seems to be 'communication challenged' at best.

And if this can makes you feel better, this is not due to the usage of
english language.
We have to read the same kind of 'constructure argumentation' on
fr.comp.sys.atari

Dbug

7866. Re: MacAranym 0.9.4alpha

Newsgroup: comp.sys.atari.st
Date: 2006-09-10 21:53:54 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-7B6976.17535410092006@news.isp.giganews.com>
Source record: 7443

In article <44f74f70$0$5081$ba4acef3@news.orange.fr>,
Francois LE COAT <lecoat@atari.org> wrote:

> Hi,
>
> Galen wrote :
> > Francois LE COAT wrote:
> >> The MacOSX version of ARAnyM has been enhance thanks to the
> >> work of Philipp Donz, and every Mac user should have it :)
> >
> > Thank you, Fran ois. I did not have a Mac I could play with until
> > recently, but I will be sure to try out Aranym on it!
>
> That's kind of you.
>
> You can either post here or join the <http://aranym.org/> mailing
> list to share everyone's experience with MacAranym. You're welcome.
>
> Regards,
>
> -- Fran ois LE COAT
> Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org

It appears not to startup on my G4 mini.

I assume its not intel only?

7867. Re: Cubase or Pro24 under emulation??

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 03:53:50 UTC
From: atarian90 <atarian90@yahoo.com>
Message-ID: <1157946830.775986.190410@m73g2000cwd.googlegroups.com>
Source record: 7444

Why would you want to? Cubase is available for Windows already, so why not just get that? It would probably perform better than an Cubase ST under emulation.

MG wrote:
>
> So another thought was anyway to run Pro24 or Cbase under any of the
> PC ST emulators? The laptop runs either W95 or W98se depending which
> drive I insert...?
>
> Really, I want to explore VST now and don't think thats possible on
> olde ST's !!
>
> Any thoughts/experiences anyone??
>
> Cheers
>
> MG
> UK

7868. Re: TOS404 in 16M colors whith the Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 06:16:18 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1157955378.070453.319160@e3g2000cwe.googlegroups.com>
Source record: 7445

howdy,

> But as a Milan user I would be very very interested in this gfx card for
> my Milan, too! Is there any chance to bring it to the Milan, too?
>
> Every time I see a Hades next to my Milan, I get very jealous, because
> any gfx card for the Milan just plain suck :-(

Problem is the lack of documentation and the closed TOS rom... Same
thing on the Hades..

-- Peter

7869. Re: MacAranym 0.9.4alpha

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 06:44:16 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <450505c0$0$5094$ba4acef3@news.orange.fr>
Source record: 7446

Hi,

ziggy wrote :
> Francois LE COAT wrote :
>> Galen wrote :
>>> Francois LE COAT wrote:
>>>> The MacOSX version of ARAnyM has been enhance thanks to the
>>>> work of Philipp Donzé, and every Mac user should have it :)
>>> Thank you, François. I did not have a Mac I could play with until
>>> recently, but I will be sure to try out Aranym on it!
>> That's kind of you.
>>
>> You can either post here or join the <http://aranym.org/> mailing
>> list to share everyone's experience with MacAranym. You're welcome.
>
> It appears not to startup on my G4 mini.
>
> I assume its not intel only?

The version is optimized for G4 and above. I have a dual-G4@1.25GHz.

One thing that you must do, so that it starts correctly, is to copy
the "Aranym_files" folder in the "Documents" folder from you user
account.

You can also try <http://ebmodel3.atari.org/Pack_3D/> that is more
elaborate, because it has pre-installed ATARI applications.

I hope it'll help.

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7870. Re: [?] Quake Game

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 14:12:55 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.09.11.14.12.55.29324@nospammmmatari-source.com>
Source record: 7447

On Sun, 10 Sep 2006 08:51:13 +0200, Janez Valant wrote:

> Jerome Mathevet wrote:
>
> Hi,
>
>> "Hey, for a really powerful "atari machine", buy a PS3 and install Aranym
>> on it."
>>
>> As that can be done already with a stock PC, I fail to see FLC's point. I
>> think he hopes the powerful Cell processor will be put to profit into the
>> emulator (or anything else). But using the cell to its full potential will
>> be very difficult and not applicable to every single program in existence
>> because of its highly "parallelizable" nature. I think that's what the OP
>> seems to ignore (or doesn't want to hear).
>
> Yes, and he miss the MAIN point. He is so busy with promoting Aranym and
> playing with our heads and emotions to gain his goal, that he missed the
> fact that noone of the applications like Skype, etc etc actualy exist for
> Atari, and thus for emulators as well. So what good Aranym will do then?
> And what good to Aranym will he do, by calling every Atari machines fan old
> fashion, obliterators of other ppls dreams and such? Not much, it
> effectively stopped me to think again about using it. We had such stuff
> early in Aranym days as well.. Things did look better, until now...
>
> Janez
>
> Emulators DO depends on software developed for original machines.. Its as
> simple as that...

When did he say that though? I mean in the past Francois has pissed me
off but this time I think he's only promoting a different possible path
for some people. And remember too, he doesn't speak for the Aranym
developers, he's responsible for the part of the MacOS port and even then,
he wants to keep that in the past and not allow it to run on intel macs
better (from my understanding). He's not one of "the" developers like
that did JIT or or natfeats or somesuch. All I think the point was was
that quake will run on aranym because the emulation is pretty good.

Thanks,
Mark

7871. Trouble builing in an aftreburner040

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 17:39:13 UTC
From: Will <wvdongen@wanadoo.nl>
Message-ID: <45059e33$0$86702$dbd4b001@news.wanadoo.nl>
Source record: 7448

Hello my name is Will van Dongen, We are trying to build an afterburner040 and Nova graphic card into a Falcon. But we have troubles. The afterburner won't sync We have tried several clock patches but still the afterburner won 't sync. A friend who does actually the "building" is in search of Douglas Little. In the past Douglas build several afterburners into falcon's and had his shire of trouble.

But we can't find Douglas Little on the Net every link is dead. So we try it this way

Please Help some desperate people

And I want my Falcon back alive and kicking

\W/iLL

7872. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 17:48:27 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4505a16a$0$5094$ba4acef3@news.orange.fr>
Source record: 7349

exxos a ï¿½crit :
>
> .../...
> Effile would only get produced again (by us) if a lot of people commited to
> orders, that means parting with thier cash in advance.. I used to ask for
> peoples word on orders for items, I have boxes full of stuff which people
> said they would buy, and I took thier word, so I brought items, and when it
> come to parting with thier cash they vanish. I think this is the problem,

Hello,

Are some of those items suitable for Falcons ?
Would you mind listing them, along with what you would expect selling
them for ?

Regards,

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

7873. Re: Berkeley Microsystems BMS-100 floppy image

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 18:25:49 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1157999148.924602.155560@b28g2000cwb.googlegroups.com>
Source record: 7350

Hi, all,

FWIW, The Berkely Microsystems BMS-100 is also detected by HDDriver (8.16). Not sure about earlier versions. It is detected as an Atari interface.

Rory

Rory.A.McMahon@gmail.com wrote:
> Hi all,
>
> I was wondering if anyone could email me a disk image of the BMS-100.
> The one I got is corrupt.
>
> Thanks in advance
> Rory
>
> REMOVErory.a.mcmahonREMOVE@gmail.com

7874. Re: Cubase or Pro24 under emulation?? Long but fun answer!

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 18:29:35 UTC
From: 100550.3170@compuserve.com
Message-ID: <45087958.5332437@news.freeuk.net>
Source record: 7352

On 9 Sep 2006 16:37:37 -0700, "charlie" <charles.copp@sympatico.ca>
wrote:

>well i can assist you , i use these things almost daily ....i use
>cubase under emulation on a pc and on an atari st mega 4..
>what is it you are trying to attempt ? it apppears we need to transfer
>the old midi files from diskettes onto the new computer..... well
>coiensidentally i program atari computers .. i make special program
>for formats too!! , just elaborate where your problem area is and i
>will help... i am also interested in wheter or not you are going to
>part with the atari cubase and pro 24...sell trade donate...etc etc
>etc??????
>
>charles.copp@sympatico.ca

Well,I am not ashamed to admit I do have copies of Cubase that are
'cracked' but I'l tell you why...

I bought my Pro24 and 1040Stf new in 1988 at a time when I was
involved with Peter Gabriel in promoting his Syco Systems company in
London. At the time he was the sole importer of the Fairlight CMI III
and I used to troll round all the top london recording studios pulling
together case studies to promote back to the international press/music
somebodies (the Fairlight cost in excess of ï¿½30,000 back then!).

At one studio - Trident in London - they were mixing down some Dire
Straits recent mixes and I asked what they made of the Fairlight's
Midi capability and they said, "Oh we aren't using that, we are using
the Atari over there..." and yes it was a Pro24/520st system!! So, I
had to have one too, but got a 1040stf instead. Bought it from Soho
Soundhouse (now Turnkey) in london and was so excited - a proper,
invaluable computer application long before the Mac and 'multimedia'
PC and even today, looks and works brilliantly. It was the better part
of a ï¿½1000 quid with the software and a MT32 module mind you...

Anyway, after a couple of years and hundreds of hours use, my dongle
started to wear as I had to constantly swap it out for other Steinberg
editors etc, and when I asked for a replacement as the system was
constantly hanging, they basically said, bugger off, we only support
our Cubase customers now...! I don't expect that type of customer
service, especially when I was partly responsible for their success!!!
Oh and yes, in those days, you used to have TO PAY to register your
software for further support updates etc... That was a further ï¿½25 (on
top of the ï¿½325 price tag) down the drain in this case!

But now I wish to access some of my old music again and I have the problem that Pro24 was pre GM Midi and allowed you to utilise sysex tone patch info by embedding a small .PAT pattern at the begriming of your song, so any specifically modified or created tone on your synths/modules could be instantly configured upon PLAY. This is what I want to attempt to translate over to a more modern system, now I finally have the time as I have given up the day job to piss about like this more!

I have dug out an old 'non dongled' copy of Cubase 24VST 3.7 for the PC (running either W95 or W98SE on an IBM Thinkpad) and yes, it hangs the system after about 35 mins - even if standing idle, but I may be able live with that in short term by using it only to tweak my creations and using the older ST apps for the basic compiling. In addition to Pro24, I have dongle-less ST Cubase vrs1 *which doesn't crash*, but the nicer vrs2.0 and 2.1 do and the last 16bit version - vrs3.0 - is a big disappointment as it hardly stays up at all and has that tempting Mixer Modules capability and that would have been great to explore...

So that is where I am. Sadly, things that don't work so well on the ST by todays standards make life hard - like low resolution clanky mouse, limited screen estate on the SM124 monitor and just a single 720 floppy... Also, I need to transport my Midi system and lugging that lot is not on. On the upside, I did invest in a 4Mb upgrade for the old ST about 10 years back and with a brilliant reset able RAM disk, I can work round crashes by frequent quick saves to it during sessions and recover something at least...

I hope I have answered all your questions? and not bored you all to sleep!!!

Cheers guys,

MG
UK

7875. Re: Using Ghostlink?

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 18:29:36 UTC
From: 100550.3170@compuserve.com
Message-ID: <450777ed.4969295@news.freeuk.net>
Source record: 7351

On Sun, 10 Sep 2006 16:27:49 +0300, George Nakos <ggn@atariROCKS.org>
wrote:

>On Sat, 09 Sep 2006 20:03:28 GMT, 100550.3170@compuserve.com (MG)
>wrote:
>
>>Hi
>>
>>Got my copy of Ghostlink out to try and link to a DOS session on a PC
>>to help backup old (and very precious!) ST files to a more robust
>>media than 20 year old 720Kb flops!!
>>
>>But, like so many old things that worked once years back, just can't
>>get the right combo of proceedures/setup... anyone got any pointers??
>>
>>STf/4Mb
>>
>>MG
>>UK
>
>Try using the control panel on the ST to change the serial port speed.
>Try 19200/8bits/no parity. Then press the according f-key on the pc
>client. This should work. Also, try 9600 if this fails.
>
>hope this helps,
Hi

Yes I did load up Control acc and set the speed, - maybe not the 19200
though... Which f-key are you referring to on PC? I have been loading
Control Panel settings first, then Ghostlink on ST finally 'PC Slave'
at the c: prompt on PC and selected the slower speeds/com port nos
selection, but no 'f' key??

Thanks

MG
UK

7876. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 19:07:35 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <ee4c4i$8t$1$8300dec7@news.demon.co.uk>
Source record: 7353

"exxos" <exxos@home.co.uk> wrote in message
news:k4CdnbSv4eVW_JnYnZ2dnUVZ8tGdnZ2d@pipex.net...
> Effile would only get produced again (by us) if a lot of people commited
> to orders, that means parting with thier cash in advance.. I used to ask
> for peoples word on orders for items, I have boxes full of stuff which
> people said they would buy, and I took thier word, so I brought items, and
> when it come to parting with thier cash they vanish. I think this is the
> problem, if someone made 50 units and produce cheaply, that someone would
> have a lot of stock to be stuck with for a long time... price goes up for
> units as nobody is going to produce them in bulk..

I don't think people, these days, have a problem with prepaying. Rodolphe
seems
to have made it work with the CT60, and the guys doing the EtherNAT got 130
preorders
too. So, definately, ask for prepayment always with new developments for
Atari now, it's
the only way to fund things.

I got two Eiffels from Rory because no-one else was claiming to make them.
I'll
probably be looking for another soon (with LCD) to replace my QwertyX.

Alan.

7877. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 19:19:36 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <Dt-dnTT-hP1SK5jYRVny2w@eclipse.net.uk>
Source record: 7354

>
>"Francois LE COAT" <lecoat@atari.org> wrote in message
news:45043a5d$0$5110$ba4acef3@news.orange.fr...
>Hi,
>
>Thanks George for your answer.
>
>George Nakos wrote :
>> kev242@gmail.com wrote :
>>
>>> Hi I have a question about ARANYM for anyone on here that uses it. I
>>> have a Intel Imac and an old IMac G3. I like to run emulators on
>>> both. I like the concept from what Ive read about ARANYM but I dont
>>> quite understand, will it run ST games as well as apps? Basically
>>> it's important to me that Llamatron will run on my mac.
>>

I don't think LLamatron will run on a TT or Falcon, never mind ARANYM....

>> Aranym is not the thing for you then. You should look around for a mac
>> ST emulator, like noSTalgia or hatari.

Isn't there a MAC version of LLamatron....

The question that is posed is quite special.

If I get the following Falcon30 Llamasoft game :

<http://www.llamasoft.co.uk/downloads/softography/falcon/llamazap-falcon.zip
>

That I unzip it in <http://eureka.atari.org/MacAranym.zip>, that I
boot with TOS4.04 rather than EmuTOS, and that I inactivate fVDI.

If I launch the game, there's no sound, and the game's intro
display correctly, but you can't play with it, and the game's
levels are not displayed correctly. This game is special, because
I think that it requires an analogical ATARI gamepad that I
don't have, though I own a basic Falcon30 hardware.

But in the same conditions, and performing the same precautions
with MacAranym, Quake will work fluently, with the game's sound,
and it can be played totally.

The explanation is that Quake is written for Falcon060, that is
a sort of customized hardware. I know that perfectly because my
devel machine is a Hades60 from Medusa, Switzerland. So that the

author from Quake's port had a very close care to build portable
binary code. Often, 060 code on 060 machines run the most portable
ATARI machines code. Mostly because it is clean, as would developers
say ... I develop programs on my Hades60 since June 1996 !

My answer would be that most of recent ATARI games will run on
adequate machines. But it is rather rare ... The good thing to
ask is not 'could I play that game that I beloved' ? But rather
'what are the good games' ? Not for interest for the game, but
rather for technical reasons ...

How far all these games are cleanly written ?

Quake is !!!! Would you like playing Quake ?

I hope it'll help.

Best regards,

-- Fran&#65533;ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7878. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 19:25:02 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <G5-dnVURz_WNJZjYnZ2dnUVZ8qOdnZ2d@eclipse.net.uk>
Source record: 7355

"Roger Burrows" <sergeantvimes@yahoo.ca> wrote in message
news:8n67g2paclddjn41of7btd1rdnf72hk7uj@4ax.com...
> Hi David,
> On Fri, 8 Sep 2006 22:31:12 +0100, "David Wade" <g8mqw@yahoo.com> wrote:
> >
> >I have some masks for PCBs and two PCBs made from them. Trouble is I have
> >not tested the layout. Perhaps I should...
> >
>
> This is getting off-topic, but am I correct in thinking that testing is
> a tedious manual process involving an ohmmeter? Or do you just throw
> the parts at the board & if it fails, start debugging? [A not-unknown
> approach to writing software ...]
>
> Roger
>

Roger,
These are just double sided boards, so I will throw on the components and
test if it works. For a more complex job I would try and compartmentalize
the cicuit and test step by step...
Dave.

7879. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 19:58:28 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <e-KdnXNESb0kIpjYRVnysQ@pipex.net>
Source record: 7357

"J.-Luc" <Myname.Mysurname@myisp> wrote in message
news:4505a16a$0$5094$ba4acef3@news.orange.fr...
> exxos a crit :
>>
>> .../...
>> Effile would only get produced again (by us) if a lot of people commited
>> to
>> orders, that means parting with thier cash in advance.. I used to ask for
>> peoples word on orders for items, I have boxes full of stuff which people
>> said they would buy, and I took thier word, so I brought items, and when
>> it
>> come to parting with thier cash they vanish. I think this is the
>> problem,
>
> Hello,
>
> Are some of those items suitable for Falcons ?
> Would you mind listing them, along with what you would expect selling
> them for ?
>
> Regards,
>
> J.-Luc
> --
> "From" is invalid. In order to answer directly, replace :
> Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
>
>

I never did any development for the Falcon, other than PeST... I have a few upgraded ST's, 1.44 kits, a couple of prototype 4MB simm boards, piles of bits.....

Chris

7880. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 20:08:08 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <Lq-dncwh0bRnXJjYnZ2dnUVZ8s2dnZ2d@pipex.net>
Source record: 7358

"Jerome Mathevet" <jerome.mathevet@freeNOTHERE.fr> wrote in message
news:c71edb644e.jerome@jerome/mathevet.free.fr...
> In message <z6CdnSqCGefDvZzYnZ2dnUVZ8tKdnZ2d@bt.com>
> "Aly" <alison@logicsaysNOSPAM.com> wrote:
>
>>To bring into perspective somewhat. 25 PCBs alone given the size of
>>Eiffel
>>and alike, would cost about ?250-?300 (yes it can be done cheaper but
>>where,
>>shipping, quality, EM testing?). And with my calculator.. that's about
>>?10
>>for the PCB alone. ?3 for the chip. ?1 ea. for the 9 pin D's. ?1 ea.
>>for
>>the PS2 sockets. In such small quantities there is no discount from the
>>trade suppliers for buying a few bits here and there.
>
> Have you ever considered sending/selling only the PCB ? Or preprogrammed
> PICs
> ? The buyer then has to find the rest of parts locally and solder them on
> the
> PCB. This would reduce costs dramatically and (perhaps) lead more people
> to
> "make deals" with you. Of course, whether your time is worth all the
> hassle
> of building the PCBs or not remains to be seen (and is your prerogative).
>
> --
> Jerome Mathevet

It was talked about a while ago, problem is people expect items to be "plug n play", a lot of people can't even solder, some think they can and will probably mess it up, maybe damage thier ST and PeST... Only takes 1 person to cause trouble so when me and Aly were talking about it we dedided not to bother doing it.... with the time involved in writing instructions, helping people with emails..... it just ends up costing us a lot of time to save someone else a few quid... IMHO it just aint worth it.... Its not just the raw cost of the parts and time for assembly either, a couple quid goes towards buying us a beer per lead for development also...

I have a pile of bits here, I thought about putting a box of bits on Ebay as haven't got any time to make them up anymore. Aly is still selling leads also, though I *think* she wants to clear out a lot of stuff also at the moment.. If someone wants to buy PCB's I have a few DIL types left, Aly has a few SMT based boards still which are slightly smaller....

Chris

7881. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 20:28:29 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTHERE.fr>
Message-ID: <c71edb644e.jerome@jerome/mathevet.free.fr>
Source record: 7356

In message <z6CdnSqCGefDvZzYnZ2dnUVZ8tKdnZ2d@bt.com>
"Aly" <alison@logicsaysNOSPAM.com> wrote:

>To bring into perspective somewhat. 25 PCBs alone given the size of Eiffel
>and alike, would cost about ï¿½250-ï¿½300 (yes it can be done cheaper but where,
>shipping, quality, EM testing?). And with my calculator.. that's about ï¿½10
>for the PCB alone. ï¿½3 for the chip. ï¿½1 ea. for the 9 pin D's. ï¿½1 ea. for
>the PS2 sockets. In such small quantities there is no discount from the
>trade suppliers for buying a few bits here and there.

Have you ever considered sending/selling only the PCB ? Or preprogrammed PICs
? The buyer then has to find the rest of parts locally and solder them on the
PCB. This would reduce costs dramatically and (perhaps) lead more people to
"make deals" with you. Of course, whether your time is worth all the hassle
of building the PCBs or not remains to be seen (and is your prerogative).

--
Jerome Mathevet

7882. Re: MacAranym 0.9.4alpha

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 21:18:14 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-34B8C9.17181411092006@news.isp.giganews.com>
Source record: 7359

In article <450505c0$0$5094$ba4acef3@news.orange.fr>,
Francois LE COAT <lecoat@atari.org> wrote:

> Hi,
>
> ziggy wrote :
> > Francois LE COAT wrote :
> >> Galen wrote :
> >>> Francois LE COAT wrote:
> >>>> The MacOSX version of ARAnyM has been enhance thanks to the
> >>>> work of Philipp Donz, and every Mac user should have it :)
> >>> Thank you, Fran ois. I did not have a Mac I could play with until
> >>> recently, but I will be sure to try out Aranym on it!
> >> That's kind of you.
> >>
> >> You can either post here or join the <http://aranym.org/> mailing
> >> list to share everyone's experience with MacAranym. You're welcome.
> >
> > It appears not to startup on my G4 mini.
> >
> > I assume its not intel only?
>
> The version is optimized for G4 and above. I have a dual-G4@1.25GHz.
>
> One thing that you must do, so that it starts correctly, is to copy
> the "Aranym files" folder in the "Documents" folder from you user
> account.
>
> You can also try <http://ebmodel3.atari.org/Pack 3D/> that is more
> elaborate, because it has pre-installed ATARI applications.
>
> I hope it'll help.
>
> Regards,
>
> -- Fran ois LE COAT
> Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org

I got a 404 on that link.. But ill try the other suggestion tonight.

7883. Re: MacAranym 0.9.4alpha

Newsgroup: comp.sys.atari.st
Date: 2006-09-11 21:55:51 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-BDBFEE.17555111092006@news.isp.giganews.com>
Source record: 7360

In article <450505c0$0$5094$ba4acef3@news.orange.fr>,
Francois LE COAT <lecoat@atari.org> wrote:

> Hi,
>
> ziggy wrote :
> > Francois LE COAT wrote :
> >> Galen wrote :
> >>> Francois LE COAT wrote:
> >>>> The MacOSX version of ARAnyM has been enhance thanks to the
> >>>> work of Philipp Donz, and every Mac user should have it :)
> >>> Thank you, Fran ois. I did not have a Mac I could play with until
> >>> recently, but I will be sure to try out Aranym on it!
> >> That's kind of you.
> >>
> >> You can either post here or join the <http://aranym.org/> mailing
> >> list to share everyone's experience with MacAranym. You're welcome.
> >
> > It appears not to startup on my G4 mini.
> >
> > I assume its not intel only?
>
> The version is optimized for G4 and above. I have a dual-G4@1.25GHz.
>
> One thing that you must do, so that it starts correctly, is to copy
> the "Aranym files" folder in the "Documents" folder from you user
> account.
>
> You can also try <http://ebmodel3.atari.org/Pack 3D/> that is more
> elaborate, because it has pre-installed ATARI applications.
>
> I hope it'll help.
>
> Regards,
>
> -- Fran ois LE COAT
> Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org

That seemed to help things along. (there should be a _ in that link,
not a space.. took a bit to figure that one out)

Too bad its in the wrong language for me after teredesk started :|

7884. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 01:28:55 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <Op-dnQ6T4JSUkJvYRVnyuw@bt.com>
Source record: 7361

exxos <exxos@home.co.uk> wrote in message
news:Lq-dncwh0bRnXJjYnZ2dnUVZ8s2dnZ2d@pipex.net...
> I have a pile of bits here, I thought about putting a box of bits on Ebay
as
> haven't got any time to make them up anymore. Aly is still selling leads
> also, though I *think* she wants to clear out a lot of stuff also at the
> moment.. If someone wants to buy PCB's I have a few DIL types left, Aly
has
> a few SMT based boards still which are slightly smaller....
>

Oh no, Chris and his boxes and boxes he bought for other people. :-)))

Seriously though. Everyone loves the idea of talking about things, and then when it comes to handing the money over.. They do indeed vanish; waiting for payday, roof started leaking, car blew up. God, there's some pretty unlucky people out there.

It's the same right across the retro scene. Everyone wants stuff on the cheap. It doesn't work that way. The reason why microwave oven's at £30 a go is that they're mass produced in Asia, and the people making them are living in tin huts.

We don't live in tin huts over here. Well, we would be if we spent our entire time developing something that no-one wanted.

Onto this ACSI/IDE interface. If it was the 1980's RIGHT NOW, they would command about £200-£300, and with inflation, that's about £500+ in today's money. No one is going to pay that, except maybe Madonna or FatBoySlim with their ST's in the background in their studios.

Lately I've been moving away from the Atari scene and drifting over towards the music people. They love their STs with a passion, and know bugger all about how they work. We're talking about people who will happily go out and spend £300 on a gizmo just to make their Roland sound a bit fuller.

We're maybe getting into a bit of a rant here. But certainly, many people simply aren't prepared to pay. They want things, but don't want to pay for them. So unless they know how to do it themselves, then they have to decide whether they really want what they want, and if they don't, then they should stop going on about it.

I want a big pair of tits. Now this is probably the first you've heard about it. And this is the approach I use with my ST exploits and in finding a surgeon. I've got the money after saving up hard, and I'm under the knife in 2-weeks time.

If people want all of these ST mods and gizmos then I'll put the time and effort into building them. But just as I have to pay a surgeon to do what I want, you people out there have to pay me to do what you want. It's not arrogance, it's not petulence. It's the way of the world. I have to live. Chris has to live.

So at the end of that, we just gave in. I'm an adult model, and Chris goes to work everyday poking around people's televisions.

If anyone would like any pre-programmed 16f876's for their Eiffel's then no problem at all. I spent £200 on a professional chip programmer to develop PeST with, in that I have the kit and can do the job first time, while others fiddle about with resistors and bits of wire trying to build a programmer on the cheap.

The question is; How much is your time worth to you? And this is what it comes down to. People pay us to do things first time so that they don't have to do it and can get on with things.

You pay a plumber to do your plumbing. You pay an electrician to do your electrics. And you pay a builder to do your building. We're embedded development engineers and we do you embedded development.

7885. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 01:56:21 UTC
From: Simon <news@gornall.net>
Message-ID: <20060911185621377709-news@gornallnet>
Source record: 7362

On 2006-09-11 18:28:55 -0700, "Aly" <alison@logicsaysNOSPAM.com> said:

> I want a big pair of tits. Now this is probably the first you've heard
> about it.

Now to be fair, that's not a gambit you often see on a newsgroup :-)

Got the PeST, btw, Aly, and it works great :-) I figured it was a lot easier to just buy one from you (at a very reasonably price) than try to figure it out on my own. I *could*, (I've built all sorts of h/w gizmos) but it's not worth the cost in time when someone else has already done it and is selling it at a good price.

Good luck with the op :-)

Simon

7886. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 03:18:24 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <EApNg.47050$ED.15678@read2.cgocable.net>
Source record: 7363
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Larry wrote:

>> On Sat, 02 Sep 2006 19:28:17 -0400, Sid Pacman wrote:
>>
>> > The Hara Arena (convention center) in Dayton, Ohio, says there
>> > will be no Computerfest held there this year. Has anybody heard of
>> > any other location where this show will be held? Or has it finally
>> > died off (after more than 20 years)?
>
> I started going to the Dayton Computerfest about 1985, and went almost
> every year until around 2000. But (IMO) online computer sales and
> auctions have killed off most of the business that the vendors
> traveling the computer show circuit once enjoyed. Check the
> announcement at: http://www.dma.org/
> For maybe 8-10 years, DMA also had a spring computerfest, and I could
> see it wither as the years went on. Then they dropped it. Other
> computer shows that once were pervasive have suffered the same fate.
> Just as the PC's crowded out the other platforms, the internet sales
> have crowded out the shows. It is regrettable, but evidently there
> were lots of people like me -- why travel to a show, fight the crowds,
> and have an inferior selection/price as compared to what is available
> as I surf the net? And if you are a seller, why not set up a site on
> the internet instead of loading up equipment, driving, setting up, etc.
> -Larry

I haven't been to a computer show since the Toronto Atari Federation last
held their expo. All of these vintage shows are never anywhere near my
home. Such a shame. :-(

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7887. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 04:29:34 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609120027080.18422@shell1>
Source record: 7364

On Mon, 11 Sep 2006, AlbaClause wrote:

> I haven't been to a computer show since the Toronto Atari Federation last
> held their expo. All of these vintage shows are never anywhere near my
> home. Such a shame. :-(

Well, there is the World of Commodore Toronto on the first
weekend of December. :-)

Bring your Atari and shock the
Commodorians! ;-)
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7888. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 07:10:02 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTHETHERE.fr>
Message-ID: <e8da15654e.jerome@jerome/mathevet.free.fr>
Source record: 7365

In message <Op-dnQ6T4JSUkJvYRVnyuw@bt.com>
"Aly" <alison@logicsaysNOSPAM.com> wrote:

>If anyone would like any pre-programmed 16f876's for their Eiffel's then no
>problem at all. I spent ï¿½200 on a professional chip programmer to develop
>PeST with, in that I have the kit and can do the job first time, while
>others fiddle about with resistors and bits of wire trying to build a
>programmer on the cheap.

In fact, I still hope to be able to build Eiffel myself but I'm sure others
would prefer the finished product. I have all the parts and need to find time
for the assembly (some kind soul has offered to program the PIC for me).

However, I'd love to have an IDE interface for the ST. With a Compact
flash/IDE adapter, this would be perfect for having some internal harddrive.
I had a look at Pera Putnik's schematics but it's not something I'm likely to
attempt (has anyone tried building the interface, besides Pera ?).

--
Jerome Mathevet

7889. Re: MacAranym 0.9.4alpha

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 07:53:24 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45066772$0$6565$636a55ce@news.free.fr>
Source record: 7366

Hi,

Thanks for your interest in MacAranym.

ziggy wrote :
> Francois LE COAT wrote :
>> ziggy wrote :
>>> Francois LE COAT wrote :
>>>> Galen wrote :
>>>>> Francois LE COAT wrote:
>>>>>> The MacOSX version of ARAnyM has been enhance thanks to the
>>>>>> work of Philipp Donzé, and every Mac user should have it :)
>>>>> Thank you, François. I did not have a Mac I could play with until
>>>>> recently, but I will be sure to try out Aranym on it!
>>>> That's kind of you.
>>>>
>>>> You can either post here or join the <http://aranym.org/> mailing
>>>> list to share everyone's experience with MacAranym. You're welcome.
>>> It appears not to startup on my G4 mini.
>>>
>>> I assume its not intel only?
>> The version is optimized for G4 and above. I have a dual-G4@1.25GHz.
>>
>> One thing that you must do, so that it starts correctly, is to copy
>> the "Aranym files" folder in the "Documents" folder from you user
>> account.
>>
>> You can also try <http://ebmodel3.atari.org/Pack 3D/> that is more
>> elaborate, because it has pre-installed ATARI applications.
>
> That seemed to help things along. (there should be a _ in that link,
> not a space.. took a bit to figure that one out)

If I understood correctly what you're doing, you are copying the
above link in your WEB browser ... Right ? You should better click
on this hypertext link, then your WEB browser will open, and show
the contents of the Pack_3D site.

> Too bad its in the wrong language for me after teredesk started :|

In fact, translating the contents of the Pack_3D in the local
language, is part of the work that has been done for the package.

If you prefer another language, then just take the original one,
that is available everywhere on the WEB, or certainly better inside
the Pack_3D, usually in resources of programs (*.RSC files).

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

7890. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 09:26:08 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <u6idnUy6QPlv4ZvYRVny2w@bt.com>
Source record: 7367

Simon <news@gornall.net> wrote in message
news:2006091118562137709-news@gornallnet...
> On 2006-09-11 18:28:55 -0700, "Aly" <alison@logicsaysNOSPAM.com> said:
>
> Got the PeST, btw, Aly, and it works great :-) I figured it was a lot
> easier to just buy one from you (at a very reasonably price) than try
> to figure it out on my own. I *could*, (I've built all sorts of h/w
> gizmos) but it's not worth the cost in time when someone else has
> already done it and is selling it at a good price.
>
> Good luck with the op :-)
>
> Simon
>
>

Brilliant!! Thanks Simon. Now that's what I like; happy smiley customers
:-) Cheers me right up that. :-)

Oh the op, 2-weeks. So all of these people that have 'bought' my items and
haven't paid for them yet on eBay are going to be pretty dissapointed when
they pay on day-14 and I can't even lift my arms up.

Have to set to immiediate PP required now. Off to do that, cya :)

7891. Re: Trouble builing in an aftreburner040

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 14:32:16 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4506c4eb$0$16100$626a54ce@news.free.fr>
Source record: 7368

```
You don't need to find Doug Little...
I remember there was several good wew pages on the net explaining how to do
the good clock patch for AB40...
I'm sure you can find some info yet...
```

"Will" <wvdongen@wanadoo.nl> a crit dans le message de news:
45059e33$0$86702$dbd4b001@news.wanadoo.nl...
> Hello my name is Will van Dongen, We are trying to build an afterburner040
> and Nova graphic card into a Falcon. But we have troubles. The afterburner
> won't sync We have tried several clock patches but still the afterburner
> won
> 't sync. A friend who does actually the "building" is in search of Douglas
> Little. In the past Douglas build several afterburners into falcon's and
> had his shire of trouble.
>
> But we can't find Douglas Little on the Net every link is dead. So we try
> it
> this way
>
> Please Help some desperate people
>
> And I want my Falcon back alive and kicking
>
> \W/iLL
>
>

7892. Re: Trouble builing in an aftreburner040

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 17:59:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.12.17.59.45.926788@charter.net>
Source record: 7369

On Tue, 12 Sep 2006 16:32:16 +0200, Rodolphe Czuba wrote:

> You don't need to find Doug Little...
> I remember there was several good wew pages on the net explaining how to do
> the good clock patch for AB40...
> I'm sure you can find some info yet...

You might want to get in touch wih Jo Skarstein. IIRC, he had a lot of
experience with AB040s...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7893. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 20:44:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <XfWdnTie07uMgZrYRVnyuw@pipex.net>
Source record: 7370

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:Op-dnQ6T4JSUkJvYRVnyuw@bt.com...
>
> exxos <exxos@home.co.uk> wrote in message
> news:Lq-dncwh0bRnXJjYnZ2dnUVZ8s2dnZ2d@pipex.net...
>> I have a pile of bits here, I thought about putting a box of bits on Ebay
> as
>> haven't got any time to make them up anymore. Aly is still selling leads
>> also, though I *think* she wants to clear out a lot of stuff also at the
>> moment.. If someone wants to buy PCB's I have a few DIL types left, Aly
> has
>> a few SMT based boards still which are slightly smaller....
>>
>
> Oh no, Chris and his boxes and boxes he bought for other people. :-)))
>
> Seriously though. Everyone loves the idea of talking about things, and
> then
> when it comes to handing the money over.. They do indeed vanish; waiting
> for payday, roof started leaking, car blew up. God, there's some pretty
> unlucky people out there.
>
> It's the same right across the retro scene. Everyone wants stuff on the
> cheap. It doesn't work that way. The reason why microwave oven's at £30
> a
> go is that they're mass produced in Asia, and the people making them are
> living in tin huts.
>
> We don't live in tin huts over here. Well, we would be if we spent our
> entire time developing something that no-one wanted.
>
> Onto this ACSI/IDE interface. If it was the 1980's RIGHT NOW, they would
> command about £200-£300, and with inflation, that's about £500+ in today's
> money. No one is going to pay that, except maybe Madonna or FatBoySlim
> with
> their ST's in the background in their studios.
>
> Lately I've been moving away from the Atari scene and drifting over
> towards
> the music people. They love their STs with a passion, and know bugger all
> about how they work. We're talking about people who will happily go out
> and
> spend £300 on a gizmo just to make their Roland sound a bit fuller.

>
> We're maybe getting into a bit of a rant here. But certainly, many people
> simply aren't prepared to pay. They want things, but don't want to pay
> for
> them. So unless they know how to do it themselves, then they have to
> decide
> whether they really want what they want, and if they don't, then they
> should
> stop going on about it.
>
> I want a big pair of tits. Now this is probably the first you've heard
> about it. And this is the approach I use with my ST exploits and in
> finding
> a surgeon. I've got the money after saving up hard, and I'm under the
> knife
> in 2-weeks time.
>
> If people want all of these ST mods and gizmos then I'll put the time and
> effort into building them. But just as I have to pay a surgeon to do what
> I
> want, you people out there have to pay me to do what you want. It's not
> arrogance, it's not petulence. It's the way of the world. I have to
> live.
> Chris has to live.
>
> So at the end of that, we just gave in. I'm an adult model, and Chris
> goes
> to work everyday poking around people's televisions.
>
> If anyone would like any pre-programmed 16f876's for their Eiffel's then
> no
> problem at all. I spent £200 on a professional chip programmer to develop
> PeST with, in that I have the kit and can do the job first time, while
> others fiddle about with resistors and bits of wire trying to build a
> programmer on the cheap.
>
> The question is; How much is your time worth to you? And this is what it
> comes down to. People pay us to do things first time so that they don't
> have to do it and can get on with things.
>
> You pay a plumber to do your plumbing. You pay an electrician to do your
> electrics. And you pay a builder to do your building. We're embedded
> development engineers and we do you embedded development.
>

For once I can't comment or add to the comments, it don't happen often, so make the most of it ;-)

Oh, I only have 4 more weeks, then im a free agent again.. can finally setup my new website and catch up on some projects for once :-))

oh, and while on about boob jobs, before and after is fine, but leave out the middle bits ;-)

Chris

>

7894. Spend!! was Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 23:17:57 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <333fa$45074025$3ea31819$9591@news.chello.nl>
Source record: 7371

I think the amount of money people want to spend depends
highly on what has been spend on the original Atari
and how frequently the Atari is used.

If it is a second hand or a rescue from a dump, it wont
be very much.

I still use the original TT from 1991 which has cost me
6000 gulden (2700 EUROS in todays money).

I recently spent 140 EUR for a SCSI/IDE convertor
and a brand new laptop HD.

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7895. Re: Spend!! was Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 23:44:53 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <l_qdnXBwitu425rYRVny2A@bt.com>
Source record: 7372

Henk Robbers <h.robbers@chello.nl> wrote in message
news:333fa$45074025$3ea31819$9591@news.chello.nl...
>
> I recently spent 140 EUR for a SCSI/IDE convertor
> and a brand new laptop HD.
>

Hey Henk :-)

Long time no see. Where did you buy it?

Aly

7896. Riebl Ethernet card - Help

Newsgroup: comp.sys.atari.st
Date: 2006-09-12 23:47:31 UTC
From: Claude Bourgoin <claudeab1@adelphia.net>
Message-ID: <W9ydndOs1Y6M2prYnZ2dnUVZ_tGdnZ2d@adelphia.com>
Source record: 7373

Just purchased a riebl ethernet card on ebay. I would like to know what I need to do to connect it to my network hub, which has only RJ45 connections and also what I need to do to get it to run under mint and/or TOS 3.6.

Thanks in advance for all help.

claude_b

7897. Re: Riebl Ethernet card - Help

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 04:45:22 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1158122722.657099.32300@e63g2000cwd.googlegroups.com>
Source record: 7374

Hi,

Just a guess, but maybe an AUI transceiver? They used to be fairly
common, but nowadays, who knows...

Rory

Claude Bourgoin wrote:
> Just purchased a riebl ethernet card on ebay. I would like to know what I
> need to do to connect it to my network hub, which has only RJ45 connections
> and also what I need to do to get it to run under mint and/or TOS 3.6.
>
> Thanks in advance for all help.
>
> claude_b

7898. Re: Riebl Ethernet card - Help

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 05:09:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4mpi46F77eboU1@individual.net>
Source record: 7375

Claude Bourgoin wrote:

> Just purchased a riebl ethernet card on ebay. I would like to know what I
> need to do to connect it to my network hub, which has only RJ45 connections
> and also what I need to do to get it to run under mint and/or TOS 3.6.

You need a switch that has both RJ45 and BNC connectors. I got such a
switch for 1 euro at Ebay and use it to connect my TT to my DSL router.
As far as software for the Riebel card is concerned I think there is a
solution for MiNT, but I am not sure. There is also a commercial
software package for TOS, which is called ANS (or something like that),
but it was not very stable and does not work with MagiC.
I only use the Riebel card when I am running Linux on my TT, and under
Linux it works fine.

--

Dr. Uwe Seimet http://www.linkbylink.net/

7899. Re: Floppy imaging program for Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 09:43:01 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <4507d2a5$0$26619$91cee783@newsreader01.highway.telekom.at>
Source record: 7376

ppera@verat.net wrote:

> Fdrawcmd is made for 'regular', built in floppy drives.

Hi Pera!

Yes, you described (www) the USB-Floppy is not working with Fdrawcmd.

Other thing:
I met the problem not being able to make ST-disks at all, with Windows XP. Fdrawcmd too.

The DOS Proggies are working well. Also with big formatted Disks.

I haven't found an ATARI ST program, to copy ST/MSA files to floppy on the Internet!?
Have I missed something? :)

Best Regards,

Daniel Mandic

7900. Re: Floppy imaging program for Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 15:58:51 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <ee99rr$15hs$1@ariadne.rz.tu-clausthal.de>
Source record: 7377

Daniel Mandic schrieb:
> I haven't found an ATARI ST program, to copy ST/MSA files to floppy on
> the Internet!?
> Have I missed something? :)

Look out for Magic Shadow Archiver or JayMSA. JayMSA is said to be buggy
though. For any real use, these tools need either a harddisc or at least
1MB of RAM and a RAMDISK.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

7901. Re: [WEB] TOS404 in 16M colors whith the Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 16:02:11 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1hlm6ot.1ve65gn1mvhnymN%NOSPAMS@wanadoo.fr>
Source record: 7378

Francois LE COAT <lecoat@atari.org> wrote:

> > I don't know, actually it's impossible to use FPU, I got line F.
> > The cf68klib not emulates unimplemented FPU instructions, and on the
> > Coldfire, like integers, the core use variable length decoding
> > instruction between 1 and 3 words. So some complex adressing modes not
> > works, but the main problem is fmovem like movem. For example
> > fmovem fp0-fp1,-(sp) need a replacement by
> > lea -16(sp),sp
> > fmovemm fp0-fp1,(sp)
>
> If it can help, I have the working assembly code suitable for PURE C
> devel tools, of the 68060 FPU emulator originating from Motorola WEB
> site ... I don't know if it is still available, and useful in that
> case.
>
> I got sources, adapted it to PURE C assembly syntax, tested it
> extensively with my Eureka software, Persistence Of Vision and
> other numerous softwares that require Floating Point Unit usage on
> my Hades 60, since all these years !

Well, the problem is not really to get a 68882 emulation like your hades
or the CT60 TOS , but like the cf8klib with integers, rebuild the same
work for the fpu to get an FPU working like a 68060. Unimplemented
adressing modes is lot of work, the cf68klib takes 65KB of asm code just
for integers.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org

7902. Re: Riebl Ethernet card - Help

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 16:43:41 UTC
From: mail@markgoossens.be
Message-ID: <1158165821.392217.106970@p79g2000cwp.googlegroups.com>
Source record: 7379

Yes indeed,

You need a hub with BNC and RJ45 connectors. But it is a whole thing to get a proper connection. You need at least two BNC-Y-plugs, one BNC cable and 2 BNC terminators.
(I'm still searching for the cable - I found connectors and terminators on ebay).

Sting 1.20 works fine with rieblcard. (I can ping to myself).
Don't use sting 1.26. It bombs me always away. You can test your card also with ANS (atari network services).

Mark.

7903. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 17:13:58 UTC
From: - <WYTNIJnatti-g@o2.pl>
Message-ID: <ee9e8o$8ms$1@inews.gazeta.pl>
Source record: 7380

ask for Vulgar on pl.comp.sys.atari

7904. Re: Riebl Ethernet card - Help

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 17:58:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200609131958.a40557@b.maus.de>
Source record: 7382

Salve commonly, mail <mail@markgoossens.be> wrote:

> You need at least two BNC-Y-plugs, one BNC cable and 2 BNC terminators.

The BNC cable is IMHO completely superfluous...

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

7905. Re: Riebl Ethernet card - Help

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 19:30:16 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <-4WdnQQTtZbUwZXYnZ2dnUVZ8tOdnZ2d@eclipse.net.uk>
Source record: 7381

<mail@markgoossens.be> wrote in message
news:1158165821.392217.106970@p79g2000cwp.googlegroups.com...
> Yes indeed,
>
> You need a hub with BNC and RJ45 connectors. But it is a whole thing to
> get a proper connection. You need at least two BNC-Y-plugs, one BNC
> cable and 2 BNC terminators.
> (I'm still searching for the cable - I found connectors and terminators
> on ebay).
>

A short video cable with BNC will work fine...

> Sting 1.20 works fine with rieblcard. (I can ping to myself).
> Don't use sting 1.26. It bombs me always away. You can test your card
> also with ANS (atari network services).
>
> Mark.
>

7906. Re: Floppy imaging program for Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 20:39:12 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45086c70$0$3503$91cee783@newsreader02.highway.telekom.at>
Source record: 7383

Matthias Arndt wrote:

> Look out for Magic Shadow Archiver or JayMSA. JayMSA is said to be
> buggy though. For any real use, these tools need either a harddisc or
> at least 1MB of RAM and a RAMDISK.
>
> cheers,
> Matthias

Thanks pretty much.

720KB DD Disks, driven by HD-drives are a kind of trouble to XP. Maybe a real 720 DD (Disk and/or Drive) would run flawlessly as a DD, under XP!?

Best Regards,

Daniel Mandic

P.S.: Teac-FD is my favourite.

7907. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 20:51:08 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1158180667.987254.260550@h48g2000cwc.googlegroups.com>
Source record: 7384

kev242@gmail.com wrote:
> Hi I have a question about ARANYM for anyone on here that uses it. I
> have a Intel Imac and an old IMac G3. I like to run emulators on
> both. I like the concept from what Ive read about ARANYM but I dont
> quite understand, will it run ST games as well as apps? Basically
> it's important to me that Llamatron will run on my mac.

I don't know about Llamatron specifically, but:

a) if you want a relatively inexpensive way to run many Atari TOS programs (in many cases far faster than an ST can), you want Aranym.

b) if you want your Mac to try to pretend it's an ST (speed, compatibility, etc.), you want STeem or Hatari.

c) if you want to be certain your Atari program will work, you want an Atari computer.

Put another way, Aranym will try to run TOS programs quickly while STeem will try to emulate the ST exactly. Neither works for every TOS program out there, but due to its nature, STeem is more likely to run an ST game. Since both applications are free, give them a try and tell us what you found!

Galen

7908. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 21:15:57 UTC
From: jan.honza@gmail.com
Message-ID: <1158182157.478619.100770@d34g2000cwd.googlegroups.com>
Source record: 7385

Galen wrote:

> b) if you want your Mac to try to pretend it's an ST (speed,
> compatibility, etc.), you want STeem or Hatari.

Steem is on Mac now? I did a google but couldn't find anything
definate. I'm using Hatari on my G4, and it's OK but Steem on an intel
machine absolutely rocks.

7909. Re: Spend!! was Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-13 21:21:54 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <c443e$45087672$3ea31819$13581@news.chello.nl>
Source record: 7386

Hi Aly

Aly wrote:

> Henk Robbers <h.robbers@chello.nl> wrote in message
> news:333fa$45074025$3ea31819$9591@news.chello.nl...
>
>>I recently spent 140 EUR for a SCSI/IDE convertor
>>and a brand new laptop HD.
>>
>
>
> Hey Henk :-)
>
> Long time no see. Where did you buy it?
>

http://www.webconnexxion.com/raid/product_info.php?cPath=32&products_id=387

A dutch web shop. Has a nice picture.

Together with PeST I should be able to use my TT for
at least amother 10 years.

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7910. BITS #40 "Sea Of Blobs"

Newsgroup: comp.sys.atari.st
Date: 2006-09-14 09:20:02 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1158225602.747685.232460@e3g2000cwe.googlegroups.com>
Source record: 7387

```
The BITS present
~~~~~~~~~~~~~~~~
"SEA of BLOBS"
intro # 40
20060914
.-----------------------------------.
| ## ## |
|######## OO OO .. .. |
| ###### OOOOOOO ++ ++ -- -- .......|
| ### OOOOO +++++++------- ..... |
| # OOO +++++ ----- ... |
| O +++ --- . |
| + - |
| OO OO |
|OOOOOOO ++ ++ ## ## |
| OOOOO +++++++ -- -- .. .. ########|
| OOO +++++ -------..... ###### |
| O +++ ----- ..... ### |
| + --- ... # |
| - . |
| |
| 20060914 BYtE PiXL AToM SOlO |
'-----------------------------------'

BITS are:
BYTE ..... code&programming
SOLO ..... distribution&contact
PIXL ..... graphics&fonts
ATOM ..... sound&music

Contact: so_o2@mailcity.com

Web: http://bits.atari.org

http://thebitsclub.tripod.com/BITS40-ST-20060914.ZIP
```

7911. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-09-14 11:45:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609140442370.14548-100000@onyx.spiritone.com>
Source record: 7388
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7912. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2006-09-14 11:49:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609140445390.14548-100000@onyx.spiritone.com>
Source record: 7390
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7913. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-09-14 11:51:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609140449210.14548-100000@onyx.spiritone.com>
Source record: 7389
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7914. Re: Riebl Ethernet card - Help

Newsgroup: comp.sys.atari.st
Date: 2006-09-14 19:12:33 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4mtnt1F7r306U1@individual.net>
Source record: 7391

In article <1158165821.392217.106970@p79g2000cwp.googlegroups.com>,
<mail@markgoossens.be> wrote:
>You need a hub with BNC and RJ45 connectors. But it is a whole thing to
>get a proper connection. You need at least two BNC-Y-plugs, one BNC
>cable and 2 BNC terminators.
>(I'm still searching for the cable - I found connectors and terminators
>on ebay).

Hm - readily assembled RG58 cable (50 ohms) with BNC connectors should be
available at most electronic shops (if in Germany: try Reichelt if your
local shop can't help). For a short distance (say 2-3m), RG59 (video, 75
ohm) or RG62 (Arcnet, 93 Ohm IIRC) cable should work, too. RG174 (thinner,
50 ohms) works fine for 10Base2 ethernet up to some 10m.

cu
Michael
--
Some people have no respect of age unless it is bottled.

7915. Old software to give away

Newsgroup: comp.sys.atari.st
Date: 2006-09-14 20:20:59 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <1jdjg2lhff9rpcdki3pofebl71vobqomh5@4ax.com>
Source record: 7392

I picked up the following stuff recently, all with original diskette + manual. In the (IMO unlikely) event that anyone would like it for free (see fine print below), please respond via email in the next week or so:
Degas
Degas Elite
Diskscan / HDscan
Michtron Utilities Plus
Quick ST II / Quick ST 3

Fine print: You have to pay actual shipping + cost of padded envelope :-(. Let me know your mailing address when you respond & I'll give you an actual cost; it's likely to be in the range of $5-$7 Canadian except for Michtron (heavier manual). You can pay by PayPal or (at your risk) send me cash in the mail.

Roger Burrows

7916. Re: Spend!! was Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-14 21:28:51 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <EOednZmckdDfVJTYRVnyqQ@bt.com>
Source record: 7393

Henk Robbers <h.robbers@chello.nl> wrote in message
news:c443e$45087672$3ea31819$13581@news.chello.nl...
>
>
http://www.webconnexxion.com/raid/product_info.php?cPath=32&products_id=387
>
> A dutch web shop. Has a nice picture.
>

Wow that's brilliant Henk. 66E inclusive. And with postage... is... 90E
to the UK.

Ooooooooooh :-) Mmmmm. I could be running a CF card with that. And they
take PayPal :-)

7917. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-14 22:39:16 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <2a85a$4509da15$3ea31819$18436@news.chello.nl>
Source record: 7394

Aly wrote:
> Henk Robbers <h.robbers@chello.nl> wrote in message
> news:c443e$45087672$3ea31819$13581@news.chello.nl...
>
>>
> http://www.webconnexxion.com/raid/product_info.php?cPath=32&products_id=387
>
>>A dutch web shop. Has a nice picture.
>>
>
>
> Wow that's brilliant Henk. 66E inclusive. And with postage... is... 90E
> to the UK.

Find a web shop in the UK.
Google for addonics+adaec7726h
You also need a 50 to small 68 pin adapter.

> Ooooooooooh :-) Mmmmm. I could be running a CF card with that. And they
> take PayPal :-)
>

Should work.
Total costs are probably less then the cheapest new SCSI Hard Disc.
Which are heavy, noisy and convert electric current to heat.

Together with a regulated fan I now have a almost completely
silent TT.

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7918. Re: Riebl Ethernet card - Help

Newsgroup: comp.sys.atari.st
Date: 2006-09-14 23:01:02 UTC
From: Claude Bourgoin <claudeab1@adelphia.net>
Message-ID: <tumdnR979v6zQpTYnZ2dnUVZ_smdnZ2d@adelphia.com>
Source record: 7395

I have the RG58 cable, but my hub does not have a BNC connector.

"Michael Schwingen" <news-1115562921@discworld.dascon.de> wrote in message
news:4mtnt1F7r306U1@individual.net...
> In article <1158165821.392217.106970@p79g2000cwp.googlegroups.com>,
> <mail@markgoossens.be> wrote:
>>You need a hub with BNC and RJ45 connectors. But it is a whole thing to
>>get a proper connection. You need at least two BNC-Y-plugs, one BNC
>>cable and 2 BNC terminators.
>>(I'm still searching for the cable - I found connectors and terminators
>>on ebay).
>
> Hm - readily assembled RG58 cable (50 ohms) with BNC connectors should be
> available at most electronic shops (if in Germany: try Reichelt if your
> local shop can't help). For a short distance (say 2-3m), RG59 (video, 75
> ohm) or RG62 (Arcnet, 93 Ohm IIRC) cable should work, too. RG174 (thinner,
> 50 ohms) works fine for 10Base2 ethernet up to some 10m.
>
> cu
> Michael
> --
> Some people have no respect of age unless it is bottled.

7919. Re: Riebl Ethernet card - Help

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 09:03:26 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4mv8iuF7uii5U1@individual.net>
Source record: 7396

In article <tumdnR979v6zQpTYnZ2dnUVZ_smdnZ2d@adelphia.com>,
Claude Bourgoin <claudeab1@adelphia.net> wrote:
>I have the RG58 cable, but my hub does not have a BNC connector.

Hubs with BNC may be a problem - my guess is that they are a rare item now if you are looking for a new one. However, used 10BaseT-hubs with one BNC port should be available for very low amounts - I have two that I saved from being scrapped.

If you are in Europe, you might look at the place that collects used electronics to be recycled according to WEEE. Ebay might be an option, too.

cu
Michael
--
Some people have no respect of age unless it is bottled.

7920. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 13:25:02 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTHTERE.fr>
Message-ID: <42b2c3664e.jerome@jerome/mathevet.free.fr>
Source record: 7397

In message <Lq-dncwh0bRnXJjYnZ2dnUVZ8s2dnZ2d@pipex.net>
"exxos" <exxos@home.co.uk> wrote:

Hi Chris,

> I have a pile of bits here, I thought about putting a box of bits on Ebay
> as haven't got any time to make them up anymore. Aly is still selling
> leads also, though I *think* she wants to clear out a lot of stuff also at
> the moment.. If someone wants to buy PCB's I have a few DIL types left,
> Aly has a few SMT based boards still which are slightly smaller....

I sent you an email inquiring about the "bits and bobs" you want to clear but
got no response yet. Is your address spam-trapped or you haven't found the
time to reply ?

To get in touch, remove the CAPITALS from my email

--
Jerome Mathevet

7921. Re: Using Ghostlink?

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 15:12:58 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <slglg2h46kfma52sm5tnkmrkofrpi23erl@4ax.com>
Source record: 7398

On Mon, 11 Sep 2006 18:29:36 GMT, 100550.3170@compuserve.com (MG)
wrote:

>Hi
>
>Yes I did load up Control acc and set the speed, - maybe not the 19200
>though... Which f-key are you referring to on PC? I have been loading
>Control Panel settings first, then Ghostlink on ST finally 'PC Slave'
>at the c: prompt on PC and selected the slower speeds/com port nos
>selection, but no 'f' key??

F-key=function key :) Like it says on the manual, f1-f10 on the pc
select the com port's speed.

>
>Thanks
>
>MG
>UK

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

7922. EtherNat project

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 16:10:24 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <450ad070$0$25951$ba4acef3@news.orange.fr>
Source record: 7299

Hello,

Is the project still alive ?
I reveived a mail in early february announcing that the boards were to
be sent "nextly", but so far I didn't receive anything.
I mailed them 2 times, but, then again, no answer.

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

7923. Re: EtherNat project

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 16:14:51 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.09.15.16.14.51.496170@nosspamatari-source.com>
Source record: 7300

On Fri, 15 Sep 2006 16:10:24 +0000, J.-Luc wrote:

> Hello,
>
> Is the project still alive ?
> I reveived a mail in early february announcing that the boards were to
> be sent "nextly", but so far I didn't receive anything.
> I mailed them 2 times, but, then again, no answer.
>
> J.-Luc

Hey,

Mine was shipped just a couple days ago. They're working but progress is quite slow because quite a few of the boards come back bad for them and they have to fix them. It sucks but have patience and it will come eventually like so many Atari projects. I plan to go nuts doing USB driver programming so cross your fingers and hope I know what I'm doing :-P

Thanks,
Mark

7924. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 17:28:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <S7OdncmJKLowf5fYRVny2Q@pipex.net>
Source record: 7301

"Jerome Mathevet" <jerome.mathevet@freeNOTHTERE.fr> wrote in message
news:42b2c3664e.jerome@jerome/mathevet.free.fr...
> In message <Lq-dncwh0bRnXJjYnZ2dnUVZ8s2dnZ2d@pipex.net>
> "exxos" <exxos@home.co.uk> wrote:
>
>
> Hi Chris,
>
>> I have a pile of bits here, I thought about putting a box of bits on Ebay
>> as haven't got any time to make them up anymore. Aly is still selling
>> leads also, though I *think* she wants to clear out a lot of stuff also
>> at
>> the moment.. If someone wants to buy PCB's I have a few DIL types left,
>> Aly has a few SMT based boards still which are slightly smaller....
>
> I sent you an email inquiring about the "bits and bobs" you want to clear
> but
> got no response yet. Is your address spam-trapped or you haven't found the
> time to reply ?
>
> To get in touch, remove the CAPITALS from my email
>
> --
> Jerome Mathevet

Did not get anything AFAIK, Email sent to you just....

Cheers,
Chris

7925. Re: EtherNat project

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 19:39:09 UTC
From: jan.honza@gmail.com
Message-ID: <1158349149.088152.42730@p79g2000cwp.googlegroups.com>
Source record: 7302

Mark D wrote:
>
> Mine was shipped just a couple days ago. They're working but progress is
> quite slow because quite a few of the boards come back bad for them and
> they have to fix them. It sucks but have patience and it will come
> eventually like so many Atari projects. I plan to go nuts doing USB
> driver programming so cross your fingers and hope I know what I'm doing
> :-P

Any chance of of working with the existing USB programmer rather than
going off in your own direction? It's a hell of a lot of work and a
quite lot of it's already been done. You'll see what I mean when you
start reading the USB docs...

Coda.

7926. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 19:40:05 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <450b0195$1$26607$91cee783@newsreader01.highway.telekom.at>
Source record: 7303

Henk Robbers wrote:

> Should work.
> Total costs are probably less then the cheapest new SCSI Hard Disc.
> Which are heavy, noisy and convert electric current to heat.
>
> Together with a regulated fan I now have a almost completely
> silent TT.

Hi Henk!

Are you really sure this works? CF to IDE- on SCSI to 68pin and back to
50Pin, connected to the onboard SCSI of the mighty Atari TT. :)

Yes?

By the way, have you ever heard of SCSI-CF Adapter?

Best Regards,

Daniel Mandic

7927. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 21:22:19 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <d1222$450b198b$3ea31819$8978@news.chello.nl>
Source record: 7304

Daniel Mandic wrote:
> Henk Robbers wrote:
>
>
>>Should work.
>>Total costs are probably less then the cheapest new SCSI Hard Disc.
>>Which are heavy, noisy and convert electric current to heat.
>>
>>Together with a regulated fan I now have a almost completely
>>silent TT.
>
>
>
>
> Hi Henk!
>
>
>
> Are you really sure this works? CF to IDE- on SCSI to 68pin and back to
> 50Pin, connected to the onboard SCSI of the mighty Atari TT. :)
>
> Yes?
>
>

If the IDE-CF card exactly mimics a IDE hard disc, it should work.
Remember I talked about a IDE --> SCSI converter.
The converter has a 40 pin IDE on one side, a 68 pin SCSI
connector on the other side and tiny passively cooled magic
in between.

Its an amazing sequence of bits and pieces I have.

TT Mboard -->
50 pin SCSI -->
50 pin flat cable terminator -->
50 to 68 pin adapter -->
SCSI --> IDE converter -->
40 pin IDE -->
smaller 40 pin laptop IDE -->
laptop hard disc

Now, unless the old SCSI harddisc from within a cupboard has
suddenly become telepathic, I am actually reading and writing
perfectly to the laptop harddisc. :-)

>
> By the way, have you ever heard of SCSI-CF Adapter?
>
>

They have existed, but I couldnt find any real world example
today. (Well at least not in Amsterdam, some shopkeepers didnt
even start looking glazed, but none could deliver)

The IDE convertor suited me because I wanted to use
a laptop HD.

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7928. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 22:09:17 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <450b248d$0$26614$91cee783@newsreader01.highway.telekom.at>
Source record: 7305

Henk Robbers wrote:

> If the IDE-CF card exactly mimics a IDE hard disc, it should work.
> Remember I talked about a IDE --> SCSI converter.
> The converter has a 40 pin IDE on one side, a 68 pin SCSI
> connector on the other side and tiny passively cooled magic
> in between.
>
> Its an amazing sequence of bits and pieces I have.
>
> TT Mboard -->
> 50 pin SCSI -->
> 50 pin flat cable terminator -->
> 50 to 68 pin adapter -->
> SCSI --> IDE converter -->
> 40 pin IDE -->
> smaller 40 pin laptop IDE -->
> laptop hard disc
>

I understand. And with special power-cables on the 3.5"-2.5" IDE
Adapter...

> Now, unless the old SCSI harddisc from within a cupboard has
> suddenly become telepathic, I am actually reading and writing
> perfectly to the laptop harddisc. :-)
>

That's great. Ermm, small :)

> They have existed, but I couldnt find any real world example
> today. (Well at least not in Amsterdam, some shopkeepers didnt
> even start looking glazed, but none could deliver)
>

A silent 2-8GB SCSI HD would fit me well. But as you said, today they
run with over 10.000RPM etc. (my goodness, 7200 is already to loud for
me. 5400 sounds more commode)

> The IDE convertor suited me because I wanted to use
> a laptop HD.

Would you say that a std. 3.5" IDE-HD could fit, together with a
SCSI-IDE Adapter, into TTs HD-hide?
Because I have some very silent IDE's around, with smaller capacities
about 1-8 gigs. The 245MB SCSI actually, makes me crazy :). It's louder
than all my other stuff... also my other older SCSI drives, about

540-4300MB, are too loud or with unwanted vibrations. e.g. My whole Desk hummed when I drove a SGI Quantum XP 2.1GB with AHDI.

I assume HDDriver is a must to get adapted IDE run on Atari-SCSI!? How about the speed with your Notebook HD? Can it go over 2MB/sec?

Best Regards,

Daniel Mandic

7929. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-15 22:31:50 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <e82de$450b29d6$3ea31819$13904@news.chello.nl>
Source record: 7306

Daniel Mandic wrote:

> I understand. And with special power-cables on the 3.5"-2.5" IDE
> Adapter...
>

Yes.

>
> Would you say that a std. 3.5" IDE-HD could fit, together with a
> SCSI-IDE Adapter, into TTs HD-hide?

Yes, room enough. Put the HD as close to the front as possible.

> I assume HDDriver is a must to get adapted IDE run on Atari-SCSI!?

The combo !IS! a SCSI HD, so any SCSI driver will work.

> How about the speed with your Notebook HD? Can it go over 2MB/sec?
>

I havnt measured. I didnt notice much difference in speed, so
I think it runs at maximum available.
The speed will always depend on the capacity of the TT's SCSI
controller chip. IIRW this is 5Mb/sec

Important!!!
The converter doesnt terminate. If used alone internally you
must terminate with a external terminator.

--
Groeten; Regards.
Henk Robbers. http://members.ams.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7930. Re: EtherNat project

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 00:50:27 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.09.16.00.50.27.430358@nospammmmatari-source.com>
Source record: 7307

On Fri, 15 Sep 2006 12:39:09 -0700, jan.honza wrote:

>
> Mark D wrote:
>>
>> Mine was shipped just a couple days ago. They're working but progress is
>> quite slow because quite a few of the boards come back bad for them and
>> they have to fix them. It sucks but have patience and it will come
>> eventually like so many Atari projects. I plan to go nuts doing USB
>> driver programming so cross your fingers and hope I know what I'm doing
>> :-P
>
> Any chance of of working with the existing USB programmer rather than
> going off in your own direction? It's a hell of a lot of work and a
> quite lot of it's already been done. You'll see what I mean when you
> start reading the USB docs...
>
> Coda.

I assume the current programmer is making a framework. That means that
drivers will still need done.

i.e. they're doing the OHCI bus interface and a driver will need done for
zonet bluetooth chipsets, etc. Of course I'd reuse whatever is out there.
I'm not crazy :-P

Thanks,
Mark

7931. Re: Cubase or Pro24 under emulation?? Long but fun answer!

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 01:49:25 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1158371365.614395.14970@d34g2000cwd.googlegroups.com>
Source record: 7308

yes i am not bored to say the least , you took ,sustained and carried
through , lots of musical ambition...i am glad to have took time to
reply to posts.....i like hearing what you had to say.........i have
been making midi music for myself with atari for approx 5 to 6 years
and still to this day can not find a "co-partener" or computer
buddy...i assume the good old days of merging and "jamming" are over
and over run by the bedroom flunkies how make music on the pc's ..i
have a great none crash cubase3 and audio falcon ...plus the real
dongled versions...what is your version one like?
well thanks for your time and i do have manual too if need
update/reference????

sounds like we need to "coach the big man back to the ring" and maybe
do some trading , but as for the pc versions , i am unaware as to what
we should expect.
i have tryed to print from within steem to file and to printer port
unfortunatlly computer not configured and unsuccesfull.

thanks buddy
charles
i am also going strong with gfa midi programming ,spend lot time
developing midi ideals ...music /work/etc

7932. Re: Any Atari collectors out there?

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 03:06:50 UTC
From: "Thomas J. Girsch" <tgirsch@gmail.com>
Message-ID: <eTJOg.291$L15.83@tornado.ohiordc.rr.com>
Source record: 7309

I'm in the US. I can send you a picture, if you like. :)

TPr wrote:
> Wow!
>
> I've NEVER seen one of those in my LIFE.
>
> What country are you in ?
>
>
> "Thomas J. Girsch" <tgirsch@gmail.com> wrote in message
> news:Dx6Kg.96538$vl5.44726@tornado.ohiordc.rr.com...
> |I was doing some housecleaning, and found an SX-212 modem in the
> | original box. The documentation and the serial cable are missing, but
> | the power supply and modem are there (no earthly idea if they work,
> | especially since I don't have a cable), as well as all the original
> | packaging.
> |
> | I know it's not worth anything other than maybe sentimental value to
> | someone, so if anyone out there wants it, drop me an e-mail, and I'll
> | send it to you for the cost of shipping.
>
>

7933. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 05:37:55 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4n1gtjF8ecqhU1@individual.net>
Source record: 7310

Henk Robbers wrote:

> The speed will always depend on the capacity of the TT's SCSI
> controller chip. IIRW this is 5Mb/sec

No, it is less, definitely not more than 2 MB/s.

--

Dr. Uwe Seimet http://www.linkbylink.net/

7934. Re: Riebl Ethernet card - Help

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 08:39:46 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bY2dnaaSRpfGJZbYRVnyqA@eclipse.net.uk>
Source record: 7311

"Michael Schwingen" <news-1115562921@discworld.dascon.de> wrote in message
news:4mv8iuF7uii5U1@individual.net...
> In article <tumdnR979v6zQpTYnZ2dnUVZ_smdnZ2d@adelphia.com>,
> Claude Bourgoin <claudeab1@adelphia.net> wrote:
> >I have the RG58 cable, but my hub does not have a BNC connector.
>
> Hubs with BNC may be a problem - my guess is that they are a rare item now
> if you are looking for a new one. However, used 10BaseT-hubs with one BNC
> port should be available for very low amounts - I have two that I saved
from
> being scrapped.
>
> If you are in Europe, you might look at the place that collects used
> electronics to be recycled according to WEEE. Ebay might be an option,
too.
>

In the UK "Ham Radio" "rallies" (often more like Ham Radio Flea Markets) are
often a good source of such things...

> cu
> Michael
> --
> Some people have no respect of age unless it is bottled.

7935. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 09:04:59 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <450bbe3a$0$26611$91cee783@newsreader01.highway.telekom.at>
Source record: 7312

lp wrote:

> > By the way, have you ever heard of SCSI-CF Adapter?
>
> I've not seen one of these myself, but you can get SCSI->PCMCIA then
> a tiny adapter allows CF to be used. I'm using a 1gb CF like this
> now. Not only that, with other adapters you can use smartmedia,
> memory sticks, and so forth. I tested smartmedia, works quite ok.

Ah, that sounds good!

Would you tell me please, what kind of Adapter the 'PCMCIA to CF' is?
Costs?

Performance? MB/sec?

Although, the durability of a CF Card is limited. Limited R/W
accesses...
Maybe a HD is more overseeable for oncoming errors!? :-|

Best Regards,

Daniel Mandic

7936. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 10:56:54 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <b7d50$450bd876$3ea31819$7242@news.chello.nl>
Source record: 7313

I wrote:

> Its an amazing sequence of bits and pieces I have.
>
> 50 pin flat cable terminator -->
> 50 to 68 pin adapter -->
> SCSI --> IDE converter -->
> 40 pin IDE -->
> smaller 40 pin laptop IDE -->
> laptop hard disc

I have put a photograph on my web site.

http://members.chello.nl/h.robbers/ADDONICS.JPG

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7937. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 12:59:05 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <450bf518$0$26617$91cee783@newsreader01.highway.telekom.at>
Source record: 7314

Henk Robbers wrote:

> I wrote:
>
> > Its an amazing sequence of bits and pieces I have.
> >
> > 50 pin flat cable terminator -->
> > 50 to 68 pin adapter -->
> >SCSI --> IDE converter -->
> > 40 pin IDE -->
> > smaller 40 pin laptop IDE -->
> > laptop hard disc
>
> I have put a photograph on my web site.
>
> http://members.chello.nl/h.robbers/ADDONICS.JPG

Looks Nice!

With the obvious SCSI copper stripe :) (had only SCSI from the beginning, AMIGA with all avail. CPU's ;) and now the TT. I will have to check my old IBM0662S2 for vibrations... I remember it being fast, about 4.5MB/s synchron)

I have here lying around, a IDE2.5 to 3.5 Adapter..... Well, it's interesting. If anything works well in the TT, I might buy one of the silent Notebook drives, but they park all the time :-(. I remember startup-sequence entries which disabled that behaviour with a IDE-command, but can they be translated via a SCSI Interface!?

By the way,
how much capacity (unformatted) is on your 2.5" and which driver do you use?

Kind Regards,

Daniel Mandic

7938. Re: Cubase or Pro24 under emulation?? Long but fun answer!

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 15:02:30 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <le4og2pkbj63osm2i8jt1ic42tebg2gq68@4ax.com>
Source record: 7315

On Mon, 11 Sep 2006 19:27:08 -0400, lp <gfa-basic@mint.net> wrote:

>in article 45087958.5332437@news.freeuk.net, MG wrote on 9/11/06 2:29 PM:
>
>> I hope I have answered all your questions? and not bored you all to
>> sleep!!!
>
>Quite the contrary. I found it very interesting and I am not even into the
>music aspects with my Atari's.

I'll second lp. This was an excellent story.

Real sorry that Steinberg treated you this badly.

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

7939. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 22:46:40 UTC
From: Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de>
Message-ID: <eehvo3$on4$03$1@news.t-online.com>
Source record: 7317

Hi Daniel!

DM>By the way, have you ever heard of SCSI-CF Adapter?

Heard of: Just rumours, presumably here in the newsgroup. Seen: no.

But I've got a solution similar to Henks:
ACARD AEC-7720U SCSI to IDE adaptor, connected to a generic ATAPI
card reader device for MS, SD, SM and CF cards. On the Falcon, it's
even bootable :-)

Petr may have seen it when we met at OFAM last week :-)

With best regards
Ekkehard

7940. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 23:00:55 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <a595b$450c8227$3ea31819$2103@news.chello.nl>
Source record: 7316

Daniel Mandic wrote:

> By the way,
> how much capacity (unformatted) is on your 2.5" and which driver do you
> use?

The smallest I could buy: 40Gb

I only need 1Gb,
At least I wont suffer long seek times. :-)

I use HDDriver.
AHDI also works.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7941. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-16 23:24:32 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <450c87b0$0$3505$91cee783@newsreader02.highway.telekom.at>
Source record: 7318

Henk Robbers wrote:

> The smallest I could buy: 40Gb
>
> I only need 1Gb,
> At least I wont suffer long seek times. :-)
>
> I use HDDriver.
> AHDI also works.

Thanks to your informative replies, and to other user.

Now my sight is opened for the way I will go. Most obviously something silent.

Best luck with your TT. My TT has overrun the AMIGA now. I mean, for my kind of work, a ST is 'The Solution'.
Its "being-behind" MIDI-playback is unique!

The IBM-PC marches too forward... (Cubase, for comparison). DOS might be the better way. :-|.
:) ... who cares. TOS is the Windows DOS :-) (straight, and powerful for that times. drag drop move etc...)

Kind Regards,

Daniel Mandic

7942. Atari Online News, Etc. #08-37

Newsgroup: comp.sys.atari.st
Date: 2006-09-17 13:57:36 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1158501456.522297.265150@m73g2000cwd.googlegroups.com>
Source record: 7319

A-ONE #0837 09/15/06

~ HP Chair To Step Down! ~ People Are Talking! ~ MS Security
Flaws!
~ Quake Comes to Falcon! ~ Coupon Fraud Lawsuit! ~ 'McGruff' Goes
Cyber!
~ 'Second Life' Breached ~ Oz Viagra Spam Probed! ~ AOL Offers
Insurance!
~ Software Pirate Jailed ~ Zotob Creators Jailed! ~ Yahoo Mail
Makeover!

-* Passwords Plague Help Desks! *-
-* Schwarzenegger Computer Was Hacked? *-
-* U.S. To Keep Control of Web Naming System! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

7943. [GAMES] pmdoom, pmheretic, pmhexen 0.55

Newsgroup: comp.sys.atari.st
Date: 2006-09-17 17:51:51 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.09.17.17.51.50.532880@caramail-NOSPAM.com>
Source record: 7320

Hello,

Only one bugfix in the games per se:
- Correctly convert audio when 16 bits stereo device not available.

The rest of the bugfixes have been done inside the SDL library, and will
be available with the next stable release (1.2.12 I think):
- Fixed keyboard mapping and management.
- Fixed mouse management, allow mouse grabbing.
It means you can use mouse to play a game, even in a GEM window.
- Fixed audio interrupt, where FPU registers where not saved/restored.
Well, any SDL application that use the FPU could crash/bug if audio was
enabled.

In Doom,Heretic,Hexen, grabbing/ungrabbing mouse is done by pressing
Alt+G, as stated in README file.

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

7944. Re: STACY TOS question

Newsgroup: comp.sys.atari.st
Date: 2006-09-17 20:14:42 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Z0iPg.10420$vX5.657@bignews8.bellsouth.net>
Source record: 7321

At the moment, I have TOS 2.06 on 2 Chips that are on a TOS 2.06
switchable upgrade board. It has its own 68000 chip.
I think its a Wizztronics upgrade.

Anyway, I'd like to get TOS 2.06 working in the STacy that I have
opened up at the moment. It's possible to piggyback the whole
upgrade over the stock 68000 but its going to be a tight fit with the
board that connects over the STacys 68000.

Wouldn't this upgrade work in the STacy if I can get it in there?

The docs do mention piggybacking the 68000 over the stock
68000 in the Atari that you use it in if the stock 68000 isn't
socketed.

If I could use just 2 TOS 2.06 chips, then that would be great.

I do have a EPROM Burner. But would need to get the some
blank chips to burn/program.

phantomm@bellsouth.net

"Jerome Mathevet" <jerome.mathevet@freeNOTHERE.fr> wrote in message
news:bc40bf634e.jerome@jerome/mathevet.free.fr...
> In message <4502865e$0$25461$636a55ce@news.free.fr>
> "Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote:
>
>> > I would have expected this to include the so-called address decoder you
>> > were talking about since it's pointless to have 256 KB roms if the OS
>> > doesn't have the required space to access them all if they live from
>> > $FC0000 to $FEFFFF
>>
>>Do not confuse Kb & KB....
>> You can use 6 chips of 256Kbits (32KB, what does 192 KB of total) or 2
>> chips of 1Mbits (128KB, what does 256 KB (yes, 64 KB are lost !)).
>>
>> That is like this an all ST, STF, MEGA ST & STACY computers !
>
> In fact, I had TOS 2.06 in mind for the 256 KB size (yes, this is KB).
> I thought the jumpers would have allowed a smarter upgrade for the
> ST/Stacy.
> I'm a bit disappointed...
>
> Thanks for the clarification anyway
>
> --

> Jerome Mathevet

7945. Re: pmdoom, pmheretic, pmhexen 0.55

Newsgroup: comp.sys.atari.st
Date: 2006-09-17 21:35:01 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1158528901.176947.167980@i42g2000cwa.googlegroups.com>
Source record: 7322

Patrice Mandin wrote:
> Only one bugfix in the games per se:
> - Correctly convert audio when 16 bits stereo device not available.
> The rest of the bugfixes have been done inside the SDL library

Excellent news Patrice, thanks for your awesome work.

Keep it up! :)

Regards,

/Joakim (now off to download Doom) ;)

http://xaaes.atariforge.net
http://topp.atari-users.net
http://www.ataricq.org

7946. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 03:03:05 UTC
From: Simon <news@gornall.net>
Message-ID: <2006091720030575249-news@gornallnet>
Source record: 7323

On 2006-09-16 08:18:00 -0700, lp <gfa-basic@mint.net> said:

> in article 450bbe3a$0$26611$91cee783@newsreader01.highway.telekom.at, Daniel
> Mandic wrote on 9/16/06 5:04 AM:
>
>> lp wrote:
>> Although, the durability of a CF Card is limited. Limited R/W
>> accesses...
>> Maybe a HD is more overseeable for oncoming errors!? :-|
>
> I've been using such cards for a while now, not had a failure.
> They are rated at 100,000 write cycles and up, depends an the brand.

From what I understand, although CF chips themselves are limited-write,
the cards have built-in wear-limiting software, so continual writes of
(for example) a directory sector are spread around the actual RAM
chips, thus prolonging life.

Simon

7947. Re: Eiffel PS/2

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 13:18:16 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C1346938.1A392%vlg@o2.pl>
Source record: 7324

w poscie S7OdncmJKLowf5fYRVny2Q@pipex.net, exxos od exxos@home.co.uk napisal
15-09-06 19:28:

>
> "Jerome Mathevet" <jerome.mathevet@freeNOTHTERE.fr> wrote in message
> news:42b2c3664e.jerome@jerome/mathevet.free.fr...
>> In message <Lq-dncwh0bRnXJjYnZ2dnUVZ8s2dnZ2d@pipex.net>
>> "exxos" <exxos@home.co.uk> wrote:
>>
>>
>> Hi Chris,
>>
>>> I have a pile of bits here, I thought about putting a box of bits on Ebay
>>> as haven't got any time to make them up anymore. Aly is still selling
>>> leads also, though I *think* she wants to clear out a lot of stuff also
>>> at
>>> the moment.. If someone wants to buy PCB's I have a few DIL types left,
>>> Aly has a few SMT based boards still which are slightly smaller....
>>
>> I sent you an email inquiring about the "bits and bobs" you want to clear
>> but
>> got no response yet. Is your address spam-trapped or you haven't found the
>> time to reply ?
>>
>> To get in touch, remove the CAPITALS from my email
>>
>> --
>> Jerome Mathevet
>
> Did not get anything AFAIK, Email sent to you just....
>
> Cheers,
> Chris
>
>
>

Hey

I got Eiffels to sell, few different version. Everything you need.

--
Pawel Kaznowski
AGO Solutions
email: vlg@-without-as39uj3-this-all--o2.pl

ICQ:197252027

7948. STacy Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 13:25:44 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <k7xPg.10582$GY5.5412@bignews6.bellsouth.net>
Source record: 7325

Greetings,

I have a STacy with a 20meg Conner Hard Drive which is the stock
drive AFAIK. For some reason the drive isn't working.

The STacy works fine without the hard drive.

None of the Hard Drive software that I have tried such as,
HD Driver, ICD, Atari, etc finds the hard drive!
All say something like no drive/device found or similar.

Is there any software related problem such as deleting
the Hard Drive Driver file that would cause this?

If so what would be the fix?

I have the STacy apart in case I need to replace the Hard Drive.

(BTW I don't have any STacy system disks or a manual)
I do have another STacy here with hard drive that does work,
and would like to get the other hard drive fixed or replaced.

Does anyone know what type of Hard Drives will work as a replacement?

Or are these one of a kind drives and I need to get a replacement from
another STacy or a Dealer like BEST/B&C?

Any info is appreciated.

phantomm@bellsouth.net

7949. Re: STacy Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 15:18:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4n7rlpF93i5vU1@individual.net>
Source record: 7326

phantomm wrote:

> Is there any software related problem such as deleting
> the Hard Drive Driver file that would cause this?

If none of the drivers finds the drive there is most likely something
wrong with the drive or the cables. If possible try if the drive works
on another machine, in order to find out whether it's the drive that
causes problems or something else.

> Does anyone know what type of Hard Drives will work as a replacement?

I would expect any other drive of the same format to work.

--

Dr. Uwe Seimet http://www.linkbylink.net/

7950. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 17:18:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <_vOdnVzcsMRUSZPYnZ2dnUVZ8tGdnZ2d@pipex.net>
Source record: 7327

In message <eehvo3$on4$03$1@news.t-online.com>, Ekkehard_Flessa@wun.maus.de said:

>DM>By the way, have you ever heard of SCSI-CF Adapter?
>
>Heard of: Just rumours, presumably here in the newsgroup. Seen: no.
>
>But I've got a solution similar to Henks:
>ACARD AEC-7720U SCSI to IDE adaptor, connected to a generic ATAPI
>card reader device for MS, SD, SM and CF cards. On the Falcon, it's
>even bootable :-)

What about a SCSI-USB adaptor for memory sticks. Is such a thing
even possible? Perhaps Uwe knows???

Regards, /Peter/

7951. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 17:58:30 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4n8525F937rhU1@individual.net>
Source record: 7328

xlator@cix.compulink.co.uk wrote:

> What about a SCSI-USB adaptor for memory sticks. Is such a thing
> even possible? Perhaps Uwe knows???

I have never heard of such an adaptor, but if something like that exists
google should know about it.

--

Dr. Uwe Seimet http://www.linkbylink.net/

7952. Re: STacy Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 19:38:18 UTC
From: jan.honza@gmail.com
Message-ID: <1158608298.007251.119770@m73g2000cwd.googlegroups.com>
Source record: 7330

phantomm wrote:
> Greetings,
>
> I have a STacy with a 20meg Conner Hard Drive which is the stock
> drive AFAIK. For some reason the drive isn't working.
>
> The STacy works fine without the hard drive.
>
> None of the Hard Drive software that I have tried such as,
> HD Driver, ICD, Atari, etc finds the hard drive!
> All say something like no drive/device found or similar.
>
> Is there any software related problem such as deleting
> the Hard Drive Driver file that would cause this?
>
> If so what would be the fix?
>
> I have the STacy apart in case I need to replace the Hard Drive.
>
> (BTW I don't have any STacy system disks or a manual)
> I do have another STacy here with hard drive that does work,
> and would like to get the other hard drive fixed or replaced.
>
> Does anyone know what type of Hard Drives will work as a replacement?
>
> Or are these one of a kind drives and I need to get a replacement from
> another STacy or a Dealer like BEST/B&C?
>
> Any info is appreciated.

The hard drive is SCSI. Any 50pin 3.5" SCSI II hard disk <=1GB should
work. Bigger drives should also work, but the host adapter won't let
you see more than the first 1GB.

Coda.

7953. Voltage measuring with computer?

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 20:32:48 UTC
From: Something <*****@*****.***>
Message-ID: <*****-5A5239.16324818092006@news.isp.giganews.com>
Source record: 7331

Hi

I used to program my STs in assembly and when I switched to Mac never really got into programming on that.

Still have a few STs and would like to set up a little thing where I can hook up a few solar panels to a voltage meter which can send the data to the computer so I can keep track of power output over a longer time period.

The hardware exists for newer computers in the form of USB loggers but it would probably be easier for me to whip up the software on my ST - plus it hasn't done anything useful in many years.

Any thoughts?

Peter

--
www.peterkienle.com

7954. Re: Voltage measuring with computer?

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 20:54:21 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <PNCdndlJdY-xmpLYRVnyrg@bt.com>
Source record: 7332

Something <*****@*****.***> wrote in message
news:*****-5A5239.16324818092006@news.isp.giganews.com...
> Hi
>
> I used to program my STs in assembly and when I switched to Mac never
> really got into programming on that.
>
> Still have a few STs and would like to set up a little thing where I can
> hook up a few solar panels to a voltage meter which can send the data to
> the computer so I can keep track of power output over a longer time
> period.
>
> The hardware exists for newer computers in the form of USB loggers but
> it would probably be easier for me to whip up the software on my ST -
> plus it hasn't done anything useful in many years.
>
> Any thoughts?
>
> Peter
>
> --
> www.peterkienle.com

You could easily do it with an 8-bit A/D chip and the parallel port.

7955. LOGO - Seymour Papert

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 20:55:36 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <2oadnSD8OpbqmpLYnZ2dnUVZ8qadnZ2d@bt.com>
Source record: 7333

Hello,

Would anyone have a link to one of the LOGO applications for the ST?

Thanks,

Alison

7956. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 21:06:31 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <oNidnQ-EDtCbl5LYRVnyug@bt.com>
Source record: 7334

<xlator@cix.compulink.co.uk> wrote in message
news:_vOdnVzcsMRUSZPYnZ2dnUVZ8tGdnZ2d@pipex.net...
>
> What about a SCSI-USB adaptor for memory sticks. Is such a thing
> even possible? Perhaps Uwe knows???
>
> Regards, /Peter/
>

Good idea to be honest. But.. Let's look at the two standards; SCSI =
Reliable, robust, proven standard. USB = Overdriven fast serial standard,
buggy, cheap solution to provide cheap quickly produced gimmicks to the
greedy boss eyed general public.

In some ways, what everyone is going through at the moment in terms of IT,
we ALL here saw before in the 1980's when there was much more reliability
and personal innovation. I think we all learnt our lesson back then, hence
aren't spending ?400 today on a graphics card every 6-months to run Doom
reincarnation version 1299.

ALOT of the stuff today simply doesn't work properly.

7957. Vision & AHCC alpha testing

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 21:13:38 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <ea358$450f0c02$3ea31819$24009@news.chello.nl>
Source record: 7335

LS

I am looking for people who are or have been using the program
Vision of Jean Lusetti.

I have downloaded the sources from TOPP and compiled with Pure C.
(Had to solve a few issues :-)

My intention is to recompile with AHCC and compare the behaviour
of the 2 binaries.

Because I am very unfamilier with Vision, I never used it and
I nave nothing to load into it, I am looking for a experienced
Vision user who could try things out much easier than me.

I chose Vision because it is a really large program and
I already have succesfully compiled my own programs.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7958. Re: Vision & AHCC alpha testing

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 21:24:48 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <5af7e$450f0ea1$3ea31819$18825@news.chello.nl>
Source record: 7336

PS

You dont have to compile.

I sent you the Pure C & AHCC binaries.
You only have to try anything familiar.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME

7959. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 21:25:00 UTC
From: Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de>
Message-ID: <eemodm$799$03$1@news.t-online.com>
Source record: 7329

Hi Peter!

X>What about a SCSI-USB adaptor for memory sticks. Is such a thing even
X>possible?

Possible? Sure. You'd need a (rather large) micro controller that
implements both SCSI and USB. It would have to present itself as
SCSI mass storage device and do all necessary format and protocol
conversions transparently, just like the SCSI-IDE-Adaptors do. But I
doubt such devices are readily available, as nowadays it's much
easier to just insert an existing and cheap USB card into your
computer's PCI slot.

Hopefully, some day we will see also drivers for those cards on the
Atari (Hades and Milan)...

With best regards

Ekkehard

7960. Re: Vision & AHCC alpha testing

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 21:32:23 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <450f1067$0$27401$ba4acef3@news.orange.fr>
Source record: 7337

Henk Robbers a ï¿½crit :
>
Hello Henk,
>
> LS
>
> I am looking for people who are or have been using the program
> Vision of Jean Lusetti.

I bought his program before he released it to GPL.
I might be a tester, as my system behaves sometimes... stangely -
things that run fine elsewhere don't, but then, when the cause is
found, it works fine everywhere ;-)

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

7961. Re: LOGO - Seymour Papert

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 22:08:11 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1158617291.060483.79440@m73g2000cwd.googlegroups.com>
Source record: 7338

aly:,,,uhmm!??
i do not know what it is you are after??
do you need the programming language for the atari called"logo"?
i also have manual /sourecode booklet for logo?
helpfull????

charles

Aly wrote:
> Hello,
>
> Would anyone have a link to one of the LOGO applications for the ST?
>
> Thanks,
>
> Alison

7962. Re: Vision & AHCC alpha testing

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 22:08:32 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <f076c$450f18e0$3ea31819$26355@news.chello.nl>
Source record: 7339

```
J.-Luc wrote:
> Henk Robbers a ï¿½crit :
>
> Hello Henk,
>
>>LS
>>
>>I am looking for people who are or have been using the program
>>Vision of Jean Lusetti.
>
>
> I bought his program before he released it to GPL.
> I might be a tester, as my system behaves sometimes... stangely -
> things that run fine elsewhere don't, but then, when the cause is
> found, it works fine everywhere ;-)
>
> J.-Luc

Many thanks!
I'll send you an email.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
A trip down memory lane: ICL 1900: http://www.fcs.eu.com/index.html
ICL 2900: http://en.wikipedia.org/wiki/VME
```

7963. Re: LOGO - Seymour Papert

Newsgroup: comp.sys.atari.st
Date: 2006-09-18 22:14:35 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <1oWdnTgYQsxnhJLYRVnygw@bt.com>
Source record: 7340

charlie <charles.copp@sympatico.ca> wrote in message
news:1158617291.060483.79440@m73g2000cwd.googlegroups.com...
> aly:,,,uhmm!??
> i do not know what it is you are after??
> do you need the programming language for the atari called"logo"?
> i also have manual /sourecode booklet for logo?
> helpfull????
>
> charles

Hi Charlie,

Just looking for an executable. Found a book earlier with lots of Logo examples in it and it brought back memories.

Logo is a mathematical programming language which was developed for children in the 1970's.

I think there was actually an Atari version of Logo, much along the lines of ST BASIC. ST LOGO?

Aly

7964. ethernet for STE?

Newsgroup: comp.sys.atari.st
Date: 2006-09-19 10:19:55 UTC
From: Jose <ataris666@yahoo.es>
Message-ID: <eeog8b$5kb$1@electra.cc.upv.es>
Source record: 7341

Hello all people,

Only a question?

exists any device that allow the atari STE connect to a ethernet network?

couuld you give me some urls or sites with info? I have not been able to get
it.

Thank you very much !!

Greetings,

Jose

7965. Re: ethernet for STE?

Newsgroup: comp.sys.atari.st
Date: 2006-09-19 10:36:19 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1158662179.059612.251290@b28g2000cwb.googlegroups.com>
Source record: 7342

Hi,

Some keywords you can use in google:
EtherNEC, NetUsBee

Jose wrote:
> Hello all people,
>
> Only a question?
>
> exists any device that allow the atari STE connect to a ethernet network?
>
> couuld you give me some urls or sites with info? I have not been able to get
> it.
>
> Thank you very much !!
>
> Greetings,
>
> Jose

7966. Re: ethernet for STE?

Newsgroup: comp.sys.atari.st
Date: 2006-09-19 10:56:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.19.10.56.27.972270@charter.net>
Source record: 7343

On Tue, 19 Sep 2006 12:19:55 +0200, Jose wrote:

>
> Hello all people,
>
> Only a question?
>
> exists any device that allow the atari STE connect to a ethernet network?
>
> couuld you give me some urls or sites with info? I have not been able to get
> it.
>
> Thank you very much !!
>
> Greetings,
>
> Jose

There are a couple.

Lantronix UDS10 - serial port to LAN converter. Limited to telnet and
serial port speeds of the ST, up to 115k. (looks like they've replaced it
with a new model, the 1100). I use one of these to run my BBS (see sig).

http://www.lantronix.com/device-networking/external-device-servers/uds-10.html

EtherNEC - basically a standard PC ISA network interface card that plugs
into your STs cartridge port. It uses the STing software stack. Once
setup, you'll be able to surf the web, do e-mail, etc,..using standard
applications like CAB/Highwire, MyMail, etc,...Rory sells them, check here:

http://fujiman.no-ip.com/

There are a few other solutions being worked on, for example, the
NETUS-Bee, follow the message thread here:

http://www.atari-forum.com/viewtopic.php?t=8407&highlight=

Homepage here:

http://hardware.atari.org/netusbee/netus.htm

HTHs. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7967. Re: LOGO - Seymour Papert

Newsgroup: comp.sys.atari.st
Date: 2006-09-19 18:48:36 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <45103B83.E13B7675@comcast.net>
Source record: 7344

```
Aly wrote:
>
> charlie <charles.copp@sympatico.ca> wrote in message
> news:1158617291.060483.79440@m73g2000cwd.googlegroups.com...
> > aly:,,,uhmm!??
> > i do not know what it is you are after??
> > do you need the programming language for the atari called"logo"?
> > i also have manual /sourecode booklet for logo?
> > helpfull????
> >
> > charles
>
> Hi Charlie,
>
> Just looking for an executable. Found a book earlier with lots of Logo
> examples in it and it brought back memories.
>
> Logo is a mathematical programming language which was developed for children
> in the 1970's.
>
> I think there was actually an Atari version of Logo, much along the lines of
> ST BASIC. ST LOGO?
>
ISTM that the Atari ST LOGO was called DR LOGO. The DR was for
Digital Research, the folks who developed GEM. I believe that
Gary Killdahl himself wrote this for his kids to use back when.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

7968. Re: Spend!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-19 20:56:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <wrednZkAIIITxI3YnZ2dnUVZ8s2dnZ2d@pipex.net>
Source record: 7345

In message <eemodm$799$03$1@news.t-online.com>,
Ekkehard_Flessa@wun.maus.de said:

>X>What about a SCSI-USB adaptor for memory sticks. Is such a thing even
>X>possible?
>
>Possible? Sure. You'd need a (rather large) micro controller that
>implements both SCSI and USB. It would have to present itself as
>SCSI mass storage device and do all necessary format and protocol
>conversions transparently, just like the SCSI-IDE-Adaptors do. But I
>doubt such devices are readily available, as nowadays it's much
>easier to just insert an existing and cheap USB card into your
>computer's PCI slot.
>
>Hopefully, some day we will see also drivers for those cards on the
>Atari (Hades and Milan)...

Hi Ekkehard!

Unfortunately my Falcon doesn't have a PCI slot :-(

I do have a USB-SCSI adaptor for my son's PC so I can use an
EZ-135 on it to transfer downloaded files to my Falcon's EZ-135,
but using a memory stick or key for this would be much easier!

Regards, /Peter/

7969. Re: LOGO - Seymour Papert

Newsgroup: comp.sys.atari.st
Date: 2006-09-19 21:18:52 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <erWdnTFJz432w43YRVnyug@bt.com>
Source record: 7346

Charles Richmond <richchas@comcast.net> wrote in message
news:45103B83.E13B7675@comcast.net...
> >
> ISTM that the Atari ST LOGO was called DR LOGO. The DR was for
> Digital Research, the folks who developed GEM. I believe that
> Gary Killdahl himself wrote this for his kids to use back when.
>
> --
> +---+
> | Charles and Francis Richmond richmond at plano dot net |
> +---+

I found it; http://www.atari.org/services/systemdisks.php

What can I say; Buggy!! I keep on getting out of memory errors on a 4Mb
machine. Switched it to 1Mb (yes I have a switch) and still I get them.

Oh well. Short lived.

7970. Re: pmdoom, pmheretic, pmhexen 0.55

Newsgroup: comp.sys.atari.st
Date: 2006-09-19 22:09:13 UTC
From: miro.kropacek@gmail.com
Message-ID: <1158703753.532748.34370@h48g2000cwc.googlegroups.com>
Source record: 7347

Hello Patrice,

I have to say the stability increased a LOT with audio on! All games
are now fully enjoyable! Just a little bugreport: in Hexen there's
corrupted pallette when you fight. It can be reproduced when you choose
Fighter and try to punch someone or just press space when you're near
the wall -- the dust sprite has bad palette.

7971. FidoNet...

Newsgroup: comp.sys.atari.st
Date: 2006-09-20 01:25:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.20.01.25.18.609583@charter.net>
Source record: 7348
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st

Any old Atari sysops out there (or anyone else for that matter) who had FidoNet experience back in the day?

I contacted the FidoNet site, and they said they would love to have Atari BBSs back with FidoNet...

FidoNet was something I never tried back when I had my BBS in the 90's so I've got no first-hand experience at all.

Any comments, suggestions, etc, welcome.

Thanks.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7972. Re: ethernet for STE?

Newsgroup: comp.sys.atari.st
Date: 2006-09-20 13:52:53 UTC
From: Jose <ataris666@yahoo.es>
Message-ID: <eerh3m$rr5$1@electra.cc.upv.es>
Source record: 7249

Thank you very much! I will try with these keywords !!

jose

"Joe Iron" <vas.jozsef@karatnet.hu> escribi&#65533; en el mensaje
news:1158662179.059612.251290@b28g2000cwb.googlegroups.com...
> Hi,
>
> Some keywords you can use in google:
> EtherNEC, NetUsBee
>
>
> Jose wrote:
> > Hello all people,
> >
> > Only a question?
> >
> > exists any device that allow the atari STE connect to a ethernet
network?
> >
> > couuld you give me some urls or sites with info? I have not been able to
get
> > it.
> >
> > Thank you very much !!
> >
> > Greetings,
> >
> > Jose
>

7973. Re: ethernet for STE?

Newsgroup: comp.sys.atari.st
Date: 2006-09-20 13:58:51 UTC
From: Jose <ataris666@yahoo.es>
Message-ID: <eerhes$s3e$1@electra.cc.upv.es>
Source record: 7250

Thank yoy very much for all these bunch of good studied possibilities!!!

thank you for you effort in the answers

greetings jose !!

"Ronald J. Hall" <dark_lord@charter.net> escribi&#65533; en el mensaje
news:pan.2006.09.19.10.56.27.972270@charter.net...
> On Tue, 19 Sep 2006 12:19:55 +0200, Jose wrote:
>
> > >
> > > Hello all people,
> > >
> > > Only a question?
> > >
> > > exists any device that allow the atari STE connect to a ethernet
network?
> > >
> > > couuld you give me some urls or sites with info? I have not been able to
get
> > > it.
> > >
> > > Thank you very much !!
> > >
> > > Greetings,
> > >
> > > Jose
>
> There are a couple.
>
> Lantronix UDS10 - serial port to LAN converter. Limited to telnet and
> serial port speeds of the ST, up to 115k. (looks like they've replaced it
> with a new model, the 1100). I use one of these to run my BBS (see sig).
>
>
http://www.lantronix.com/device-networking/external-device-servers/uds-10.html
>
> EtherNEC - basically a standard PC ISA network interface card that plugs
> into your STs cartridge port. It uses the STing software stack. Once
> setup, you'll be able to surf the web, do e-mail, etc,..using standard
> applications like CAB/Highwire, MyMail, etc,...Rory sells them, check
here:
>
> http://fujiman.no-ip.com/

>
> There are a few other solutions being worked on, for example, the
> NETUS-Bee, follow the message thread here:
>
> http://www.atari-forum.com/viewtopic.php?t=8407&highlight=
>
> Homepage here:
>
> http://hardware.atari.org/netusbee/netus.htm
>
> HTHs. :)
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

7974. Atari Vintage

Newsgroup: comp.sys.atari.st
Date: 2006-09-20 16:15:06 UTC
From: Murat Ses <newsynth@yahoo.com>
Message-ID: <1158768906.502044.267510@m73g2000cwd.googlegroups.com>
Source record: 7251

Habe folgende Sachen
Got following stuff

Hardware:

Stück Artikel
=======================
1 Atari 520 ST+
1 Atari 1040STE
1 Atari 800XL
2 STM1 (Mouse)
1 Atari 1010 Datasette
1 Atari 1050 FDD
2 SF314 3,5" FDD
1 SF354 3,5" FDD
1 TEAC FD55V 5,25" FDD
1 HDD (~20MB, keine Bezeichnung)
1 SM124 Monitor
1 CTM640 Amstrad Monitor
3 Monitor Ständer
1 Star Dot Matrix Printer SG-10
1 Umschalter (Disk)

Software:

Kaiser, Flight Simulator II, Minix, Prolog, Musix32, Lemmings, Hacker,
Sensible Soccer, uvm. (über 1000 Disks)

Auswahl an Büchern (~25 Bücher)
==============================
Mein Atari Computer (800XL)
Atari Spileprogrammierung
ST Profibuch
Programmierung in Maschinensprache (Atari ST)
Signum
1st Word Plus/1st Mail
ST Pascal
uvm.

Interessenten können alles oder Teile von der Liste in München oder
in Linz holen
Interested parties may get all or parts of the list in Munich or in
Linz

You can contact me at this address mailto:newsynth@yahoo.com

7975. Mounting a Windows share on MiNT (need help)

Newsgroup: comp.sys.atari.st
Date: 2006-09-20 20:07:25 UTC
From: Paolo <paolo@null.nul>
Message-ID: <1chQg.116704$zy5.1700819@twister1.libero.it>
Source record: 7252

Hi everybody!
I finally managed to setup my brand new Ethernat on MiNTnet. It works like a charm, but remember to put the LAN plug first ;-) (I lost half an hour trying to figure out what wasn't working...).

Now that I have network connectivity (pinging, browsing and all) I'd like to mount a share available on my NT server instead of FTPing it. I read a lot of docs while setting up MiNTnet, and now I forgot where I searched in the first place.

So:
Can you please tell me what is the procedure to mount (let's say as drive M:) a windows shared disk in my CT60+EtherNat+MiNT.

I remember that Samba is involved, but I can't remember the whole lot.

Thanks

7976. Re: Voltage measuring with computer?

Newsgroup: comp.sys.atari.st
Date: 2006-09-20 20:16:44 UTC
From: vdjole@EUnet.yu
Message-ID: <ees7j9$6no$1@news.eunet.yu>
Source record: 7253

On 18 Sep 2006 16:32:48 , Something wrote:
>
>Still have a few STs and would like to set up a little thing where I can
>hook up a few solar panels to a voltage meter which can send the data to
>the computer so I can keep track of power output over a longer time
>period.
>
>The hardware exists for newer computers in the form of USB loggers but
>it would probably be easier for me to whip up the software on my ST -
>plus it hasn't done anything useful in many years.
>
>Any thoughts?

Hmmm, there is a nice and simple, but expensive solution: if, by chance you have one of those Hewlett-Packard voltmeters with IEE488 interface (also known as HP-IB or GP-IB interface), you can use a pocket-sized IEE488 to RS232 convertor produced by IOtech (a company which has sort of specialized in IEE488 equipment). Communication with a voltmeter, or anything else that is hooked to the IEE488 side of the converter (up to 7 devices) is easily estableshed by sending and receiving ASCII strings through the RS-232 side, and so it is very easy to code a controlling application.

cu;

7977. Re: Mounting a Windows share on MiNT (need help)

Newsgroup: comp.sys.atari.st
Date: 2006-09-20 21:43:54 UTC
From: Paolo <paolo@null.nul>
Message-ID: <uCiQg.116932$_J1.854717@twister2.libero.it>
Source record: 7255

I already read it, but it doesn't mention a sort of "mounting" the
device in order to be "seen" as a normal disk (and, no, Bnet didn't work
for me :-( )

Jerome Mathevet ha scritto:
> In message <1chQg.116704$zy5.1700819@twister1.libero.it>
> Paolo <paolo@null.nul> wrote:
>
>> Hi everybody!
>> I finally managed to setup my brand new Ethernat on MiNTnet. It works
>> like a charm, but remember to put the LAN plug first ;-) (I lost half an
>> hour trying to figure out what wasn't working...).
>>
>> Now that I have network connectivity (pinging, browsing and all) I'd
>> like to mount a share available on my NT server instead of FTPing it.
>> I read a lot of docs while setting up MiNTnet, and now I forgot where I
>> searched in the first place.
>>
>> So:
>> Can you please tell me what is the procedure to mount (let's say as
>> drive M:) a windows shared disk in my CT60+EtherNat+MiNT.
>>
>> I remember that Samba is involved, but I can't remember the whole lot.
>
> In Google, I typed "atari SMB client" and got this:
>
> http://www.myatari.net/issues/feb2002/samba.htm
>
> HTH
>

7978. Re: Mounting a Windows share on MiNT (need help)

Newsgroup: comp.sys.atari.st
Date: 2006-09-20 21:59:15 UTC
From: Jerome Mathevet <jerome.mathevet@freeREMOVETHIS.fr>
Message-ID: <10f485694e.jerome@jerome/mathevet.free.fr>
Source record: 7254

In message <1chQg.116704$zy5.1700819@twister1.libero.it>
Paolo <paolo@null.nul> wrote:

>Hi everybody!
>I finally managed to setup my brand new Ethernat on MiNTnet. It works
>like a charm, but remember to put the LAN plug first ;-) (I lost half an
>hour trying to figure out what wasn't working...).
>
>Now that I have network connectivity (pinging, browsing and all) I'd
>like to mount a share available on my NT server instead of FTPing it.
>I read a lot of docs while setting up MiNTnet, and now I forgot where I
>searched in the first place.
>
>So:
>Can you please tell me what is the procedure to mount (let's say as
>drive M:) a windows shared disk in my CT60+EtherNat+MiNT.
>
>I remember that Samba is involved, but I can't remember the whole lot.

In Google, I typed "atari SMB client" and got this:

http://www.myatari.net/issues/feb2002/samba.htm

HTH

--
Jerome Mathevet

7979. Re: Voltage measuring with computer?

Newsgroup: comp.sys.atari.st
Date: 2006-09-20 22:38:46 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <A8WdnVA-ca-JXozYRVnyqA@bt.com>
Source record: 7256

HI there

How about using the ADC on the advanced joystick port of an STe

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

"Something" <*****@*****.***> wrote in message
news:*****-5A5239.16324818092006@news.isp.giganews.com...
> Hi
>
> I used to program my STs in assembly and when I switched to Mac never
> really got into programming on that.
>
> Still have a few STs and would like to set up a little thing where I can
> hook up a few solar panels to a voltage meter which can send the data to
> the computer so I can keep track of power output over a longer time
> period.
>
> The hardware exists for newer computers in the form of USB loggers but
> it would probably be easier for me to whip up the software on my ST -
> plus it hasn't done anything useful in many years.
>
> Any thoughts?
>
> Peter
>
> --
> www.peterkienle.com

7980. Eureka RTC

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 00:01:29 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <v7l3h29tt5d2inlcu6u1ckole5it5o1gmq@4ax.com>
Source record: 7257

I acquired one of these recently and after replacing the battery, it works just fine except that the supplied clock-setting software doesn't support dates after 1999. I found a workaround on the net, but it's a bit ugly so I decided to write my own. It seems to work fine, but I'd appreciate a little extra testing before I release the code as freeware (source too).

If you're using a Eureka RTC & would like to help, please email me.

Thanks,
Roger Burrows

7981. Re: Eureka RTC

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 00:06:16 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <EsmdndtcBablSozYRVnygw@bt.com>
Source record: 7258

> I'd
> appreciate a little extra testing before I release the code as freeware
> (source too).
>
> If you're using a Eureka RTC & would like to help, please email me.
>
> Thanks,
> Roger Burrows
>

Hi Roger,

Excellent! I've often wondered why the ST programmers don't do these kind
of useful projects.

I have a Forget Me Clock II??

Aly

7982. Re: Voltage measuring with computer?

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 08:12:23 UTC
From: jan.honza@gmail.com
Message-ID: <1158826343.510024.108500@e3g2000cwe.googlegroups.com>
Source record: 7259

The advanced joystick port IS an ADC. The problem is that the range of these ports is 0-5v and the OP will probably want something that will safely measure upto about 20v. He could use a device to scale the voltage down if he doesn't mind losing resolution and maybe some accuracy.

Tha Welshgit wrote:
> HI there
>
> How about using the ADC on the advanced joystick port of an STe
>

7983. Re: Eureka RTC

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 08:14:03 UTC
From: jan.honza@gmail.com
Message-ID: <1158826443.452763.322770@b28g2000cwb.googlegroups.com>
Source record: 7260

Aly wrote:
>
> I have a Forget Me Clock II??
>

Yeah, but you're supposed to have forgotten that you have it... :p

7984. Re: Mounting a Windows share on MiNT (need help)

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 08:33:08 UTC
From: jan.honza@gmail.com
Message-ID: <1158827588.591032.164160@m73g2000cwd.googlegroups.com>
Source record: 7261

Paolo wrote:
> I already read it, but it doesn't mention a sort of "mounting" the
> device in order to be "seen" as a normal disk (and, no, Bnet didn't work
> for me :-( )

It's not really the information that you want. The Sparemint Samba
client is here:
http://sparemint.atariforge.net/sparemint/html/packages/samba-client.html

Install it and read the docs. You should remember that this is a unix
port of samba, so you shouldn't have any problem finding information on
the web.

If fact I'm going to install the client on my freemint system now....
I'll keep you posted.

7985. Re: Mounting a Windows share on MiNT (need help)

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 10:18:14 UTC
From: jan.honza@gmail.com
Message-ID: <1158833894.556972.255590@h48g2000cwc.googlegroups.com>
Source record: 7262

jan.honza@gmail.com wrote:
> Paolo wrote:
> > I already read it, but it doesn't mention a sort of "mounting" the
> > device in order to be "seen" as a normal disk (and, no, Bnet didn't work
> > for me :-( )
>
> It's not really the information that you want. The Sparemint Samba
> client is here:
> http://sparemint.atariforge.net/sparemint/html/packages/samba-client.html
>
> Install it and read the docs. You should remember that this is a unix
> port of samba, so you shouldn't have any problem finding information on
> the web.
>
> If fact I'm going to install the client on my freemint system now....
> I'll keep you posted.

Ok. This is the procedure.

You need to get the samba-common package from here (as well as the
previously mentioned samba-client package):

http://sparemint.atariforge.net/sparemint/html/packages/samba-common.html

Install this one first with 'rpm -iv samba-common-3.0.1-1.m68kmint.rpm'
next install the client: 'rpm -iv samba-client-3.0.1-1.m68kmint.rpm'

You need to edit a couple of files. Look in /etc/samba for lmhosts and
smb.conf

In smb.conf you need to change the workgroup name (default is
'MYGROUP') to whatever your windows box is set to (default is usually
'WORKGROUP'). Next look for the interfaces line. Take out the preceding
';' and change one of the IP address to your atari's IP, like this
'192.168.0.5/24'. The /24 is the way it specifies the mask. This is
equivalent to 255.255.255.0, so leave it as it is.

In the lmhosts file you can put the name of your windows box, and its
IP address. This can make it easier to use it later.

Once you have done this you can test it with:

'smbclient -L <name of windows server> -U <name of share owner>'

I.e 'smbclient -L windozebox -U fred'

It will ask for 'freds' password, type it in and it will give you a
list of all shares that are available. Then you can do a 'smbclient

//windozebox/<share> -U fred' which will give you a prompt 'smb: \>' which is an FTP type interface. You can use this as you would an FTP client. See http://us5.samba.org/samba/docs/using_samba/ch05.html for more information.

Once this is all working fine, you can mount the windows share as a directory. The only thing is, I'm not sure how to do that, as I can't find an smbmount program anywhere... and I have run out of time today.

7986. Re: Eureka RTC

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 10:50:52 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <cMCdnSyLlOWk84_YnZ2dnUVZ8tednZ2d@bt.com>
Source record: 7263

<jan.honza@gmail.com> wrote in message
news:1158826443.452763.322770@b28g2000cwb.googlegroups.com...
>
> Aly wrote:
> >
> > I have a Forget Me Clock II??
> >
>
> Yeah, but you're supposed to have forgotten that you have it... :p
>

Don't I wish. The clock works fine past 2000. When I first dug it out
after ten years it read 2005 odd.

It's only the software which stops it from being set to 2006. Mmmmmm. Hex
editor. Ho hum. Like I'm going through changing every '99.

7987. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 10:57:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609210355140.15157-100000@onyx.spiritone.com>
Source record: 7265
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7988. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 10:59:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609210357141.15157-100000@onyx.spiritone.com>
Source record: 7266
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7989. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 11:01:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609210359280.15157-100000@onyx.spiritone.com>
Source record: 7267
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7990. Forget Me Clock Software to make it work!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 11:15:10 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <k6mdnSgVq9t27o_YnZ2dnUVZ8smdnZ2d@bt.com>
Source record: 7264

Hello,

The problem with th FMCII software is that it won't go past the year 1999.
The hardware RTC is fine, just that the software can't set it.

SOLUTION.

Edit the file FMCII.PRG with a hex editor. Find the first two occurences of
63h Change these to 6Eh. And save.

Your FMCII.PRG program can now set dates upto 2010. :-))) 2006 is 106 in
the FMC software.

Yayyyyyyyyy!!

Aly xx

ps. when 2010 comes about, just change the new 6Eh to whatever. Changing it
to 7Fh makes it good upto the year 2027.

7991. Re: Eureka RTC

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 11:32:10 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <mvGdnWNihuB66o_YRVnysA@bt.com>
Source record: 7268

Aly <alison@logicsaysNOSPAM.com> wrote in message
news:cMCdnSyLlOWk84_YnZ2dnUVZ8tednZ2d@bt.com...
> It's only the software which stops it from being set to 2006. Mmmmmm.
Hex
> editor. Ho hum. Like I'm going through changing every '99.
>
>

Ho hum. I'm really sad aren't I!

It's done!! Good for 2010 with the software alone. NO MORE 20+year
PATCHES!!!

http://www.atari-forum.com/viewtopic.php?p=75203#75203

7992. Re: ethernet for STE?

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 17:28:36 UTC
From: Simon <nospam@no.spam>
Message-ID: <4512cb8c$0$15649$626a54ce@news.free.fr>
Source record: 7269

Ronald J. Hall wrote:
> EtherNEC - basically a standard PC ISA network interface card that plugs
> into your STs cartridge port. It uses the STing software stack. Once
> setup, you'll be able to surf the web, do e-mail, etc,..using standard
> applications like CAB/Highwire, MyMail, etc,...Rory sells them, check here:
>
> http://fujiman.no-ip.com/

Newbie question: I read "Available as an internal or external device and
for the following computers: Any Atari that can run MiNT or MagiC".
So, I assume it can't be used under TOS + Sting ?

Thanks !
Simon

7993. Re: ethernet for STE?

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 19:45:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.21.19.45.19.141150@charter.net>
Source record: 7270

On Thu, 21 Sep 2006 19:28:36 +0200, Simon wrote:

> Newbie question: I read "Available as an internal or external device and
> for the following computers: Any Atari that can run MiNT or MagiC".
> So, I assume it can't be used under TOS + Sting ?
>
> Thanks !
> Simon

Nope, that's not right. It works fine under STing. You have to copy some drivers into the STing folder, config a few screens, reboot, and thats about it. I know I don't remember anything too hard about it. Oh, the IP adddress, I had to ask (I believe it was here, in this super helpful group) about the format for it, but other than that... I had it setup and working on a Mega ST4.

HTHs. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7994. Re: Mounting a Windows share on MiNT (need help)

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 20:35:10 UTC
From: Paolo <paolo@null.nul>
Message-ID: <2ICQg.118298$_J1.857053@twister2.libero.it>
Source record: 7271

Thank you all!
Samba is working like a charm! (no device mount, though!)
unfortunately, for the desktop kind of work, it is not suitable: aFTP is
extremely better integrated. I know, Samba is modern, powerful, and
doesn't need an ftp server working on the other side. however, aFTP is
more user-friendly.

Now let's talk about Sharity-light (jan, this could interest you as well).
Maybe I just don't get it, but it stays forever 'waiting' and then ends
up with an 'unknown host' message.

is it possible that it doesn't need a config file? or maybe it should
point to smb config file? I am puzzled and stuck about this.

jan.honza@gmail.com ha scritto:
> jan.honza@gmail.com wrote:
>> Paolo wrote:
>>> I already read it, but it doesn't mention a sort of "mounting" the
>>> device in order to be "seen" as a normal disk (and, no, Bnet didn't work
>>> for me :-( )
>> It's not really the information that you want. The Sparemint Samba
>> client is here:
>> http://sparemint.atariforge.net/sparemint/html/packages/samba-client.html
>>
>> Install it and read the docs. You should remember that this is a unix
>> port of samba, so you shouldn't have any problem finding information on
>> the web.
>>
>> If fact I'm going to install the client on my freemint system now....
>> I'll keep you posted.
>
> Ok. This is the procedure.
>
> You need to get the samba-common package from here (as well as the
> previously mentioned samba-client package):
>
> http://sparemint.atariforge.net/sparemint/html/packages/samba-common.html
>
> Install this one first with 'rpm -iv samba-common-3.0.1-1.m68kmint.rpm'
> next install the client: 'rpm -iv samba-client-3.0.1-1.m68kmint.rpm'
>
> You need to edit a couple of files. Look in /etc/samba for lmhosts and
> smb.conf
>
> In smb.conf you need to change the workgroup name (default is

> 'MYGROUP') to whatever your windows box is set to (default is usually
> 'WORKGROUP'). Next look for the interfaces line. Take out the preceding
> ';' and change one of the IP address to your atari's IP, like this
> '192.168.0.5/24'. The /24 is the way it specifies the mask. This is
> equivalent to 255.255.255.0, so leave it as it is.
>
> In the lmhosts file you can put the name of your windows box, and its
> IP address. This can make it easier to use it later.
>
> Once you have done this you can test it with:
>
> 'smbclient -L <name of windows server> -U <name of share owner>'
>
> I.e 'smbclient -L windozebox -U fred'
>
> It will ask for 'freds' password, type it in and it will give you a
> list of all shares that are available. Then you can do a 'smbclient
> //windozebox/<share> -U fred' which will give you a prompt 'smb: \>'
> which is an FTP type interface. You can use this as you would an FTP
> client. See http://us5.samba.org/samba/docs/using_samba/ch05.html for
> more information.
>
> Once this is all working fine, you can mount the windows share as a
> directory. The only thing is, I'm not sure how to do that, as I can't
> find an smbmount program anywhere... and I have run out of time today.
>

7995. for sale Milan 040, TC 1208 and other

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 21:47:44 UTC
From: xfabiox <Fabio.cornero@fastwebnet.it>
Message-ID: <1158875263.971116.143800@i3g2000cwc.googlegroups.com>
Source record: 7272

http://search.ebay.it/_W0QQsassZkudabiaQQhtZ-1
Many atari stuff on ebay
ciao

7996. Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-21 23:11:54 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <HYGdnX_cF8N2ho7YnZ2dnUVZ8qqdnZ2d@bt.com>
Source record: 7273

Hi,

Lots going in East Anglia, UK. Don't buy off of eBay and get unknowns!

Fully specced kit. 4MBytes fully refurbished, useful software, boot discs, manuals, with PeSTs. TOS 2.06 chips. Floppy drives. Happy Discovery cartridge. ST1224 mono monitors, Phillips Color monitor, NED Multisync 3D (with high/med/low switch box), Eizo Multisync (ditto).

Two fully boxed and complete Discovery packages. 4MB STFMs absolute grey and spotless (still with plastic over badge).

I just want it all gone. And an immaculate original Mega STE 4MB with 42Mb hard drive and 1Gb drive. One STFM with a MSTE keyboard and switchable 4MB/1MB.

LOADS of books. Loads of ST Format magazines. Loads of software. Some software totally mint and complete; eg. Starglider 2 wrapped condition, Carrier Command wrapped condition. Magnetic scrolls complete.

Lots of rares. I just don't have the heart to take it all to the dump.

And a Commodore Amiga A500. 1st buyer of anything up above gets it (and it's software, PSU, modulator, mouse).

I really do not want to look at this stuff any more.

No fast pitch sales!

7997. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-22 03:58:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.22.03.58.14.192950@charter.net>
Source record: 7274

On Fri, 22 Sep 2006 00:11:54 +0100, Aly wrote:

> I really do not want to look at this stuff any more.

Aly, you're not leaving the Atari community/world, are you?

:(

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7998. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-22 08:21:25 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <3vKdnQSWoqIpAY7YRVnyrg@bt.com>
Source record: 7275

Ronald J. Hall <dark_lord@charter.net> wrote in message
news:pan.2006.09.22.03.58.14.192950@charter.net...
> On Fri, 22 Sep 2006 00:11:54 +0100, Aly wrote:
>
> > I really do not want to look at this stuff any more.
>
> Aly, you're not leaving the Atari community/world, are you?
>
> :(
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

I'll keep two STs back, but the amount of kit I'm hoarding is a bit OTT.
I'm just getting fed up with it. Trying to do new projects is difficult.
Everyone has a better idea of doing something amounting to a few sentences.

Aly x :-)

7999. Re: Mounting a Windows share on MiNT (need help)

Newsgroup: comp.sys.atari.st
Date: 2006-09-22 10:22:05 UTC
From: jan.honza@gmail.com
Message-ID: <1158920525.191181.203300@e3g2000cwe.googlegroups.com>
Source record: 7276

Paolo wrote:
> Thank you all!
> Samba is working like a charm! (no device mount, though!)
> unfortunately, for the desktop kind of work, it is not suitable: aFTP is
> extremely better integrated. I know, Samba is modern, powerful, and
> doesn't need an ftp server working on the other side. however, aFTP is
> more user-friendly.
>
> Now let's talk about Sharity-light (jan, this could interest you as well).
> Maybe I just don't get it, but it stays forever 'waiting' and then ends
> up with an 'unknown host' message.
>
> is it possible that it doesn't need a config file? or maybe it should
> point to smb config file? I am puzzled and stuck about this.

I had this problem. The answer was to put the hostname and ipaddress
that has the share in the /etc/hosts file, and use the hostname instead
of an ipaddress: shlight //hostname/share/ /mnt -U <username>

BUT even wth this, Sharity doesnt work on my system, complains about
mount request to kernel failed, and nfs mount /h/mnt Function not
implemented.

8000. Re: Mounting a Windows share on MiNT (need help)

Newsgroup: comp.sys.atari.st
Date: 2006-09-22 12:24:20 UTC
From: Jerome Mathevet <jerome.mathevet@freeREMOVEME.fr>
Message-ID: <50fd586a4e.jerome@jerome/mathevet.free.fr>
Source record: 7277

In message <2ICQg.118298$_J1.857053@twister2.libero.it>
Paolo <paolo@null.nul> wrote:

>Thank you all!
>Samba is working like a charm! (no device mount, though!)
>unfortunately, for the desktop kind of work, it is not suitable: aFTP is
>extremely better integrated. I know, Samba is modern, powerful, and
>doesn't need an ftp server working on the other side. however, aFTP is
>more user-friendly.

I don't know specifically for the Atari platform, but SMB is slower for
transfers compared with FTP (about 2x as much on my system)

--
Jerome Mathevet

8001. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-22 12:44:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.22.12.44.06.814298@charter.net>
Source record: 7279

On Fri, 22 Sep 2006 09:21:25 +0100, Aly wrote:

> I'll keep two STs back, but the amount of kit I'm hoarding is a bit OTT.
> I'm just getting fed up with it. Trying to do new projects is difficult.
> Everyone has a better idea of doing something amounting to a few sentences.
>
> Aly x :-)

Well, okay then... but for the record, we don't *want* you to leave! :^)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8002. Paskud IDE interface

Newsgroup: comp.sys.atari.st
Date: 2006-09-22 13:31:00 UTC
From: Jerome Mathevet <jerome.mathevet@freeREMOVETHECAPS.fr>
Message-ID: <1a185f6a4e.jerome@jerome/mathevet.free.fr>
Source record: 7278

Hi,

As anyone tried to buy the IDE interface there:

http://www.paskud.pl/service/service.html

There's no information in english and I don't know how serious is the guy.
Still, at 40 EUR, it's a bargain price for the platform.

--
Jerome Mathevet

8003. Re: ethernet for STE?

Newsgroup: comp.sys.atari.st
Date: 2006-09-22 17:30:28 UTC
From: Simon <nospam@no.spam>
Message-ID: <45141d84$0$24669$636a55ce@news.free.fr>
Source record: 7280

```
Ronald J. Hall wrote:
> HTHs. :)

It does, thanks ;-)
Simon
```

8004. Re: Mounting a Windows share on MiNT (need help)

Newsgroup: comp.sys.atari.st
Date: 2006-09-22 19:26:59 UTC
From: Paolo <paolo@null.nul>
Message-ID: <7OWQg.119512$_J1.859360@twister2.libero.it>
Source record: 7281

I DID IT!

And it works!!!
Just put nfs.xfs in your mint dir and be sure to mount to
/nfs/whateveryoulike

I even managed to set this up into my init procedure.

The only thing is: drop windows. It doesn't work there (as usual, BTW)
since it would need a proper NFS daemon. I keep getting wrong answers
after login/password ending with a no-go.

Again thanks everybody.

So, now, let's go to the next question :-)

How do I print to a network printer (a la CUPS in Linux)?

lp works only under Sting
Samba, well, I couldn't use it for printing even in linux (and I used
CUPS since then)
and
I want a mount!!! So I can print to U:/printer from my applications

Who is picking this new challenge? ;-)

jan.honza@gmail.com ha scritto:
> Paolo wrote:
>> Thank you all!
>> Samba is working like a charm! (no device mount, though!)
>> unfortunately, for the desktop kind of work, it is not suitable: aFTP is
>> extremely better integrated. I know, Samba is modern, powerful, and
>> doesn't need an ftp server working on the other side. however, aFTP is
>> more user-friendly.
>>
>> Now let's talk about Sharity-light (jan, this could interest you as well).
>> Maybe I just don't get it, but it stays forever 'waiting' and then ends
>> up with an 'unknown host' message.
>>
>> is it possible that it doesn't need a config file? or maybe it should
>> point to smb config file? I am puzzled and stuck about this.
>
> I had this problem. The answer was to put the hostname and ipaddress
> that has the share in the /etc/hosts file, and use the hostname instead
> of an ipaddress: shlight //hostname/share/ /mnt -U <username>
>
> BUT even wth this, Sharity doesnt work on my system, complains about

```
> mount request to kernel failed, and nfs mount /h/mnt Function not
> implemented.
>
```

8005. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-09-22 20:13:34 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <451443ee$1_1@x-privat.org>
Source record: 7282

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Anonymous uploads to the incoming dir is again possible.

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.55.zip
(333.876 bytes): Atari version of Doom.
You need the PC version of Doom (shareware or registered) or Doom 2.

ftp://chapelie.rma.ac.be/atari/game/pmheretic-0.55.zip
(330.466 bytes): Atari version of Heretic.
You need the PC version of Heretic (shareware or registered).

ftp://chapelie.rma.ac.be/atari/game/pmhexen-0.55.zip
(384.600 bytes): Atari version of Hexen.
You need the PC version of Hexen (shareware or registered).

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/seltos6.zip
(2.808 bytes): Purpose of this program is making possible work with
diverse versions of TOS without changing (EP)ROM's in machine.
1 MB of RAM is minimum requirement for use, because used TOS is placed in RAM,
and it decreases available RAM for 192-256KB.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

8006. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-22 23:14:50 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <K7_Qg.35177$SH2.29558@newsfe4-gui.ntli.net>
Source record: 7283

hehe,

You think hoarding Atari ST's is bad. You should see my other passion,
hoarding Atari arcade machines :-)

www.arcadeoll.com/pics

/o

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.09.22.12.44.06.814298@charter.net...
> On Fri, 22 Sep 2006 09:21:25 +0100, Aly wrote:
>
>> I'll keep two STs back, but the amount of kit I'm hoarding is a bit OTT.
>> I'm just getting fed up with it. Trying to do new projects is difficult.
>> Everyone has a better idea of doing something amounting to a few
>> sentences.
>>
>> Aly x :-)
>
> Well, okay then... but for the record, we don't *want* you to leave! :^)
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

8007. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 01:06:23 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <m7mdna-eaewSFYnYRVny2g@bt.com>
Source record: 7284

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.09.22.12.44.06.814298@charter.net...
> On Fri, 22 Sep 2006 09:21:25 +0100, Aly wrote:
>
> > I'll keep two STs back, but the amount of kit I'm hoarding is a bit OTT.
> > I'm just getting fed up with it. Trying to do new projects is
difficult.
> > Everyone has a better idea of doing something amounting to a few
sentences.
> >
> > Aly x :-)
>
> Well, okay then... but for the record, we don't *want* you to leave! :^)
>
> --

Hi Ron,

Thanks. That's sweet :-) Bit of a hormonal swing, but am getting a bit
bored :-(

Aly

8008. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 01:07:57 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <RPSdnTu2AcdzFYnYnZ2dnUVZ8tOdnZ2d@bt.com>
Source record: 7285

"Alpha1" <inboxNOSPAM@arcadeoll.com> wrote in message
news:K7_Qg.35177$SH2.29558@newsfe4-gui.ntli.net...
> hehe,
>
> You think hoarding Atari ST's is bad. You should see my other passion,
> hoarding Atari arcade machines :-)
>
> www.arcadeoll.com/pics
>
> /o
>
>

OMG. They are really quite cool.

Are you in the UK? They would be great for a photo shoot location. :-)

8009. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 01:13:34 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <Z9OdncBEdcjcF4nYnZ2dnUVZ8qudnZ2d@bt.com>
Source record: 7286

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:RPSdnTu2AcdzFYnYnZ2dnUVZ8tOdnZ2d@bt.com...
>
> "Alpha1" <inboxNOSPAM@arcadeoll.com> wrote in message
> news:K7_Qg.35177$SH2.29558@newsfe4-gui.ntli.net...
> > hehe,
> >
> > You think hoarding Atari ST's is bad. You should see my other passion,
> > hoarding Atari arcade machines :-)
> >
> > www.arcadeoll.com/pics
> >
> > /o
> >
> >
>
> OMG. They are really quite cool.
>
> Are you in the UK? They would be great for a photo shoot location. :-)
>
>

My partner says I can get that idea out of my head straight away.

Going through your pics at the moment. These are Great!! :-)

8010. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 01:17:41 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <eJqdnebweY-rFonYnZ2dnUVZ8qqdnZ2d@bt.com>
Source record: 7287

"Alpha1" <inboxNOSPAM@arcadeoll.com> wrote in message
news:K7_Qg.35177$SH2.29558@newsfe4-gui.ntli.net...
> hehe,

Where'e Pole Position???

8011. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 07:15:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <m76dnT8Gws33Q4nYRVnyig@pipex.net>
Source record: 7288

"Alpha1" <inboxNOSPAM@arcadeoll.com> wrote in message
news:K7_Qg.35177$SH2.29558@newsfe4-gui.ntli.net...
> hehe,
>
> You think hoarding Atari ST's is bad. You should see my other passion,
> hoarding Atari arcade machines :-)
>
> www.arcadeoll.com/pics
>
> /o

I spent 10 years fixing that kinda stuff!

Chris

8012. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 09:25:44 UTC
From: Jerome Mathevet <jerome.mathevet@freeREMOVETHIS.fr>
Message-ID: <8579cc6a4e.jerome@jerome/mathevet.free.fr>
Source record: 7289

In message <eJqdnebweY-rFonYnZ2dnUVZ8qqdnZ2d@bt.com>
"Aly" <alison@logicsaysNOSPAM.com> wrote:

>"Alpha1" <inboxNOSPAM@arcadeoll.com> wrote in message
>news:K7_Qg.35177$SH2.29558@newsfe4-gui.ntli.net...
>> hehe,
>
>
>Where'e Pole Position???

Nah, where's Xybots ? or Race driving ?

--
Jerome Mathevet

8013. Re: Forget Me Clock Software to make it work!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 11:50:51 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <ylidnduqI9edvYjYRVnyig@bt.com>
Source record: 7290

Hi Aly

Nice one!

But why not just change the bytes to well into the future or is a date
range used instead of a finite date?

--

(��.�(�*�.� ..�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:k6mdnSgVq9t27o_YnZ2dnUVZ8smdnZ2d@bt.com...
> Hello,
>
> The problem with th FMCII software is that it won't go past the year 1999.
> The hardware RTC is fine, just that the software can't set it.
>
> SOLUTION.
>
> Edit the file FMCII.PRG with a hex editor. Find the first two occurences
> of
> 63h Change these to 6Eh. And save.
>
> Your FMCII.PRG program can now set dates upto 2010. :-))) 2006 is 106 in
> the FMC software.
>
> Yayyyyyyyyy!!
>
> Aly xx
>
> ps. when 2010 comes about, just change the new 6Eh to whatever. Changing
> it
> to 7Fh makes it good upto the year 2027.
>
>

8014. Re: Paskud IDE interface

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 12:39:59 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1159015199.193626.307120@e3g2000cwe.googlegroups.com>
Source record: 7291

Hi,

I've a MegaST with his interface working quit well. If you want to use
only TOS then it is a very good choice. If you want other OSse or for
example ATSpeed, then the interface is not compatible.

Jerome Mathevet wrote:
> Hi,
>
> As anyone tried to buy the IDE interface there:
>
> http://www.paskud.pl/service/service.html
>
> There's no information in english and I don't know how serious is the guy.
> Still, at 40 EUR, it's a bargain price for the platform.
>
> --
> Jerome Mathevet

8015. Re: Paskud IDE interface

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 14:10:11 UTC
From: Jerome Mathevet <jerome.mathevet@freeREMOVETHECAPS.fr>
Message-ID: <7b84e66a4e.jerome@jerome/mathevet.free.fr>
Source record: 7292

In message <1159015199.193626.307120@e3g2000cwe.googlegroups.com>
"Joe Iron" <vas.jozsef@karatnet.hu> wrote:

>Hi,
>
>I've a MegaST with his interface working quit well. If you want to use
>only TOS then it is a very good choice. If you want other OSse or for
>example ATSpeed, then the interface is not compatible.

Yes, I only want to use the TOS. However there's no email to get in touch and
like I said all is in polish (including instructions). How did you order ?

I expect the interface to be quite slow though (i'd say 100 Kb/s max for an
ST) but well enough for the system. Is this what you get, "Joe Iron" ?

--
Jerome Mathevet

8016. Re: Forget Me Clock Software to make it work!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 15:17:41 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <OsednbGOp69f0ojYRVny2A@bt.com>
Source record: 7293

Tha Welshgit <steve.sweet@btopenworld.com> wrote in message
news:yIidnduqI9edvYjYRVnyig@bt.com...
> Hi Aly
>
> Nice one!
>
> But why not just change the bytes to well into the future or is a date
> range used instead of a finite date?
>

I changed it to 9F in the end which is 2059. That's highest the RTC seems
to go. 2060 produces a failure. It's on Atari-forum at the moment;

http://www.atari-forum.com/viewtopic.php?p=75203#75203

8017. Re: Forget Me Clock Software to make it work!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 17:15:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.23.17.15.45.488244@charter.net>
Source record: 7294

On Sat, 23 Sep 2006 16:17:41 +0100, Aly wrote:

> I changed it to 9F in the end which is 2059. That's highest the RTC seems
> to go. 2060 produces a failure. It's on Atari-forum at the moment;

Here's to hoping that we're all still here then, and still using Atari
hardware/software! :D

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8018. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 18:19:58 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <iVeRg.31943$cx.7023@newsfe1-gui.ntli.net>
Source record: 7295

Yeah i'm in the UK

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:RPSdnTu2AcdzFYnYnZ2dnUVZ8tOdnZ2d@bt.com...
>
> "Alpha1" <inboxNOSPAM@arcadeoll.com> wrote in message
> news:K7_Qg.35177$SH2.29558@newsfe4-gui.ntli.net...
>> hehe,
>>
>> You think hoarding Atari ST's is bad. You should see my other passion,
>> hoarding Atari arcade machines :-)
>>
>> www.arcadeoll.com/pics
>>
>> /o
>>
>>
>
> OMG. They are really quite cool.
>
> Are you in the UK? They would be great for a photo shoot location. :-)
>
>

8019. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 18:20:29 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <NVeRg.31945$cx.29713@newsfe1-gui.ntli.net>
Source record: 7296

I've actually got one, somewhere! :-)

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:eJqdnebweY-rFonYnZ2dnUVZ8qqdnZ2d@bt.com...
> "Alpha1" <inboxNOSPAM@arcadeoll.com> wrote in message
> news:K7_Qg.35177$SH2.29558@newsfe4-gui.ntli.net...
>> hehe,
>
>
> Where'e Pole Position???
>
>

8020. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 18:21:22 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <CWeRg.31946$cx.3267@newsfe1-gui.ntli.net>
Source record: 7297

Haven't got either of those. Xybots has eluded me for a long time. and the Race Drivin' is awesome in the sitdown cockpit version - but I don't have room for that.. Yet..

>
> Nah, where's Xybots ? or Race driving ?
>
>
> --
> Jerome Mathevet

8021. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 18:22:26 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <CXeRg.31947$cx.31743@newsfe1-gui.ntli.net>
Source record: 7298

Yeah?

That's pretty cool! Don't suppose you have any old boards or parts laying
around do you?!

Oliver

>
>
> I spent 10 years fixing that kinda stuff!
>
> Chris
>
>
>

8022. Re: Forget Me Clock Software to make it work!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-23 19:02:02 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <RbqdnZRRO9TEGYjYRVnyqA@bt.com>
Source record: 7199

Ronald J. Hall <dark_lord@charter.net> wrote in message
news:pan.2006.09.23.17.15.45.488244@charter.net...
> On Sat, 23 Sep 2006 16:17:41 +0100, Aly wrote:
>
> > I changed it to 9F in the end which is 2059. That's highest the RTC
seems
> > to go. 2060 produces a failure. It's on Atari-forum at the moment;
>
> Here's to hoping that we're all still here then, and still using Atari
> hardware/software! :D
>

Good point. Question is; will we die from natural causes?

8023. Atari Online News, Etc. #08-38

Newsgroup: comp.sys.atari.st
Date: 2006-09-24 00:49:40 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1159058979.962567.116710@m7g2000cwm.googlegroups.com>
Source record: 7200

A-ONE #0838 09/22/06

~ US Keeps ICANN Control ~ People Are Talking! ~ OneWebDay
Celebration
~ Acrobat Reader Updated ~ Kroes Denies Vendetta! ~ Cardinal Starts
Blog!
~ Spam & Free Hosting! ~ Illegal Spammers Down! ~ Saving Web
Records?
~ Yahoo Defends Its Turf ~ Cyber Crime Organized! ~ Surveillance
Bill?

-* Tweaked Firefox Available! *-
-* Laser Chips Could Replace PC Wires! *-
-* Al Gore's Current TV, Yahoo Join Forces! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj\atarinews\org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

8024. Re: Paskud IDE interface

Newsgroup: comp.sys.atari.st
Date: 2006-09-24 15:01:18 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1159110078.224093.4890@d34g2000cwd.googlegroups.com>
Source record: 7201

Jerome Mathevet wrote:
> In message <1159015199.193626.307120@e3g2000cwe.googlegroups.com>
> "Joe Iron" <vas.jozsef@karatnet.hu> wrote:
>
> >Hi,
> >
> >I've a MegaST with his interface working quit well. If you want to use
> >only TOS then it is a very good choice. If you want other OSse or for
> >example ATSpeed, then the interface is not compatible.
>
> Yes, I only want to use the TOS. However there's no email to get in touch and
> like I said all is in polish (including instructions). How did you order ?
>
> I expect the interface to be quite slow though (i'd say 100 Kb/s max for an
> ST) but well enough for the system. Is this what you get, "Joe Iron" ?
>
> --
> Jerome Mathevet

You can find his e-mail address at: http://www.paskud.pl/. Click on
"e-mail do mnie". Simply write him a letter in English. Though his
english is not too good, I could finally bought my interface ;).
Concerning speed: I didn't do deep testing, but the speed is more than
acceptable. (if you don't forget, that you use an ST ;))

8025. Re: Atari Online News, Etc. #08-38

Newsgroup: comp.sys.atari.st
Date: 2006-09-24 16:38:21 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1159115901.568363.258040@h48g2000cwc.googlegroups.com>
Source record: 7202

I've updated out website at www.atarinews.org

Let me know what you guys think!

Rob
www.atarinews.org

8026. Re: Atari Online News, Etc. #08-38

Newsgroup: comp.sys.atari.st
Date: 2006-09-24 18:42:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.24.18.42.31.108579@charter.net>
Source record: 7203

On Sun, 24 Sep 2006 09:38:21 -0700, RobM wrote:

> I've updated out website at www.atarinews.org
>
> Let me know what you guys think!

Looks pretty good from here. Thanks! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8027. Re: Forget Me Clock Software to make it work!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-24 19:41:06 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <ebBRg.9159$zF5.3203@bignews1.bellsouth.net>
Source record: 7205

Is there a similar fix for other clock carts?

I have a Navarone TimeKeeper cart with original software.

phantomm@bellsouth.net

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:RbqdnZRRO9TEGYjYRVnyqA@bt.com...
>
> Ronald J. Hall <dark_lord@charter.net> wrote in message
> news:pan.2006.09.23.17.15.45.488244@charter.net...
>> On Sat, 23 Sep 2006 16:17:41 +0100, Aly wrote:
>>
>> > I changed it to 9F in the end which is 2059. That's highest the RTC
> seems
>> > to go. 2060 produces a failure. It's on Atari-forum at the moment;
>>
>> Here's to hoping that we're all still here then, and still using Atari
>> hardware/software! :D
>>
>
> Good point. Question is; will we die from natural causes?
>
>

8028. Re: Atari Online News, Etc. #08-38

Newsgroup: comp.sys.atari.st
Date: 2006-09-24 19:58:27 UTC
From: Mario Charles <mc11@gmx.de>
Message-ID: <4516e36b$0$5155$9b4e6d93@newsspool1.arcor-online.net>
Source record: 7206

Good work!

Greetings from Germany :)

"RobM" <rmahlert@gmail.com> schrieb im Newsbeitrag
news:1159115901.568363.258040@h48g2000cwc.googlegroups.com...
> I've updated out website at www.atarinews.org
>
> Let me know what you guys think!
>
>
> Rob
> www.atarinews.org
>

8029. Re: Paskud IDE interface

Newsgroup: comp.sys.atari.st
Date: 2006-09-24 19:59:34 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOCAPS.fr>
Message-ID: <08578a6b4e.jerome@jerome/mathevet.free.fr>
Source record: 7204

In message <1159110078.224093.4890@d34g2000cwd.googlegroups.com>
"Joe Iron" <vas.jozsef@karatnet.hu> wrote:

>You can find his e-mail address at: http://www.paskud.pl/. Click on
>"e-mail do mnie". Simply write him a letter in English. Though his
>english is not too good, I could finally bought my interface ;).

OK, I'll have a go. I didn't notice the email link because I was using a
javascript-free browser. Time to fire the fox.

>Concerning speed: I didn't do deep testing, but the speed is more than
>acceptable. (if you don't forget, that you use an ST ;))

Actually I'm more interested in storage than speed in this context. But rough
figures wouldn't hurt ;)

--
Jerome Mathevet

8030. Re: STacy Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-09-24 20:01:15 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <9uBRg.9164$zF5.4621@bignews1.bellsouth.net>
Source record: 7207

Thanks for the info Guys,

I've a few SCSI drives around a Gig or so that should
work then.

I believe the original drive blew a seal or something.
I found sometype of grease along the back seal of
the hard drive and on one side of the ribbon cable.

phantomm@bellsouth.net

<jan.honza@gmail.com> wrote in message
news:1158608298.007251.119770@m73g2000cwd.googlegroups.com...
>
> phantomm wrote:
>> Greetings,
>>
>> I have a STacy with a 20meg Conner Hard Drive which is the stock
>> drive AFAIK. For some reason the drive isn't working.
>>
>> The STacy works fine without the hard drive.
>>
>> None of the Hard Drive software that I have tried such as,
>> HD Driver, ICD, Atari, etc finds the hard drive!
>> All say something like no drive/device found or similar.
>>
>> Is there any software related problem such as deleting
>> the Hard Drive Driver file that would cause this?
>>
>> If so what would be the fix?
>>
>> I have the STacy apart in case I need to replace the Hard Drive.
>>
>> (BTW I don't have any STacy system disks or a manual)
>> I do have another STacy here with hard drive that does work,
>> and would like to get the other hard drive fixed or replaced.
>>
>> Does anyone know what type of Hard Drives will work as a replacement?
>>
>> Or are these one of a kind drives and I need to get a replacement from
>> another STacy or a Dealer like BEST/B&C?
>>
>> Any info is appreciated.
>
> The hard drive is SCSI. Any 50pin 3.5" SCSI II hard disk <=1GB should

> work. Bigger drives should also work, but the host adapter won't let
> you see more than the first 1GB.
>
> Coda.
>

8031. Re: Atari Online News, Etc. #08-38

Newsgroup: comp.sys.atari.st
Date: 2006-09-24 21:12:26 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1159132346.461197.303570@i3g2000cwc.googlegroups.com>
Source record: 7208

Thanks for the replies guys, I appreciate it!

Rob
A-ONE

Mario Charles wrote:
> Good work!
>
> Greetings from Germany :)
>
>
> "RobM" <rmahlert@gmail.com> schrieb im Newsbeitrag
> news:1159115901.568363.258040@h48g2000cwc.googlegroups.com...
> > I've updated out website at www.atarinews.org
> >
> > Let me know what you guys think!
> >
> >
> > Rob
> > www.atarinews.org
> >

8032. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2006-09-25 01:09:49 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <s%FRg.3872$vC3.2221@dukeread02>
Source record: 7209

2 Indust GT Drives NEW Never USED
1 XEP80 Needs Power Supply 9v 500ma
2 Supra 1150 Printer Interface 1 new in box
1 Atr8000 Have no idea what to do with it.

1 Atari 1040 ST
1 Atari 520 ST
1 Atari SC1224 Color monitor Older style. NEW NEVER USED
1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power plug on rear is loose, turns on and off.
1 Atari Mono Monitor USED

Make offer on it all MUST GO, take it all before I E-bay it.

8033. Re: Paskud IDE interface

Newsgroup: comp.sys.atari.st
Date: 2006-09-25 07:07:33 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1159168053.440472.273810@i42g2000cwa.googlegroups.com>
Source record: 7210

You can ask him for numbers. I'm sure he did "some" testing ;)

Jerome Mathevet wrote:
> In message <1159110078.224093.4890@d34g2000cwd.googlegroups.com>
> "Joe Iron" <vas.jozsef@karatnet.hu> wrote:
>
> >You can find his e-mail address at: http://www.paskud.pl/. Click on
> >"e-mail do mnie". Simply write him a letter in English. Though his
> >english is not too good, I could finally bought my interface ;).
>
> OK, I'll have a go. I didn't notice the email link because I was using a
> javascript-free browser. Time to fire the fox.
>
> >Concerning speed: I didn't do deep testing, but the speed is more than
> >acceptable. (if you don't forget, that you use an ST ;))
>
> Actually I'm more interested in storage than speed in this context. But rough
> figures wouldn't hurt ;)
>
> --
> Jerome Mathevet

8034. Re: FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2006-09-25 08:23:06 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <ZIMRg.1525$tO5.891@fed1read10>
Source record: 7211

"Chuck B" <cabacon@cox.net> wrote in message
news:s%FRg.3872$vC3.2221@dukeread02...
>2 Indust GT Drives NEW Never USED
> 1 XEP80 Needs Power Supply 9v 500ma
> 2 Supra 1150 Printer Interface 1 new in box
> 1 Atr8000 Have no idea what to do with it.
>
> 1 Atari 1040 ST
> 1 Atari 520 ST
> 1 Atari SC1224 Color monitor Older style. NEW NEVER USED
> 1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power
> plug on rear is loose, turns on and off.
> 1 Atari Mono Monitor USED
>
> Make offer on it all MUST GO, take it all before I E-bay it.
>
Hi,
Where are you located, I might be interested but shipping cost would be
high. If your local I could come by to pick up.. IF the price is right..
RoyE

8035. Re: Forget Me Clock Software to make it work!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-25 11:03:05 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <NMmdnYRtgc2lKorYnZ2dnUVZ8qCdnZ2d@bt.com>
Source record: 7212

phantomm <phantomm@bellsouth.net> wrote in message
news:ebBRg.9159$zF5.3203@bignews1.bellsouth.net...
>
>
> Is there a similar fix for other clock carts?
>
> I have a Navarone TimeKeeper cart with original software.
>
> phantomm@bellsouth.net
>
>

Roger may be able to help over there in the other thread :)

Mine was just fluke, Roger has literally written his own.

8036. Re: Forget Me Clock Software to make it work!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-25 19:13:43 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <PbydnQYf6Ygrt4XYRVnyrw@bt.com>
Source record: 7213

Hi again

Nice one, lots of hours have been spent on this subject with no final
result, until now, congrats!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:OsednbGOp69f0ojYRVny2A@bt.com...
>
> Tha Welshgit <steve.sweet@btopenworld.com> wrote in message
> news:yIidnduqI9edvYjYRVnyig@bt.com...
>> Hi Aly
>>
>> Nice one!
>>
>> But why not just change the bytes to well into the future or is a date
>> range used instead of a finite date?
>>
>
> I changed it to 9F in the end which is 2059. That's highest the RTC seems
> to go. 2060 produces a failure. It's on Atari-forum at the moment;
>
> http://www.atari-forum.com/viewtopic.php?p=75203#75203
>
>

8037. Re: Eureka RTC

Newsgroup: comp.sys.atari.st
Date: 2006-09-25 19:30:40 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <8Z6dnWRWBZiWs4XYRVnygg@bt.com>
Source record: 7214

Roger Burrows <sergeantvimes@yahoo.ca> wrote in message
news:v7l3h29tt5d2inlcu6u1ckole5it5o1gmq@4ax.com...
> I acquired one of these recently and after replacing the battery, it
> works just fine except that the supplied clock-setting software doesn't
> support dates after 1999. I found a workaround on the net, but it's a
> bit ugly so I decided to write my own. It seems to work fine, but I'd
> appreciate a little extra testing before I release the code as freeware
> (source too).
>
> If you're using a Eureka RTC & would like to help, please email me.
>
> Thanks,
> Roger Burrows
>

Come over here and talk to Roger about real time clocks. :-)

Seriously, he's the one who wrote a fresh bit of software. Good going that.

8038. Atari.org?

Newsgroup: comp.sys.atari.st
Date: 2006-09-26 08:46:44 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2006092609464498068-derryck@cixcoukinvalid>
Source record: 7215

Does anyone here know the webmaster at atari.org? I'm trying to get the ccc.atari.org and ddp.atari.org URLs redirected to another web site so that I can close the CiX one.

Emailed requests have gone unanswered.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

8039. Re: Selling off good spec STFM/STE kit

Newsgroup: comp.sys.atari.st
Date: 2006-09-26 13:18:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <SuCdnV7rvea9tITYRVnyug@pipex.net>
Source record: 7216

"Alpha1" <inboxNOSPAM@arcadeoll.com> wrote in message
news:CXeRg.31947$cx.31743@newsfe1-gui.ntli.net...
>
> Yeah?
>
> That's pretty cool! Don't suppose you have any old boards or parts laying
> around do you?!
>
> Oliver
>
>

few years too late for that one im affraid! Atari machines were a bit of a
pig for getting parts and servicing, was nice to see the 68000 CPU in a lot
of the stuff though :)

Chris

>>
>>
>> I spent 10 years fixing that kinda stuff!
>>
>> Chris
>>
>>
>>
>
>

8040. Any Gemulator boards kicking around?

Newsgroup: comp.sys.atari.st
Date: 2006-09-26 19:37:54 UTC
From: Atari User 57 <trm54321@hotmail.com>
Message-ID: <1159299474.469146.327060@m7g2000cwm.googlegroups.com>
Source record: 7217

I'm assuming they were all ISA boards also?

I'm in Canada.....

Cheers

8041. Re: Eureka RTC

Newsgroup: comp.sys.atari.st
Date: 2006-09-27 02:19:12 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <ulnjh2leotgo656mjkcinpsg3r8cbnv669@4ax.com>
Source record: 7218

Hi Aly,
On Mon, 25 Sep 2006 20:30:40 +0100, "Aly" <alison@logicsaysNOSPAM.com>
wrote:

>> I acquired one of these recently and after replacing the battery, it
>> works just fine except that the supplied clock-setting software doesn't
>> support dates after 1999. I found a workaround on the net, but it's a
>> bit ugly so I decided to write my own. It seems to work fine, but I'd
>> appreciate a little extra testing before I release the code as freeware
>> (source too).
>>
>> If you're using a Eureka RTC & would like to help, please email me.
>>
>
>Come over here and talk to Roger about real time clocks. :-)
>
>Seriously, he's the one who wrote a fresh bit of software. Good going that.
>

Thanks, every compliment helps :-) BTW, I did get one response - from
Claude (who works with me on the CD writing stuff). So now it's
thoroughly tested ;-), I was wondering where to post it: to the Belgian
ftp server? Suggestions/recommendations welcomed.

Roger

8042. Re: Forget Me Clock Software to make it work!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-27 02:22:21 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <2vnjh2pitq4cirjrcro7a0hmbg4cr043kg@4ax.com>
Source record: 7219

Hi!
On Sun, 24 Sep 2006 15:41:06 -0400, "phantomm" <phantomm@bellsouth.net>
wrote:

>
>
>Is there a similar fix for other clock carts?
>
>I have a Navarone TimeKeeper cart with original software.
>

Have you had the clock apart? Is there any id on the chip(s)? If you
email me the software, I'll take a look at it, but no promises ...

Roger

8043. FreeMiNT/XaAES on the ST

Newsgroup: comp.sys.atari.st
Date: 2006-09-27 12:06:38 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1159358798.445624.205900@m7g2000cwm.googlegroups.com>
Source record: 7220

Hiya,

As many of you certainly are aware of, FreeMiNT/XaAES have not been
running on 68000 machines since XaAES was turned into a kernel module.
Reason for this was mainly the lack of test equipment, a problem that
has been cured since.

Todays very early pre-alpha binary of FreeMiNT/XaAES consist of 3
subdirectories, and if copied onto the root dir of your boot disk it
should enable you to boot right into XaAES with Teradesk launched as
desktop. Also note that the sysdir is 1-17-cur for this particular
version of FreeMiNT.

In order to use this version of FreeMiNT/XaAES you should have at least
4Mb of RAM. If you have an Atari with 020 or better CPU you are adviced
to use the latest alpha release instead of this 000-specific build.

Grab the binaries here: http://xaaes.atariforge.net/

Regards,

/Joakim

ICQ for Atari - http://www.ataricq.org
AES for Atari - http://xaaes.atariforge.net
GPL for Atari - http://topp.atari-users.net

8044. Re: FreeMiNT/XaAES on the ST

Newsgroup: comp.sys.atari.st
Date: 2006-09-28 08:15:37 UTC
From: Cyprian <cyprian@pyorrhoea.org>
Message-ID: <1159431337.783584.152530@k70g2000cwa.googlegroups.com>
Source record: 7221

GokMasE napisal(a):
> Hiya,
[...]
> Todays very early pre-alpha binary of FreeMiNT/XaAES consist of 3
> subdirectories, and if copied onto the root dir of your boot disk it
> should enable you to boot right into XaAES with Teradesk launched as
> desktop. Also note that the sysdir is 1-17-cur for this particular
> version of FreeMiNT.
[...]
> /Joakim

Great News!!

I've checked and it doesn't startup from harddisk:

pid 0 (MINT): parse_cnf: can't open u:/a/mint/1-17-cur/mint.cnf
No init program specified to be started.

Starting up `u:/a/mint/1-17-cur/sh'...
error -34.
System Halted.

Best regards
Cyprian

8045. Re: FreeMiNT/XaAES on the ST

Newsgroup: comp.sys.atari.st
Date: 2006-09-28 11:31:08 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1159443068.818144.12190@i42g2000cwa.googlegroups.com>
Source record: 7222

Cyprian wrote:

> pid 0 (MINT): parse_cnf: can't open u:/a/mint/1-17-cur/mint.cnf
> No init program specified to be started.
>
> Starting up `u:/a/mint/1-17-cur/sh'...
> error -34.
> System Halted.

This sounds strange. What hardware are you running on?
And how much RAM is installed?

It is clear that the problem is due to MiNT looking for the config file
in
the wrong directory, just unclear to me why it does that.

Regards,

/Joakim

8046. Re: FreeMiNT/XaAES on the ST

Newsgroup: comp.sys.atari.st
Date: 2006-09-28 11:51:32 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1159444292.206112.68780@b28g2000cwb.googlegroups.com>
Source record: 7223

Cyprian wrote:

> pid 0 (MINT): parse_cnf: can't open u:/a/mint/1-17-cur/mint.cnf
> No init program specified to be started.
>
> Starting up `u:/a/mint/1-17-cur/sh'...
> error -34.
> System Halted.

This sounds strange. What hardware are you running on?
And how much RAM is installed?

It is clear that the problem is due to MiNT looking for the config file
in
the wrong directory, just unclear to me why it does that.

Regards,

/Joakim

8047. Re: FreeMiNT/XaAES on the ST

Newsgroup: comp.sys.atari.st
Date: 2006-09-28 20:46:47 UTC
From: Odd Skancke <ozkNOSPAM@atariREMOVE.orgME>
Message-ID: <1159476407.3812.2.camel@xppc>
Source record: 7224

Hello

tor, 28,.09.2006 kl. 01.15 -0700, skrev Cyprian:
> GokMasE napisal(a):
> > Hiya,
> [...]
> > Todays very early pre-alpha binary of FreeMiNT/XaAES consist of 3
> > subdirectories, and if copied onto the root dir of your boot disk it
> > should enable you to boot right into XaAES with Teradesk launched as
> > desktop. Also note that the sysdir is 1-17-cur for this particular
> > version of FreeMiNT.
> [...]
> > /Joakim
>
>
> Great News!!
>
> I've checked and it doesn't startup from harddisk:
>
> pid 0 (MINT): parse_cnf: can't open u:/a/mint/1-17-cur/mint.cnf
^
See this 'a' here? ----------------------

This looks to me as if you're trying to start it off the floppy. Could
you tell us exactly what you do?

> No init program specified to be started.
>
> Starting up `u:/a/mint/1-17-cur/sh'...
> error -34.
> System Halted.

Best Regards,
Odd Skancke

8048. Re: FreeMiNT/XaAES on the ST

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 07:17:20 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1159514240.322009.267930@k70g2000cwa.googlegroups.com>
Source record: 7225

I don't know if it is a problem or not, but I prevously tried to run
MiNT with Steem (the emulator) and it behaved the same.

Odd Skancke wrote:
> Hello
>
> tor, 28,.09.2006 kl. 01.15 -0700, skrev Cyprian:
> > GokMasE napisal(a):
> > > Hiya,
> > [...]
> > > Todays very early pre-alpha binary of FreeMiNT/XaAES consist of 3
> > > subdirectories, and if copied onto the root dir of your boot disk it
> > > should enable you to boot right into XaAES with Teradesk launched as
> > > desktop. Also note that the sysdir is 1-17-cur for this particular
> > > version of FreeMiNT.
> > [...]
> > > /Joakim
> >
> >
> > Great News!!
> >
> > I've checked and it doesn't startup from harddisk:
> >
> > pid 0 (MINT): parse_cnf: can't open u:/a/mint/1-17-cur/mint.cnf
> ^
> See this 'a' here? ----------------------
>
> This looks to me as if you're trying to start it off the floppy. Could
> you tell us exactly what you do?
>
>
> > No init program specified to be started.
> >
> > Starting up `u:/a/mint/1-17-cur/sh'...
> > error -34.
> > System Halted.
>
> Best Regards,
> Odd Skancke

8049. Re: FreeMiNT/XaAES on the ST

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 08:22:09 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1159518129.833564.279220@i3g2000cwc.googlegroups.com>
Source record: 7226

Joe Iron wrote:
> I don't know if it is a problem or not, but I prevously tried to run
> MiNT with Steem (the emulator) and it behaved the same.

I tested with Steem here too and can verify that it results in exactly
the problem that was reported earlier in this thread. However, it
works a treat on my MegaST4.

Regards,

/Joakim

8050. UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 12:06:08 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <o8ednYz4SbpGloDYnZ2dnUVZ8qednZ2d@bt.com>
Source record: 7227
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

Hello,

Would anyone know of a source of 40 way edge connectors as seen in the image below?;

http://www.logicsays.com/pub/edge40.jpg

I've checked the various sites; RS, Farnell, Rapid, Maplin etc. RS do them for £30 per unit. Maplin do 62 way (2x31) units for about £1.50.

I'm looking ideally for right angle PCB mount connectors.

With thanks,

Alison

8051. Re: Atari.org?

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 15:53:36 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <PaKdnX4gnMSx3IDYnZ2dnUVZ8qGdnZ2d@bt.com>
Source record: 7228

Derryck Croker <derryck@cix.co.uk.invalid> wrote in message
news:2006092609464498068-derryck@cixcoukinvalid...
> Does anyone here know the webmaster at atari.org? I'm trying to get the
> ccc.atari.org and ddp.atari.org URLs redirected to another web site so
> that I can close the CiX one.
>
> Emailed requests have gone unanswered.
>
> --
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /
>
>

someone is there since in the last few months they changed their keyword
you have to type in to post.

Alot of these Atari sites suffer from this; lots of dead links and mails
bounce.

8052. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 17:48:42 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.09.29.17.48.40.454473@nospammmmatari-source.com>
Source record: 7229
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

On Fri, 29 Sep 2006 13:06:08 +0100, Aly wrote:

> Hello,
>
> Would anyone know of a source of 40 way edge connectors as seen in the image
> below?;
>
> http://www.logicsays.com/pub/edge40.jpg
>
> I've checked the various sites; RS, Farnell, Rapid, Maplin etc. RS do them
> for ï¿½30 per unit. Maplin do 62 way (2x31) units for about ï¿½1.50.
>
> I'm looking ideally for right angle PCB mount connectors.
>
> With thanks,
>
> Alison

Check the US houses like Mouser. $5-$10 each in small quantities.

http://www.mouser.com/search/Refine.aspx?Ne=1447464+254016&Ntt=*card***edge***connector***40p*&Msb=0&Mkw=card+edge+connector+40p&N=1323038+0

Also check Jameco as they tend to be cheaper for stuff like that.

Thanks,
Mark

8053. Re: Atari.org?

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 17:50:55 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.09.29.17.50.55.239111@nospammmmatari-source.com>
Source record: 7230

On Tue, 26 Sep 2006 09:46:44 +0100, Derryck Croker wrote:

> Does anyone here know the webmaster at atari.org? I'm trying to get the
> ccc.atari.org and ddp.atari.org URLs redirected to another web site so
> that I can close the CiX one.
>
> Emailed requests have gone unanswered.

It's evl, DHS, Anders Erikkson (sp?). He's always around, get on irc and
go to an IRCnet server and go to #atariscne. You'll find him. He tends
to be around at off hours for where he lives (daytime hours for me).

Thanks,
Mark

8054. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 18:48:44 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <TtydnbIhN8uk94DYRVnyiQ@bt.com>
Source record: 7231
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

Mark D <mducksub@nospammmmatari-source.com> wrote in message
news:pan.2006.09.29.17.48.40.454473@nospammmmatari-source.com...
> On Fri, 29 Sep 2006 13:06:08 +0100, Aly wrote:
>
> Check the US houses like Mouser. $5-$10 each in small quantities.
>
>
http://www.mouser.com/search/Refine.aspx?Ne=1447464+254016&Ntt=*card***edge*
+*connector***40p*&Msb=0&Mkw=card+edge+connector+40p&N=1323038+0
>
> Also check Jameco as they tend to be cheaper for stuff like that.
>
> Thanks,
> Mark
>
>

Hi Mark,

Thanks for the reply. The trouble with the US suppliers is that by the time they've added carriage it's just not worth doing. I was quoted $75 to ship something weighing 50grams a few months back which wasn't up for discussion, so I don't buy from abroad unless they charge what it actually costs.

Just checking this company for delivery to the UK..

Minimum Order: 1000. So that's that out.

Thanks :-)

Aly

8055. Who is interested in XaAES for the ST?

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 20:51:25 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1159563085.133462.76540@c28g2000cwb.googlegroups.com>
Source record: 7232

Hi all,

We would like to know what kind of interest there is in keeping
FreeMiNT/XaAES compatible with Atari computers that lack the PMMU.

There are some big changes coming, and Ozk needs to know if there is
enough interest to justify the work needed to maintain compatibility
with setups that lack the PMMU. So how many many Atari ST/e/fm users
are still interested in running XaAES?

Feel free to discuss this matter here, but to report your interest you
should post a comment here too:

http://www.atariforums.com/read.php?26,2285,2287#msg-2287

Regards,

/Joakim

ICQ for Atari - http://www.ataricq.org
AES for Atari - http://xaaes.atariforge.net
GPL for Atari - http://topp.atari-users.net

8056. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 21:05:34 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <7_SdnXtAGbnUF4DYnZ2dnUVZ8qKdnZ2d@bt.com>
Source record: 7233
Cross-posted to: comp.sys.atari.st,sci.electronics.equipment

Steve <j80k-vpfc@dea.spamcon.org> wrote in message
news:memo.20060929213111.3968B@rook.127.0.0.1...
> I'm sure Toby do something similar, unfortunately their website doesn't
> show them too well, but give them a try. I don't have their catalogue to
> hand.
>
> www.toby.co.uk/content/catalogue/products.asp?series=802%2Dx%2Dxx%2DS
>
>
> - Steve

Hiya Steve!! :-)

Thanks for the links, I'll check those out over the next few days. Sorry I hadn't replied earlier, I was checking the overall cross posted thread.

These are the standard connectors for the Atari ST cartridge ports. I'm just toying with the idea of having a fresh batch of cartridge PCBs made up so those nice Atarian people can start blowing EPROMs again. :-)

Aly

8057. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 23:57:44 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <1LWdnXFg2fJkL4DYnZ2dnUVZ8s2dnZ2d@eclipse.net.uk>
Source record: 7234
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:o8ednYz4SbpGloDYnZ2dnUVZ8qednZ2d@bt.com...
> Hello,
>
> Would anyone know of a source of 40 way edge connectors as seen in the
image
> below?;
>
> http://www.logicsays.com/pub/edge40.jpg
>
> I've checked the various sites; RS, Farnell, Rapid, Maplin etc. RS do
them
> for £30 per unit. Maplin do 62 way (2x31) units for about £1.50.
>
> I'm looking ideally for right angle PCB mount connectors.
>
> With thanks,
>
> Alison
>
>
Aly,
Give John a ring at http://www.electrocom.uk.com/index.htm , Say Dave, ham
call g4ugm sent you. I can't promise.....
Dave

8058. Re: Who is interested in XaAES for the ST?

Newsgroup: comp.sys.atari.st
Date: 2006-09-29 23:58:52 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aJKdnS1v-o-gLoDYRVnyug@eclipse.net.uk>
Source record: 7235

"GokMasE" <gokmase@gmail.com> wrote in message
news:1159563085.133462.76540@c28g2000cwb.googlegroups.com...
> Hi all,
>
> We would like to know what kind of interest there is in keeping
> FreeMiNT/XaAES compatible with Atari computers that lack the PMMU.
>
> There are some big changes coming, and Ozk needs to know if there is
> enough interest to justify the work needed to maintain compatibility
> with setups that lack the PMMU. So how many many Atari ST/e/fm users
> are still interested in running XaAES?
>

Emotionally I would like to say "yes" but I don't think its practical...

> Feel free to discuss this matter here, but to report your interest you
> should post a comment here too:
>
> http://www.atariforums.com/read.php?26,2285,2287#msg-2287
>
>
>
> Regards,
>
> /Joakim
>
>
> ICQ for Atari - http://www.ataricq.org
> AES for Atari - http://xaaes.atariforge.net
> GPL for Atari - http://topp.atari-users.net
>

8059. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 00:03:59 UTC
From: Eeyore <rabbitsfriendsandrelations@hotmail.com>
Message-ID: <451DB46F.847F8008@hotmail.com>
Source record: 7236
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

Aly wrote:

> Thanks for the reply. The trouble with the US suppliers is that by the time
> they've added carriage it's just not worth doing. I was quoted $75 to ship
> something weighing 50grams a few months back which wasn't up for discussion,
> so I don't buy from abroad unless they charge what it actually costs.
>
> Just checking this company for delivery to the UK..
>
> Minimum Order: 1000. So that's that out.

Very, very few ppl use edge connectors any more (especially in the UK). That's your fundamental problem here.

Why do you need one ?

Graham

8060. Re: Who is interested in XaAES for the ST?

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 00:40:21 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.09.30.00.40.21.301897@nosspamatari-source.com>
Source record: 7237

On Fri, 29 Sep 2006 13:51:25 -0700, GokMasE wrote:

> Hi all,
>
> We would like to know what kind of interest there is in keeping
> FreeMiNT/XaAES compatible with Atari computers that lack the PMMU.
>
> There are some big changes coming, and Ozk needs to know if there is
> enough interest to justify the work needed to maintain compatibility
> with setups that lack the PMMU. So how many many Atari ST/e/fm users
> are still interested in running XaAES?
>
> Feel free to discuss this matter here, but to report your interest you
> should post a comment here too:
>
> http://www.atariforums.com/read.php?26,2285,2287#msg-2287
>
>

I have a passing interest but last time I checked only 500KB or 1MB is
free when done booting XaAES. The 2.5MB left after MagiC isn't really all
that usable so I'm going to have to say no. Leave the 68000 machines to
MagiC.

Thanks,
Mark

8061. Re: Who is interested in XaAES for the ST?

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 08:12:39 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <efl5d7qhd1@gateix.bernstein.loc>
Source record: 7158

Hi,

> We would like to know what kind of interest there is in keeping
> FreeMiNT/XaAES compatible with Atari computers that lack the PMMU.

I am so crazy and try nearly everthing on an old ST without PMMU. From this point i would like the ability to run XaAES on such machines.

But at the other side there is to less RAM available if i boot with MiNT, NVDI and XaAES to work seriously with this machine. Only with a emualtor which gives me mor than 4 MB ST RAM it was usefull. A reasonable decision was to leave such machins behind and look anly at Ataris with more RAM which mostly have PMMUs (like TT, Falcon).

Best Regards
Michael

8062. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 08:33:42 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <So-dncSL3N96toPYnZ2dnUVZ8qednZ2d@eclipse.net.uk>
Source record: 7238
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

"Eeyore" <rabbitsfriendsandrelations@hotmail.com> wrote in message
news:451DB46F.847F8008@hotmail.com...
>
>
> Aly wrote:
>
> > Thanks for the reply. The trouble with the US suppliers is that by the
time
> > they've added carriage it's just not worth doing. I was quoted $75 to
ship
> > something weighing 50grams a few months back which wasn't up for
discussion,
> > so I don't buy from abroad unless they charge what it actually costs.
> >
> > Just checking this company for delivery to the UK..
> >
> > Minimum Order: 1000. So that's that out.
>
> Very, very few ppl use edge connectors any more (especially in the UK).
That's
> your fundamental problem here.
>
> Why do you need one ?
>

I would guess that she is tryting to build a cart port device and needs to
duplicate the connection to allow multiple devices to be stacked....

> Graham
>

8063. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 10:30:16 UTC
From: Eeyore <rabbitsfriendsandrelations@hotmail.com>
Message-ID: <451E4738.7CEDED99@hotmail.com>
Source record: 7239
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

David Wade wrote:

> I would guess that she is tryting to build a cart port device and needs to
> duplicate the connection to allow multiple devices to be stacked....

What's a " cart port device " ???

Graham

8064. Re: Atari.org?

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 10:34:15 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <6uhsh2h2q46ihbehpmcrhv56omoiu17af9@4ax.com>
Source record: 7240

On Fri, 29 Sep 2006 13:50:55 -0400, Mark D
<mducksub@nospammmmatari-source.com> wrote:

>On Tue, 26 Sep 2006 09:46:44 +0100, Derryck Croker wrote:
>
>> Does anyone here know the webmaster at atari.org? I'm trying to get the
>> ccc.atari.org and ddp.atari.org URLs redirected to another web site so
>> that I can close the CiX one.
>>
>> Emailed requests have gone unanswered.
>
>It's evl, DHS, Anders Erikkson (sp?). He's always around, get on irc and
>go to an IRCnet server and go to #atariscne. You'll find him. He tends
>to be around at off hours for where he lives (daytime hours for me).
>
>Thanks,
>Mark

His mail is aeDONTSPAMHIM@dhsSPAMSUCKS.nu but he usually reads
supportREMOVEME@atariROCKSHARD.org too.

(remove all capital letters as usual :)

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

8065. Re: GFA-Basic Editor v1.50 released

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 10:37:05 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <h5ish2dr5c2on8epuphlhqfoe61njvtamk@4ax.com>
Source record: 7241

On Wed, 27 Sep 2006 08:17:57 -0400, lp <gfa-basic@mint.net> wrote:

>Please see \docs\read_me.txt in the archive for important information
>regarding this release.
>
>Direct link: http://www.bright.net/~gfabasic/html/gbe.htm

This rules Lonny! I was always too lazy to setup the needed software
to go with GBE :)

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

8066. Re: Who is interested in XaAES for the ST?

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 11:16:22 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1159614982.669617.167390@i3g2000cwc.googlegroups.com>
Source record: 7242

Mark D wrote:

> I have a passing interest but last time I checked only 500KB or 1MB is
> free when done booting XaAES.

I think with the latest pre-alpha, something like 2Mb was free after
loading Teradesk. Ozk probably has a better memory regarding this
though.

Regards,

/Joakim

8067. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 11:50:52 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <lJ6dnftxtP5bxIPYnZ2dnUVZ8sidnZ2d@bt.com>
Source record: 7243
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

Eeyore <rabbitsfriendsandrelations@hotmail.com> wrote in message
news:451E4738.7CEDED99@hotmail.com...
>
>
> David Wade wrote:
>
> > I would guess that she is tryting to build a cart port device and needs
to
> > duplicate the connection to allow multiple devices to be stacked....
>
> What's a " cart port device " ???
>
> Graham
>

A cart port device is something that uses 40 way edge connectors.

8068. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 12:18:30 UTC
From: Eeyore <rabbitsfriendsandrelations@hotmail.com>
Message-ID: <451E6096.82AD2F7E@hotmail.com>
Source record: 7244
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

Aly wrote:

> Eeyore <rabbitsfriendsandrelations@hotmail.com> wrote
> > David Wade wrote:
> >
> > > I would guess that she is tryting to build a cart port device and needs
> > > to duplicate the connection to allow multiple devices to be stacked....
> >
> > What's a " cart port device " ???
> >
> > Graham
>
> A cart port device is something that uses 40 way edge connectors.

Hahahahahahaha !

What's a " cart port device " ???

Graham

8069. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 13:37:19 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <451e730f$0$26611$91cee783@newsreader01.highway.telekom.at>
Source record: 7245

Eeyore wrote:

> What's a " cart port device " ???
>
> Graham

A car!?

Best regards,

Daniel Mandic

8070. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 14:14:03 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <JuCdnWqI1-3L5oPYRVnyrw@bt.com>
Source record: 7246
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

Eeyore <rabbitsfriendsandrelations@hotmail.com> wrote in message
news:451E6096.82AD2F7E@hotmail.com...
>
> What's a " cart port device " ???
>
> Graham
>
>

An expansion cartridge. You know, like the wobbly 16k rampack on a Sinclair
ZX81, or a plug-in upgrade pack for a storage scope.

:-)

8071. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 14:44:35 UTC
From: Eeyore <rabbitsfriendsandrelations@hotmail.com>
Message-ID: <451E82D3.ADAD4991@hotmail.com>
Source record: 7247
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

Aly wrote:

> Eeyore <rabbitsfriendsandrelations@hotmail.com> wrote
> >
> > What's a " cart port device " ???
> >
> > Graham
>
> An expansion cartridge. You know, like the wobbly 16k rampack on a Sinclair
> ZX81,

Oh ! One of those ! Notoriously unreliable.

> or a plug-in upgrade pack for a storage scope.

Haven't come across that use.

Why do you need one ?

Graham

8072. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 15:23:14 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <i9ydnWOudYMQFoPYRVnytw@bt.com>
Source record: 7248
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

Eeyore <rabbitsfriendsandrelations@hotmail.com> wrote in message
news:451E82D3.ADAD4991@hotmail.com...
>
> Why do you need one ?
>
> Graham

Ah, now first mistake is assuming that I *need* one.

It's all of those Atari users that actually need them, and if they're
willing to part with their cash then I'll get 50 or so bare cartridges made
up so they can burn EPROMs full of hacking applications and make alsorts of
obscure dongles.

8073. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 15:25:39 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <udWdnfMO1umDEYPYRVnyuA@bt.com>
Source record: 7149
Cross-posted to: comp.sys.atari.st,sci.electronics.equipment

Steve <j80k-vpfc@dea.spamcon.org> wrote in message
news:memo.20060930160605.3968C@rook.127.0.0.1...
> looks like a cart port RTC device...?
>
>
> - Steve

Yep, that one is. Is what I had at hand to do the photo.

8074. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 15:56:02 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <xNadnTcpNJQODoPYRVnytg@bt.com>
Source record: 7150
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

"David Wade" <g8mqw@yahoo.com> wrote in message
news:1LWdnXFg2fJkL4DYnZ2dnUVZ8s2dnZ2d@eclipse.net.uk...
> Aly,
> Give John a ring at http://www.electrocom.uk.com/index.htm , Say Dave,
ham
> call g4ugm sent you. I can't promise.....
> Dave
>
>

Thanks Dave, will do :-)

8075. Re: Atari.org?

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 19:33:36 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2006093020333694177-derryck@cixcoukinvalid>
Source record: 7151

On 2006-09-26 09:46:44 +0100, Derryck Croker <derryck@cix.co.uk.invalid> said:

> Does anyone here know the webmaster at atari.org?

Thanks to Aly, Mark and George. Anders emailed me a day or so ago to
say that he's very busy, and only changes URL redirections when there
are a few to do.

As a corollary to the subject matter, please all note my separate
message concerning DDP and CCC direct URLs.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

8076. CCC and DDP Translation URLs - Important!!

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 19:42:48 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2006093020424825484-derryck@cixcoukinvalid>
Source record: 7152

If your bookmarks for the above directly reference
http://www.cix.co.uk/~derryck with either home, ccc or ddp pages please
note that I have MOVED to another ISP, so these links WILL NO LONGER
WORK.

For an indeterminate time until Pipex get around to actually removing
the pages on CiX, there will be a redirection URL to the URLs that I've
been mentioning in my sigs, viz:

http://ccc.atari.org (Cheshunt Computer Club) and
http://ddp.atari.org (DDP Translations)

You will be able to access other pages via links from either of these two URLs.

My email address stays the same.

Webmasters please take note!!

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

8077. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 19:49:51 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2006093020495150953-derryck@cixcoukinvalid>
Source record: 7153
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

On 2006-09-29 19:48:44 +0100, "Aly" <alison@logicsaysNOSPAM.com> said:

> Thanks for the reply. The trouble with the US suppliers is that by the time
> they've added carriage it's just not worth doing.

I'm a member of the Nixie (tubes) mailing list on Yahoo, and an
American member of it included an order for some stuff from Digi-Key
for me - it helped us both, as his order was going to be below their
minimum, and mine, as I'd have had to cough up a ridiculous amount.

Worth thinking about if you're in this situation again. I'm sure
someone here would help you out.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

8078. Re: Eureka RTC

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 19:55:21 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2006093020552150402-derryck@cixcoukinvalid>
Source record: 7154

On 2006-09-27 03:19:12 +0100, Roger Burrows <sergeantvimes@yahoo.ca> said:

> I was wondering where to post it: to the Belgian
> ftp server? Suggestions/recommendations welcomed.

I'd be happy to host it for you, Roger.

There's a MISC section on my web page that's made for stuff like this.

If you like, file attach to an email to me (remove the anti-spam), with
a note about which clock cart(s) it's compatible with.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

8079. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 20:25:38 UTC
From: Eeyore <rabbitsfriendsandrelations@hotmail.com>
Message-ID: <451ED2C1.12744A37@hotmail.com>
Source record: 7155
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

Aly wrote:

> Eeyore <rabbitsfriendsandrelations@hotmail.com> wrote
> >
> > Why do you need one ?
> >
> > Graham
>
> Ah, now first mistake is assuming that I *need* one.

How about *want* ???

> It's all of those Atari users that actually need them, and if they're
> willing to part with their cash then I'll get 50 or so bare cartridges made
> up so they can burn EPROMs full of hacking applications and make alsorts of
> obscure dongles.

I see !

How about starting with the pitch ? 0.1" ? 0.15", 0.187"....... ?

Graham

8080. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 20:45:23 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <_N2dnRfmJO_0SoPYRVnyqQ@bt.com>
Source record: 7156
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

"Eeyore" <rabbitsfriendsandrelations@hotmail.com> wrote in message
news:451ED2C1.12744A37@hotmail.com...
>
> How about starting with the pitch ? 0.1" ? 0.15", 0.187"....... ?
>
>
> Graham
>

Yes. It's 2.54mm, clear as day in the subject header on about, erm....
20-posts.

We're not allowed to use imperial on threat of being fined £1000 for each
incursion by the Nanny State.

8081. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-09-30 20:46:43 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <I9ydnUz1TP0pSoPYnZ2dnUVZ8sidnZ2d@bt.com>
Source record: 7157
Cross-posted to:
comp.sys.atari.st,sci.electronics,sci.electronics.basics,sci.electronics.equipment,sci.electronics.misc,sci.electronics.parts

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:2006093020495150953-derryck@cixcoukinvalid...
> On 2006-09-29 19:48:44 +0100, "Aly" <alison@logicsaysNOSPAM.com> said:
>

Noted. :-)

Ta,

Aly

8082. Re: FreeMiNT/XaAES on the ST

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 03:44:13 UTC
From: leaver@alphalink.com.au
Message-ID: <451f3e3d_2@news.chariot.net.au>
Source record: 7159

On 27 Sep 2006 05:06:38 , "GokMasE" wrote:
>Hiya,

(snip)

>In order to use this version of FreeMiNT/XaAES you should have at least
>4Mb of RAM. If you have an Atari with 020 or better CPU you are adviced
>to use the latest alpha release instead of this 000-specific build.
>
>Grab the binaries here: http://xaaes.atariforge.net/
>
>Regards,
>
>/Joakim

Don't know if you want comments at this stage, but it boots up
prettily on my venerable 4mb STF and some things run happily, but when
I try to set the date & time in the General CPX, it freezes.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

8083. [UTD] ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 07:29:22 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <451F6E52.9030308@atari.org>
Source record: 7160

Hi,

You may be interested by the following uptodate version of ARAnyM.
Very latest devels have been taken into account.

- The Pack_3D at http://ebmodel3.atari.org/Pack_3D/ that works on
3 OS/platforms including Windows, Linux and MacOSX.

It includes ARAnyM 0.9.4beta and

EmuTOS dated from 2006/05/22
FreeMiNT+XaAES from 2006/09/23
TERADESK 3.84
EB MODEL3 3.62a version (only available in this pack)
EB_DUMP 0.9.7
EUREKA 2.12 beta from 2006/09/09 (only available in this pack)
QED 5.0.5
POV 3.1g
ZVIEW beta 7
ZTASK 1.0
MESA_GL 0.93 version (derived from Mesa3D 2.6)
CAB 1.5
HIGHWIRE 0.3.0
HYP_VIEW 0.35.2e version
PAULANG 0.2b

ready to start with. Quake 1.01 works great with it ! Really.
You may have a look, for Quake, at http://www.dhs.nu/

- The minimum pack at http://eureka.atari.org/MacAranym.zip that
is built for MacOSX.

Enjoy :)

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/

8084. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 08:06:59 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <451f7723$1_2@x-privat.org>
Source record: 7161

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Anonymous uploads to the incoming dir is possible again.

**programming**
ftp://chapelie.rma.ac.be/atari/programming/gfa-basic/gbe-150.zip
(901.708 bytes): GFA-Basic editor is a GEM based editor modeled
after the original GFA-Basic editor.
Runs under a multitasking system like MiNT.

ftp://chapelie.rma.ac.be/atari/programming/gfa-basic/gfa36.zip
(341.118 bytes): GFA-BASIC Compiler Version 3.6 Revision 12
GFA-BASIC Linker Version 3.6 Revision 08

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

8085. Beetle mouse problems

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 12:40:54 UTC
From: user@domain.invalid
Message-ID: <qHOTg.1077$%6.30025@ursa-nb00s0.nbnet.nb.ca>
Source record: 7162

I bought 2 Beetle mice a number of years ago and put them in storage. However, both seem to have developed the same problem during storage, I have left-right movement of the pointer but only upward movement in the vertical axis. My Wizzard mouse works fine so it is not the port. The Beetle mice behave the same way whether it is my TT or my 1040ST. The internal wheels turn. Seeing how difficult it is to get Atari mice any suggestion on a possible fix would be appreciated. Both mice worked when purchased, I checked, so something happened during storage.

Thanks

Alyre

8086. Re: Beetle mouse problems

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 12:47:13 UTC
From: Alyre <alyrechiasson@yahoo.ca>
Message-ID: <INOTg.1080$%6.30263@ursa-nb00s0.nbnet.nb.ca>
Source record: 7163

Apologies, my news account settings were incomplete.

Alyre

user@domain.invalid wrote:
> I bought 2 Beetle mice a number of years ago and put them in storage.
> However, both seem to have developed the same problem during storage, I
> have left-right movement of the pointer but only upward movement in the
> vertical axis. My Wizzard mouse works fine so it is not the port. The
> Beetle mice behave the same way whether it is my TT or my 1040ST. The
> internal wheels turn. Seeing how difficult it is to get Atari mice any
> suggestion on a possible fix would be appreciated. Both mice worked when
> purchased, I checked, so something happened during storage.
>
> Thanks
>
> Alyre

8087. FS: NIB! ATARI ST GAMES! 20%-30% OFF!

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 13:02:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610010559210.5647-100000@onyx.spiritone.com>
Source record: 7164
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI ST! 20%-30% OFF! GAMES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; Alien Syndrome; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Chuck Rock; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental

Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf;

Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8088. FA: Cyber Sculpt Manual

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 13:41:43 UTC
From: Nod <Nod@DEATHBADGER.co.uk>
Message-ID: <rAPTg.67144$wg.35255@fe1.news.blueyonder.co.uk>
Source record: 7165
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Been clearing out the loft and found this. So it's up for auction on eBay if anyone is interested?

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=230034594184&ssPageName=ADME:L:LCA:UK:31

Nod

--
http://www.renderosity.com/mod/gallery/browse.php?username=Nod

8089. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 14:07:15 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <nYPTg.643$If3.302@trnddc07>
Source record: 7166
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Wener,

Thanks for the tips.

Glenn

"Werner Romstorfer" <werner.romstorfer@chello.at> wrote in message
news:1c32b$44ffd3e7$506cbfa8$7702@news.chello.at...
Hello Tom Tom!

> Do you know by chance if the format of the drive is the same as the
> regular ST or if it is the same as the TT/Falcon?

The "format" of the ST-Book-Drive is a 2,5"-drive as used in
notebooks/laptops.

> Since the drive is IDE, can any drive be used in it or does it require
> certain models?

If I remember corectly these machines had problems with drives bigger
1GB capacity, so if you find somewhere a 500MB-drive it should be
possible to install.

> What means will the drive need to be formatted and with what software is
> recommended?

Is there a "format-software" (AHDI sp?) in ST-Books permanent RAM-Drive
(I don't remember...)
Otherwise the best chance is to take a FALCON (only other Atari-machine
with a 2,5"-drive"), put the "new" ST-Book-drive in it, format with the
software from the "language-disk" or third-party-software as "HDDriver",
and put this drive then in the ST-Book.
Voil&#65533; - Should work...

Best Regards, Werner
--
<http://peasoft.atari.org>

8090. Re: Voltage measuring with computer?

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 15:40:44 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <0kRTg.13979$Oh3.1624@trnddc04>
Source record: 7167

To add on to what was mentioned about the ADC input...

All Atari computers have a simple analog to digital converter with the potentiometer inputs on the joystick port. Using this and a simple voltage divider (two resistors connected in series to the voltage source). Make one resistor (the first resistor in the series) a potentiometer (variable resistor) of about 50k ohms. The second resistor a 10k ohm. Adjust the variable resistor to either 30k or 40k ohm resistance. When set to 30k ohms this would scale the voltage down to 1/4 of it's value. At 40k ohms the voltage would be scaled down 1/5 of it's value. Tap across the 10k ohm resistor to get your scaled down voltage. Connect the node with the asterisk to the pot input on the joystick port and connect the ground pin on the joystick port to the other end of the 10k. You can then adjust the pot to scale the voltage. You will need to be careful that you don't dip below 30k ohms so you don't exceed the 5 volt input limit.

```
50k 10k
voltage source -----/\/\/\/\----*-----/\/\/\/\-------gnd
Center tap---> ^------|
```

You could make this even safer by adding a 30k ohm resistor in front of the pot and lowering the pot value to like a 25k ohm. This way should the pot be turned down to where it's at zero ohms (or close to it), the voltage across the 10k shouldn't get to much over 5 volts. Keep in mind this is all based on nominal values. Actual real-world resistances will vary.

Once you have this hardware setup going then you can experiment with reading the pot input to the joystick port and map out what input voltage values relate to the decimal readings you get from reading that port. You can do this in basic.

And like what was said before you will lose resolution into the value of the voltage by doing this scaling down with the voltage divider and connection to the pot input on the joystick port. You will only be able to read the voltage in discrete steps.

If your goal is to just get an idea of the voltage without too much accuracy then this voltage divider method should work well. But if you need accuracy then you will need to find some sort of digital multimeter (DMM) that has the ability to report a voltage readings over some sort of interface like RS232. But then you will need to write some sort of utility to convert this RS232 information in whatever form is being reported in (e.g., text, encoded binary, etc).

Another alternative would be to use a PIC microcontroller that has an ADC (analog to digital converter) built-in and interface it thru the joystick

port and provide this information. But this will require some sort of application or code on the ST to monitor the joystick report and collect the data. You may need to use a specialized ADC chip to do the voltage conversion depending on the level of accuracy you need. Most microcontrollers that have a ADC built-in would probably be better than the pot input to the computer. But if you need high accuracy you will need to use a more specialized part.

There are many ways you can accomplish this, just depends on how much you want to invest and what your level of accuarcy requirements are that determines what your solution options would be.

Good luck with your project. Let us know what you were able to come up with to do the job.

Glenn

<jan.honza@gmail.com> wrote in message news:1158826343.510024.108500@e3g2000cwe.googlegroups.com...
> The advanced joystick port IS an ADC. The problem is that the range of
> these ports is 0-5v and the OP will probably want something that will
> safely measure upto about 20v. He could use a device to scale the
> voltage down if he doesn't mind losing resolution and maybe some
> accuracy.
>
> Tha Welshgit wrote:
>> HI there
>>
>> How about using the ADC on the advanced joystick port of an STe
>>
>

8091. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 19:27:14 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4oaj4iFdo4gjU1@individual.net>
Source record: 7168
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Tom Tom wrote:

> If I remember corectly these machines had problems with drives bigger
> 1GB capacity, so if you find somewhere a 500MB-drive it should be
> possible to install.

General problems with IDE drives bigger than 1 GB are unlikely because
there is no IDE-specific limit at this size. Provided the ST-Book has a
standard IDE interface, which I think it has, there are no limits that
do not also apply for other Atari machines.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8092. Re: Who is interested in XaAES for the ST?

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 19:37:22 UTC
From: "D. Hugh Redelmeier" <hugh@mimosa.com>
Message-ID: <1159731442.120321.201700@i42g2000cwa.googlegroups.com>
Source record: 7169

GokMasE wrote:

> We would like to know what kind of interest there is in keeping
> FreeMiNT/XaAES compatible with Atari computers that lack the PMMU.

My vote shouldn't count much, but I'm interested. I have an STe and a Mega ST that i'd like to try with FreeMINT/XaAES. I don't even know how to start. (I've only run TOS and OS/9 on them, and not recently.)

> There are some big changes coming, and Ozk needs to know if there is
> enough interest to justify the work needed to maintain compatibility
> with setups that lack the PMMU. So how many many Atari ST/e/fm users
> are still interested in running XaAES?

How much work is involved? Does the constraint impair support for newer machines?

8093. Re: Atari.org?

Newsgroup: comp.sys.atari.st
Date: 2006-10-01 20:07:48 UTC
From: Anders Eriksson <google@dhs.nu>
Message-ID: <1159733268.240109.290290@b28g2000cwb.googlegroups.com>
Source record: 7170

Derryck Croker skrev:

> On 2006-09-26 09:46:44 +0100, Derryck Croker <derryck@cix.co.uk.invalid> said:
>
> > Does anyone here know the webmaster at atari.org?
>
> Thanks to Aly, Mark and George. Anders emailed me a day or so ago to
> say that he's very busy, and only changes URL redirections when there
> are a few to do.
>
> As a corollary to the subject matter, please all note my separate
> message concerning DDP and CCC direct URLs.

Hello Derryck,

sorry for that delay, I got a phonecall today (from the USA!) about
this usenet thread. As I don't have any usenet program setup, I'll try
to use my google account to reply, I hope it works.

Yes I'm a bit swamped with stuff to do, and it never seems to end. A
good thing with that - I seldom get bored but bad thing is that
sometimes people will wait for too long for a reply. Somehow my other
site, http://dhs.nu/ (nice, now I managed to make a plug of that too)
feels like my precious pet and get more attention than the other one. I
should probably prioritize different.

On the positive side, Atari.Org have it's best uptime ever. For the
last three years, we've had nearly no hickup. An afternoon here and
there due to upgrades and powercuts, but nothing dramatic. Hopefully it
will continue with similar stability in the future.

--
Anders Eriksson
support@atari.org

8094. SLM605 drivers and printing weirdness

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 04:10:53 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1159762253.685445.151010@i42g2000cwa.googlegroups.com>
Source record: 7171

Hi all,

Got a tough one....

Does anyone have the latest Atari drivers for the SLM605? Cant find the disk(s) here at home or online...

I have v1.2 driver for the 804, which works somewhat. Printing problems have arisen.

When I have the 605 connected to 1040STe alone, the printing is fine. Both screen dumps and text print fine. Have not tried a page with both simultaneously. I will hunt down my Pagestream disks very soon.

When the 605 plus a hard drive setup with a ICD ADSCSI+, screen dumps ok and text is readible but looks like extra toner appears randomly around text. The text is readable, but has dots around it like it was double striked with an offset. I am using HD-Driver 8.16 with the ICD interface to std 50pin scsi ibm drive.

Any ideas? suggestions?

Thanks in advance
Rory

8095. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 07:30:36 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <efqf2akvq1@gemini.csx.cam.ac.uk>
Source record: 7172

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:o8ednYz4SbpGloDYnZ2dnUVZ8qednZ2d@bt.com...
> Hello,
>
> Would anyone know of a source of 40 way edge connectors as seen in the
> image
> below?;
>
> http://www.logicsays.com/pub/edge40.jpg
>
> I've checked the various sites; RS, Farnell, Rapid, Maplin etc. RS do
> them
> for £30 per unit. Maplin do 62 way (2x31) units for about £1.50.
>
> I'm looking ideally for right angle PCB mount connectors.
>
> With thanks,
>
> Alison
>

The only ones I can find are IDC which is not of much use unless your making
Jaguar video cables, below is a link to the manufactures web site, click on
the distributors section to find a uk/european supplier and if none of the
suppliers stock ask if you can purchase directly if you have not done this
already.
http://www.itwmcmurdo.co.uk/flash/player.htm

Stephen Moss

8096. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 08:26:26 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <efqifg$ku7$1$8300dec7@news.demon.co.uk>
Source record: 7173

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:o8ednYz4SbpGloDYnZ2dnUVZ8qednZ2d@bt.com...
> Hello,
>
> Would anyone know of a source of 40 way edge connectors as seen in the
> image
> below?;
>
> http://www.logicsays.com/pub/edge40.jpg
>
> I've checked the various sites; RS, Farnell, Rapid, Maplin etc. RS do
> them
> for £30 per unit. Maplin do 62 way (2x31) units for about £1.50.
>
> I'm looking ideally for right angle PCB mount connectors.

Hi Aly,

Have you spoken to Lyndon ? (hardware.atari.org)

He obviously getting some for the NetUS-Bee. Maybe you can work together to
get
lower pricing or at least use the same supplier if Lyndon's getting them
cheap.

Alan.

8097. Re: Who is interested in XaAES for the ST?

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 11:18:25 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1159787905.230860.314110@b28g2000cwb.googlegroups.com>
Source record: 7174

My opinion:

I'm not up-to-date with the current state of XaAes, but if there are
bugs and list of improvements, then it should has the first priority.

After that, the 68000 port should come.

GokMasE wrote:
> Hi all,
>
> We would like to know what kind of interest there is in keeping
> FreeMiNT/XaAES compatible with Atari computers that lack the PMMU.
>
> There are some big changes coming, and Ozk needs to know if there is
> enough interest to justify the work needed to maintain compatibility
> with setups that lack the PMMU. So how many many Atari ST/e/fm users
> are still interested in running XaAES?
>
> Feel free to discuss this matter here, but to report your interest you
> should post a comment here too:
>
> http://www.atariforums.com/read.php?26,2285,2287#msg-2287
>
>
>
> Regards,
>
> /Joakim
>
>
> ICQ for Atari - http://www.ataricq.org
> AES for Atari - http://xaaes.atariforge.net
> GPL for Atari - http://topp.atari-users.net

8098. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 11:40:03 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1159789203.260698.64670@i3g2000cwc.googlegroups.com>
Source record: 7175

The ports are next to impossible to get as they are metric pitch, 2mm.

Lyndon

Alan Hourihane wrote:
> "Aly" <alison@logicsaysNOSPAM.com> wrote in message
> news:o8ednYz4SbpGloDYnZ2dnUVZ8qednZ2d@bt.com...
> > Hello,
> >
> > Would anyone know of a source of 40 way edge connectors as seen in the
> > image
> > below?;
> >
> > http://www.logicsays.com/pub/edge40.jpg
> >
> > I've checked the various sites; RS, Farnell, Rapid, Maplin etc. RS do
> > them
> > for £30 per unit. Maplin do 62 way (2x31) units for about £1.50.
> >
> > I'm looking ideally for right angle PCB mount connectors.
>
> Hi Aly,
>
> Have you spoken to Lyndon ? (hardware.atari.org)
>
> He obviously getting some for the NetUS-Bee. Maybe you can work together to
> get
> lower pricing or at least use the same supplier if Lyndon's getting them
> cheap.
>
> Alan.

8099. on DHS

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 13:17:33 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4521116b$0$303$626a54ce@news.free.fr>
Source record: 7176

A while ago, Gizmo/DHS wrote about using cross development GCC on Mac OS X to create low-level Atari programs.

Now MiKRO/Mystic Bytes has written a new article in a similar subject; how to use GCC 3.3.6 for optimized Atari projects with cross compilation using the Quake Falcon port as reference.

Read the Special Feature #3

8100. on DHS

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 13:19:59 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <452111fd$0$18708$626a54ce@news.free.fr>
Source record: 7177

MiKRO of Mystic Bytes released an update to The Falcon 060 Quake with
several improvements:

* Fixed bug with setting RGB resolution
* Compiled with gcc-3.3.6 -m68060 -O3 => better performance
* HELP/UNDO keys renamed back to F11/F12 (to make .cfg files happy)
* Added m68k sprite drawing routine from another amiga port => better speed
* Support for another version of shareware edition (thanks to Patrice
Mandin)
* Sound system is now stored and restored completely
* Mouse is handled in more sensible way

Testing the new version, it appears to be a little bit faster, about 3-4%.

8101. Re: SLM605 drivers and printing weirdness

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 16:42:06 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2006100217420681 78-derryck@cixcoukinvalid>
Source record: 7178

On 2006-10-02 05:10:53 +0100, Rory.A.McMahon@gmail.com said:

> Does anyone have the latest Atari drivers for the SLM605? Cant find the
> disk(s) here at home or online...

It's been a long, long time since I've used one of those, so excuse my forgetfulness. When you say "Driver", do you actually mean the Diablo emulator? I have a feeling that I saw a download for a modified/improved version way, way back.

> I have v1.2 driver for the 804, which works somewhat. Printing problems
> have arisen.

I don't think that there were separate "drivers" for the 804/605.

> When I have the 605 connected to 1040STe alone, the printing is fine.
> Both screen dumps and text print fine. Have not tried a page with both
> simultaneously. I will hunt down my Pagestream disks very soon.

PageStream. Does that use GDOS to print, or its own driver?

> When the 605 plus a hard drive setup with a ICD ADSCSI+, screen dumps
> ok and text is readible but looks like extra toner appears randomly

TBH, this sounds more like a signal-timing problem? What have you changed recently (ie. since it last worked). Somewhere along the SCSI chain, or maybe something in your Auto folder/CPX/Accs. Also, have you changed the version of HDDriver? Might be worth trying another version.

I can't really offer any other assistance I'm afraid.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

8102. Re: Atari.org?

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 16:45:48 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20061002174548379 28-derryck@cixcoukinvalid>
Source record: 7179

On 2006-10-01 21:07:48 +0100, "Anders Eriksson" <google@dhs.nu> said:

> sorry for that delay, I got a phonecall today (from the USA!) about
> this usenet thread. As I don't have any usenet program setup, I'll try
> to use my google account to reply, I hope it works.

No problem at all :-) And thanks to the person who 'phoned you, now
that is REAL support!

> Yes I'm a bit swamped with stuff to do, and it never seems to end.

I know that feeling too :-)

> On the positive side, Atari.Org have it's best uptime ever. For the
> last three years, we've had nearly no hickup. An afternoon here and
> there due to upgrades and powercuts, but nothing dramatic. Hopefully it
> will continue with similar stability in the future.

Agreed, in spades :-)

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

8103. Atari Online News, Etc. #08-39

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 17:13:08 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1159809188.316716.94990@i3g2000cwc.googlegroups.com>
Source record: 7180

```
A-ONE #0839 09/29/06

~ Official Sues Students ~ People Are Talking! ~ New ARAnyM Beta!
~ Wallop Launches Test! ~ Facebook Opens To All! ~ Workers Waste
Time!
~ X-Debug Sources Open! ~ Slow Virus Is Planned! ~ PayPal
Settlement!
~ Cuban Disses YouTube! ~ FreeMiNT/XaAES On ST! ~ Criminals Band
On Web

-* Web Sites To Help Students! *-
-* China To OK Freedoms At 2008 Games! *-
-* Online Chat To Be Used To Solve IT Issues! *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj~atarinews~org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

8104. Re: UK 40 way Edge Connector 2.54mm - Picture Attached

Newsgroup: comp.sys.atari.st
Date: 2006-10-02 21:55:11 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <gvGdnYkDNL70F7zYRVnysA@bt.com>
Source record: 7181

<lyndonamsdon@hotmail.com> wrote in message
news:1159789203.260698.64670@i3g2000cwc.googlegroups.com...
>The ports are next to impossible to get as they are metric pitch, 2mm.

>Lyndon

Hi Lyndon,

Yes that does sound plausable, they do look a bit *small*. I'll just check
with a 0.1" board....

AGREED. 2mm.

Ho hum, that's that one out.

Thanks for pointing it out before I got in too deep.

Aly

8105. Re: SLM605 drivers and printing weirdness

Newsgroup: comp.sys.atari.st
Date: 2006-10-03 15:44:43 UTC
From: Alyre <alyrechiasson@yahoo.ca>
Message-ID: <LzvUg.2178$%6.46860@ursa-nb00s0.nbnet.nb.ca>
Source record: 7182

Derryck Croker wrote:
> On 2006-10-02 05:10:53 +0100, Rory.A.McMahon@gmail.com said:
I believe the Diablo emulator is still available at the Atari archive at
the University of Michigan http://www.umich.edu/~archive/atari/
You other possibility but I think you will need 2 MEG of memory which a
standard 1040St doesn't have is Laserbrain which was released on PD
disks. I don't remember great success with either.

Alyre

>> Does anyone have the latest Atari drivers for the SLM605? Cant find the
>> disk(s) here at home or online...
>
> It's been a long, long time since I've used one of those, so excuse my
> forgetfulness. When you say "Driver", do you actually mean the Diablo
> emulator? I have a feeling that I saw a download for a modified/improved
> version way, way back.
>
>> I have v1.2 driver for the 804, which works somewhat. Printing problems
>> have arisen.
>
> I don't think that there were separate "drivers" for the 804/605.
>
>> When I have the 605 connected to 1040STe alone, the printing is fine.
>> Both screen dumps and text print fine. Have not tried a page with both
>> simultaneously. I will hunt down my Pagestream disks very soon.
>
> PageStream. Does that use GDOS to print, or its own driver?
>
>> When the 605 plus a hard drive setup with a ICD ADSCSI+, screen dumps
>> ok and text is readible but looks like extra toner appears randomly
>
> TBH, this sounds more like a signal-timing problem? What have you
> changed recently (ie. since it last worked). Somewhere along the SCSI
> chain, or maybe something in your Auto folder/CPX/Accs. Also, have you
> changed the version of HDDriver? Might be worth trying another version.
>
> I can't really offer any other assistance I'm afraid.
>

8106. Want to start a BBS again!

Newsgroup: comp.sys.atari.st
Date: 2006-10-03 15:44:49 UTC
From: Tekuryuu <ryuu@tekuryuu.com>
Message-ID: <1159890289.150696.203960@i3g2000cwc.googlegroups.com>
Source record: 7183

Greetings all! I'm new to the group, and have been rebuilding my collection for a little bit now. I finally got my all time favorite machine back, the 800XL. And the best game ever made, Miner 2049er! Now if I could just fine Great American Cross Country Road Race, I'd be in heaven.

I want to start up a BBS again! But I need some help. It's been so long since I ran a BBS, in the early days of WildCat, that I've long since forgotten more than I remember about it. Back when I was doing it, my system was rated #2 in New Jersey!

So... if anyone would be willing to help out, here's what I need:

1. a modem (or a few modii) I want to recreate the whole kit-n-kaboodle, that means everything from the 300 baud acoustic coupled system, up to a "modern" 14.4 and who knows, maybe higher.

2. an SIO2IDE adapter, so i can get some hosting space up.

3. some disk drives, I only have 1 1050 right now.

4. the SIO splitter/switch box so I can get all the equipment connected

5. Some BBS Software. (and any other software too, to host!)

6. Some help setting it up and maintaining it.

7. Does anybody know if there is a way to connect the internet to the system so that I could give high speed access to the same database? I'd like to have message boards and chat rooms and all the fun stuff up on as many different access methods as possible! I can dedicate a domain name if anyone knows how to port it over.

I'll host the system just about all day every day, except when the desire to play Miner 2049er comes around. If someone has another machine that they can throw at the project, I will use that one to host it 24/7/365. I plan to get a VoIP line for the system, in order to keep my costs down. If it takes off enough, maybe I'll put up 2 or 3 lines with the different modems so everyone can have a variety of authentic experiences to show you kids! :)

Any and all help would be most appreciated !!! Donators will get front page mention on the BBS Site, and maybe some special features once it's running.

Please let me know if you can help! I'd really like to see it running live before the end of the year!

Thanks!

Aaron
Ryuu@Tekuryuu.com

incidently, I'm also looking to recreate the same concept on an Apple
IIGS, anyone want to help out on that project?

8107. Re: Want to start a BBS again!

Newsgroup: comp.sys.atari.st
Date: 2006-10-03 18:12:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.10.03.18.12.21.367616@charter.net>
Source record: 7184

On Tue, 03 Oct 2006 08:44:49 -0700, Tekuryuu wrote:

> Greetings all! I'm new to the group, and have been rebuilding my
> collection for a little bit now. I finally got my all time favorite
> machine back, the 800XL. And the best game ever made, Miner 2049er!
> Now if I could just fine Great American Cross Country Road Race, I'd be
> in heaven.

Hi Tekuryuu!

I think you've got your heart in the right place, but this message in the
wrong one. :)

Post it again in comp.sys.atari.8bit - you'll find some dedicated people
there who are still using 8bit software and hardware to run BBSs. They are
great people.

There are still a few ST BBSs as well, some emulated on other platforms
and some running "real" hardware and software. Check out my sig. :)

Good luck, and once you get up and running, be sure and post a message so
the rest of us can come and visit! Thanks!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8108. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 00:19:35 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1160007575.457051.216880@b28g2000cwb.googlegroups.com>
Source record: 7185

jan.honza@gmail.com wrote:
> Galen wrote:
>
> > b) if you want your Mac to try to pretend it's an ST (speed,
> > compatibility, etc.), you want STeem or Hatari.
>
> Steem is on Mac now?

Regrettably, no. I have used an emulator on OSX before that I thought was STeem, but apparently I am incorrect. With four real Ataris at home, I haven't done much emuation. At work I still occasionally use Gemulator and STeem, but that's running Windows.

Galen

8109. Re: Forget Me Clock Software to make it work!!

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 00:40:21 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <3wYUg.18237$GY5.2657@bignews6.bellsouth.net>
Source record: 7186

"Roger Burrows" <sergeantvimes@yahoo.ca> wrote in message
news:2vnjh2pitq4cirjrcro7a0hmbg4cr043kg@4ax.com...
> Hi!
> On Sun, 24 Sep 2006 15:41:06 -0400, "phantomm" <phantomm@bellsouth.net>
> wrote:
>
>>
>>
>>Is there a similar fix for other clock carts?
>>
>>I have a Navarone TimeKeeper cart with original software.
>>
>
> Have you had the clock apart? Is there any id on the chip(s)? If you
> email me the software, I'll take a look at it, but no promises ...
>
> Roger
>

Hey Roger,

Yes, I have recently replaced the battery which is simple with these
carts, no soldering. Just pop in another 3 volt battey which is the size and
shape of a US Quarter (25 cent piece) ;)

There are 8 chips in all. And all have the IDs.
They are as follows...

1 20 pin 74LS373 PC
2 20 pin 74LS374 PC
1 18 pin OKI M5832
1 14 pin 74LS74A
1 16 pin 74LS138
1 14 pin 74LS32 PC
1 14 pin Phillips HEF4013BP

The cartridge and PCB is rather large, same size as a VideoMaster cartridge.

Its rather old, came out around 1986. The software is fairly nice, Two
versions.
One as a ACC. and a .PRG, IIRC.

I still have the manual and original disk software, would be happy to mail
it to you,
if ya want to take a look at it.

Contact me in e-mail and I'll get your address. I also need to place a order.

Thanks,
Barry
phantomm@bellsouth.net

8110. Re: STacy Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 00:57:09 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1160009829.877833.121200@e3g2000cwe.googlegroups.com>
Source record: 7187

jan.honza@gmail.com wrote:

> The hard drive is SCSI. Any 50pin 3.5" SCSI II hard disk <=1GB should
> work. Bigger drives should also work, but the host adapter won't let
> you see more than the first 1GB.

Well, back when I had a STacy, I remember that the hard drive was a bit odd. First of all, the space isn't a standard half-height, although nowadays most drives are less than half-height (third-height)? Secondly, the STacy isn't entirely SCSI compliant -- it will accept most SCSI commands (perhaps SCSI1?), but not all. I wish I could recall the details, but I remember that several drives had to be tried before we got one to work.

Galen

8111. Re: Want to start a BBS again!

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 01:02:39 UTC
From: t@auzinger.org
Message-ID: <1160010159.707733.207860@i3g2000cwc.googlegroups.com>
Source record: 7188

ViaTalk runs a special now $199 per year (unlimited) and one year for
free.

Thanks,

Thomas
See review at: http://www.betterphone.org

Tekuryuu wrote:
> I plan to get a VoIP line for the system, in order to
> keep my costs down.

8112. Looking for some Atari Things...

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 01:42:02 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <KpZUg.18244$GY5.16230@bignews6.bellsouth.net>
Source record: 7189

I have a Graffiti Genlock by Titan Designs and am
looking for a manual and software called IMPROV PRO
that suppose to come with it.

I do have a disk with a driver for the Genlock,
but have not been able to find the IMPROV
software, which suppose to have Titling and
Animation.

Also, looking for CHROMA Studio 24
which is a early version of Apex Media for
the Atari Falcon and Expose Digitiser.

According to ST Format Issue 60 this software
does exist. There are color photos of it on pages
18 and 19 along with the Expose' and Graffiti Genlock.
It was still being developed, but not sure if it was ever
released. Looks like Apex Media, but one can see
major differences.

As I have a Expose equipped Falcon with Apex Media,
I would like to find this software or any other
that will take advantage of the Expose' even if its not
fully finished.

Another Item I am looking for is a SCREEN EYE Digitiser,
for the Atari Falcon. working or not working. Prefer
working. I don't know alot about this digitiser and there
may have been more than one model. I have heard of
a ScreenEye Plus digitiser. Maybe the same thing.

And interested in most any Atari Falcon related hardware,
upgrades and the like.
Will purchase from overseas any of these items if available.
Also have good Falcon and ST hardware/Software for
possible trade.

Any help is appreciated,
phantomm@bellsouth.net

8113. Re: SLM605 drivers and printing weirdness

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 01:48:00 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1160012880.063132.16750@b28g2000cwb.googlegroups.com>
Source record: 7190

Derryck Croker wrote:
> On 2006-10-02 05:10:53 +0100, Rory.A.McMahon@gmail.com said:
>
> > Does anyone have the latest Atari drivers for the SLM605? Cant find the
> > disk(s) here at home or online...
>
> It's been a long, long time since I've used one of those, so excuse my
> forgetfulness. When you say "Driver", do you actually mean the Diablo
> emulator? I have a feeling that I saw a download for a
> modified/improved version way, way back.

Yes, the diablo emulator. I used the 'driver' word as a generic term in
the sense the printer doesn't do anything with out it except draw power
from the mains... :)

> > I have v1.2 driver for the 804, which works somewhat. Printing problems
> > have arisen.
>
> I don't think that there were separate "drivers" for the 804/605.

As my memory returns, i think that is correct.

> > When I have the 605 connected to 1040STe alone, the printing is fine.
> > Both screen dumps and text print fine. Have not tried a page with both
> > simultaneously. I will hunt down my Pagestream disks very soon.
>
> PageStream. Does that use GDOS to print, or its own driver?

PS may have an Atari Laser driver, AFAIK, I dont think GDOS is
required.

> > When the 605 plus a hard drive setup with a ICD ADSCSI+, screen dumps
> > ok and text is readible but looks like extra toner appears randomly

> TBH, this sounds more like a signal-timing problem? What have you
> changed recently (ie. since it last worked). Somewhere along the SCSI
> chain, or maybe something in your Auto folder/CPX/Accs. Also, have you
> changed the version of HDDriver? Might be worth trying another version.

It may be a DMA cable issue, but the distance doesnt change from the
printer. The ICD/HD/HDDriver hangs off the 605 Interface box. I have
not tried to hang the printer off the ICD interface (would only make
the DMA chain longer for the 605)

> I can't really offer any other assistance I'm afraid.

No, thanks a lot!! I appreciate the input. I was wondering if any other Atari folk have a setup that is similiar that may have seen this problem.

> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /

8114. Re: SLM605 drivers and printing weirdness

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 01:51:57 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1160013117.230137.133180@i3g2000cwc.googlegroups.com>
Source record: 7191

Alyre wrote:
> Derryck Croker wrote:
> > On 2006-10-02 05:10:53 +0100, Rory.A.McMahon@gmail.com said:
> I believe the Diablo emulator is still available at the Atari archive at
> the University of Michigan http://www.umich.edu/~archive/atari/
> You other possibility but I think you will need 2 MEG of memory which a
> standard 1040St doesn't have is Laserbrain which was released on PD
> disks. I don't remember great success with either.
>
> Alyre

Thanks for pointing me in the right direction. I am using a Atari
1040STe 4mb model.

Rory

8115. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 04:31:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610042049030.3787-100000@onyx.spiritone.com>
Source record: 7192
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm done updating my catalogs with NEW information! My software and books catalogs are now 80 columns except for hardware which are still 38 columns. I no longer have catalog named NEWINBOX.TXT... New items have been moved into corresponding catalogs. For instance ST_SOFT.TXT Now has both USED & NEW ST Software. New items are listed with a NIB by price. NIB=NEW in BOX!

FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer lines plus Atari Jaguar Games and Consoles! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I can/cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8116. FS: NIB! ATARI ST GAMES! 20%-30% OFF!

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 04:37:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610042135160.3787-100000@onyx.spiritone.com>
Source record: 7193
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI ST! 20%-30% OFF! GAMES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; Alien Syndrome; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Chuck Rock; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental

Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf;

Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8117. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 10:07:38 UTC
From: Cyprian <cyprian@pyorrhoea.org>
Message-ID: <1160042858.475873.202850@i3g2000cwc.googlegroups.com>
Source record: 7194

```
Francois LE COAT napisal(a):
> Hi,
>
> You may be interested by the following uptodate snapshots of
> ARAnyM. Very latest devels have been taken into account.
>
> - The Pack_3D at <http://ebmodel3.atari.org/Pack_3D/> that works
> on 3 OS/platforms including Windows, Linux and MacOSX.
>
> It includes ARAnyM 0.9.4alpha and
[...]
> -- François LE COAT

Hi François

I've tried Pack_3D.30.09.2006.zip, and it freezes during boot-up:

NF BOOTSTRAP(../../c/mint/mint.prg -> 0x376ce, 14414898)
NF BOOTSTRAP(0x376ce, 14100696) -> 314202
MMU is disabled
root_descriptors: 0
pointer_descriptors: 0
page_descriptors: 0
memory needed for each MMU tree: 0 byte
Couldn't initialize memory protection. Please run MINTNP.PRG instead.
FATAL ERROR. You must reboot the system.
Reseting weird mouse packet: 280, -249, 0

Best regards
Cyprian
```

8118. Re: SLM605 drivers and printing weirdness

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 10:21:41 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20061005112141722254-derryck@cixcoukinvalid>
Source record: 7195

On 2006-10-05 02:48:00 +0100, Rory.A.McMahon@gmail.com said:

>> When you say "Driver", do you actually mean the Diablo
>> emulator?

>> Yes, the diablo emulator. I used the 'driver' word as a generic term in
> the sense the printer doesn't do anything with out it except draw power
> from the mains... :)

Sure. Well, that's available on the 'net as you know. See below for a
tip re the power.

>>> When the 605 plus a hard drive setup with a ICD ADSCSI+, screen dumps
>>> ok and text is readible but looks like extra toner appears randomly

>> TBH, this sounds more like a signal-timing problem?

> It may be a DMA cable issue, but the distance doesnt change from the
> printer. The ICD/HD/HDDriver hangs off the 605 Interface box. I have
> not tried to hang the printer off the ICD interface (would only make
> the DMA chain longer for the 605)

As I recall, the manual makes specific where in the chain the SLM
controller box should live. I found that it didn't really make any
difference, but it's worth a try.

>> I can't really offer any other assistance I'm afraid.
>
> No, thanks a lot!! I appreciate the input. I was wondering if any other
> Atari folk have a setup that is similiar that may have seen this
> problem.

Fingers crossed!

BTW, it's quite easy to power the SLM controller box separately from
the printer by
intercepting the +5V and power ground lines to it, and using a
(regulated) wall-wart to power it. Saves power if you're not using the
printer.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

8119. Looking for some (of my) old source code

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 11:45:17 UTC
From: mjy@pobox.com
Message-ID: <1160048716.991887.206540@h48g2000cwc.googlegroups.com>
Source record: 7196

Specifically, I wrote a compressing ramdisk for MiNT some time in
1992/1993, called "Ydisk" or "Ydisk.xfs". It was not widely distributed
(only to some MiNT "early adopters") and had some patent issues due to
the implementation of LZRW1A that was used (AFAIR).

Does anyone still have the source code for this (fat chance, I know).
If so, I'd really appreciate a copy.

Thanks,
-mjy

8120. [FS] few Atari things

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 12:19:41 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C14AC4FD.1AD2E%vlg@o2.pl>
Source record: 7197

I sell few things for ataris:

ATARI TT :: 8MB ST RAM Card Extension ::
http://cgi.ebay.pl/ws/eBayISAPI.dll?ViewItem&ih=017&item=270036187194&rd=1&s
spagename=STRK%3AMESE%3AIT&rd=1

Eiffel - Mouse & Kbd interface for Atari ST/E/TT/FALCON
http://cgi.ebay.pl/ws/eBayISAPI.dll?ViewItem&ih=017&item=270034720659&rd=1&s
spagename=STRK%3AMESE%3AIT&rd=1

ATARI Falcon 16MB Ram Card Extension
http://cgi.ebay.pl/ws/eBayISAPI.dll?ViewItem&ih=017&item=270034728950&rd=1&s
spagename=STRK%3AMESE%3AIT&rd=1

-= / A / G / O / =- More For Your Atari
Fanzine o Atari XL/XE, ST/E/TT/FAlcon, LYNX/JAGUAR, PORTFOLIO

8121. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 12:39:01 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4524FCE5.1070209@atari.org>
Source record: 7198

Hi Cyprian,

Cyprian wrote :
> Francois LE COAT napisal(a):
>> You may be interested by the following uptodate snapshots of
>> ARAnyM. Very latest devels have been taken into account.
>>
>> - The Pack_3D at <http://ebmodel3.atari.org/Pack_3D/> that works
>> on 3 OS/platforms including Windows, Linux and MacOSX.
>>
>> It includes ARAnyM 0.9.4alpha and
> [...]
>> -- François LE COAT
>
> Hi François
>
> I've tried Pack_3D.30.09.2006.zip, and it freezes during boot-up:
>
>
> NF BOOTSTRAP(../../c/mint/mint.prg -> 0x376ce, 14414898)
> NF BOOTSTRAP(0x376ce, 14100696) -> 314202
> MMU is disabled
> root_descriptors: 0
> pointer_descriptors: 0
> page_descriptors: 0
> memory needed for each MMU tree: 0 byte
> Couldn't initialize memory protection. Please run MINTNP.PRG instead.
> FATAL ERROR. You must reboot the system.
> Reseting weird mouse packet: 280, -249, 0

Your bug report was transmitted to the appropriate persons
since you reported it to <http://www.atari.org/> portal.
Sorry, but I don't personally have a Windows environment to
test your reports. I think that someone else will take account
of your remarks, hopefully soon.

Please visit mailing lists on <http://aranym.org/> you're welcome.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8122. Tower malfunction problem - help

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 13:56:06 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1160056566.391014.249570@i3g2000cwc.googlegroups.com>
Source record: 7099

Well, having used many many Atari systems and related hardware over the years, I realize that things malfunction, and eventually die. <sigh> Well, I had a tower case built many moons ago. That tower housed two hard drives, a CDROM drive, and my Syquest drive. The hard drives died ages ago and were never replaced. However, my Syquest has been a mainstay for my Falcon forever. Well, when I went to work on A-ONE Monday night, I loaded a Syquest cart like I always do, but it didn't power up. Damn, here I was thinking that the drive finally went to Atari heaven - finally - like many of its predecessors. However, I noticed that the power light on my tower was off. Phew, is that all!? I turned the switch only to find that I had no power. Okay, so one of the dogs probably unplugged it. Nope, it was plugged in Nada. Zip. Zilch...

So my question is, before I break down the tower and my study looking for a drive I can use with my Falcon, I have a question. It's been ages since the last time I opened up this tower. Is it likely that there's a fuse that could have finally blown; and that if I find one and replace it, I'll be back in business? Most of my old Atari equipment, including a few drives that were working prior to being packed and stored, are scattered all over my basement in boxes. So if I can find a quick and easy solution, I'd prefer not to have to start digging!!! Any help/advice readily accepted. I know that if there's an answer to my problem, I'll find it here!! TIA!!

-Dana @ A-ONE

8123. Re: Tower malfunction problem - help

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 16:29:34 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20061005172934398 35-derryck@cixcoukinvalid>
Source record: 7100

On 2006-10-05 14:56:06 +0100, "Dana @ A-ONE" <dpj@atarinews.org> said:

> I turned the switch only to find that I had no power. Okay, so one of
> the dogs probably unplugged it. Nope, it was plugged in Nada. Zip.
> Zilch...

Almost certainly a fuse. As to where it is, you'll have to look inside
the case. But first, make sure that the actual plugtop fuse is OK (I
assume that there is one fitted to mains plugs in your country), and
it's always worth trying a new mains lead and checking the wall socket
with something you know works.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

8124. Re: Tower malfunction problem - help

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 17:40:23 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1160070023.855007.142880@h48g2000cwc.googlegroups.com>
Source record: 7101

Hi Derryck.

Thanks for the suggestion. I threw caution to the wind, figuring that I had nothing to lose. I took the cover off of the tower - what a dusty mess!! <grin> There was no obvious fuse - at least the type that I thought might be there. I did find a "box" that housed the fan and outlet plugs. There appeared to be a fuse inside, but it wasn't what I was expecting (a "regular" fuse of sorts), but appeared to be some connectors attached to "something". I couldn't get at it to get a better look, so I left it alone. I put it all back together, for now.

I've found an old hard drive that I've attached to my Falcon. I can get it to power up, but it must have been a secondary drive that hasn't been set up to boot. So right now I'm going through my old ICD tapes in an attempt to set this drive up to boot, as well as load the software that I need to do what I'd like to do. It's been a long time.....

I'll keep y'all posted. Thanks again!

-Dana @ A-ONE

Derryck Croker wrote:
> On 2006-10-05 14:56:06 +0100, "Dana @ A-ONE" <dpj@atarinews.org> said:
>
> > I turned the switch only to find that I had no power. Okay, so one of
> > the dogs probably unplugged it. Nope, it was plugged in Nada. Zip.
> > Zilch...
>
> Almost certainly a fuse. As to where it is, you'll have to look inside
> the case. But first, make sure that the actual plugtop fuse is OK (I
> assume that there is one fitted to mains plugs in your country), and
> it's always worth trying a new mains lead and checking the wall socket
> with something you know works.
>
> --
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /

8125. September winner, October prize...

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 18:29:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.10.05.18.29.45.590981@charter.net>
Source record: 7102

Greetings folks!

Here is the winner for this months
(September) prize givaway at The
DarkForce! BBS...

"Wulfie" wins the 3 magazine subscription
to ST Magazine!

Octobers' prize will be another 3 magazine
subscription to ST Magazine.

Congratulations to our winner and good
luck to next months callers. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8126. Re: FreeMiNT/XaAES on the ST

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 19:31:19 UTC
From: vdjole@EUnet.yu
Message-ID: <eg3mi5$s4o$2@news.eunet.yu>
Source record: 7103

On 1 Oct 2006 13:34:13 +, David Leaver wrote:

>>In order to use this version of FreeMiNT/XaAES you should have at least
>>4Mb of RAM. If you have an Atari with 020 or better CPU you are adviced
>>to use the latest alpha release instead of this 000-specific build.
>
>Don't know if you want comments at this stage, but it boots up
>prettily on my venerable 4mb STF and some things run happily, but when
>I try to set the date & time in the General CPX, it freezes.

It seems that a number of CPXes have problems with mint generally, on
any machine. I found more than one that crash or freeze in mint
both on ST and in Aranym.

cu;

8127. Ethernet to serial converter as means of connecting to web on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 20:23:47 UTC
From: Alyre <alyrechiasson@yahoo.ca>
Message-ID: <nRdVg.873$cz.11956@ursa-nb00s0.nbnet.nb.ca>
Source record: 7104

Hello,

Could I use an ethernet to serial converter along with Stik to connect
my TT to my ethernet hub to which I have a PC running linux and another
running windows XP? Would this work? Is there an easier solution?

Thanks

Alyre

8128. Re: Tower malfunction problem - help

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 22:08:08 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1160086088.556429.63150@i3g2000cwc.googlegroups.com>
Source record: 7105

Well, for the moment, I've found an old hard drive that I hooked up to
the Falcon. I need to do some organizing, but I should be able to do
what I immediately need to do (like get this week's issue of A-ONE
worked on and completed!). One private observation made to me
suggested that the power supply unit on the tower crapped out. We'll
see....

-Dana @ A-ONE

Derryck Croker wrote:
> On 2006-10-05 14:56:06 +0100, "Dana @ A-ONE" <dpj@atarinews.org> said:
>
> > I turned the switch only to find that I had no power. Okay, so one of
> > the dogs probably unplugged it. Nope, it was plugged in Nada. Zip.
> > Zilch...
>
> Almost certainly a fuse. As to where it is, you'll have to look inside
> the case. But first, make sure that the actual plugtop fuse is OK (I
> assume that there is one fitted to mains plugs in your country), and
> it's always worth trying a new mains lead and checking the wall socket
> with something you know works.
>
> --
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /

8129. Re: Ethernet to serial converter as means of connecting to web on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-10-05 23:03:19 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <SJOdnT0cTvukErjYRVny1Q@eclipse.net.uk>
Source record: 7106

"Alyre" <alyrechiasson@yahoo.ca> wrote in message
news:nRdVg.873$cz.11956@ursa-nb00s0.nbnet.nb.ca...
> Hello,
>
> Could I use an ethernet to serial converter along with Stik to connect

If you have an ethernet to serial converter you could use it. Throughput
would be somewhat limited by the speed of the serial link in the TT. Also
these days probably better using STING....

> my TT to my ethernet hub to which I have a PC running linux and another
> running windows XP? Would this work? Is there an easier solution?
>

There are a couple of solutions that will offer better performance. If you
can find a Falleron or Daynaport SCSI/Ethernet adaptor then you can use the
drivers from http://www.anodynesoftware.com/ethernet/main.htm. A couple of
problems with thsi. First these things seem to be getting rare (I got two
from a "Ham Fest" for four dollars canadian a piece) but try an Ebay search.
Actually I found one...

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=320035187217&ssPageName=ADME:B:EF:UK:
11

Secondly they render the floppy drive useless....

The second is an "ethernet" or "EtherASCI" interface. SOme one has made
these (try the archives at groups.google.com) or:-

http://groups.google.com/group/comp.sys.atari.st/browse_frm/thread/eb56a8c603d0d10c/32cefa
cfa857bb87?tvc=1&q=ethernec#32cefacfa857bb87

> Thanks
>
> Alyre

Thats OK

8130. Re: Tower malfunction problem - help

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 10:06:35 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20061006110635142 43-derryck@cixcoukinvalid>
Source record: 7107

On 2006-10-05 18:40:23 +0100, "Dana @ A-ONE" <dpj@atarinews.org> said:

> There appeared to be a fuse inside, but it wasn't
> what I was expecting (a "regular" fuse of sorts), but appeared to be
> some connectors attached to "something".

I'd probably expect to find a glass fuse in clips on the circuit board of the power supply, or a fuse inside a holder, especially if that is attached to the case. That will have a cap that you unscrew to reveal the fuse inside.

If the fuse proves OK, then you could probably just replace the supply with one from another PC.

--
Derryck

/ DDP Translations /
/ http://ddp.atari.org /

8131. [FS] few Atari things

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 12:09:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0008f172@familynet-international.org>
Source record: 7108

FamilyNet International Newsgate

> From: Pawel Kaznowski <vlg@o2.pl>
> I sell few things for ataris:
> ATARI TT :: 8MB ST RAM Card Extension ::
> http://cgi.ebay.pl/ws/eBayISAPI.dll?ViewItem&ih=017&item=270036187194&rd=1&s

Wow.. now that would be useful. Shame I can't make heads or tales of the
currency. :)

Doc Clu - USA

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

8132. IRC chat on #atari tonight!!

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 12:09:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0008f171@familynet-international.org>
Source record: 7109

FamilyNet International Newsgate

You've requested it, you've begged, and so someone opened a IRC channel, and
some of us last Tuesday during the chat tried out the IRC Atari channel.

And we will be there again tonight!!

The location is IRC= irc.openirc.net/#atari

Will be starting at 8 pm CST and going till... whenever!!

See you there!!

"But how can I get there with an Atari computer?"

I'm glad you asked. :)

telnet to...
telnet.familynet-international.net once there...
"chat" & "G"
then ...
/ircjoin irc.openirc.net
then /j %#atari

Been on numerous times with the Atari 800. ;)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

8133. Re: Tower malfunction problem - help

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 13:16:28 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1160140586.392826.36010@e3g2000cwe.googlegroups.com>
Source record: 7110

Derryck,

I also expected to find a glass fuse attached somewhere inside, but I
didn't see one during my initial search.. Now that I've located and
set up a back-up to my system, I'll have some time (and patience!) to
pull that tower apart again and search more thoroughly. Thanks.

-Dana @ A-ONE

Derryck Croker wrote:
> On 2006-10-05 18:40:23 +0100, "Dana @ A-ONE" <dpj@atarinews.org> said:
>
> > There appeared to be a fuse inside, but it wasn't
> > what I was expecting (a "regular" fuse of sorts), but appeared to be
> > some connectors attached to "something".
>
> I'd probably expect to find a glass fuse in clips on the circuit board
> of the power supply, or a fuse inside a holder, especially if that is
> attached to the case. That will have a cap that you unscrew to reveal
> the fuse inside.
>
> If the fuse proves OK, then you could probably just replace the supply
> with one from another PC.
>
> --
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /

8134. Re: IRC chat on #atari tonight!!

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 17:17:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.10.06.17.17.43.811340@charter.net>
Source record: 7111

On Fri, 06 Oct 2006 12:09:44 +0000, Greg Goodwin wrote:

> "But how can I get there with an Atari computer?"

There is an IRC client for the ST... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8135. HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 18:17:09 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1160158629.513559.163570@i42g2000cwa.googlegroups.com>
Source record: 7112

I've had it installed for a while, but never announced it.

If you'd like to help with the HighWire documentation, We now have a
Wiki!

Very little has been setup on the wiki, which might be good for a fresh
start on the documentation.

Check it out at http://highwire.atari-users.net/wiki

Rob

Atari Users Network
www.atari-users.net

Atari Talk Forums
www.atariforums.com

AtariForge
www.atariforge.org

8136. Re: few Atari things

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 19:35:44 UTC
From: jan.honza@gmail.com
Message-ID: <1160163344.043400.117650@b28g2000cwb.googlegroups.com>
Source record: 7113

On Oct 6, 2:09 pm, "Greg Goodwin"
<Greg.Goodwinp0.f2.n8...@fmlynet.org> wrote:
> FamilyNet International Newsgate
>
> > From: Pawel Kaznowski <v...@o2.pl>
> > I sell few things for ataris:
> > ATARI TT :: 8MB ST RAM Card Extension ::
> >http://cgi.ebay.pl/ws/eBayISAPI.dll?ViewItem&ih=017&item=270036187194...Wow.. now that
would be useful. Shame I can't make heads or tales of the
> currency. :)

You don't need to. Save the item number, then go to ebay.com and put
the item number in the search box. Ebay will tell you what it is in $.

Here, I've done it for you: http://tinyurl.com/kbujf

8137. Re: few Atari things

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 19:39:54 UTC
From: jan.honza@gmail.com
Message-ID: <1160163593.913449.127020@m73g2000cwd.googlegroups.com>
Source record: 7115

On Oct 5, 2:19 pm, Pawel Kaznowski <v...@o2.pl> wrote:
> I sell few things for ataris:
>
> ATARI Falcon 16MB Ram Card
Extensionhttp://cgi.ebay.pl/ws/eBayISAPI.dll?ViewItem&ih=017&item=270034728950...
> spagename=STRK%3AMESE%3AIT&rd=1
>

This auction depicts a standard Atari 1 / 4 MB expansion. Are you SURE
you have a 16 MB card?

8138. [WEB] TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 19:41:35 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1hmt2j3.2mb3mxj3sksgN%NOSPAMS@wanadoo.fr>
Source record: 7114

Hi,

This is the latest news of my PCI story, new screen captures works with
a new accessory JpegSnap...

http://perso.orange.fr/didierm/ct60/ctpci-e.htm

The archive is also updated (always in version alpha 1.04) for the CT60
and the Coldfire board M5484LITE. There are also the sources of Eiffel
2.0, and JpegSnap.
About the CT60, the TOS, the CT60CONF.CPX and FLASH060 are updated for a
new type of flash on the next 20 CT63.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org

8139. Re: ARAnyM Packages

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 20:11:41 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4526B87D.30903@atari.org>
Source record: 7116

Hi,

The Pack_3D was updated today at <http://ebmodel3.atari.org/Pack_3D/>
because a mistake was done when packaging the Cygwin (Windows) part.

We do apologize for the disturb that occurred for some users.

In facts, the executable was corresponding to an outdated version.
We thank people that are supporting our work, and reported promptly.

We all wish that it will never happen again !

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

Cyprian a écrit :
> Francois LE COAT napisal(a):
>> You may be interested by the following uptodate snapshots of
>> ARAnyM. Very latest devels have been taken into account.
>>
>> - The Pack_3D at <http://ebmodel3.atari.org/Pack_3D/> that works
>> on 3 OS/platforms including Windows, Linux and MacOSX.
>>
>> It includes ARAnyM 0.9.4alpha and
>
> I've tried Pack_3D.30.09.2006.zip, and it freezes during boot-up:
>
> NF BOOTSTRAP(../../c/mint/mint.prg -> 0x376ce, 14414898)
> NF BOOTSTRAP(0x376ce, 14100696) -> 314202
> MMU is disabled
> root_descriptors: 0
> pointer_descriptors: 0
> page_descriptors: 0
> memory needed for each MMU tree: 0 byte
> Couldn't initialize memory protection. Please run MINTNP.PRG instead.
> FATAL ERROR. You must reboot the system.
> Reseting weird mouse packet: 280, -249, 0

8140. Re: Ethernet to serial converter as means of connecting to web on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 20:52:48 UTC
From: Alyre <alyrechiasson@yahoo.ca>
Message-ID: <AmzVg.1390$cz.20170@ursa-nb00s0.nbnet.nb.ca>
Source record: 7117

David Wade wrote:
> "Alyre" <alyrechiasson@yahoo.ca> wrote in message
> news:nRdVg.873$cz.11956@ursa-nb00s0.nbnet.nb.ca...
>> Hello,
>>
>> Could I use an ethernet to serial converter along with Stik to connect
>
> If you have an ethernet to serial converter you could use it. Throughput
> would be somewhat limited by the speed of the serial link in the TT. Also
> these days probably better using STING....
>
>> my TT to my ethernet hub to which I have a PC running linux and another
>> running windows XP? Would this work? Is there an easier solution?
Hi,

Thanks for the suggestion, I actually can across this site before my
inquiry. I do have the necessary software and hardware other than the
Daynaport. Thanks for the ebay link but I think I will search the used
Mac equipment sites in Canada before going with a Uk provider. Can't say
I am keen on losing floppy drive support. I have come across one other
Google link where an experienced used couldn't get this setup to work. I
am not looking for speed but easy of use due to my limited tech
abilities, I have mainly email and perhaps occasional use of CAB in mind.

Thanks again.

Alyre
>
> There are a couple of solutions that will offer better performance. If you
> can find a Falleron or Daynaport SCSI/Ethernet adaptor then you can use the
> drivers from http://www.anodynesoftware.com/ethernet/main.htm. A couple of
> problems with thsi. First these things seem to be getting rare (I got two
> from a "Ham Fest" for four dollars canadian a piece) but try an Ebay search.
> Actually I found one...
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=320035187217&ssPageName=ADME:B:EF:U
K:11
>
> Secondly they render the floppy drive useless....
>
> The second is an "ethernet" or "EtherASCI" interface. SOme one has made
> these (try the archives at groups.google.com) or:-
>
> http://groups.google.com/group/comp.sys.atari.st/browse_frm/thread/eb56a8c603d0d10c/32ce
facfa857bb87?tvc=1&q=ethernec#32cefacfa857bb87

>
>
>
>
>> Thanks
>>
>> Alyre
>
> Thats OK
>
>

8141. Re: Beetle mouse problems

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 20:57:22 UTC
From: Alyre <alyrechiasson@yahoo.ca>
Message-ID: <SqzVg.1395$cz.20192@ursa-nb00s0.nbnet.nb.ca>
Source record: 7118

After finding a support site for the Wizzard mouse that suggestion that
a broken wire was the source I cut 5 cm off the end and soldered the
wires directly to the connector - problem solved!

Alyre

> I bought 2 Beetle mice a number of years ago and put them in storage.
> However, both seem to have developed the same problem during storage, I
> have left-right movement of the pointer but only upward movement in the
> vertical axis. My Wizzard mouse works fine so it is not the port. The
> Beetle mice behave the same way whether it is my TT or my 1040ST. The
> internal wheels turn. Seeing how difficult it is to get Atari mice any
> suggestion on a possible fix would be appreciated. Both mice worked when
> purchased, I checked, so something happened during storage.
>
> Thanks
>
> Alyre

8142. Re: Ethernet to serial converter as means of connecting to web on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-10-06 23:00:38 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <GbudnepVNPSqfbvYRVnytQ@eclipse.net.uk>
Source record: 7119

"Alyre" <alyrechiasson@yahoo.ca> wrote in message
news:AmzVg.1390$cz.20170@ursa-nb00s0.nbnet.nb.ca...
> David Wade wrote:
> > "Alyre" <alyrechiasson@yahoo.ca> wrote in message
> > news:nRdVg.873$cz.11956@ursa-nb00s0.nbnet.nb.ca...
> >> Hello,
> >>
> >> Could I use an ethernet to serial converter along with Stik to connect
> >
> > If you have an ethernet to serial converter you could use it. Throughput
> > would be somewhat limited by the speed of the serial link in the TT.
Also
> > these days probably better using STING....
> >
> >> my TT to my ethernet hub to which I have a PC running linux and another
> >> running windows XP? Would this work? Is there an easier solution?
> Hi,
>
> Thanks for the suggestion, I actually can across this site before my
> inquiry. I do have the necessary software and hardware other than the
> Daynaport. Thanks for the ebay link but I think I will search the used
> Mac equipment sites in Canada before going with a Uk provider. Can't say

Sorry Ebay US search engine was down.Article is in the US

> I am keen on losing floppy drive support. I have come across one other
> Google link where an experienced used couldn't get this setup to work. I
> am not looking for speed but easy of use due to my limited tech
> abilities, I have mainly email and perhaps occasional use of CAB in mind.
>
> Thanks again.
>
> Alyre
> >
> > There are a couple of solutions that will offer better performance. If
you
> > can find a Falleron or Daynaport SCSI/Ethernet adaptor then you can use
the
> > drivers from http://www.anodynesoftware.com/ethernet/main.htm. A couple
of
> > problems with thsi. First these things seem to be getting rare (I got
two
> > from a "Ham Fest" for four dollars canadian a piece) but try an Ebay
search.
> > Actually I found one...

> >
> >
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=320035187217&ssPageName=ADME:B:EF:UK:
11
> >
> > Secondly they render the floppy drive useless....
> >
> > The second is an "ethernet" or "EtherASCI" interface. SOme one has made
> > these (try the archives at groups.google.com) or:-
> >
> >
http://groups.google.com/group/comp.sys.atari.st/browse_frm/thread/eb56a8c603d0d10c/32cefa
cfa857bb87?tvc=1&q=ethernec#32cefacfa857bb87
> >
> >
> >
> >
> >> Thanks
> >>
> >> Alyre
> >
> > Thats OK
> >
> >

8143. Filling Ink Jet Cartrages

Newsgroup: comp.sys.atari.st
Date: 2006-10-07 02:19:02 UTC
From: Donner <donw@intergate.com>
Message-ID: <12ie69tahpudcd7@corp.supernews.com>
Source record: 7120

Greetings All,

Where is a good place to buy Ink for refilling Ink Jet Cartridges.
It's becoming very pricey buying new cartridges at Office Max??

Thanks, Donner........

8144. Re: Ethernet to serial converter as means of connecting to web on a TT

Newsgroup: comp.sys.atari.st
Date: 2006-10-07 03:49:03 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <ip7ei25srpsqs95elckbta5ijg83bha9d4@4ax.com>
Source record: 7121

Hi Alyre,
On Fri, 06 Oct 2006 20:52:48 GMT, Alyre <alyrechiasson@yahoo.ca> wrote:
>
>Thanks for the suggestion, I actually can across this site before my
>inquiry. I do have the necessary software and hardware other than the
>Daynaport. Thanks for the ebay link but I think I will search the used
>Mac equipment sites in Canada before going with a Uk provider. Can't say
>I am keen on losing floppy drive support. I have come across one other
>Google link where an experienced used couldn't get this setup to work. I
>am not looking for speed but easy of use due to my limited tech
>abilities, I have mainly email and perhaps occasional use of CAB in mind.
>

If you're using a Falcon, the floppy *will* be essentially inaccessible
while the Daynaport is active. This is because the driver has to
constantly poll the SCSI port to see if a packet has arrived, and the
SCSI port on the Falcon shares internal hardware with the floppy drive.
When you're not online you can just disable STinG and the problem will
go away. For other systems it's not a real problem.

I know of two problems with earlier versions of the driver:
. you needed to set a permanent (static) ARP connection in the
system(s) that wanted to talk to the SCSI/Link
. it crashed with HDDRIVER v8.xx.
Both these bugs are now fixed.

If you can't find any SCSI/Link hardware, email me.

Roger

8145. Re: Filling Ink Jet Cartrages

Newsgroup: comp.sys.atari.st
Date: 2006-10-07 12:59:18 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <eg88b6$hu8$1@reader1.panix.com>
Source record: 7122

USA? Computer Friends, Inc. Portland, Oregon. They have a website. Google should find it. Have not bought a new cartridge in a very long time.

Jim

Donner <donw@intergate.com> writes:

: Greetings All,

: Where is a good place to buy Ink for refilling Ink Jet Cartridges.
: It's becoming very pricey buying new cartridges at Office Max??

: Thanks, Donner........

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

8146. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-07 14:48:54 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4527be56$0$5101$ba4acef3@news.orange.fr>
Source record: 7123

RobM a ï¿½crit :
>
> I've had it installed for a while, but never announced it.
>
> If you'd like to help with the HighWire documentation, We now have a
> Wiki!
>
> Very little has been setup on the wiki, which might be good for a fresh
> start on the documentation.
>
> Check it out at http://highwire.atari-users.net/wiki

Hello,

Well... there must be a problem then : this link is unreacheable with
HighWire. Nothing displayed after 5 minutes at 8 Mb/s. Just ï¿½connecting
to...ï¿½ and the adress of the page.
I tried with CAB 2.8 : the page displayed just one second later.
Tried with HighWire again : still the same, had to break after 15
minutes stating ï¿½Connecting to...ï¿½.
A website that can't be accessed with the browser is is related to...
it would be funny, if this browser didn't pretend to be a must!
Any chance this can be fixed quickly ?

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

8147. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-07 15:43:32 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1160235812.464747.68720@c28g2000cwb.googlegroups.com>
Source record: 7124

Hi Jean-Luc,

On Oct 7, 10:48 am, J.-Luc <Myname.Mysurname@myisp> wrote:

> > Check it out athttp://highwire.atari-users.net/wiki
>Hello,
>
> Well... there must be a problem then : this link is unreacheable with
> HighWire. Nothing displayed after 5 minutes at 8 Mb/s. Just «connecting
> to...» and the adress of the page.
> I tried with CAB 2.8 : the page displayed just one second later.
> Tried with HighWire again : still the same, had to break after 15
> minutes stating «Connecting to...».
> A website that can't be accessed with the browser is is related to...
> it would be funny, if this browser didn't pretend to be a must!
> Any chance this can be fixed quickly ?
>

My CT60 is packed up for moving (selling my house) so, I tested under
Magic PC and it worked.
Only one issue was the menu displayed on the bottom left and not the
bottom top. This is using the last official release HighWire 0.3.0.

Anyone else have a similar issue like Jean-Luc?

Rob

Atari Users Network
www.atari-users.net

Atari Talk Forums
www.atariforums.com

AtariForge
www.atariforge.org

8148. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-07 17:44:57 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4527e799$1_3@x-privat.org>
Source record: 7125

J.-Luc wrote:
>
> RobM a ï¿½crit :
>>
>> I've had it installed for a while, but never announced it.
>>
>> If you'd like to help with the HighWire documentation, We now have a
>> Wiki!
>>
>> Very little has been setup on the wiki, which might be good for a fresh
>> start on the documentation.
>>
>> Check it out at http://highwire.atari-users.net/wiki
>
> Hello,
>
> Well... there must be a problem then : this link is unreacheable with
> HighWire. Nothing displayed after 5 minutes at 8 Mb/s. Just ï¿½connecting
> to...ï¿½ and the adress of the page.
> I tried with CAB 2.8 : the page displayed just one second later.
> Tried with HighWire again : still the same, had to break after 15
> minutes stating ï¿½Connecting to...ï¿½.

The same here. HW can't get in. With Cab 2.8 no problem to get the
page.

CU,

8149. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-07 18:10:40 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <4527edaa$0$30051$ba620e4c@news.skynet.be>
Source record: 7126

On Saturday 7 October 2006 19:44, Martin Byttebier wrote:

>>> If you'd like to help with the HighWire documentation, We now have a
>>> Wiki!

>>> Check it out at http://highwire.atari-users.net/wiki

>> Well... there must be a problem then : this link is unreacheable with
>> HighWire. Nothing displayed after 5 minutes at 8 Mb/s. Just
>> ï¿œconnecting to...ï¿œ and the adress of the page.

> The same here. HW can't get in. With Cab 2.8 no problem to get the
> page.

Indeed, no access with HighWire 0.3.0. However, version 0.3.1 beta4
(CVS) accesses the wiki fine. I guess it's time for a new release...

Jef

8150. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-07 18:54:57 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1160247297.724695.160890@c28g2000cwb.googlegroups.com>
Source record: 7127

Try this direct link guys.

http://highwire.atari-users.net/wiki/index.php/Main_Page
No trailing slash!

and

http://highwire.atari-users.net/wiki/index.php

Thanks,
Rob

Atari Users Network
www.atari-users.net

Atari Talk Forums
www.atariforums.com

AtariForge
www.atariforge.org

8151. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-07 19:14:29 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1160248468.980549.303740@m73g2000cwd.googlegroups.com>
Source record: 7128

> Only one issue was the menu displayed on the bottom left and not the
> bottom top. This is using the last official release HighWire 0.3.0.
>
>

Sorry guys,

I double checked and noticed I have 0.3.1 beta 3 running.

one dope smack for me..

Rob

8152. Atari Online News, Etc. #08-40

Newsgroup: comp.sys.atari.st
Date: 2006-10-08 01:23:21 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1160270601.231618.307700@h48g2000cwc.googlegroups.com>
Source record: 7129

```
A-ONE #0840 10/06/06

~ HighWire Goes Wiki! ~ People Are Talking! ~ New ARAnyM
Packages!
~ AOL Debuts OpenRide! ~ YouTube Set To Crash? ~ Google Buys
Garage!
~ ASMA Gets Major Update ~ 'The Hub' Closes Down! ~ New Atari+++
Released!
~ Microsoft Appeals Fine ~ Search Code With Google ~ Turgen System 3
Released!

-* US Steps Back On Web Control *-
-* Vista Will Get Antipiracy Functions *-
-* AOL Offer Parental Controls To All Users! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

8153. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-08 08:37:33 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4528b8cd$1_2@x-privat.org>
Source record: 7130

RobM wrote:
>
> Try this direct link guys.
>
> http://highwire.atari-users.net/wiki/index.php/Main_Page
> No trailing slash!
>
> and
>
> http://highwire.atari-users.net/wiki/index.php

Both links doesn't work with HW 0.2.8

CU,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

8154. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-08 08:47:25 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be.invalid>
Message-ID: <pan.2006.10.08.08.47.25.439185@pandora.be.invalid>
Source record: 7131

Op Sun, 08 Oct 2006 10:37:33 +0200, schreef Martin Byttebier:

>
>
> RobM wrote:
>>
>> Try this direct link guys.
>>
>> http://highwire.atari-users.net/wiki/index.php/Main_Page
>> No trailing slash!
>>
>> and
>>
>> http://highwire.atari-users.net/wiki/index.php
>
> Both links doesn't work with HW 0.2.8

And HW 0.3.0 (Mintnet.ovl) gives me the same problem. I can't get in.

CU,
Martin

--
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

8155. Re: few Atari things

Newsgroup: comp.sys.atari.st
Date: 2006-10-08 13:18:31 UTC
From: Pawel Kaznowski <vlg@o2.pl>
Message-ID: <C14EC747.1AE63%vlg@o2.pl>
Source record: 7133

w poscie 1160163593.913449.127020@m73g2000cwd.googlegroups.com,
jan.honza@gmail.com od jan.honza@gmail.com napisal 6-10-06 21:39:

>
>
> On Oct 5, 2:19 pm, Pawel Kaznowski <v...@o2.pl> wrote:
>> I sell few things for ataris:
>>
>> ATARI Falcon 16MB Ram Card
>> Extensionhttp://cgi.ebay.pl/ws/eBayISAPI.dll?ViewItem&ih=017&item=27003472895
>> 0...
>> spagename=STRK%3AMESE%3AIT&rd=1
>>
>
> This auction depicts a standard Atari 1 / 4 MB expansion. Are you SURE
> you have a 16 MB card?
>

Hello

Yes it is 16 MB! Im 1000% sure :)

Greetz
Pawel Kaznowski

8156. Re: [WEB] TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-08 13:43:57 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.10.08.13.43.57.582317@nosspamatari-source.com>
Source record: 7134

On Fri, 06 Oct 2006 21:41:35 +0200, Didier Mï¿½quignon wrote:

> Hi,
>
> This is the latest news of my PCI story, new screen captures works with
> a new accessory JpegSnap...
>
> http://perso.orange.fr/didierm/ct60/ctpci-e.htm
>
> The archive is also updated (always in version alpha 1.04) for the CT60
> and the Coldfire board M5484LITE. There are also the sources of Eiffel
> 2.0, and JpegSnap.
> About the CT60, the TOS, the CT60CONF.CPX and FLASH060 are updated for a
> new type of flash on the next 20 CT63.
>
> Regards,
>
> Didier.

Well I got TOS running on the coldfire too, but no video or keyboard and
mouse due to no eiffel or Radeon card :-P I have to try to find a
replacement for my unworkable Radeon 7000 Mac edition.

Thanks,
Mark

8157. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-08 14:04:20 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1160316260.616765.178830@k70g2000cwa.googlegroups.com>
Source record: 7135

Hi all,

> Indeed, no access with HighWire 0.3.0. However, version 0.3.1 beta4
> (CVS) accesses the wiki fine. I guess it's time for a new release...

Seems so. I am using 0.3.1 beta 3 and it loads the wiki without probs
too.

Regards,

/Joakim

8158. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-08 14:27:23 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <4528eeab.0@entanet>
Source record: 7132

On 7 Oct 2006 20:10:40 +, =?ISO-8859-15?Q?Jean=2DFran=E7ois?= Lem wrote:
>On Saturday 7 October 2006 19:44, Martin Byttebier wrote:
>
>>>> If you'd like to help with the HighWire documentation, We now have a
>>>> Wiki!
>
>>>> Check it out at http://highwire.atari-users.net/wiki
>
>>> Well... there must be a problem then : this link is unreacheable with
>>> HighWire. Nothing displayed after 5 minutes at 8 Mb/s. Just
>>> connecting to... and the adress of the page.
>
>> The same here. HW can't get in. With Cab 2.8 no problem to get the
>> page.
>
>Indeed, no access with HighWire 0.3.0. However, version 0.3.1 beta4
>(CVS) accesses the wiki fine. I guess it's time for a new release...

P L E A S E :-)

Peter

8159. Re: HighWire Wiki

Newsgroup: comp.sys.atari.st
Date: 2006-10-08 15:15:37 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1160320537.601791.218170@b28g2000cwb.googlegroups.com>
Source record: 7136

Martin Byttebier wrote:
> Op Sun, 08 Oct 2006 10:37:33 +0200, schreef Martin Byttebier:
>
> >
> >
> > RobM wrote:
> >>
> >> Try this direct link guys.
> >>
> >> http://highwire.atari-users.net/wiki/index.php/Main_Page
> >> No trailing slash!
> >>
> >> and
> >>
> >> http://highwire.atari-users.net/wiki/index.php
> >
> > Both links doesn't work with HW 0.2.8
>
> And HW 0.3.0 (Mintnet.ovl) gives me the same problem. I can't get in.
>
> CU,
> Martin
>
Thanks Martin.

Guess We'll have to see how close AltF4 is for the next release..

Rob

8160. Atari-Users.Net

Newsgroup: comp.sys.atari.st
Date: 2006-10-08 15:36:01 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1160321761.577809.64570@c28g2000cwb.googlegroups.com>
Source record: 7137

I moved the website to our new server last night. If anyone has access issue, please let me know.

If you are on one of our mailing list, those are still on the old server. Same thing.. let me know if you have issues.

Rob
webmaster@AUN

Atari Users Network
www.atari-users.net

Atari Talk Forums
www.atariforums.com

AtariForge
www.atariforge.org

8161. Re: [WEB] TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-08 19:04:25 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1hmwp13.16eddit1gkraqqN%NOSPAMS@wanadoo.fr>
Source record: 7138

Mark D <mducksub@nosspamatari-source.com> wrote:

> On Fri, 06 Oct 2006 21:41:35 +0200, Didier Mï¿½quignon wrote:
>
> > Hi,

Hi Mark,

> > This is the latest news of my PCI story, new screen captures works with
> > a new accessory JpegSnap...
> >
> > http://perso.orange.fr/didierm/ct60/ctpci-e.htm
> >
> > The archive is also updated (always in version alpha 1.04) for the CT60
> > and the Coldfire board M5484LITE. There are also the sources of Eiffel
> > 2.0, and JpegSnap.
> > About the CT60, the TOS, the CT60CONF.CPX and FLASH060 are updated for a
> > new type of flash on the next 20 CT63.
> >
> > Regards,
> >
> > Didier.
>
> Well I got TOS running on the coldfire too, but no video or keyboard and
> mouse due to no eiffel or Radeon card :-P I have to try to find a
> replacement for my unworkable Radeon 7000 Mac edition.

A Radeon 9xxx PCI normally works, but you need x86 BIOS.
For the mouse, I have build a serial mouse driver for Olivier (if Eiffel
is not found on the CAN network).

This is my latest news, finally CompactFlash works !

The base address is 0x5A001800 on the LogicLoader, under TOS it's
0xAA001800 (the CPLD use 16 MB).

There are some differences with the IDE Falcon, 1st is bytes are
swapped, this is the list of registers on the Falcon:

```
ATA_DATA 0xFFF00000
ATA_ERROR_REGISTER 0xFFF00005
ATA_SECTOR_COUNT 0xFFF00009
ATA_SECTOR_NUM 0xFFF0000D // LBA bits 0-7
ATA_CYLINDER_LOW 0xFFF00011 // LBA bits 7-15
ATA_CYLINDER_HIGH 0xFFF00015 // LBA bits 16-23
ATA_DEVICE_HEAD 0xFFF00019 // LBA bits 24-27
ATA_STATUS_COMMAND 0xFFF0001D
```

ATA_CONTROL_DEVICE 0xFFF00039

On the Coldfire FireEngine module, after seaching lot of hours I have
found:

COMPACTFLASH_CIS COMPACTFLASH_BASE
COMPACTFLASH_CONFIG (COMPACTFLASH_BASE+0x200)
ATA_ERROR_REGISTER (COMPACTFLASH_BASE+0x180C)
ATA_SECTOR_COUNT (COMPACTFLASH_BASE+0x1803)
ATA_SECTOR_NUM (COMPACTFLASH_BASE+0x1802) // LBA bits 0-7
ATA_CYLINDER_LOW (COMPACTFLASH_BASE+0x1805) // LBA bits 7-15
ATA_CYLINDER_HIGH (COMPACTFLASH_BASE+0x1804) // LBA bits 16-23
ATA_DEVICE_HEAD (COMPACTFLASH_BASE+0x1807) // LBA bits 24-27
ATA_STATUS_COMMAND (COMPACTFLASH_BASE+0x1806)
ATA_DATA (COMPACTFLASH_BASE+0x1808)
ATA_CONTROL_DEVICE (COMPACTFLASH_BASE+0x180F)

=> bytes are wapped for read/write data in 16 bits (Falcon use 32 bits
at 0xFFF00000 but step of registers is 4 bytes.

But the main problem was:

Byte writing on odd address register not works.
Byte writing on even address works but write also on odd address.
So now I use word access for writing IDE registers:
ATA_SECTOR_NUM/ATA_SECTOR_COUNT
ATA_CYLINDER_HIGH/ATA_CYLINDER_LOW
ATA_STATUS_COMMAND/ATA_DEVICE_HEAD
Else for reading byte /word access works.

Maybe it's normal, maybe it's a CPLD bug, maybe chip select programming
on Coldfire are bad (finally I use the same values than LogicLoader
excepted the base address).

=> it's totally incompatible with Atari disk drivers (it's impossible to
patch without rewriting), so now I must create a little driver for read
the 1st partition, it's not more difficult than a ram-disk used actually
for tftp transfer.

Thanks a lot for this Coldfire story :-))
==

Regards,

Didier.

PS. Sorry for this answer, it's not a programming newsgroup ;-)

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
CT60 package download: http://ct60conf.atari.org

8162. Re: Filling Ink Jet Cartrages

Newsgroup: comp.sys.atari.st
Date: 2006-10-09 01:01:30 UTC
From: Donner <donw@intergate.com>
Message-ID: <12ij7rhke7h789c@corp.supernews.com>
Source record: 7139

Thanks Jim, I'll check out the info. and let you know how it works out....

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:eg88b6$hu8$1@reader1.panix.com...
> USA? Computer Friends, Inc. Portland, Oregon. They have a website. Google
> should find it. Have not bought a new cartridge in a very long time.
>
> Jim
>
> Donner <donw@intergate.com> writes:
>
> : Greetings All,
>
> : Where is a good place to buy Ink for refilling Ink Jet Cartridges.
> : It's becoming very pricey buying new cartridges at Office Max??
>
> : Thanks, Donner........
>
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

8163. Re: [WEB] TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-09 03:01:38 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.10.09.03.01.38.262167@nospammmmatari-source.com>
Source record: 7140

On Sun, 08 Oct 2006 21:04:25 +0200, Didier Mï¿½quignon wrote:

> Thanks a lot for this Coldfire story :-))
> ==
>
> Regards,
>
> Didier.
>
> PS. Sorry for this answer, it's not a programming newsgroup ;-)

I don't think at this point that it's very necessary to separate the groups. not like we're burdgeoning with traffic or anything :-P Yes, the coldfire news is exciting indeed! With CF we can use 2GB CF cards which are very cheap these days!

Thanks,
Mark

8164. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-09 14:29:46 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1160404186.259712.290920@m7g2000cwm.googlegroups.com>
Source record: 7141

Hi Didier!

Hats down, this sounds like very interesting and important experiment.

While looking at your Kronos bench it just strucks me that the CF is only 1/3 faster in integers and equal in almost all other CPU characteristics with CT060. Considering the incompatibilities and other aspects when such a machine would enter the mainstrem I would vote to rather focus on some faster CPUs. What is your point of view on this? What would be the projected 'production' CPU frequency and CPU performance gain on that?

Again, I admire what you can do with the good'n old TOS.

Best Regards

STanda

8165. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-10 02:40:49 UTC
From: Mark D <mducksub@nospaammatari-source.com>
Message-ID: <kcqdndYs7bSslbbYnZ2dnUVZ_sadnZ2d@speakeasy.net>
Source record: 7142

"STanda" <opichals@gmail.com> wrote:
>Hi Didier!
>
>Hats down, this sounds like very interesting and important experiment.
>
>While looking at your Kronos bench it just strucks me that the CF is
>only 1/3 faster in integers and equal in almost all other CPU
>characteristics with CT060. Considering the incompatibilities and other
>aspects when such a machine would enter the mainstrem I would vote to
>rather focus on some faster CPUs. What is your point of view on this?
>What would be the projected 'production' CPU frequency and CPU
>performance gain on that?
>
>Again, I admire what you can do with the good'n old TOS.
>
>Best Regards
>
>STanda
>

I wonder how much CF68Klib slows it down. Maybe native compiled CF code
will be faster.
Thanks,
Mark

--

8166. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-10 04:30:18 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <452b21e2$0$11324$426a34cc@news.free.fr>
Source record: 7143

Hi STanda,

> While looking at your Kronos bench it just strucks me that the CF is
> only 1/3 faster in integers and equal in almost all other CPU
> characteristics with CT060. Considering the incompatibilities and other
> aspects when such a machine would enter the mainstrem I would vote to
> rather focus on some faster CPUs. What is your point of view on this?
> What would be the projected 'production' CPU frequency and CPU
> performance gain on that?

My point of view:

1) As you can see on the Kronos bench under *emulation*, the CF perf.
are almost the same that a CT60@100mhz... Native CF app. will be a lot
faster.

2) A synthetic benchmark measures the raw power while an application
uses the CPU, the GFX subsystem and the disk access.
Therefore, I'm sure that with the CF, we will get a computer up to 2
times faster that a Falcon with a 060@100(even under emulation).

3) Don't forget that the CF owns vectorial instructions(MAC) and at 200
mhz, I think that it's enough to decode the DVD, Divx, etc...

4) Didier almost has finished the work, it is too late to vote ;-)

> Again, I admire what you can do with the good'n old TOS.

We are all dwarfs compared to him :-P

Ciao,
Zorro

8167. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-10 17:38:41 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1160501921.725831.240500@m7g2000cwm.googlegroups.com>
Source record: 7144

Hi!

Zorro wrote:

> 1) As you can see on the Kronos bench under *emulation*, the CF perf.
> are almost the same that a CT60@100mhz... Native CF app. will be a lot
> faster.
>
> 2) A synthetic benchmark measures the raw power while an application
> uses the CPU, the GFX subsystem and the disk access.
> Therefore, I'm sure that with the CF, we will get a computer up to 2
> times faster that a Falcon with a 060@100(even under emulation).

Correct, but is the point to have 2x times faster incompatible machine?
I am just wondering...

> 3) Don't forget that the CF owns vectorial instructions(MAC) and at 200
> mhz, I think that it's enough to decode the DVD, Divx, etc...

Another incompatibility, right. Another scatterign of the few people
still playing with the platform.

> 4) Didier almost has finished the work, it is too late to vote ;-)

Finished an experiment in my eyes. Remember the board he is using is
very limited and probably would need to be replaced with something
else. To me it is about the adoption. Will see how many of Atarians
will switch and when.

> We are all dwarfs compared to him :-P

;-D

Best Regards

STanda

8168. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-10 19:33:17 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <452bf57d$0$5065$ba4acef3@news.orange.fr>
Source record: 7145

Hi Standa,

STanda wrote :
> Zorro wrote:
>> Didier almost has finished the work, it is too late to vote ;-)
>
> Finished an experiment in my eyes. Remember the board he is using is
> very limited and probably would need to be replaced with something
> else. To me it is about the adoption. Will see how many of Atarians
> will switch and when.

Well, we must be kind with the evolution of the new CF machine.
You know that it is less than one year old developing, and that
it seems there's a single creator ... While the VM that we all
know is widely diffused, with a strong kernel of motivated
creators, and almost exists since 10 years.

Even if all these efforts seem to be vain, we must let it be ...
Didier is a surprisingly courageous guy. That never been done !

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8169. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-11 10:50:20 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1160563820.245710.193550@b28g2000cwb.googlegroups.com>
Source record: 7146

Howdy,

> Correct, but is the point to have 2x times faster incompatible machine?
> I am just wondering...

Hmm... I'm pretty sure that people think the CT60 is pretty useful even
if lots of old stuff refuses to run on it. The speed makes it possible
to do stuff that we could only dream of before, and how can that be
bad?

> > 3) Don't forget that the CF owns vectorial instructions(MAC) and at 200
> > mhz, I think that it's enough to decode the DVD, Divx, etc...
> Another incompatibility, right.

Is it a bad idea to use the DSP in the falcon, or to take advantage of
030/040/060 instructions to gain speed? Is it a bad idea to take
advantage of new graphics hardware, or use natfeats in Aranym?

Sure, in theory, it causes lots of compatibility problems. In practice
however - the apps that need these new instructions are written with a
faster machine in mind, so they wouldn't be useful on the older machine
anyway. It's pretty logical. You won't try to play DiVX:es on the ST
anyway.

>Another scatterign of the few people still playing with the platform.

Personally, I wouldn't be using the platform if it wasn't for the CT60.
I don't think I'm the only one. New developments *keeps* people on the
platform.

-- Peter

8170. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-11 11:11:25 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1160565085.536812.325350@k70g2000cwa.googlegroups.com>
Source record: 7147

> Even if all these efforts seem to be vain, we must let it be ...

It's not in vain. Some people prefer real hardware.

-- Peter

8171. 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-11 15:10:41 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <HPidnf4b1rLUlLDYRVnytg@pipex.net>
Source record: 7148

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=220036724816

maybe of interest for you guys...

clearing out stuff again, setting up an ebay shop so don't forget to take a peek.

Also have a pile of new edo 72pin 4mb to list soon.

Chris

8172. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-11 15:13:41 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1160579620.955922.135510@i3g2000cwc.googlegroups.com>
Source record: 7049

Hi!

PeP wrote:
> Howdy,
>
> > Correct, but is the point to have 2x times faster incompatible machine?
> > I am just wondering...
>
> Hmm... I'm pretty sure that people think the CT60 is pretty useful even
> if lots of old stuff refuses to run on it. The speed makes it possible
> to do stuff that we could only dream of before, and how can that be
> bad?

Don't take me wrong I am not saying it is 'bad'. I am just saying that
perhaps we might come up with HW (or whatever) eventually more
profitable for the whole community which would be worth putting effort
into.

> > > 3) Don't forget that the CF owns vectorial instructions(MAC) and at 200
> > > mhz, I think that it's enough to decode the DVD, Divx, etc...
> > Another incompatibility, right.
>
> Is it a bad idea to use the DSP in the falcon, or to take advantage of
> 030/040/060 instructions to gain speed? Is it a bad idea to take
> advantage of new graphics hardware, or use natfeats in Aranym?

As long as you enable other machines to use the same interface for the
functionality - i.e. provide a clean OS driver for each such thing then
it cannot be bad of course.

> Sure, in theory, it causes lots of compatibility problems. In practice

Right, it causes rather scattering of already quite scarse community.

> however - the apps that need these new instructions are written with a
> faster machine in mind, so they wouldn't be useful on the older machine
> anyway. It's pretty logical. You won't try to play DiVX:es on the ST
> anyway.

Well you could in case the author of the SW provides a reasonable
interface
which you could implement on ST utilizing some HW acceleration or
something.

> >Another scatterign of the few people still playing with the platform.
>
> Personally, I wouldn't be using the platform if it wasn't for the CT60.

> I don't think I'm the only one. New developments *keeps* people on the
> platform.

I know. But that is mostly because CT60 provides so HIGH compatibility.
Otherwise people would think it is not really that useful as it cannot
run this or that.

Regards

STanda

8173. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-10-11 15:14:31 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <bd041$452d0a59$506cbfa8$24551@news.chello.at>
Source record: 7050
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hallo Uwe, :)

> General problems with IDE drives bigger than 1 GB are unlikely because
> there is no IDE-specific limit at this size.

Wasn't there a Atari-specific problem with drives (or partitions) bigger
1GB? They could't adress such big storage-devices IIRC.

Grüsse aus Wien, Werner

--
<http://peasoft.atari.org>

8174. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-11 18:07:26 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <452d32de$0$27395$ba4acef3@news.orange.fr>
Source record: 7051

Hi,

PeP wrote :
>> Even if all these efforts seem to be vain, we must let it be ...
>
> It's not in vain. Some people prefer real hardware.

Including me ! I have a Hades060 since beginning of 1996.

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8175. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-11 18:11:33 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <ae-dnclCRNlKrrDYnZ2dnUVZ8qWdnZ2d@bt.com>
Source record: 7052

"exxos" <exxos@home.co.uk> wrote in message
news:HPidnf4b1rLUlLDYRVnytg@pipex.net...
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=220036724816
>
> clearing out stuff again, setting up an ebay shop so don't forget to take
a
> peek.
>

I'm throwing all of my stuff in the bin. No one wants it, and those that do
expect to get whatever for 1p and for it to be gold plated. :-(

8176. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-11 20:16:51 UTC
From: Mike <usenet@kerslake.plus.com>
Message-ID: <452d513a$0$8755$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 7053

Aly wrote:

> I'm throwing all of my stuff in the bin. No one wants it, and those that do
> expect to get whatever for 1p and for it to be gold plated. :-(

I guess people think because it's old technology it should be cheap or
given away?

I've got a virtually unused SONY MD recorder with dozens of unopened
disks, no sooner than I had bought it, affordable CD recorders started
coming onstream, so I boxed the MD away and went CD!

I suppose I could put it on eBay or whatever, but I doubt if I would get
much for it.

In that case I probably would just ditch it, but part of me keeps
thinking I should try and get something back on it!

Not an easy one, I suppose I would rather sell it for peanuts and at
least not have the sadness of dumping a perfectly good machine.

Oh well...

Mikey K
Pembrokeshire

8177. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 09:15:19 UTC
From: Jammer <2006@mevagissey.net>
Message-ID: <452f5857@news.greennet.net>
Source record: 7054

Mike wrote:
> Aly wrote:
>
>> I'm throwing all of my stuff in the bin. No one wants it, and those
>> that do
>> expect to get whatever for 1p and for it to be gold plated. :-(
>
> I guess people think because it's old technology it should be cheap or
> given away?
>
> I've got a virtually unused SONY MD recorder with dozens of unopened
> disks, no sooner than I had bought it, affordable CD recorders started
> coming onstream, so I boxed the MD away and went CD!
>
> I suppose I could put it on eBay or whatever, but I doubt if I would get
> much for it.
>
> In that case I probably would just ditch it, but part of me keeps
> thinking I should try and get something back on it!
>
> Not an easy one, I suppose I would rather sell it for peanuts and at
> least not have the sadness of dumping a perfectly good machine.
>
> Oh well...
>
> Mikey K
> Pembrokeshire
I look at it this way, I would rather sell for 1p (+ postage of
course)and hopefully that old bit of kit will carry on geting used by
someone, than throw it away.
Or even donate it to the local jumble sale, anything but throw it, you
only do that with PC stuff :-)

8178. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 09:46:30 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <W4Kdnf3AtZhsk7PYnZ2dnUVZ8s-dnZ2d@pipex.net>
Source record: 7055

"Jammer" <2006@mevagissey.net> wrote in message
news:452f5857@news.greennet.net...
> Mike wrote:
>> Aly wrote:
>>
>>> I'm throwing all of my stuff in the bin. No one wants it, and those
>>> that do
>>> expect to get whatever for 1p and for it to be gold plated. :-(
>>
>> I guess people think because it's old technology it should be cheap or
>> given away?
>>
>> I've got a virtually unused SONY MD recorder with dozens of unopened
>> disks, no sooner than I had bought it, affordable CD recorders started
>> coming onstream, so I boxed the MD away and went CD!
>>
>> I suppose I could put it on eBay or whatever, but I doubt if I would get
>> much for it.
>>
>> In that case I probably would just ditch it, but part of me keeps
>> thinking I should try and get something back on it!
>>
>> Not an easy one, I suppose I would rather sell it for peanuts and at
>> least not have the sadness of dumping a perfectly good machine.
>>
>> Oh well...
>>
>> Mikey K
>> Pembrokeshire
> I look at it this way, I would rather sell for 1p (+ postage of course)and
> hopefully that old bit of kit will carry on geting used by someone, than
> throw it away.
> Or even donate it to the local jumble sale, anything but throw it, you
> only do that with PC stuff :-)

I think the same, id rather sell it for a quid than chuck it out, all the
simms could fix a heck of a lot of STE's, in fact most of them have come out
of STE's which I have serviced over the years, they all have 4MB now, hence
rather a lot of 256K simms :P

Also have 3 upgraded machines still, I know they were all stripped down,
cleaned etc, 1.44kit fitted, 1MB or more, I think they are STFM's, one has
4MB... if anyone is interested then let me know, I used to sell them for
£100 though like everything else demand fell, I'll get them on ebay soon,
Ebay deleted my auctions cos I said there may be a 5% paypal charge, truth

is sometimes there is and I have no idea why, so I put that in cos people were moaning that it wasn't listed in the auction that they get chaged, now Ebay moan, you can't bloody do right for doing wrong!! Thats 3 hours of my time wasted now, waiting for Ebay to reply to my email telling them what I thought of all that, no doubt I will have to spend another 3 hours relisting the stuff again, will also have to spend a day looking around paypal settings to try and figure out they people get charged 5%, I think my webstore used to charge 5% but thats nothing to do with Ebay.. oh the joys of trying to clear ya "junk" out of the way, should just chuck it all in the bin like Aly and have donw with it :-(

rant over :)

chris

8179. Henk Robbers interview republished

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 12:11:44 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1160655104.809177.150420@k70g2000cwa.googlegroups.com>
Source record: 7056

Hi all,

Following the interview with XaAES founder Craig Graham, The Unofficial XaAES Page have now republished an interview with Henk Robbers. This article was originally written by Jo van de Gruiter for the online magazine MyAtari.net back in 2003. Thanks to Matt Bacon for granting us permission to reuse this nice interview.

Read the interview here: http://xaaes.atariforge.net

Regards,

/Joakim

http://xaaes.atariforge.net
http://topp.atari-users.net
http://www.ataricq.org

8180. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 12:38:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610120530020.5427-100000@onyx.spiritone.com>
Source record: 7057
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm done updating my catalogs with NEW information! My software and books catalogs are now 80 columns except for hardware which are still 38 columns. I no longer have catalog named NEWINBOX.TXT... New items have been moved into corresponding catalogs. For instance ST_SOFT.TXT Now has both USED & NEW ST Software. New items are listed with a NIB by price. NIB=NEW in BOX!

FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer lines plus Atari Jaguar Games and Consoles! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I can/cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8181. FS: NIB! NEW $20-$30 ATARI ST GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 12:42:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610120540530.5427-100000@onyx.spiritone.com>
Source record: 7058
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI ST! $20-$30! GAMES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; Alien Syndrome; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Chuck Rock; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental

Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf;

Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8182. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 13:15:31 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <DLWdnZ4317gGorPYnZ2dnUVZ8s6dnZ2d@bt.com>
Source record: 7059

exxos <exxos@home.co.uk> wrote in message
news:W4Kdnf3AtZhsk7PYnZ2dnUVZ8s-dnZ2d@pipex.net...
>
> I think the same, id rather sell it for a quid than chuck it out, all the
> simms could fix a heck of a lot of STE's, in fact most of them have come
out
> of STE's which I have serviced over the years, they all have 4MB now,
hence
> rather a lot of 256K simms :P
>
> Also have 3 upgraded machines still, I know they were all stripped down,
> cleaned etc, 1.44kit fitted, 1MB or more, I think they are STFM's, one has
> 4MB... if anyone is interested then let me know, I used to sell them for
> £100 though like everything else demand fell, I'll get them on ebay soon,
> Ebay deleted my auctions cos I said there may be a 5% paypal charge, truth
> is sometimes there is and I have no idea why, so I put that in cos people
> were moaning that it wasn't listed in the auction that they get chaged,
now
> Ebay moan, you can't bloody do right for doing wrong!! Thats 3 hours of my
> time wasted now, waiting for Ebay to reply to my email telling them what I
> thought of all that, no doubt I will have to spend another 3 hours
relisting
> the stuff again, will also have to spend a day looking around paypal
> settings to try and figure out they people get charged 5%, I think my
> webstore used to charge 5% but thats nothing to do with Ebay.. oh the joys
> of trying to clear ya "junk" out of the way, should just chuck it all in
the
> bin like Aly and have donw with it :-(
>
> rant over :)
>
> chris
>
>

Yes, this is the problem with eBay and their charges. When you're running a
business, the customer pays if they want to use a credit card. And equally,
a sound business model will charge 5% if someone wants to use PayPal.

Well, PayPal have successfully screwed up my Verified Premier Account in
their last server update, such that a few thousand accounts are being
reported to eBay as Unverified, hence, you can't sell with Buy It Now.
PayPal are by far the most apathetic company I've ever come across.
Repeatedly they said it was eBay, and eBay said it was PayPal, and this went

on for a month. And then PayPal did a security check on me just to add insult to injury. I told them to PISS OFF in large letters, and a few other creative digs written in beaurocratic style. And then to finally take the biscuit, they actually wrote and thanked me for telling them to piss off. Talk about well and truly winding the customer up. If it's not on their screens the problem doesn't exist. If they can reply to quickly close the ticket, they will. Needless to say I now know first hand why the www.paypalsucks.com site exists.

And now onto this selling stuff for 1p rather than putting it into the bin. You GIVE stuff to people for NOTHING, and still they complain. Chris had warned me of this a few years back and I just thought yeah yeah! And he was right. Out there, aside from comp.sys.atari.st, they're not like you and me. They're people who expect to just plug in an Atari ST and see it run, just like they do with their Windows XP operating system.

The Atari arena is changing. It's being taken over by wannabees with very little technical or electrical common sense, who instead of bettering themselves and learning why things happen, they blame other people for their misfortune.

that's my rant for today :)

aly

8183. Re: Henk Robbers interview republished

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 14:44:30 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <UOidnUT7hq_lybPYRVnyvg@bt.com>
Source record: 7060

GokMasE <gokmase@gmail.com> wrote in message
news:1160655104.809177.150420@k70g2000cwa.googlegroups.com...

> http://xaaes.atariforge.net

Mmmmm, quite a good looking guy actually. Something realistic about him.

8184. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 16:12:54 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOCAPS.fr>
Message-ID: <a3a2ba744e.jerome@jerome/mathevet.free.fr>
Source record: 7061

In message <ae-dncICRNlKrrDYnZ2dnUVZ8qWdnZ2d@bt.com>
"Aly" <alison@logicsaysNOSPAM.com> wrote:

Hi Aly,

>I'm throwing all of my stuff in the bin. No one wants it, and those that do
>expect to get whatever for 1p and for it to be gold plated. :-(

Some basic systems (520STF) have 9.99 EUR bids on ebay.fr. So I guess your
upgraded kits are certainly worth much more.

Don't give up ! Make sure the casual visitor sees what extras are included on
top of a basic system (not sure these will appeal to the ordinary retro
gamer, though).

--
Jerome Mathevet

8185. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 18:24:54 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <9v1ti29n5qeqa4mpcp3n5trn49hhcr04b1@4ax.com>
Source record: 7062

On Thu, 12 Oct 2006 14:15:31 +0100, "Aly" <alison@logicsaysNOSPAM.com>
wrote:

>The Atari arena is changing. It's being taken over by wannabees with very
>little technical or electrical common sense, who instead of bettering
>themselves and learning why things happen, they blame other people for their
>misfortune.
>

Just a thought then Aly and Chris, maybe you could consider asking
people you could trust, like people in this newgroup or atari forums
before ebaying stuff?

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

8186. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 20:12:13 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <CdqdnUXmwYXcPLPYRVnyvA@bt.com>
Source record: 7063

Jerome Mathevet <jerome.mathevet@freeNOCAPS.fr> wrote in message
news:a3a2ba744e.jerome@jerome/mathevet.free.fr...
> In message <ae-dncICRNlKrrDYnZ2dnUVZ8qWdnZ2d@bt.com>
> "Aly" <alison@logicsaysNOSPAM.com> wrote:
>
> Hi Aly,
>
> >I'm throwing all of my stuff in the bin. No one wants it, and those that
do
> >expect to get whatever for 1p and for it to be gold plated. :-(
>
> Some basic systems (520STF) have 9.99 EUR bids on ebay.fr. So I guess your
> upgraded kits are certainly worth much more.
>
> Don't give up ! Make sure the casual visitor sees what extras are included
on
> top of a basic system (not sure these will appeal to the ordinary retro
> gamer, though).
>
> --
> Jerome Mathevet

Hi Jerome,

Thanks :-) Believe it or not I suffer from stress. So does Chris :-)

We do this every few months, throw our toys out of the pram. Well. It adds
to a well rounded Atari community that's for sure.

Aly x

8187. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 20:13:33 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <EP6dneo9--wPPLPYRVnyvQ@bt.com>
Source record: 7064

George Nakos <ggn@atariROCKS.org> wrote in message
news:9v1ti29n5qeqa4mpcp3n5trn49hhcr04b1@4ax.com...
> >
>
> Just a thought then Aly and Chris, maybe you could consider asking
> people you could trust, like people in this newgroup or atari forums
> before ebaying stuff?
>
> --

Erm yep :-) We do trust you on here. That's why we go bannans and start getting sulky every few months about the world :-)

Aly x

8188. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 20:41:04 UTC
From: Mike <usenet@kerslake.plus.com>
Message-ID: <452ea86a$0$8757$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 7065

Jammer wrote:

> I look at it this way, I would rather sell for 1p (+ postage of
> course)and hopefully that old bit of kit will carry on geting used by
> someone, than throw it away.

Over the years I have given away loads of Atari and audio stuff for a fraction of what I paid for them, mainly because I needed the space for a growing family. I was glad that whoever bought or took the stuff away had some use from them.

I look at my Falcon and wonder what I should do with it now. It probably would get some use if it was part of a network, but it needs a new mouse, a new monitor, network hardware etc etc. Then where do I exactly put it? I've got limited deskspace, so that would be a major problem!

> Or even donate it to the local jumble sale, anything but throw it, you
> only do that with PC stuff :-)

What do I do with a 133 Pentium with 32Mb memory and the first version of Win98! Not even a network card or USB connection!

Again, is it really worth keeping or spending money on it?

Mmm...

Mikey K

8189. Atari ST ROM disassembly

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 21:05:54 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <S6yXg.15869$L.7539@newsfe4-gui.ntli.net>
Source record: 7066

Anyone know where I can find a good one of these?

8190. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 21:34:28 UTC
From: atarigalen@yahoo.com
Message-ID: <1160688868.550403.32170@c28g2000cwb.googlegroups.com>
Source record: 7067
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Werner Romstorfer wrote:
> Hallo Uwe, :)
>
> > General problems with IDE drives bigger than 1 GB are unlikely because
> > there is no IDE-specific limit at this size.
>
> Wasn't there a Atari-specific problem with drives (or partitions) bigger
> 1GB? They could't adress such big storage-devices IIRC.
>
There is a TOS specific limitation regarding partition size. Early STs
had a limit of 256 MB per partition. Most other TOS versions have a
limit of 512 MB per partition, except for the Falcon (4.0x) TOS which
can access 1 GB per partition. MiNT (a multitasking TOS replacement)
can go to the TB range. With 14 partitions possible, your ST Book can
access 7 GB total via its built-in operating system.

Galen

8191. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 21:47:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <aLCdnez3JqM0KrPYRVnysw@pipex.net>
Source record: 7068

"Mike" <usenet@kerslake.plus.com> wrote in message
news:452ea86a$0$8757$ed2619ec@ptn-nntp-reader02.plus.net...
> Jammer wrote:
>
>> I look at it this way, I would rather sell for 1p (+ postage of
>> course)and hopefully that old bit of kit will carry on geting used by
>> someone, than throw it away.
>
> Over the years I have given away loads of Atari and audio stuff for a
> fraction of what I paid for them, mainly because I needed the space for a
> growing family. I was glad that whoever bought or took the stuff away had
> some use from them.
>
> I look at my Falcon and wonder what I should do with it now. It probably
> would get some use if it was part of a network, but it needs a new mouse,
> a new monitor, network hardware etc etc. Then where do I exactly put it?
> I've got limited deskspace, so that would be a major problem!
>
>> Or even donate it to the local jumble sale, anything but throw it, you
>> only do that with PC stuff :-)
>
> What do I do with a 133 Pentium with 32Mb memory and the first version of
> Win98! Not even a network card or USB connection!
>
> Again, is it really worth keeping or spending money on it?
>
> Mmm...
>
> Mikey K

I have a old P133 in my workshop, gets used mostly for DOS stuff, it also
has 98 on it, the only thing installed is winamp, I use it as a audio source
for testing amplifiers, old crap 12" monitor, winamp takes up most of the
screen on it, I program chips in DOS, serial ports get used now n then for
other hardware, does not matter if I blow it up as it has no value, fixing
it is easy as the tech is really old, hence cheap.. and should it die a
death then I have a good sturdy door stop... I guess it depends what you
want to do with the stuff and how you want to use it.. some people spend a
fortune in vintage cars, all depends on a lot of things...

rant over :)

Chris

8192. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 21:58:38 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <evWdnY6p0tnXJ7PYnZ2dnUVZ8q6dnZ2d@pipex.net>
Source record: 7069

"Aly" <alison@logicsaysNOSPAM.com> wrote in message
news:EP6dneo9--wPPLPYRVnyvQ@bt.com...
> George Nakos <ggn@atariROCKS.org> wrote in message
> news:9v1ti29n5qeqa4mpcp3n5trn49hhcr04b1@4ax.com...
>> >
>>
>> Just a thought then Aly and Chris, maybe you could consider asking
>> people you could trust, like people in this newgroup or atari forums
>> before ebaying stuff?
>>
>> --
>
> Erm yep :-) We do trust you on here. That's why we go bannans and start
> getting sulky every few months about the world :-)
>
> Aly x
>
>

yep, Ebay is in the list of bad books, they replied to my request of relisting my pages by pasting an exact copy of what they already told me in the first place, and I had to wait over 2 days for that, so ive pasted exactly what I put in my reply and posted it back to them, seesh. I have about 200quids worth of electronic modules here which I had listed, ive spent almost a full day so far listing the stuff, now a battle with Ebay.. for all the trouble it causes just makes more sence to bin anything you dont want these days. Even if its sold then people will probably moan, which is more time, and hey ive even given stuff away before now and had a guy try and sue me becasue it wasn't upto spec.. By the time Ebay and Paypal have had thier cash cut for doing nothing at all, im left out of pocket and out of hours of my time... I refuse to chuck away stuff though that I paid good cash for, even that ST's ive upgraded, a lot of time and care went into it all, just aint right just to bin a weeks worth of my time.. oh well..

I really don't know whats up with people in the world today, everyone is just looking for a excuss to moan or give someone trouble for no reason at all. Some people in the world have beter things to do, geez....

Ive decided to take up drinking now anyways, im off out 2moz night and don't plan to be until monday, pub arguments are always fun since most people lead such simple lives. Would like to see some people run my life for a bit then they really would have something to complain about :)

Chris

8193. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-12 22:40:51 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <452ec473$0$26617$91cee783@newsreader01.highway.telekom.at>
Source record: 7070

exxos wrote:

> rant over :)
>
> Chris

Nice rant!

(I see the P133 as unusable for me.... every software needing a faster CPU than 386/25 is for my actually used Pentium ~1000MHz, the other is covered with my 386/25 ultra silent, with Flash-IDE 256MB)

Best Regards,

Daniel Mandic

8194. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-13 06:45:46 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1160721946.925995.307210@f16g2000cwb.googlegroups.com>
Source record: 7071

> Don't take me wrong I am not saying it is 'bad'. I am just saying that
> perhaps we might come up with HW (or whatever) eventually more
> profitable for the whole community which would be worth putting effort
> into.

CF has some advantages. Assembler coders will have a familiar
environment, and as far as I know, it's possible to produce code which
works on both 68k and CF, or at least code which can be emulated in the
same manner as on the 060 (i.e. not interpreted or recompiled, but
handled through the illegal instruction vector).

> As long as you enable other machines to use the same interface for the
> functionality - i.e. provide a clean OS driver for each such thing then
> it cannot be bad of course.

I couldn't agree more. Most compatibility problems are caused by lack
of good OS functionality and hardware-banging code. This can't be
accounted for without complete emulation, and not everyone likes that
idea.

> Right, it causes rather scattering of already quite scarse community.

No it doesn't. If it runs freemint, and can be made compatible enough,
everyone will benefit from it, because it could keep people on the
plaftorm.

> Well you could in case the author of the SW provides a reasonable
> interface
> which you could implement on ST utilizing some HW acceleration or
> something.

E.g. an XDD for freemint. I agree.

> I know. But that is mostly because CT60 provides so HIGH compatibility.
> Otherwise people would think it is not really that useful as it cannot
> run this or that.

90% of all ST games refuse to run in 060-mode, and perhaps something
like 50% works in 030-mode. That's not high.

... *but* it does run freemint. And it flies. A clone with some more
juice can run CaSTaway or Hatari. CaSTaway runs at aprox. 70% on a
100Mhz 060.

-- Peter

8195. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-13 09:43:15 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <452f5fb3$0$30586$9b4e6d93@newsspool4.arcor-online.net>
Source record: 7072

Hi aly!

Know what I did?
I closed my PayPal account! PayPal is expensive, insecure, exploitable,
a huge ripoff close to fraud and - the worst of all - never wrong!

Really, never ever in life will I even consider opening a PayPal account
again. I'd rather open an alternative platform for this before going
back to PayPal.

Really if there is a way of getting out of PayPal for you, then do!

Cheers, Ingo =;->

8196. Crazy Dots jumpers

Newsgroup: comp.sys.atari.st
Date: 2006-10-13 20:15:21 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <egosb7spm1@nemesis.news.tpi.pl>
Source record: 7073

Hello

I've recently bought Crazy Dots VME card, but without any documentation.
There are a lot of jumpers on card. Caon someone enlighten me about what
can I setup with them?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

8197. Re: Crazy Dots jumpers

Newsgroup: comp.sys.atari.st
Date: 2006-10-14 07:16:07 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <egq319qtr1@nemesis.news.tpi.pl>
Source record: 7074

lp napisaďż˝(a):
> in article egosb7spm1@nemesis.news.tpi.pl, Adam Klobukowski wrote on
> 10/13/06 4:15 PM:
>
>> Hello
>>
>> I've recently bought Crazy Dots VME card, but without any documentation.
>> There are a lot of jumpers on card. Caon someone enlighten me about what
>> can I setup with them?
>
> I have both the German and English manuals. It says this:
>
> <start quote>
> 1.8: Video Card Jumpers
>
> A row of jumpers are installed on the card. The are meant to be changed
> only when you install an crazy dots expansion.
>
> Note: Never modify these jumpers on your own, without having been explicitly
> told to do so. This could lead to the physical destruction of the card.
> </end quote>

What about J5 jumper near VME connector?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

8198. Re: Crazy Dots jumpers

Newsgroup: comp.sys.atari.st
Date: 2006-10-14 15:21:23 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <45310073_1@x-privat.org>
Source record: 7075

Adam Klobukowski wrote:
>
> lp napisaï¿½(a):
>> in article egosb7spm1@nemesis.news.tpi.pl, Adam Klobukowski wrote on
>> 10/13/06 4:15 PM:
>>
>>> Hello
>>>
>>> I've recently bought Crazy Dots VME card, but without any documentation.
>>> There are a lot of jumpers on card. Caon someone enlighten me about what
>>> can I setup with them?
>>
>> I have both the German and English manuals. It says this:
>>
>> <start quote>
>> 1.8: Video Card Jumpers
>>
>> A row of jumpers are installed on the card. The are meant to be changed
>> only when you install an crazy dots expansion.
>>
>> Note: Never modify these jumpers on your own, without having been explicitly
>> told to do so. This could lead to the physical destruction of the card.
>> </end quote>
>
> What about J5 jumper near VME connector?

I can't find any reference on the Crazy Dots Manual I've about J5 but
there is a picture in the leaflet. I've make a scan of it which you
download from this address:
<URL:http://users.telenet.be/tos4ever/downloads/crazy_dots-jumper.gif>
It's a 1,1 MB file.

If you like I can scan the whole German manual for you.

TTFN,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

8199. Wanted: Page 6 ST Library Catalog & Update Leaflets

Newsgroup: comp.sys.atari.st
Date: 2006-10-14 15:33:15 UTC
From: Paul R <nospam@notarealemailaddress.com>
Message-ID: <45310338$0$8750$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 7076

Hi
I'm looking for a copy of the printed "Page 6 ST Library Catalog" (I think it was an A5 sized yellow booklet) together with any of the "Page 6 ST Library Update" leaflets which accompanied issues of Page 6 / New Atari User magazine. Copies, scans or whatever would be just fine.

If you can help, please reply via the contact form on the Page 6 website:
http://www.page6.org/contact/contact.htm

Many thanks,
Paul

8200. Re: Crazy Dots jumpers

Newsgroup: comp.sys.atari.st
Date: 2006-10-14 16:29:01 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <egr3dv$5ok$1@nemesis.news.tpi.pl>
Source record: 7077

```
Martin Byttebier napisał(a):
>
> Adam Klobukowski wrote:
>> lp napisa³(a):
>>> in article egosb7$spm$1@nemesis.news.tpi.pl, Adam Klobukowski wrote on
>>> 10/13/06 4:15 PM:
>>>
>>>> Hello
>>>>
>>>> I've recently bought Crazy Dots VME card, but without any documentation.
>>>> There are a lot of jumpers on card. Caon someone enlighten me about what
>>>> can I setup with them?
>>> I have both the German and English manuals. It says this:
>>>
>>> <start quote>
>>> 1.8: Video Card Jumpers
>>>
>>> A row of jumpers are installed on the card. The are meant to be changed
>>> only when you install an crazy dots expansion.
>>>
>>> Note: Never modify these jumpers on your own, without having been explicitly
>>> told to do so. This could lead to the physical destruction of the card.
>>> </end quote>
>> What about J5 jumper near VME connector?
>
>
> I can't find any reference on the Crazy Dots Manual I've about J5 but
> there is a picture in the leaflet. I've make a scan of it which you
> download from this address:
> <URL:http://users.telenet.be/tos4ever/downloads/crazy_dots-jumper.gif>
> It's a 1,1 MB file.
>
> If you like I can scan the whole German manual for you.

Thanks, but I don't speak German. Anyway, it can be usefull for other
people.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

8201. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-14 18:57:32 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <uoOdnZkvlPmArqzYnZ2dnUVZ8tadnZ2d@eclipse.net.uk>
Source record: 7078

"George Nakos" <ggn@atariROCKS.org> wrote in message
news:9v1ti29n5qeqa4mpcp3n5trn49hhcr04b1@4ax.com...
> On Thu, 12 Oct 2006 14:15:31 +0100, "Aly" <alison@logicsaysNOSPAM.com>
> wrote:
>
> >The Atari arena is changing. It's being taken over by wannabees with
very
> >little technical or electrical common sense, who instead of bettering
> >themselves and learning why things happen, they blame other people for
their
> >misfortune.
> >
>
> Just a thought then Aly and Chris, maybe you could consider asking
> people you could trust, like people in this newgroup or atari forums
> before ebaying stuff?
>

I tried that. still got moans about price and questions on how yellow the
case on Mega ST2 is.
Its still sat on the piano stool..

> --
> George Nakos AKA GGN/K*A software productions - Atari or buST!
> Real programmers disdain structured programming. Structured
> programming is for compulsive neurotics who were prematurely toilet-
> trained. They wear neckties and carefully line up pencils on otherwise
> clear desks.
> (remove ROCKS for e-mail address)

8202. Re: 30pin simms on ebay

Newsgroup: comp.sys.atari.st
Date: 2006-10-14 18:59:52 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <P9edna0u3aA1rqzYRVnyiw@eclipse.net.uk>
Source record: 7079

"Daniel Mandic" <daniel_mandic@aon.at> wrote in message
news:452ec473$0$26617$91cee783@newsreader01.highway.telekom.at...
> exxos wrote:
>
> > rant over :)
> >
> > Chris
>
>
>
> Nice rant!
>
>
> (I see the P133 as unusable for me.... every software needing a faster
> CPU than 386/25 is for my actually used Pentium ~1000MHz, the other is
> covered with my 386/25 ultra silent, with Flash-IDE 256MB)
>

But it still has ISA slots so you can program NE2000 jumperless cards for
Atari Ethernet...

>
>
> Best Regards,
>
> Daniel Mandic

8203. Re: Atari ST ROM disassembly

Newsgroup: comp.sys.atari.st
Date: 2006-10-14 19:00:40 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ldSdnWXzt95HrqzYRVnytQ@eclipse.net.uk>
Source record: 7080

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:S6yXg.15869$L.7539@newsfe4-gui.ntli.net...
> Anyone know where I can find a good one of these?
>
>
>
>

I think the becker books had the original source in them, or was it just
GEM...

8204. Re: Atari ST ROM disassembly

Newsgroup: comp.sys.atari.st
Date: 2006-10-14 22:45:24 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <U$hXtRJEiWMFFwu$@dev.null.davjam.org>
Source record: 7081

On Sat, 14 Oct 2006, David Wade <g8mqw@yahoo.com> wrote:-

>
>"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
>news:S6yXg.15869$L.7539@newsfe4-gui.ntli.net...
>> Anyone know where I can find a good one of these?
>>
>>
>>
>>
>
>I think the becker books had the original source in them, or was it just
>GEM...

ST Internals had the TOS 1.00 ROM partially disassembled. It had the
XBIOS and BIOS routines, as well as the support routines used during the
actual booting process, but the disassembly didn't include any of the
GEMDOS, VDI, or the AES code.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 50 Mnodes/s: http://www.distributed.net/
AMD1800 1GB WinXP/SUSE 9.3 | AMD2400 256MB SuSE 9.3 | A3010 4MB RISCOS 3.11
AMD2600(64) 512MB SUSE 10.0 | AMD2400 768MB SUSE 10.0 | A4000 4MB RISCOS 3.11
AMD2800(64) 512MB SUSE 10.1 | RPC600 129MB RISCOS 3.6 | Falcon 14MB TOS 4.02

8205. Atari Online News, Etc. #08-41

Newsgroup: comp.sys.atari.st
Date: 2006-10-15 00:15:40 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1160871340.418899.303470@i3g2000cwc.googlegroups.com>
Source record: 7082

A-ONE #0841 10/13/06

~ Atari-Users.net News! ~ People Are Talking! ~ Spamhaus Safe
for Now!
~ Yahoo's Pyramid Scheme ~ MySpace No Longer Kids ~ Privacy Options
Limited!
~ The Boss Is Watching! ~ Eudora To Be Set Free! ~ McGruff Goes To
The Web!
~ Google Grabs YouTube! ~ Weighing In On Bully! ~ Final Fantasy
XII Out!

-* Classic Games Hit The Spot! *-
-* Bin Laden Webmaster Is Arrested! *-
-* Google Offering Its Free Software Package! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

8206. Xchess

Newsgroup: comp.sys.atari.st
Date: 2006-10-15 17:09:35 UTC
From: Folkert van Heusden <folkert@vanheusden.com>
Message-ID: <fj6a04-0ns.ln1@muur.intranet.vanheusden.com>
Source record: 7083
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Hi,

A while ago I got the Atari STe of a friend who had passed away. Now
with this Atari, a game called Xchess was included (original!) by Xfun
(a couple of organisations including Atari Benelux). I wanted to give
the game a try for old time sake but unfortunately the disk is no
longer readable.
Can someone help me obtaining a working version of this game?

Thank you.

folkert@vanheusden.com

p.s. I'm collecting chess-programs (original media), so if any of you
wants to sell his chess-game to me, please contact me!

8207. Re: Atari ST ROM disassembly

Newsgroup: comp.sys.atari.st
Date: 2006-10-15 22:53:56 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <8_yYg.34250$pa.13578@newsfe2-gui.ntli.net>
Source record: 7084

"lp" <gfa-basic@mint.net> wrote in message
news:C15705B8.D9AF%gfa-basic@mint.net...
> http://dev-docs.atariforge.org/

Thanks. Lots of interesting stuff there.

I found the source code for TOS v4.04, which unzips to a massive 76 MB.
Looks a mix of assembly, Pascal and C.

It looks a big job just to get all the software to recreate the ROM images,
let alone to make mods to it.

Sigh.

I was wanting to mod the code to use PS/2 keyboards and mice codes directly.
It now looks simpler to use a microcontroller to interpret codes.

8208. Re: Atari ST ROM disassembly

Newsgroup: comp.sys.atari.st
Date: 2006-10-16 10:00:27 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOCAPS.fr>
Message-ID: <35e1a7764e.jerome@jerome/mathevet.free.fr>
Source record: 7086

In message <8_yYg.34250$pa.13578@newsfe2-gui.ntli.net>
"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote:

>I was wanting to mod the code to use PS/2 keyboards and mice codes directly.
>It now looks simpler to use a microcontroller to interpret codes.

Using the Eiffel PS/2 hardware extension would be much easier to do,
certainly ?

--
Jerome Mathevet

8209. Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-16 10:06:32 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOTMYFAI.fr>
Message-ID: <da6fa8764e.jerome@jerome/mathevet.free.fr>
Source record: 7085

Today, I came across a hardware mod to replace the floppy disc form the Atari ST or an Amiga

It's not for the casual soldering-iron wielder, though, and it would be more practical to be able to just plug a USB flash disk. Still, it's impressive.

http://jeanfrancoisdelnero.free.fr/floppy_drive_emulator/index.html

--
Jerome Mathevet

8210. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-16 10:37:52 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <453360ff$0$26605$91cee783@newsreader01.highway.telekom.at>
Source record: 7087

Jerome Mathevet wrote:

> It's not for the casual soldering-iron wielder, though, and it would
> be more practical to be able to just plug a USB flash disk. Still,
> it's impressive.
>
> http://jeanfrancoisdelnero.free.fr/floppy_drive_emulator/index.html

Hmmmm, I cannot understand. USB flash disk? Flash disks!?

Would you take a 76CM/sec Tape Recorder or an USB-MP3 Recorder for
recording, let's say, an Orchestra?

Best Regards,

Daniel Mandic

8211. Re: Atari Online News, Etc. #08-41

Newsgroup: comp.sys.atari.st
Date: 2006-10-16 13:08:00 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1161004080.184867.214870@m7g2000cwm.googlegroups.com>
Source record: 7088

Just a side note to our e-mail subscribers.....there have beeb problems
this week with the Atari-Users.net/A-ONE server, so our mailing this
week has not been successful. Please find this week's issue at our
address below. We are working on the problem, and will mail out the
issue again as soon as we can. Thanks.

-Dana @ A-ONE

Dana @ A-ONE wrote:
> A-ONE #0841 10/13/06
>
> ~ Atari-Users.net News! ~ People Are Talking! ~ Spamhaus Safe
> for Now!
> ~ Yahoo's Pyramid Scheme ~ MySpace No Longer Kids ~ Privacy Options
> Limited!
> ~ The Boss Is Watching! ~ Eudora To Be Set Free! ~ McGruff Goes To
> The Web!
> ~ Google Grabs YouTube! ~ Weighing In On Bully! ~ Final Fantasy
> XII Out!
>
> -* Classic Games Hit The Spot! *-
> -* Bin Laden Webmaster Is Arrested! *-
> -* Google Offering Its Free Software Package! *-
>
> ___ ___
> / \----/ \ Dana P. Jacobson - Publisher - A-ONE
> |-----| |-----| Atari Online News, Etc.
> /_0_/ _0_/\
> -| o o |- E-mail subscription: dpj*atarinews*org
> / _____________/ \ A-ONE's WEB Site
> \ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
>
> ww ooooo----ooooo ww http://www.atarinews.org

8212. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-16 19:44:32 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOCAPS.fr>
Message-ID: <c15add764e.jerome@jerome/mathevet.free.fr>
Source record: 7089

In message <453360ff$0$26605$91cee783@newsreader01.highway.telekom.at>
"Daniel Mandic" <daniel_mandic@aon.at> wrote:

>Jerome Mathevet wrote:
>
>> It's not for the casual soldering-iron wielder, though, and it would
>> be more practical to be able to just plug a USB flash disk. Still,
>> it's impressive.
>>
>> http://jeanfrancoisdelnero.free.fr/floppy_drive_emulator/index.html
>
>
>
>Hmmmm, I cannot understand. USB flash disk? Flash disks!?

It's also called USB keys (at least in french, everyone uses the term "cli¿½
USB")

>Would you take a 76CM/sec Tape Recorder or an USB-MP3 Recorder for
>recording, let's say, an Orchestra?

Your point being ?????

--
Jerome Mathevet

8213. Re: Atari ST ROM disassembly

Newsgroup: comp.sys.atari.st
Date: 2006-10-16 21:58:29 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <9gTYg.14404$69.6563@newsfe3-gui.ntli.net>
Source record: 7090

"Jerome Mathevet" <jerome.mathevet@freeNOCAPS.fr> wrote in message
news:35e1a7764e.jerome@jerome/mathevet.free.fr...

> Using the Eiffel PS/2 hardware extension would be much easier to do,
> certainly ?

True, but it is not a trivial price.

It costs more than what I paid for my Atari STe motherboard.

More importantly, it is entirely someone else's product which I can't
integrate into my own.

I've since compared the ST keyboard with the PS/2 standard and there is a
lot of similarity I can exploit. Certainly looks like I can get it talking
to a keyboard fairly easily. Merging traffic with a mouse will definitely be
harder, but for now a keyboard should be able to type in some basic sanity
checks.

8214. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-17 01:01:25 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <45340f45.0@entanet>
Source record: 7091

On 12 Oct 2006 23:45:46 , "PeP" wrote:
>
>90% of all ST games refuse to run in 060-mode, and perhaps something
>like 50% works in 030-mode. That's not high.
>
>.... *but* it does run freemint. And it flies. A clone with some more
>juice can run CaSTaway or Hatari. CaSTaway runs at aprox. 70% on a
>100Mhz 060.

Some years ago I asked if an ST emulator could be made for the Milan
to allow it to run ST games but no-one could help. Opinion was that
it would be to slow but I pointed out that it wouldn't be emulating
a 68000 in the same way as when emulators run on other platforms.

Such work may have been very useful for progressing to CF and/or PPC
machines.

Peter

8215. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-17 06:46:40 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1161067600.191385.182360@i3g2000cwc.googlegroups.com>
Source record: 7092

No, it is not an USB flash disk. It is something like SIO2PC on 800XL.
You don't need to write disk images back to floppies, but load them in
a PC and send through this interface as if a floppy was inserted into
your ST.
Great hardware. I hardly wait to buy one (or build if possible) !

Daniel Mandic wrote:
> Jerome Mathevet wrote:
>
> > It's not for the casual soldering-iron wielder, though, and it would
> > be more practical to be able to just plug a USB flash disk. Still,
> > it's impressive.
> >
> > http://jeanfrancoisdelnero.free.fr/floppy_drive_emulator/index.html
>
>
>
> Hmmmm, I cannot understand. USB flash disk? Flash disks!?
>
>
> Would you take a 76CM/sec Tape Recorder or an USB-MP3 Recorder for
> recording, let's say, an Orchestra?
>
>
>
> Best Regards,
>
> Daniel Mandic

8216. Re: Atari Online News, Etc. #08-41

Newsgroup: comp.sys.atari.st
Date: 2006-10-17 16:22:27 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1161102147.588334.323420@m7g2000cwm.googlegroups.com>
Source record: 7093

Just an update - all of our e-mail subscribers should have received
last week's issue now (mailed Tuesday morning). There have been some
old-to-new server issues that caused the problem. Sorry for any
inconveniences this may have caused.

-Dana @ A-ONE

Dana @ A-ONE wrote:
> Just a side note to our e-mail subscribers.....there have beeb problems
> this week with the Atari-Users.net/A-ONE server, so our mailing this
> week has not been successful. Please find this week's issue at our
> address below. We are working on the problem, and will mail out the
> issue again as soon as we can. Thanks.

8217. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-17 17:16:57 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45351009$0$26606$91cee783@newsreader01.highway.telekom.at>
Source record: 7094

Jerome Mathevet wrote:

> Your point being ?????

Floppies lasted longer.

Best Regards,

Daniel Mandic

8218. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-17 19:05:24 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <45352974$0$25950$ba4acef3@news.orange.fr>
Source record: 7095

Daniel Mandic a ï¿½crit :
>
Hello,
>
> Would you take a 76CM/sec Tape Recorder or an USB-MP3 Recorder for
> recording, let's say, an Orchestra?

An usb-mp3 recorder, *no* ; a 76cm/s tape recorder, *yes* : the highest
the speed, the best the quality!

Regards,

Jean-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

8219. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-17 19:47:01 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45353334$0$26623$91cee783@newsreader01.highway.telekom.at>
Source record: 7096

J.-Luc wrote:

> An usb-mp3 recorder, no ; a 76cm/s tape recorder, yes : the highest
> the speed, the best the quality!
>
> Regards,
>
> Jean-Luc

Hi Jean-Luc!

Well, Orchestra was a difficult example, but Orchestra Sound is played (amplified) back with 100,000Hz.

A capable Sourcedevice presupposed. Some Vinyl Player reach upto 70,000Hz. And the 76CM/s Tape can support such high frequencies.

Not to mention the 78CM/s machine, in the fifties/sixties. One of my best CD's (recording quality) have been mastered so, or that is to say, recorded at that time. ~1956 Orchestra

Kind Regards,

Daniel Mandic

8220. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-17 21:19:33 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1161119973.598395.206840@i3g2000cwc.googlegroups.com>
Source record: 7097

On Oct 17, 9:47 pm, "Daniel Mandic" <daniel_man...@aon.at> wrote:
> J.-Luc wrote:
> > An usb-mp3 recorder, no ; a 76cm/s tape recorder, yes : the highest
> > the speed, the best the quality!
>
> > Regards,
>
> > Jean-LucHi Jean-Luc!
>
> Well, Orchestra was a difficult example, but Orchestra Sound is played
> (amplified) back with 100,000Hz.
>
> A capable Sourcedevice presupposed. Some Vinyl Player reach upto
> 70,000Hz. And the 76CM/s Tape can support such high frequencies.
>
> Not to mention the 78CM/s machine, in the fifties/sixties. One of my
> best CD's (recording quality) have been mastered so, or that is to say,
> recorded at that time. ~1956 Orchestra

This makes no sense. The human ear can hear only upto ~20khz. But this
isn't what you meant, is it?

8221. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-17 21:38:20 UTC
From: Ed <lener@vt.edu>
Message-ID: <eh3igerdc1@solaris.cc.vt.edu>
Source record: 7098

Jerome Mathevet wrote:

> Today, I came across a hardware mod to replace the floppy disc form the Atari
> ST or an Amiga
>
> It's not for the casual soldering-iron wielder, though, and it would be more
> practical to be able to just plug a USB flash disk. Still, it's impressive.
>
> http://jeanfrancoisdelnero.free.fr/floppy_drive_emulator/index.html
>
>

There is also some brief material in English posted at
http://www.torlus.com/index.php?2006/09/16/191-floppy-drive-emulator

A recent posting there says "we're thinking about building and selling
proper boards, so stay tuned..." so perhaps this will be available for
purchase at some point soon.

8222. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-17 21:48:44 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45354fbc$0$26613$91cee783@newsreader01.highway.telekom.at>
Source record: 6949

Coda wrote:

> This makes no sense. The human ear can hear only upto ~20khz. But this
> isn't what you meant, is it?

As a Sinus, yes. (I hear upto ~18,000Hz sinus)

The Limit, set by Music-technically meanings, is about 30,000HZ

But you lose headroom when cutting at 20kHz. In other words, imagine a
wonder-box which can cut all frequencies in an Orchestra Chamber, over
20kHz... would you hear the difference ?

;)

Best Regards,

Daniel Mandic

8223. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-18 00:05:39 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ndeZg.48920$rP1.12366@news-server.bigpond.net.au>
Source record: 6950

Daniel Mandic wrote:
> Coda wrote:
>
>
>>This makes no sense. The human ear can hear only upto ~20khz. But this
>>isn't what you meant, is it?
>
>
> As a Sinus, yes. (I hear upto ~18,000Hz sinus)
>
> The Limit, set by Music-technically meanings, is about 30,000HZ
>
> But you lose headroom when cutting at 20kHz. In other words, imagine a
> wonder-box which can cut all frequencies in an Orchestra Chamber, over
> 20kHz... would you hear the difference ?
>
Harmonics (or resonant harmonics), I think you mean Dan? I can tell the difference between a digital and an analogue recording. Strings are a dead give away, they just don't sound natural when recorded digitally. Some digital recordings are better than others mind you. Classical music is always easier to pick than rock or doff, doff. Alot has to do with compression too. Most top 40 stuff is compressed to crap house. Besides, digital is an approximation of a sine wave, not an 100% accurate reproduction of it.

Still not sure what this has to do with USB drives tho? In a purely digital realm I would bank on USB over disc. Even DVD and CD (burnt) has a limited life span and magnetic media can be pretty unreliable over extended periods.

Mark

8224. Re: Floppy disk replacement

Newsgroup: comp.sys.atari.st
Date: 2006-10-18 00:53:38 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45357b12$0$26615$91cee783@newsreader01.highway.telekom.at>
Source record: 6951

Mark Bedingfield wrote:

> Still not sure what this has to do with USB drives tho? In a purely
> digital realm I would bank on USB over disc. Even DVD and CD (burnt)
> has a limited life span and magnetic media can be pretty unreliable
> over extended periods.
>
> Mark

Take it as you wish dear Mark.
One Double Density Floppy in an ATARI ST/TT/Falcon/etc. can whack any
MP3 Recorder :). Well tempered Sound Hardware (MIDI) presumed.

Why USB when I can connect various Harddrive systems to a ST/TT etc.?
Maybe for a Hades, Milan and other fast 040, or better, 060 Ataris,
IMHO. GfX Card, Sound Card etc...

Kind regards,

Daniel Mandic

8225. UK ebay shop finally up

Newsgroup: comp.sys.atari.st
Date: 2006-10-18 12:02:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4qednSD2QIgniqvYRVnyrQ@pipex.net>
Source record: 6952

http://stores.ebay.co.uk/exxos-surplus-electronics

some atari items to clear in there, among other things. Everything is open to offers so don't be shy!!! I really need to clear out all the listed stuff ASAP as its all taking up too much room.

I've listed the last sets of 1.44 upgrades cheap, also open to offers, Will see what else I have I can list.

I have a Atari monitor, mono, I forget the number, will have to check if anyone is interested. Have piles of ST spares. Trying to clear it all out!

http://www.cps-electronics.co.uk/site/stock.pdf check the list out there, everything is to clear, most is listed on Ebay now under offers. Ignore the prices in that pdf, I have no idea how many of things are in stock , so just ask if interested. I'm listing 150 capacitors on ebay for 99p so you can see im serious about clearing out all this stuff!!

Everything is up for the next 30 days in the store, any questions just ask.

Chris

8226. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-18 12:41:36 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1161175295.997431.84810@k70g2000cwa.googlegroups.com>
Source record: 6953

> Some years ago I asked if an ST emulator could be made for the Milan
> to allow it to run ST games but no-one could help. Opinion was that
> it would be to slow but I pointed out that it wouldn't be emulating
> a 68000 in the same way as when emulators run on other platforms.

If you want full 68000 compatibility, you'll need to emulate the CPU just as you would need on other platforms. It may be possible to make some shortcuts if one implements the 68k emulator in 68k assembly, but you still need to emulate the rest of the system - and for compatibility reasons that would probably need to be cycle accurate or at least scanline accurate. Speed could be "usable" on the CT60, maybe on the Hades, but definitely not on the Milan. I hope someone proves me wrong, but this is my personal conclusion after having experimented with CaSTaway on the CT60.

-- Peter (the other one)

8227. Re: UK ebay shop finally up

Newsgroup: comp.sys.atari.st
Date: 2006-10-18 13:45:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.10.18.13.44.57.893593@charter.net>
Source record: 6954

On Wed, 18 Oct 2006 13:02:47 +0100, exxos wrote:

> I've listed the last sets of 1.44 upgrades cheap, also open to offers,
> Will see what else I have I can list.

Hi Chris. I've got a couple of questions, if you don't mind.

1. The HD module "kit" is just that, and is not pre-assembled, ready to be
installed?

2. Would you ship to the US?

Thanks.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8228. Re: UK ebay shop finally up

Newsgroup: comp.sys.atari.st
Date: 2006-10-18 14:35:08 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <_6idnaJKGMrQpqvYnZ2dnUVZ8tmdnZ2d@pipex.net>
Source record: 6955

HI Ron,

The kit is a kit, its shown in the image. Theres not much to it just takes
a little bit of time..

I can ship anywhere in the world any service you like.

BTW, if anyone wants to contact me you can mail me at

exxos_uk (AT) yahoo (dot) (co) (dot) (uk)

Or you can contact me at www.cps-electronics.co.uk via the email form, all
mail goes to my account now anyway.

Just listed a few more items also, got a bit bored, so will carry on
tomorrow!

cheers,
chris

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.10.18.13.44.57.893593@charter.net...
> On Wed, 18 Oct 2006 13:02:47 +0100, exxos wrote:
>
>> I've listed the last sets of 1.44 upgrades cheap, also open to offers,
>> Will see what else I have I can list.
>
> Hi Chris. I've got a couple of questions, if you don't mind.
>
> 1. The HD module "kit" is just that, and is not pre-assembled, ready to be
> installed?
>
> 2. Would you ship to the US?
>
> Thanks.
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

8229. Re: Atari ST ROM disassembly

Newsgroup: comp.sys.atari.st
Date: 2006-10-19 01:42:16 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <YJAZg.20472$69.9712@newsfe3-gui.ntli.net>
Source record: 6956

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:9gTYg.14404$69.6563@newsfe3-gui.ntli.net...
>> Using the Eiffel PS/2 hardware extension would be much easier to do,
>> certainly ?
>
> True, but it is not a trivial price.

I'v just discovered the Eiffel3 website where I can download a hex image of the software for the PIC16F876. I think I can stick this in a PIC16F877. It is a bigger physical footprint than the S-DIP28, but it will do to get me going.

8230. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.st
Date: 2006-10-19 10:19:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610190317330.23949-100000@onyx.spiritone.com>
Source record: 6957
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm done updating my catalogs with NEW information! My software and books catalogs are now 80 columns except for hardware which are still 38 columns. I no longer have catalog named NEWINBOX.TXT... New items have been moved into corresponding catalogs. For instance ST_SOFT.TXT Now has both USED & NEW ST Software. New items are listed with a NIB by price. NIB=NEW in BOX!

FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer lines plus Atari Jaguar Games and Consoles! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I can/cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8231. FS: NIB! NEW $20-$30 ATARI ST GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-10-19 10:25:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610190323101.23949-100000@onyx.spiritone.com>
Source record: 6958
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI ST! $20-$30! GAMES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; Alien Syndrome; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Chuck Rock; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental

Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf;

Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8232. BITS#24 "3D Sprites"

Newsgroup: comp.sys.atari.st
Date: 2006-10-21 02:02:15 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1161396135.465261.38440@b28g2000cwb.googlegroups.com>
Source record: 6959

```
BITS

present...

"3D SPRITES"
intro # 24
20061021
.-----------------------------------.
| BBB IIII TTTT SSS |
| BB:BB :II: :TT: SS:: |
| BB::BB :II: :TT: SS:: |
| BB::BB: II TT :SSSS |
| BBBBBB:: III TTT ::::SSS |
| BB::BBB: III TTT :::::SSS |
| BB::::BBB III TTT :::SSS |
| BB::::BBBB TIII TTTT :SSS |
| BBBBBBBBBB: IIII TTTT SSSSSSSS |
| BBBBBBBBB::: IIII TTTT SSSSSS:: |
| :::::::::::: :::: :::: :::::::: |
| :::::::::::: :::: :::: :::::::: |
| :::::::::::: :::: :::: :::::::: |
| :::::::::: :::: :::: :::::: |
| 0914 PiXL SOLo |
| 2006 BYtE ATOm |
'-----------------------------------'

Download:
http://thebitsclub.tripod.com/BITS24-ST-20061021.ZIP

BITS are:
BYTE ..... code&programming
SOLO ..... distribution&contact
PIXL ..... graphics&fonts
ATOM ..... sound&music

Contact: so_o2@mailcity.com

Web: http://bits.atari.org
```

8233. OS/PS3

Newsgroup: comp.sys.atari.st
Date: 2006-10-21 04:49:50 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4539A6EE.8030109@atari.org>
Source record: 6960

Hi,

We know now, the Operating System that will be present on
the next PlayStation3 multimedia platform :

<http://www.terrasoftsolutions.com/products/ydl/delivery.shtml>

The window manager will be Enlightenment - E17.

Stay tuned :)

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8234. Atari Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 2006-10-21 13:59:37 UTC
From: John <jsb@_NOSPAM_jsbrl.f9.co.uk>
Message-ID: <453a27d1$0$8740$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 6961

Hi

my Atari collection is up for sale! I haven't touched it in years so no guarantees but it did all work last time I used it.

There are two conditions:
1 - you collect and,
2 - you take everything !

Email me with firm offers to jsb - at - jsbrl - dot - f9 - dot - co - dot - uk

Here goes:

falcon in CLAB MKX case 14M RAM + AB040
falcon mostly rehoused into tower, 14M RAM
spare AB040 card
2 tt-style keyboards
best trackball
external scsi cases
PowerUp2
Eclipse PCI adapter + video card
scsi zip drive
EtherNEC

loads of software(with manuals + key where appropriate) including
N.AES
XBoot
Lattice C5.6
Devpac 3
Diamond Back 2/3
Imagecopy 3.5
CDBackup
CAB 2.5
HD Driver 7
Papyrus 5
Kobold
NVDI
Quill
Tabby
Diamond Edge
NeoDesk 3/4
NeoDesk CLI
Obsession
Substation
Extendos Gold

CDWriter+
Geneva
TrueImage
TruePaint
HisoftC Interpreter

Books:
Modern Atari System Software
The Atari Compendium
Programming the 68000
Computes Technical Reference Guide Volumes 1, 2 & 3

+ more - I got bored at this point ;-)

8235. Re: Atari Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 2006-10-21 14:04:39 UTC
From: John <jsb@_NOSPAM_jsbrl.f9.co.uk>
Message-ID: <453a2905$0$8722$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 6962

Whoops ! I forgot to mention - you'll need to collect from Uxbridge, West of London

"John" <jsb@_NOSPAM_jsbrl.f9.co.uk> wrote in message news:453a27d1$0$8740$ed2619ec@ptn-nntp-reader02.plus.net...
> Hi
>
> my Atari collection is up for sale! I haven't touched it in years so no
> guarantees but it did all work last time I used it.
>
> There are two conditions:
> 1 - you collect and,
> 2 - you take everything !
>
> Email me with firm offers to jsb - at - jsbrl - dot - f9 - dot - co -
> dot - uk
>
> Here goes:
>
> falcon in CLAB MKX case 14M RAM + AB040
> falcon mostly rehoused into tower, 14M RAM
> spare AB040 card
> 2 tt-style keyboards
> best trackball
> external scsi cases
> PowerUp2
> Eclipse PCI adapter + video card
> scsi zip drive
> EtherNEC
>
> loads of software(with manuals + key where appropriate) including
> N.AES
> XBoot
> Lattice C5.6
> Devpac 3
> Diamond Back 2/3
> Imagecopy 3.5
> CDBackup
> CAB 2.5
> HD Driver 7
> Papyrus 5
> Kobold
> NVDI
> Quill

> Tabby
> Diamond Edge
> NeoDesk 3/4
> NeoDesk CLI
> Obsession
> Substation
> Extendos Gold
> CDWriter+
> Geneva
> TrueImage
> TruePaint
> HisoftC Interpreter
>
> Books:
> Modern Atari System Software
> The Atari Compendium
> Programming the 68000
> Computes Technical Reference Guide Volumes 1, 2 & 3
>
> + more - I got bored at this point ;-)
>

8236. Re: Atari Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 2006-10-21 15:47:47 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-6791A3.11474621102006@news.isp.giganews.com>
Source record: 6963

In article <453a2905$0$8722$ed2619ec@ptn-nntp-reader02.plus.net>,
"John" <jsb@_NOSPAM_jsbrl.f9.co.uk> wrote:

> Whoops ! I forgot to mention - you'll need to collect from Uxbridge, West of
> London
>
doh! too far for me. and that PAL thing would bite me

8237. Atari Online News, Etc. #08-42

Newsgroup: comp.sys.atari.st
Date: 2006-10-22 11:34:24 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1161516864.149910.190110@m73g2000cwd.googlegroups.com>
Source record: 6964

A-ONE #0842 10/20/06

~ How Hot Is New Firefox ~ People Are Talking! ~ Pols Invade
MySpace!
~ Writing Down Password! ~ U.S. Internet Addicts! ~ No E3
Replacement?
~ MS Fuming Over Vista! ~ MySpace TrouncesYouTube ~ Sony Shows Off
PS3!
~ New Asia-Pacific Domain~ Controversial Bully Out ~ Console Wars
Begin!

-* Internet Explorer 7 Released *-
-* Old Buddies Reunite to Form A SPAC! *-
-* Could The Web Contain Terror Training Camps? *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj&atarinews&org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

8238. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-22 16:59:11 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <453b873f.0@entanet>
Source record: 6965

On 18 Oct 2006 05:41:36 , "PeP" wrote:
>> Some years ago I asked if an ST emulator could be made for the Milan
>> to allow it to run ST games but no-one could help. Opinion was that
>> it would be to slow but I pointed out that it wouldn't be emulating
>> a 68000 in the same way as when emulators run on other platforms.
>
>If you want full 68000 compatibility, you'll need to emulate the CPU
>just as you would need on other platforms. It may be possible to make
>some shortcuts if one implements the 68k emulator in 68k assembly, but

Surely most of the CPU instructions are the same and could be passed directly
without having to emulate them ?

>you still need to emulate the rest of the system - and for
>compatibility reasons that would probably need to be cycle accurate or
>at least scanline accurate. Speed could be "usable" on the CT60, maybe
>on the Hades, but definitely not on the Milan. I hope someone proves me
>wrong, but this is my personal conclusion after having experimented
>with CaSTaway on the CT60.

Well I have a Milan60 so that is a little quicker. Since I've never had a PC
I lost track of how many emulators there are. It's a pity that none was every
compiled for the Milan.

>-- Peter (the other one)

Peter S (this could get confusing)

8239. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-23 12:04:44 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1161605084.350693.201570@m73g2000cwd.googlegroups.com>
Source record: 6966

> Surely most of the CPU instructions are the same and could be passed directly
> without having to emulate them ?

Could you elaborate that further? What exactly do you mean by "passed
directly"?

> Well I have a Milan60 so that is a little quicker. Since I've never had a PC
> I lost track of how many emulators there are. It's a pity that none was every
> compiled for the Milan.

CaSTaway can be adapted to work on the Milan, and Hatari uses SDL so
you could try compiling it with Patrice's SDL-port.

-- Peter P

8240. fVDI/AES 4.1 incompatibility?

Newsgroup: comp.sys.atari.st
Date: 2006-10-23 14:07:29 UTC
From: Philipp Reichmuth <reichmuth@web.de.invalid>
Message-ID: <4q40l1Fl3osbU1@individual.net>
Source record: 6967

Hi,

I'm currently experimenting with ARAnyM 0.9.4ß. The stock setup (EmuTOS, FreeMiNT 1.16-cur, fVDI, XaAES) is running fine.

However, I'm trying to run the original AES 4 instead (for a particular nostalgic reason) and can't get it to cooperate with fVDI; however without fVDI it's dead slow. (It's supposed to be slow, but not THIS slow.) I've been trying under TOS 4.04 with a floppy disk image with MultiTOS, under TOS 4.04 with FreeMiNT and under EmuTOS with FreeMiNT, so I guess the underlying layers don't matter too much. Symptoms are the same: fVDI loads, the resolution changes, I get a black ARAnyM screen (or white at color depths <= 4) with a mouse cursor and nothing happens. All three configurations work fine with XaAES (after the resolution change, black screen for a second or so and then the XaAES screen.)

Is there a known incompatibility between fVDI and AES 4.1? Does this happen on a Falcon, too?

Philipp
--
For contacting me via e-mail, please remove ".invalid" from my From: address.

8241. Re: fVDI/AES 4.1 incompatibility?

Newsgroup: comp.sys.atari.st
Date: 2006-10-23 14:48:26 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <453CD63A.5090409@atari.org>
Source record: 6968

Hi Philipp,

The work has already been done for you :)

In order to boot ARAnyM under plain TOS4.04, you need a disk
image. A disk image was published with AFROS distribution, but
AFROS is not anymore a disk image (but a diskless configuration)
so it is not suitable to boot TOS4.04. The reason is that TOS
cannot be bootstrapped.

I maintain since a long period, a disk image that used to be
compatible with AFROS, and that is a disk bootable configuration
handling both TOS or EmuTOS. It is a 8Mb image that contains
freeMiNT+XaAES plus a variety of required utilities and applications
that I still use on my own Hades060, proved working safe and UTD.

Minimal required system at <http://eureka.atari.org/xa-my-aes.zip>

Philipp Reichmuth wrote :
> I'm currently experimenting with ARAnyM 0.9.4ÃŸ. The stock setup
> (EmuTOS, FreeMiNT 1.16-cur, fVDI, XaAES) is running fine.
>
> However, I'm trying to run the original AES 4 instead (for a particular
> nostalgic reason) and can't get it to cooperate with fVDI; however
> without fVDI it's dead slow. (It's supposed to be slow, but not THIS
> slow.) I've been trying under TOS 4.04 with a floppy disk image with
> MultiTOS, under TOS 4.04 with FreeMiNT and under EmuTOS with FreeMiNT,
> so I guess the underlying layers don't matter too much. Symptoms are
> the same: fVDI loads, the resolution changes, I get a black ARAnyM
> screen (or white at color depths <= 4) with a mouse cursor and nothing
> happens. All three configurations work fine with XaAES (after the
> resolution change, black screen for a second or so and then the XaAES
> screen.)
>
> Is there a known incompatibility between fVDI and AES 4.1? Does this
> happen on a Falcon, too?

There's not any known incompatibility between fVDI and AES 4.1.

Please let us know about your experience.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8242. Re: fVDI/AES 4.1 incompatibility?

Newsgroup: comp.sys.atari.st
Date: 2006-10-23 16:54:13 UTC
From: Philipp Reichmuth <reichmuth@web.de.invalid>
Message-ID: <4q4adlFlh5hrU1@individual.net>
Source record: 6969

Hi Franï¿½ois,

Francois LE COAT schrieb:
> In order to boot ARAnyM under plain TOS4.04, you need a disk
> image.

I know. I was booting TOS 4.04 from a floppy image, loading BetaDOS and the host filesystem driver from there and then doing most of the rest via the host filesystem. It works, even though it's a bit of a hack.

> Minimal required system at <http://eureka.atari.org/xa-my-aes.zip>

Thanks for the link.

>> Is there a known incompatibility between fVDI and AES 4.1? Does this
>> happen on a Falcon, too?
>
> There's not any known incompatibility between fVDI and AES 4.1.

OK. Your configuration will actually load AES 4.1. However, with a plain disk image containing only MultiTOS and fVDI I get hangs, too. I guess it has something to do with the MiNT version. I'll tinker around a little bit and see how it goes, maybe I can isolate the problem.

Philipp

8243. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-23 20:21:24 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <zsSdnRANB_nYuaDYRVnyjQ@eclipse.net.uk>
Source record: 6970

"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message news:453b873f.0@entanet...
> On 18 Oct 2006 05:41:36 , "PeP" wrote:
> >> Some years ago I asked if an ST emulator could be made for the Milan
> >> to allow it to run ST games but no-one could help. Opinion was that
> >> it would be to slow but I pointed out that it wouldn't be emulating
> >> a 68000 in the same way as when emulators run on other platforms.
> > >
> > >If you want full 68000 compatibility, you'll need to emulate the CPU
> > >just as you would need on other platforms. It may be possible to make
> > >some shortcuts if one implements the 68k emulator in 68k assembly, but
> >
> > Surely most of the CPU instructions are the same and could be passed directly
> > without having to emulate them ?
> >

Not really. You can execute single instructions directly. You have to interpret them The only time you can by-pass emulation is when you want to have a VM on a 68K10/20/30 as you can run the code in real problem state, and any instructions that need to be emulated program check. Thats why storing the status word generates a check. So you can fake the supervisor mode bit being set...

> > >you still need to emulate the rest of the system - and for
> > >compatibility reasons that would probably need to be cycle accurate or
> > >at least scanline accurate. Speed could be "usable" on the CT60, maybe
> > >on the Hades, but definitely not on the Milan. I hope someone proves me
> > >wrong, but this is my personal conclusion after having experimented
> > >with CaSTaway on the CT60.
> >

Scanline accurate. I guess you may also have to emulate the display system.....

> > Well I have a Milan60 so that is a little quicker. Since I've never had a PC
> > I lost track of how many emulators there are. It's a pity that none was every
> > compiled for the Milan.
> >
> > >-- Peter (the other one)
> >
> > Peter S (this could get confusing)

8244. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-23 23:34:08 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <453d3550.0@entanet>
Source record: 6971

On 23 Oct 2006 05:04:44 , "PeP" wrote:
>> Surely most of the CPU instructions are the same and could be passed directly
>> without having to emulate them ?
>
>Could you elaborate that further? What exactly do you mean by "passed
>directly"?

Well a 68000 prg being run under an emulator on an Intel has to emulate
every instruction but I would have thought that quite a lot of 68000 CPU
instructions could run on a 68040/060 without having to emulate them.

I can see how the other parts of the ST hardware would have to be emulated
but not the 68000 itself.

It was just an idea that I thought might allow the ST emulator to run quicker
on M68k hardware.

>> Well I have a Milan60 so that is a little quicker. Since I've never had a PC
>> I lost track of how many emulators there are. It's a pity that none was every
>> compiled for the Milan.
>
>CaSTaway can be adapted to work on the Milan, and Hatari uses SDL so
>you could try compiling it with Patrice's SDL-port.

I've only had GCC on the Milan for a short time and not found much that compiles
straight out of the bag. I am still learning how to do basic stuff. Over the
years I've written code in practically every language but don't really like C
which doesn't help. That's why I try to help where I can by testing stuff and
giving feedback to the developers.

Peter

8245. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-24 08:31:57 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1161678716.979100.137410@b28g2000cwb.googlegroups.com>
Source record: 6972

> Well a 68000 prg being run under an emulator on an Intel has to emulate
> every instruction but I would have thought that quite a lot of 68000 CPU
> instructions could run on a 68040/060 without having to emulate them.

You still need to handle stuff like registers, interrupts, traps, flags
etc. In effect, this means having a "separate" virtual machine. You'll
need some support code for each emulated (or whatever) instruction to
handle this. In effect - emulation.

> I can see how the other parts of the ST hardware would have to be emulated
> but not the 68000 itself.
> It was just an idea that I thought might allow the ST emulator to run quicker
> on M68k hardware.

Hey, I agree - it *can* be optimized on 68k hardware - but you can't
run stuff natively and still provide sufficient emulation of the rest
of the machine on the same time.
68k macs can be emulated that way, but to my experience the ST can't
due to the OS and the way games always access the hardware directly.

> I've only had GCC on the Milan for a short time and not found much that compiles
> straight out of the bag. I am still learning how to do basic stuff. Over the
> years I've written code in practically every language but don't really like C
> which doesn't help. That's why I try to help where I can by testing stuff and
> giving feedback to the developers.

Install the SDL library and try some SDL-based stuff. Much of it works
right away, other stuff needs some slight alterations. (Well, if SDL
works on the Milan, that is. Does Doom run properly on the Milan? It
doesn't work perfectly on the Hades yet)

-- Peter P (PeP)

8246. GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-24 12:38:12 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <453e0931$0$15252$426a74cc@news.free.fr>
Source record: 6973

http://preverdy.free.fr/preverdy/kg2j/index.html

8247. Re: fVDI/AES 4.1 incompatibility?

Newsgroup: comp.sys.atari.st
Date: 2006-10-24 15:05:26 UTC
From: STanda <opichals@gmail.com>
Message-ID: <1161702326.704810.224570@f16g2000cwb.googlegroups.com>
Source record: 6974

Hi Philipp!

The TOS 4.04 loaded by aranym is patched before used in ARAnyM for
68040 compatibility and more. I am not sure that the AES 4.1 as
distributed with MultiTOS is 040 safe - most probably it is not.

In case you would like to run nostagic apps I would recommend trying
Hatari instead as that one is under way to get full cycle accurate
Falcon emulation http://hatari.sf.net .

Best Regards

STanda

Philipp Reichmuth wrote:
> Hi François,
>
> Francois LE COAT schrieb:
> > In order to boot ARAnyM under plain TOS4.04, you need a disk
> > image.
>
> I know. I was booting TOS 4.04 from a floppy image, loading BetaDOS and
> the host filesystem driver from there and then doing most of the rest
> via the host filesystem. It works, even though it's a bit of a hack.
>
> > Minimal required system at <http://eureka.atari.org/xa-my-aes.zip>
>
> Thanks for the link.
>
> >> Is there a known incompatibility between fVDI and AES 4.1? Does this
> >> happen on a Falcon, too?
> >
> > There's not any known incompatibility between fVDI and AES 4.1.
>
> OK. Your configuration will actually load AES 4.1. However, with a
> plain disk image containing only MultiTOS and fVDI I get hangs, too. I
> guess it has something to do with the MiNT version. I'll tinker around
> a little bit and see how it goes, maybe I can isolate the problem.
>
> Philipp

8248. Re: GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-24 20:15:28 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1161720928.770193.88750@m73g2000cwd.googlegroups.com>
Source record: 6975

On Oct 24, 2:38 pm, "Rodolphe Czuba"
<rodolphe.Beurkcaca.spam.cz...@free.fr> wrote:
> http://preverdy.free.fr/preverdy/kg2j/index.html

Very very interesting.

I did a quick count of the list and there are 214 lines saying
"converted", and 224 lines saying "unconverted", so IMO it's hardly
90%.

Still, very very interesting all the same.

8249. Re: GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-25 07:07:05 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1161760025.578692.121240@h48g2000cwc.googlegroups.com>
Source record: 6976

Howdy,

Perhaps we could port this?

http://x11-basic.sourceforge.net/

Open source, based on the GFA syntax..

-- Peter

8250. Re: GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-25 08:39:41 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <453f22ca$0$12850$426a74cc@news.free.fr>
Source record: 6977

So, you should contact the author Philippe Reverdy on this page and ask to him how/why 90% he told.

I just put the link here because I think this software is interesting...

"Coda" <jan.honza@gmail.com> a crit dans le message de news:
1161720928.770193.88750@m73g2000cwd.googlegroups.com...
>
>
> On Oct 24, 2:38 pm, "Rodolphe Czuba"
> <rodolphe.Beurkcaca.spam.cz...@free.fr> wrote:
>> http://preverdy.free.fr/preverdy/kg2j/index.html
>
> Very very interesting.
>
> I did a quick count of the list and there are 214 lines saying
> "converted", and 224 lines saying "unconverted", so IMO it's hardly
> 90%.
>
> Still, very very interesting all the same.
>

8251. Re: GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-25 10:04:30 UTC
From: Philippe Reverdy <2ngpowa9v0c2umm@jetable.net>
Message-ID: <453f36b2$0$21862$426a34cc@news.free.fr>
Source record: 6978

```
Thanks Rodolphe for the link

I only meant that 90% of my old KIK3D, KIKBOURS and KIKTRIS applications may
be converted with the GFA to java converter.
In fact Coda is right, I still need to work a lot for covering the whole GFA
functions... If you need a conversion on a specific function, just ask me,
I'll do it, if possible...

Thanks

Philippe
```

"Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> a &#65533;crit dans le
message de news:453f22ca$0$12850$426a74cc@news.free.fr...
> So, you should contact the author Philippe Reverdy on this page and ask to
> him how/why 90% he told.
>
> I just put the link here because I think this software is interesting...
>
>
>
>
>
> "Coda" <jan.honza@gmail.com> a &#65533;crit dans le message de news:
> 1161720928.770193.88750@m73g2000cwd.googlegroups.com...
> >
> >
> > On Oct 24, 2:38 pm, "Rodolphe Czuba"
> > <rodolphe.Beurkcaca.spam.cz...@free.fr> wrote:
> >> http://preverdy.free.fr/preverdy/kg2j/index.html
> >
> > Very very interesting.
> >
> > I did a quick count of the list and there are 214 lines saying
> > "converted", and 224 lines saying "unconverted", so IMO it's hardly
> > 90%.
> >
> > Still, very very interesting all the same.
> >
>
>

8252. Re: GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-25 10:14:01 UTC
From: Philippe Reverdy <2ngpowa9v0c2umm@jetable.net>
Message-ID: <453f3909$0$8176$426a34cc@news.free.fr>
Source record: 6979

If this is exactly the same syntax, this should work...
Let me know if you try...

But as Coda said, only maybe 50% of keywords / syntaxes are currently converted...

Philippe

> Howdy,
>
> Perhaps we could port this?
>
> http://x11-basic.sourceforge.net/
>
> Open source, based on the GFA syntax..
>
> -- Peter
>

8253. Year 2000-compliant Eureka RTC software

Newsgroup: comp.sys.atari.st
Date: 2006-10-25 11:02:32 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20061025120232560002-derryck@cixcoukinvalid>
Source record: 6980

The Cheshunt Computer Club is pleased to host Roger Burrows' Year 2000-compliant RTC software suite for the Eureka RTC. It's to be found on the MISC software page of my web site, address in sig.

Please be reminded that the direct URL for the CCC and DDP using CiX webspace is deprecated.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

8254. Re: GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-25 21:31:21 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1161811881.926672.112860@k70g2000cwa.googlegroups.com>
Source record: 6981

well not to be crazy or anything , but do we have a java to gfa
convertor?
this is what i feel we really need , stop letting them take our code
and start taking their java code.
long live atari gfa.

charles

8255. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 00:28:41 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <453fe519.0@entanet>
Source record: 6982

On 24 Oct 2006 01:31:57 , "PeP" wrote:
>> Well a 68000 prg being run under an emulator on an Intel has to emulate
>> every instruction but I would have thought that quite a lot of 68000 CPU
>> instructions could run on a 68040/060 without having to emulate them.
>
>You still need to handle stuff like registers, interrupts, traps, flags
>etc. In effect, this means having a "separate" virtual machine. You'll
>need some support code for each emulated (or whatever) instruction to
>handle this. In effect - emulation.
>
>> I can see how the other parts of the ST hardware would have to be emulated
>> but not the 68000 itself.
>> It was just an idea that I thought might allow the ST emulator to run quicker
>> on M68k hardware.
>
>Hey, I agree - it *can* be optimized on 68k hardware - but you can't
>run stuff natively and still provide sufficient emulation of the rest
>of the machine on the same time.
>68k macs can be emulated that way, but to my experience the ST can't
>due to the OS and the way games always access the hardware directly.

Interesting that 68k Macs can be emulated in this way but not our old
faithful.

>> I've only had GCC on the Milan for a short time and not found much that compiles
>> straight out of the bag. I am still learning how to do basic stuff. Over the
>> years I've written code in practically every language but don't really like C
>> which doesn't help. That's why I try to help where I can by testing stuff and
>> giving feedback to the developers.
>
>Install the SDL library and try some SDL-based stuff. Much of it works
>right away, other stuff needs some slight alterations. (Well, if SDL
>works on the Milan, that is. Does Doom run properly on the Milan? It
>doesn't work perfectly on the Hades yet)

Well various vesions of doom have run to varying degrees. The sound has been
the biggest problem. There seem to be keyboard problems in the last release.

Peter S

8256. Source Code for a Ramdisk

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 05:34:33 UTC
From: toothy_grin@theglaholts.net
Message-ID: <JNX%g.135$7N4.9@newsfe02.lga>
Source record: 6983

Hey, all.

This is going to sound quite odd and weird, but I'm looking for
the source code for any Atari ST ramdisk utility. I don't care
which one, how good it is/was, or whatever. I just wand the code
for a ram disk (Atari ST).

Actually, more specifically, I would like any code, documentation,
or reference that allows me to register a disk/hard/ram
drive (and a library to access said drive).

Thanks in advance.. and I know I'm probably out of luck... heh

8257. Re: Source Code for a Ramdisk

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 06:26:15 UTC
From: miro.kropacek@gmail.com
Message-ID: <1161843975.583997.20150@k70g2000cwa.googlegroups.com>
Source record: 6984

> Actually, more specifically, I would like any code, documentation,
> or reference that allows me to register a disk/hard/ram
> drive (and a library to access said drive).
>
I think the best solution is to look in FreeMiNT sources -- it
implements /ram (or so) device which is dynamically sized ramdisk
drive...

> Thanks in advance.. and I know I'm probably out of luck... heh
No, you aren't :)

MiKRO / Mystic Bytes

8258. u:/etc folder

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 07:33:48 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <2006102608334853 41-derryck@cixcoukinvalid>
Source record: 6985

At the club meeting last night, I was trying to get Mark set up with MagxNet and the dialler. We came to a stop though, as the directions for installing that called for some components to be copied into the u:/etc folder.

The question then is how to create this virtual folder, as it doesn't exist on his system (MagiC 6. something)?

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

8259. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 09:26:22 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1161854782.302663.59900@m7g2000cwm.googlegroups.com>
Source record: 6986

> Interesting that 68k Macs can be emulated in this way but not our old
> faithful.

Yeah. Basilisk II basically runs MacOS native alongside AmigaOS or
NetBSD. Mac apps are a lot cleaner compared to Atari/TOS apps. Allmost
everything is covered by the OS and they don't touch the hardware
directly. It's more a matter of patching the Mac ROMs than emulating
hardware.

> Well various vesions of doom have run to varying degrees. The sound has been
> the biggest problem. There seem to be keyboard problems in the last release.

I have the same problems on the Hades. Are there any public programming
docs for the Milan?

-- Peter

8260. FS: NIB! NEW $20-$30 ATARI ST GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 10:35:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610260332500.8181-100000@onyx.spiritone.com>
Source record: 6987
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI ST! $20-$30! GAMES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; Alien Syndrome; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Chuck Rock; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental

Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf;

Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8261. Wanted: Atari Mega ST4 & ICD LINKs!

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 10:37:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610260335200.8181-100000@onyx.spiritone.com>
Source record: 6988
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8262. Re: u:/etc folder

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 12:47:14 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1161866833.941221.313400@i3g2000cwc.googlegroups.com>
Source record: 6989

> The question then is how to create this virtual folder, as it doesn't
> exist on his system (MagiC 6. something)?

Not a MagiC user myself, but doesn't MagiC support symbolic links like
MiNT does?

-- Peter

8263. .ST/.MSA browser - plugin for Total Commander

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 15:48:53 UTC
From: Cyprian <cyprian@pyorrhoea.org>
Message-ID: <1161877733.565958.194540@k70g2000cwa.googlegroups.com>
Source record: 6990

Hi All,

I've created little plugin for Total Commander. It's name is 'Juliet'.
It's an early version and it can only extract/view files from ST image.
I'm thinking about adding MSA and DIM support in next release.
Please try 'Juliet' and give me your feedback.

-2006-10-26-
I've attached new version of Juliet.

Bugs fixed:
Name's Length from 7+3 to 8+3
Volumie ID anymore shows as file
Max archive size = 2MB
Features:
The only valid image disk are accepted (bootsector verification)
MSA support added (Readonly mode)

http://www.atari-forum.com/viewtopic.php?t=9723

Regards
Cyprian

8264. Re: Source Code for a Ramdisk

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 17:38:03 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <ugs1k25jdi0h8be2k5pofs6r8rvs9qrssr@4ax.com>
Source record: 6991

On 25 Oct 2006 23:26:15 -0700, miro.kropacek@gmail.com wrote:

>> Actually, more specifically, I would like any code, documentation,
>> or reference that allows me to register a disk/hard/ram
>> drive (and a library to access said drive).
>>
>I think the best solution is to look in FreeMiNT sources -- it
>implements /ram (or so) device which is dynamically sized ramdisk
>drive...

MiNT???????? Why go to such extremes?

I would rather recommend VDISK which is freeware with source included.
You can get it with the very good Turbo Assembler. Leech from
http://dhs.nu/files_code.php

>> Thanks in advance.. and I know I'm probably out of luck... heh
>No, you aren't :)

Indeed you aren't ;)
--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

8265. u:/etc folder

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 18:04:18 UTC
From: Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de>
Message-ID: <ehr1p4$8q5$03$1@news.t-online.com>
Source record: 6992

Hi Derryck!

DC>The question then is how to create this virtual folder, as it doesn't
DC>exist on his system (MagiC 6. something)?

The real folder must be on a VFAT partition (long file names
permanently enabled). The virtual folder on U: is a symlink and can
be created on bootup using the tool link2u, IIRC by Daniel
Augsburger.

mit freundlichem Gruß aus Ahornberg
Ekkehard

8266. nemesis manual scaned at last!

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 22:13:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <tp6dnWXbU9jwr9zYnZ2dnUVZ8qGdnZ2d@pipex.net>
Source record: 6993

Finally got around to it, actually just found the thing.. AGAIN... so scaned it before I loose it again.. which will be in about 10mins time no doubt..

www.cps-electronics.co.uk/temp/nemesis.zip approx 10Mb download.

Chris

8267. Re: nemesis manual scaned at last!

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 22:43:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <yIOdnch0QYCtpNzYnZ2dnUVZ8qGdnZ2d@pipex.net>
Source record: 6994

and for those who still can't work out how to format 720K floppys in XP...

www.cps-electronics.co.uk/temp/a-720k.zip

and for those who are just plain bored heres a south park me...

www.cps-electronics.co.uk/temp/sp-chris.jpg

chris

8268. Re: GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-26 22:47:09 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <ehract$2tr$1@gateix.bernstein.loc>
Source record: 6995

Hi,

> well not to be crazy or anything , but do we have a java to gfa
> convertor?

I see your motivation. But i think, a Java to C converter will be
more easy to program than java to gfa. And C is present on Ataris.

Michael

8269. 20daysurf-www.20daysurf.com

Newsgroup: comp.sys.atari.st
Date: 2006-10-27 05:17:39 UTC
From: "20daysurf@gmail.com" <20daysurf@gmail.com>
Message-ID: <1161926259.379172.98370@b28g2000cwb.googlegroups.com>
Source record: 6996

Brand New autosurf site which accept E-gold and Alertpay.

20daysurf is specially designed ponzi scheme that offers you amazing
web site traffic and chance to earn back 8% daily for 20 Days. You can
earn $400 daily from 20daysurf. All advertising and members funds come
to 20daysurf are used to invest in Real Estate and Forex market. We use
these investments to make huge interest and pay back to our members
respectively.

What is our Members Receive?

*
Earn 8% Daily for 20days
*
8% in to 20 Days = 160%
*
Earn up to $400 per day
*
5-1% Referral Bonus
*
$4 Upgrade Units
*
20 Seconds Timer
*
$8 Low pay out

Visit

www.20daysurf.com

8270. Re: GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-27 06:01:09 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4qdll5FmeshtU1@individual.net>
Source record: 6997

Michael Bernstein wrote:

> I see your motivation. But i think, a Java to C converter will be
> more easy to program than java to gfa. And C is present on Ataris.

I think none of these converters can be programmed at all, at least not in a way that it makes sense. Converting a procedural program to an object oriented language may technically be possible, but what do I gain when using not using C but using Java in a purely procedural way? Converting Java to C is impossible because C does not support object oriented features. When programming in Java one makes heavily use of these features. Converting Java to C++ would be easier, but if nevertheless hardly possible. The dynamics of the Java programming language are not offered by C++.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8271. Re: fVDI/AES 4.1 incompatibility?

Newsgroup: comp.sys.atari.st
Date: 2006-10-27 11:39:22 UTC
From: Philipp Reichmuth <reichmuth@web.de.invalid>
Message-ID: <4qe9f8FmjtegU2@individual.net>
Source record: 6998

STanda schrieb:
> Hi Philipp!
>
> The TOS 4.04 loaded by aranym is patched before used in ARAnyM for
> 68040 compatibility and more. I am not sure that the AES 4.1 as
> distributed with MultiTOS is 040 safe - most probably it is not.

It does. I've put together a boot floppy image now with fVDI, MiNT and
fVDI. It's working fine so far with TOS 4.04.

Philipp
--
For contacting me via e-mail, please remove ".invalid" from my From:
address.

8272. MagiC demo version?

Newsgroup: comp.sys.atari.st
Date: 2006-10-27 11:41:49 UTC
From: Philipp Reichmuth <reichmuth@web.de.invalid>
Message-ID: <4qe9jsFmjtegU3@individual.net>
Source record: 6999

Hi,

is there a demo version of MagiC around? I wanted to try getting it to run under ARAnyM, and I don't want to have to buy the full version. I seem to recall there used to be a demo version during MagiX!/MagiC 2 times, but obviously it's not around anymore. Does anyone have a demo version?

Philipp
--
For contacting me via e-mail, please remove ".invalid" from my From: address.

8273. standard C lib (C89)

Newsgroup: comp.sys.atari.st
Date: 2006-10-27 13:33:49 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <207e5$45420abe$1884f86b$9695@news.chello.nl>
Source record: 7000

Has anybody ever produced a open source version ready usable
for Pure C and compilable by Pure C?

In essence a bog standard C89 source without any compiler bias.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

8274. Re: GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-27 19:42:39 UTC
From: Mickael Pointier <nobody@wantspam.net>
Message-ID: <94aad$45425fd0$54d1181c$20029@news.chello.no>
Source record: 7001

> > I see your motivation. But i think, a Java to C converter will be
> > more easy to program than java to gfa. And C is present on Ataris.
>
> I think none of these converters can be programmed at all, at least not
> in a way that it makes sense. Converting a procedural program to an
> object oriented language may technically be possible, but what do I gain
> when using not using C but using Java in a purely procedural way?
> Converting Java to C is impossible because C does not support object
> oriented features. When programming in Java one makes heavily use of
> these features. Converting Java to C++ would be easier, but if
> nevertheless hardly possible. The dynamics of the Java programming
> language are not offered by C++.

I beg to differ on the fundamental argument about object orientation.
In the end C++ can be perfectly converted to C, assembler, or whatever very
low level language you choose.
The best proof is that the earlier C++ compilers were actually C compilers
using a C++ conversion layer (CFront)

http://en.wikipedia.org/wiki/Cfront

Now about Java, I cannot say, but it's not an "object orientation" problem,
it's more a "dynamic"/"run time evaluation" problem.

Dbug

8275. GFA Basic in emulation?

Newsgroup: comp.sys.atari.st
Date: 2006-10-27 20:26:54 UTC
From: Tony Belding <zobeid@techie.com>
Message-ID: <20061027152654168O7-zobeid@techiecom>
Source record: 7002

I have an Atari ST emulator running on my Power Mac now, and I recently got my hands on the GFA BASIC manual and "The GFA BASIC Book" tutorial as published by Michtron. (That would be for GFA Basic 2, not 3.) The problem is. . . I still don't have the GFA Basic 2 interpreter, and I haven't been able to find anyplace where I can download it. I was under the impression that GFA made GFA Basic 2 freely distributable sometime after GFA Basic 3 hit the market, but I could be wrong about that.

I would even buy it on a floppy disk, if I could find one. . . Except that I don't have a floppy drive, and even I had one I wouldn't be sure how to transfer the program from the floppy into the emulator. (The instructions don't say anything about it being able to read a USB floppy drive.)

What should I do?

--
Tony Belding, Hamilton Texas

8276. Re: GFA --> JAVA Converter - 90% ok

Newsgroup: comp.sys.atari.st
Date: 2006-10-28 06:57:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4qgdb3Fmt8qnU1@individual.net>
Source record: 7003

Mickael Pointier wrote:

> I beg to differ on the fundamental argument about object orientation.
> In the end C++ can be perfectly converted to C, assembler, or whatever very
> low level language you choose.

Yes, but I think the result was not meant to be edited by humans, but it
was just produced in order to be somehow compilable by existing
compilers. I had in mind that somebody might want to convert a Java
program to C in order to use and edit the resulting source code.

> Now about Java, I cannot say, but it's not an "object orientation" problem,
> it's more a "dynamic"/"run time evaluation" problem.

I agree, as long as you do not want to edit/maintain the resulting code.
Another problem is the Java extensive Java API, in particular the
GUI-related parts. One would have to map these to C GUI libraries, which
does not appear feasible for me. The rest of the API would also have to
be converted, which is theoretically possible since the Java source are
available. (Sun has announced to provide them under an open source
license early next year.)

Well, all this still does not mean that converting C to Java makes any
sense ;-). Creating Java byte code from C sources sounds like a more
promising approach to me.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8277. TeraDesk 3.85 released

Newsgroup: comp.sys.atari.st
Date: 2006-10-28 08:38:53 UTC
From: vdjole@EUnet.yu
Message-ID: <ehv4ur$409$1@news.eunet.yu>
Source record: 7004

Version 3.85 of TeraDesk open-source desktop for the 16-bit and 32-bit lines of Atari computers is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

Beside the fixes for several bugs, this release contains some new features that were supposed to be part of more comprehensive changes intended be released as V3.90; however, because of the long time spent to find one of the bugs, and also due to some other circumstances, there was not enough progress made for a V3.90, and therefore this interim release.

See the history file for more information about latest changes and new features.

Have fun.

8278. wtb: atari various software

Newsgroup: comp.sys.atari.st
Date: 2006-10-28 14:46:25 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1162046784.947355.245100@h48g2000cwc.googlegroups.com>
Source record: 7005

recently purchased an 1040 st with harddrive. need some software,
utilities, etc. i will buy in a lot for a reasonable price. allow me
what you have as well as your asking price.
e-mail if you would. sales in usa please.
regards james portsmouth va

8279. [UTD] MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-10-28 15:42:06 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45437A4E.9010509@atari.org>
Source record: 7006
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

Hi,

<http://eureka.atari.org/MacAranym.zip> configuration has
been updated. ARAnyM being "ATARI Running on Any Machine"
<http://aranym.org/> is the virtual machine, also runs
under MacOSX.

Novelties :

- freeMiNT+XaAES the OS and its AES dated from 2006/09/23
- EmuTOS "free ROMs" dated from 2006/05/22
- Teradesk 3.85 the free GEM desktop
- Boxkite 2.32 the file selector
- EB_Dump 0.9.7 the screenshot accessory

ARAnyM GNU/GPL is released v0.9.4 beta. The Mac package is
built from my own, ready to start with.

Best ATARIan regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph describer, 3D Modeller)
<http://eureka.atari.org/>

8280. Re: u:/etc folder

Newsgroup: comp.sys.atari.st
Date: 2006-10-28 16:46:34 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <20061028174634223 10-derryck@cixcoukinvalid>
Source record: 7007

On 2006-10-26 19:04:18 +0100, Ekkehard Flessa
<Ekkehard_Flessa@wun.maus.de> said:

> The real folder must be on a VFAT partition (long file names
> permanently enabled). The virtual folder on U: is a symlink and can be
> created on bootup using the tool link2u, IIRC by Daniel Augsburger.

That's the jobbie!

Thanks Ekkehard.

--
Derryck

/ The Cheshunt Computer Club /
/ http://ccc.atari.org /
/ The essential accessory for your Atari /

8281. Re: [Aranym-user] [UTD] MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-10-28 21:01:52 UTC
From: Martin Tarenskeen <m.tarenskeen@zonnet.nl>
Message-ID: <Pine.LNX.4.64.0610281856280.2407@localhost.localdomain>
Source record: 7008
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

On Sat, 28 Oct 2006, Francois LE COAT wrote:

> Hi,
>
> <http://eureka.atari.org/MacAranym.zip> configuration has
> been updated. ARAnyM being "ATARI Running on Any Machine"
> <http://aranym.org/> is the virtual machine, also runs
> under MacOSX.
>
> Novelties :
>
> - freeMiNT+XaAES the OS and its AES dated from 2006/09/23
> - EmuTOS "free ROMs" dated from 2006/05/22
> - Teradesk 3.85 the free GEM desktop
> - Boxkite 2.32 the file selector
> - EB_Dump 0.9.7 the screenshot accessory
>

Why Boxkite ? Today's XaAES' built-in fileselector isn't that bad. is it ?

--

Martin Tarenskeen

8282. Re: [Aranym-user] [UTD] MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-10-28 21:22:16 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4543ca08$0$27383$ba4acef3@news.orange.fr>
Source record: 7009

Hi Martin,

Martin Tarenskeen wrote :
> Francois LE COAT wrote:
>> <http://eureka.atari.org/MacAranym.zip> configuration has
>> been updated. ARAnyM being "ATARI Running on Any Machine"
>> <http://aranym.org/> is the virtual machine, also runs
>> under MacOSX.
>>
>> Novelties :
>>
>> - freeMiNT+XaAES the OS and its AES dated from 2006/09/23
>> - EmuTOS "free ROMs" dated from 2006/05/22
>> - Teradesk 3.85 the free GEM desktop
>> - Boxkite 2.32 the file selector
>> - EB_Dump 0.9.7 the screenshot accessory
>
> Why Boxkite ? Today's XaAES' built-in fileselector isn't that bad. is it ?

Because I use Boxkite on my Hades 60, in combination with freeMiNT
1.15.12 under N.AES 2.0 + Thing 1.27. I'm very impressed with
Boxkite, because I use to have Selectric before that.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8283. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 08:12:53 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1162109573.093687.95590@m7g2000cwm.googlegroups.com>
Source record: 7010
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

Hi,

This is unusably slow on my MacBook. Guessing it's not a universal
binary, but it's still too slow. It takes like 30 seconds just to draw
the windows at startup.

-- Peter

8284. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 08:25:07 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45446563$0$25913$ba4acef3@news.orange.fr>
Source record: 7011
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

Hi Peter,

Thanks for your support :)

PeP wrote :
> This is unusably slow on my MacBook. Guessing it's not a universal
> binary, but it's still too slow. It takes like 30 seconds just to draw
> the windows at startup.

That's in fact a Universal Binary executable that was built
on Philipp Donzé's machines. I personally have a PPC, and
the Intel support hasn't been tested by me yet.

It should work, not awfully slow on Mac Pro. Don't be surprised
if the bootup sequence is rather slow. It has no comparison with
all modern computers running Unices.

It should give <http://eureka.atari.org/aranym.gif> or about.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
<http://eureka.atari.org/>

8285. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 09:05:13 UTC
From: Philipp Reichmuth <reichmuth@web.de.invalid>
Message-ID: <4qj968Fn9meiU2@individual.net>
Source record: 7012
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

Francois LE COAT schrieb:
> That's in fact a Universal Binary executable that was built
> on Philipp Donzï¿½'s machines. I personally have a PPC, and
> the Intel support hasn't been tested by me yet.

Shouldn't it be possible to use the JIT compiler on Intel machines?

Philipp
--
For contacting me via e-mail, please remove ".invalid" from my From:
address.

8286. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 09:25:10 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45447376$0$25917$ba4acef3@news.orange.fr>
Source record: 7013

Hi Philipp,

Philipp Reichmuth wrote :
> Francois LE COAT schrieb:
>> That's in fact a Universal Binary executable that was built
>> on Philipp Donzé's machines. I personally have a PPC, and
>> the Intel support hasn't been tested by me yet.
>
> Shouldn't it be possible to use the JIT compiler on Intel machines?

It's in the TODO list !

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8287. Re: GFA Basic in emulation?

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 14:04:04 UTC
From: Rein <dziewon@xs4all.nl>
Message-ID: <op.th6r021f88m2v9@studyroom.lan>
Source record: 7015

Let Tony contact me about the GFA files he needs

greetings, Rein

Op Fri, 27 Oct 2006 22:26:54 +0200 schreef Tony Belding
<zobeid@techie.com>:

> I have an Atari ST emulator running on my Power Mac now, and I recently
> got my hands on the GFA BASIC manual and "The GFA BASIC Book" tutorial
> as published by Michtron. (That would be for GFA Basic 2, not 3.) The
> problem is. . . I still don't have the GFA Basic 2 interpreter, and I
> haven't been able to find anyplace where I can download it. I was under
> the impression that GFA made GFA Basic 2 freely distributable sometime
> after GFA Basic 3 hit the market, but I could be wrong about that.
>
> I would even buy it on a floppy disk, if I could find one. . . Except
> that I don't have a floppy drive, and even I had one I wouldn't be sure
> how to transfer the program from the floppy into the emulator. (The
> instructions don't say anything about it being able to read a USB floppy
> drive.)
>
> What should I do?
>

--
Gemaakt met Opera's revolutionaire e-mailprogramma:
http://www.opera.com/mail/

8288. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 14:18:30 UTC
From: Janez Valant <jvalant@atari.org>
Message-ID: <rS11h.177$lb3.164881@news.siol.net>
Source record: 7014
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

> This is unusably slow on my MacBook. Guessing it's not a universal
> binary, but it's still too slow. It takes like 30 seconds just to draw
> the windows at startup.

Well, maybe better to use real thing? Its not PPC, its not GHZ, but heck,
it takes less as 30secs to draw a window :)))

Janez

8289. ST GUILD BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 18:38:18 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <uy61h.205$Jt3.72@newsfe16.lga>
Source record: 7016

Everyone who loves the ST Telnet to

telnet://stguild-bbs.dyndns.org/

2 Gigs Of ST Files, Looking for more. UNLIMITED uploads and Downloads.

8290. Re: Crazy Dots jumpers

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 21:06:17 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-D08340.15061229102006@news-fe-01.texas.rr.com>
Source record: 7017

In article <egr3dv$5ok$1@nemesis.news.tpi.pl>,
Adam Klobukowski <atari@gabo.pl> wrote:

> Martin Byttebier napisał(a):
> >
> > I can't find any reference on the Crazy Dots Manual I've about J5 but
> > there is a picture in the leaflet. I've make a scan of it which you
> > download from this address:
> > <URL:http://users.telenet.be/tos4ever/downloads/crazy_dots-jumper.gif>
> > It's a 1,1 MB file.
> >
> > If you like I can scan the whole German manual for you.
>
> Thanks, but I don't speak German. Anyway, it can be usefull for other
> people.

The English translation of the text in that image:

"There are a total of six jumpers on the video application slot, just in
front of the monitor connectors. See the illustration for the correct
position of these jumpers."

8291. Atari MEGA STE case repair

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 21:27:15 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-BA8D09.15270929102006@news-fe-01.texas.rr.com>
Source record: 7018

Hi all. You may recall that a couple months ago I was asking whether any Atari MEGA STE came with a universal power supply, because I wanted to buy one in Germany and ship it to the U.S., since they're rather hard to find in the U.S., and expensive too. I just wanted to report that MEGA STEs in Germany do seem to have universal auto-switching power supplies. The power specs on the case bottom say it'll work on 110 or 220V power 50 or 60 Hz, and now that my German MEGA STE has arrived in Texas I can confirm that it powers up and works just fine!

The postal service was unkind to the package however (or you can blame me for not padding it properly on all sides before shipping it). As a result, one of the corners of the Atari case got a bit crushed. I spent some time trying to superglue it back together, but the plastic not only cracked but also got bent out of shape so it doesn't fit together properly anymore. It's only a small problem: the cracked area is just the triangle about a half-centimeter wide and 1.5 centimeters deep on the left front corner. But it's annoying, because part of the appeal of the MEGA STE for me is its cool case design.

You know how if you have a small hole in a wall you can fill it with Spackle to fix it? I'm wondering if there's something like that which would work on plastics. I would just need to sand down the parts that now stick out a little bit, and fill in the cracks with some kind of liquid plastic / glue goo. I don't know what I'm talking about. Anybody have any ideas? I don't even care if the color doesn't match the case, because I'm interested in painting the case eventually.... which is a whole 'nother thread in itself, I'm sure.

8292. Atari MEGA STE floppy power cable orientation

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 21:29:19 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-5A9D0C.15291729102006@news-fe-01.texas.rr.com>
Source record: 7019

I took apart my "new" MEGA STE case to see what it was like, and disconnected the power cable from the floppy drive in the process. When trying to reassemble, I discovered that the cable would physically fit in either orientation, and now I'm afraid to reconnect it for fear I'll do it the wrong way and blow it up. Can somebody with a MEGA STE confirm the correct way that the cable is supposed to attach? Thanks so much.

8293. Re: GFA Basic in emulation?

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 22:12:09 UTC
From: Tony Belding <zobeid@techie.com>
Message-ID: <20061029161209168 07-zobeid@techiecom>
Source record: 7020

On 2006-10-29 08:04:04 -0600, Rein <dziewon@xs4all.nl> said:

> Let Tony contact me about the GFA files he needs

Thank you for the offer!

It is not needed anymore, since I found the files on a magazine disk.

--
Tony Belding, Hamilton Texas

8294. Re: Atari MEGA STE case repair

Newsgroup: comp.sys.atari.st
Date: 2006-10-29 22:41:00 UTC
From: Tim <timwm@pgtc.net>
Message-ID: <5dWdnUU_H45RsdjYnZ2dnUVZ_tydnZ2d@pgtc.com>
Source record: 7021

Ryan wrote:
> Hi all. You may recall that a couple months ago I was asking whether any
> Atari MEGA STE came with a universal power supply, because I wanted to
> buy one in Germany and ship it to the U.S., since they're rather hard to
> find in the U.S., and expensive too. I just wanted to report that MEGA
> STEs in Germany do seem to have universal auto-switching power supplies.
> The power specs on the case bottom say it'll work on 110 or 220V power
> 50 or 60 Hz, and now that my German MEGA STE has arrived in Texas I can
> confirm that it powers up and works just fine!
>
> The postal service was unkind to the package however (or you can blame
> me for not padding it properly on all sides before shipping it). As a
> result, one of the corners of the Atari case got a bit crushed. I spent
> some time trying to superglue it back together, but the plastic not only
> cracked but also got bent out of shape so it doesn't fit together
> properly anymore. It's only a small problem: the cracked area is just
> the triangle about a half-centimeter wide and 1.5 centimeters deep on
> the left front corner. But it's annoying, because part of the appeal of
> the MEGA STE for me is its cool case design.
>
> You know how if you have a small hole in a wall you can fill it with
> Spackle to fix it? I'm wondering if there's something like that which
> would work on plastics. I would just need to sand down the parts that
> now stick out a little bit, and fill in the cracks with some kind of
> liquid plastic / glue goo. I don't know what I'm talking about. Anybody
> have any ideas? I don't even care if the color doesn't match the case,
> because I'm interested in painting the case eventually.... which is a
> whole 'nother thread in itself, I'm sure.

I used JB Weld to repair the broken plastic shaft of an Oscilloscope
knob. If you try JB Weld I would suggest the fast drying stuff, both
have a tendency to ooze before they set. Auto body filler may work, it
will stay where you put it until it sets.

8295. Re: Atari MEGA STE floppy power cable orientation

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 00:02:43 UTC
From: miro.kropacek@gmail.com
Message-ID: <1162166563.021967.168500@h48g2000cwc.googlegroups.com>
Source record: 7022

> in either orientation, and now I'm afraid to reconnect it for fear I'll
> do it the wrong way and blow it up. Can somebody with a MEGA STE confirm
> the correct way that the cable is supposed to attach? Thanks so much.
no need to fear. you can't damage it by connecting to opposite side, it
wont work and that's all. tested for about 10 times ;-)

8296. Cleveland Area Atari People

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 00:48:20 UTC
From: Charles <cabacon@cox.net>
Message-ID: <6Yb1h.5424$2A4.3268@newsfe24.lga>
Source record: 7023

If your from the Cleveland, Ohio are and are into Atari;s Let me know. I want to try to get everyone together sometime to trade, and hang out.

8297. Re: Atari MEGA STE case repair

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 08:16:45 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1162196205.206239.227630@i42g2000cwa.googlegroups.com>
Source record: 7024

There is a product called "Repair Express" from Pattex. It is like
plasticine, but when it dries out it became hard. You can paint, drill,
furbish etc..

Ryan wrote:
> Hi all. You may recall that a couple months ago I was asking whether any
> Atari MEGA STE came with a universal power supply, because I wanted to
> buy one in Germany and ship it to the U.S., since they're rather hard to
> find in the U.S., and expensive too. I just wanted to report that MEGA
> STEs in Germany do seem to have universal auto-switching power supplies.
> The power specs on the case bottom say it'll work on 110 or 220V power
> 50 or 60 Hz, and now that my German MEGA STE has arrived in Texas I can
> confirm that it powers up and works just fine!
>
> The postal service was unkind to the package however (or you can blame
> me for not padding it properly on all sides before shipping it). As a
> result, one of the corners of the Atari case got a bit crushed. I spent
> some time trying to superglue it back together, but the plastic not only
> cracked but also got bent out of shape so it doesn't fit together
> properly anymore. It's only a small problem: the cracked area is just
> the triangle about a half-centimeter wide and 1.5 centimeters deep on
> the left front corner. But it's annoying, because part of the appeal of
> the MEGA STE for me is its cool case design.
>
> You know how if you have a small hole in a wall you can fill it with
> Spackle to fix it? I'm wondering if there's something like that which
> would work on plastics. I would just need to sand down the parts that
> now stick out a little bit, and fill in the cracks with some kind of
> liquid plastic / glue goo. I don't know what I'm talking about. Anybody
> have any ideas? I don't even care if the color doesn't match the case,
> because I'm interested in painting the case eventually.... which is a
> whole 'nother thread in itself, I'm sure.

8298. Re: Atari Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 12:29:46 UTC
From: John <jsb@_NOSPAM_jsbrl.f9.co.uk>
Message-ID: <4545f04b$0$8722$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 7025

Thanks for the many enquiries.

It's all now gone.

"John" <jsb@_NOSPAM_jsbrl.f9.co.uk> wrote in message
news:453a27d1$0$8740$ed2619ec@ptn-nntp-reader02.plus.net...
> Hi
>
> my Atari collection is up for sale! I haven't touched it in years so no
> guarantees but it did all work last time I used it.
>
> There are two conditions:
> 1 - you collect and,
> 2 - you take everything !
>
> Email me with firm offers to jsb - at - jsbrl - dot - f9 - dot - co -
> dot - uk
>
> Here goes:
>
> falcon in CLAB MKX case 14M RAM + AB040
> falcon mostly rehoused into tower, 14M RAM
> spare AB040 card
> 2 tt-style keyboards
> best trackball
> external scsi cases
> PowerUp2
> Eclipse PCI adapter + video card
> scsi zip drive
> EtherNEC
>
> loads of software(with manuals + key where appropriate) including
> N.AES
> XBoot
> Lattice C5.6
> Devpac 3
> Diamond Back 2/3
> Imagecopy 3.5
> CDBackup
> CAB 2.5
> HD Driver 7
> Papyrus 5
> Kobold
> NVDI
> Quill

> Tabby
> Diamond Edge
> NeoDesk 3/4
> NeoDesk CLI
> Obsession
> Substation
> Extendos Gold
> CDWriter+
> Geneva
> TrueImage
> TruePaint
> HisoftC Interpreter
>
> Books:
> Modern Atari System Software
> The Atari Compendium
> Programming the 68000
> Computes Technical Reference Guide Volumes 1, 2 & 3
>
> + more - I got bored at this point ;-)
>

8299. Atari Online News, Etc. #08-43

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 13:25:02 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1162214702.508805.92790@m7g2000cwm.googlegroups.com>
Source record: 7026

```
A-ONE #0843 10/27/06

~ Limbo: Low Bid Auction ~ People Are Talking! ~ HYP View Is
Updated!
~ New Chip Cooling Tech! ~ Blind Web Surfers Sue! ~ Vista Coupon
Plan!
~ PS3 Details Unveiled! ~ Yahoo Bookmark Sharing ~ mmSAP 1.3 Is Out
~ Veeker Photo Sharing! ~ Spamhaus Gets Reprieve ~ Politics A
Fantasy!

-* Return of Web Browswer Wars! *-
-* Oracle To Offer Support for Red Hat *-
-* Cyberspace Plays Huge Role In US Elections *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj&atarinews&org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

8300. atari mice

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 15:07:05 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1162220825.315918.143190@f16g2000cwb.googlegroups.com>
Source record: 7027

will an amiga mouse work on the atari 1040st? if not and you have one
for sale (original will do fine) please let me klnow.

thanks james portsmouth virginia USA

8301. Re: Atari MEGA STE floppy power cable orientation

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 17:11:11 UTC
From: Mark D <mducksub@aosodokawatari-source.com>
Message-ID: <-MGdnazZR5-yr9vYnZ2dnUVZ_uidnZ2d@speakeasy.net>
Source record: 7028

On Sun, 29 Oct 2006 21:29:19 +0000, Ryan wrote:

> I took apart my "new" MEGA STE case to see what it was like, and
> disconnected the power cable from the floppy drive in the process. When
> trying to reassemble, I discovered that the cable would physically fit
> in either orientation, and now I'm afraid to reconnect it for fear I'll
> do it the wrong way and blow it up. Can somebody with a MEGA STE confirm
> the correct way that the cable is supposed to attach? Thanks so much.

hrmm.. You said power cable and not data cable. Don't plug it in the
wrong way or you'll fry the drive. Done it once :-P The power connector
should have an indentation on one of the sides and a linear bump on the
other side offset near the middle. The bump side goes up, the indentation
side goes down.

Thanks,
mark

8302. Re: atari mice

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 20:52:44 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <xPudnX9Gj8iN-9vYRVnyiA@pipex.net>
Source record: 7029

"jimmie" <james_23703@yahoo.com> wrote in message
news:1162220825.315918.143190@f16g2000cwb.googlegroups.com...
> will an amiga mouse work on the atari 1040st? if not and you have one
> for sale (original will do fine) please let me klnow.
>
> thanks james portsmouth virginia USA
>

You need PeST! Ditch the old mice and use a PS2 one instead ;-)

Chris

8303. Re: TOS404 / Radeon

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 22:20:40 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <45467ab8.0@entanet>
Source record: 7030

On 26 Oct 2006 02:26:22 , "PeP" wrote:

>> Well various vesions of doom have run to varying degrees. The sound has been
>> the biggest problem. There seem to be keyboard problems in the last release.
>
>I have the same problems on the Hades. Are there any public programming
>docs for the Milan?
>
I do very little programming on the Atari and nothing that would be Milan
specific so I don't know what sort of docs are out there.

Peter S

8304. Re: atari mice

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 22:20:40 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <45467ab8.1@entanet>
Source record: 7031

On 30 Oct 2006 07:07:05 , "jimmie" wrote:
>will an amiga mouse work on the atari 1040st? if not and you have one
>for sale (original will do fine) please let me klnow.
>
>thanks james portsmouth virginia USA
>
The Mouse on my St has an Amiga/Atari switch on the bottom. I think it
swaps two of the wires in the 9pin connector but it may be more complicated
than that.

Peter

8305. Re: MagiC demo version?

Newsgroup: comp.sys.atari.st
Date: 2006-10-30 23:42:15 UTC
From: Saxer <saxer77@hotmail.com>
Message-ID: <4uqjgvxlj2ct$.k4tvtae1iqt0.dlg@40tude.net>
Source record: 7032

Am Fri, 27 Oct 2006 13:41:49 +0200 schrieb Philipp Reichmuth:

> Path: news.ndhu.edu.tw!news.ntu.edu.tw!Spring.edu.tw!news.nctu.edu.tw!newsfeed.media.kyo
to-u.ac.jp!newsfeed.icl.net!newsfeed.fjserv.net!newsfeed.cw.net!cw.net!news-FFM2.ecrc.de!f
u-berlin.de!uni-berlin.de!individual.net!not-for-mail
> From: Philipp Reichmuth <reichmuth@web.de.invalid>
> Newsgroups: comp.sys.atari.st
> Subject: MagiC demo version?
> Date: Fri, 27 Oct 2006 13:41:49 +0200
> Lines: 12
> Message-ID: <4qe9jsFmjtegU3@individual.net>
> Mime-Version: 1.0
> Content-Type: text/plain; charset=UTF-8; format=flowed
> Content-Transfer-Encoding: 7bit
> X-Trace: individual.net fF41oaajRABvtEO2flBXXgGoa6A8TIj1saq/eVYFyhZ/h6gZeK
> User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; de; rv:1.8.0.7) Gecko/20060909
Thunderbird/1.5.0.7 Mnenhy/0.7.4.666
> Xref: news.ndhu.edu.tw comp.sys.atari.st:2491
>
> Hi,
>
> is there a demo version of MagiC around? I wanted to try getting it to
> run under ARAnyM, and I don't want to have to buy the full version. I
> seem to recall there used to be a demo version during MagiX!/MagiC 2
> times, but obviously it's not around anymore. Does anyone have a demo
> version?
>
> Philipp

Hi Philipp,

look at this Link:
http://www.application-systems.de/atari/produktefuratari.html

ciao Saxer

8306. Re: MagiC demo version?

Newsgroup: comp.sys.atari.st
Date: 2006-10-31 07:03:31 UTC
From: Philipp Reichmuth <reichmuth@web.de.invalid>
Message-ID: <4qoaq3Fnp831U1@individual.net>
Source record: 7033

Hi,

Saxer schrieb:
> look at this Link:
> http://www.application-systems.de/atari/produktefuratari.html

That's the Application Systems Heidelberg homepage. No demo there. The only demo available there is MagiC PC (and, incidentally, that doesn't run under ARAnyM but gives four bombs)

Philipp
--
For contacting me via e-mail, please remove ".invalid" from my From: address.

8307. Milan coding docs

Newsgroup: comp.sys.atari.st
Date: 2006-10-31 08:28:04 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1162283284.180729.203840@e64g2000cwd.googlegroups.com>
Source record: 7034

Howdy,

Are there any public development docs for the Milan? If so - where can
I find them?

Thx,

-- Peter

8308. Phoenix's mainboard on Allegro...

Newsgroup: comp.sys.atari.st
Date: 2006-10-31 08:44:06 UTC
From: Cyprian <cyprian@pyorrhoea.org>
Message-ID: <1162284246.330590.149920@b28g2000cwb.googlegroups.com>
Source record: 7035

Could it be a real mainboard or fake?

http://allegro.pl/item137764461_plyta_glowna_phoenix.html

Regards
Cyprian

8309. Re: Phoenix's mainboard on Allegro...

Newsgroup: comp.sys.atari.st
Date: 2006-10-31 09:06:04 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <454711f9$0$5889$426a74cc@news.free.fr>
Source record: 7036

I just received an email from a polish guy to inform me of that !
I'm very surprised and here is the answer I sent to him.
If somebody can help to know more about this strang story, I will very appreciate...
I keep hope to to get one day this motherboard and put it on my office's wall ;-)

I do not understand polish but the photo is the photo of the only one prototype of the Phenix, sure !

I'm very surprised to see this !

But I have not the Phenix mb since 2000 !
It was let in the CENTEK company I left !
My associates get the mb !
I do not know what they did with after !
I never heart news from the mb from them after, as I never get news from them too. I just know they stop activities on atari and continu programming some project on PC....
The company was in a bad financial status and it is sure it was closed in 2001 or 2002....
After no news at all from CENTEK and the Phenix mb !

YOU can speak POLISH with that guy, so ask him from where he get the mb !

I'm ready to buy it to get it here on my wall, because it is ME that designed and assembled it....
I always think one day I may get it, but let me know if this announce is serious or not....

Thanks a lot !

Regards

"Cyprian" <cyprian@pyorrhoea.org> a crit dans le message de news:
1162284246.330590.149920@b28g2000cwb.googlegroups.com...
> Could it be a real mainboard or fake?
>
> http://allegro.pl/item137764461_plyta_glowna_phoenix.html
>
> Regards
> Cyprian
>

8310. Re: Milan coding docs

Newsgroup: comp.sys.atari.st
Date: 2006-10-31 12:43:21 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <454744e9$0$30324$9b4e6d93@newsspool1.arcor-online.net>
Source record: 7037

Hi!

> Are there any public development docs for the Milan? If so - where can
> I find them?

Not sure if my Milan-Help-Site can help you, but check it out:

http://der-ingo.de/en/milanhelp/index.html

Go to "Download" and check out the various documents there. Maybe there
is something among it that may help you?

What exactly are you looking for? Maybe we can ask Uwe Schneider and/or
Michael Schwingen directly.

Cheers, Ingo =;->

8311. Re: MagiC demo version?

Newsgroup: comp.sys.atari.st
Date: 2006-10-31 13:23:12 UTC
From: Saxer <saxer77@hotmail.com>
Message-ID: <1wxykjvsfb6j5$.1vvrl0ez4yv4g.dlg@40tude.net>
Source record: 7038

Am Tue, 31 Oct 2006 08:03:31 +0100 schrieb Philipp Reichmuth:

> The only demo available there is MagiC PC (and, incidentally, that doesn't
> run under ARAnyM but gives four bombs)
>
> Philipp

Yes, this is a demo for win-pc's not for TOS-machines!

Saxer

8312. Re: MagiC demo version?

Newsgroup: comp.sys.atari.st
Date: 2006-10-31 15:40:08 UTC
From: Philipp Reichmuth <reichmuth@web.de.invalid>
Message-ID: <4qp92pFo4520U1@individual.net>
Source record: 7039

Saxer schrieb:
> Am Tue, 31 Oct 2006 08:03:31 +0100 schrieb Philipp Reichmuth:
>
>> The only demo available there is MagiC PC (and, incidentally, that doesn't
>> run under ARAnyM but gives four bombs)
>>
>> Philipp
>
> Yes, this is a demo for win-pc's not for TOS-machines!

Under Gemulator 2000, the Atari part of the MagiC PC demo apparently
runs. So I thought it maybe runs under ARAnyM, too. Apparently this is
not the case.

Philipp
--
For contacting me via e-mail, please remove ".invalid" from my From:
address.

8313. Re: atari mice

Newsgroup: comp.sys.atari.st
Date: 2006-10-31 17:16:12 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1162314972.626254.71130@e3g2000cwe.googlegroups.com>
Source record: 7040

On Oct 30, 11:20 pm, peterslegg@===ANTI-SPAM===scubadivers.co.uk
(Peter Slegg) wrote:
> On 30 Oct 2006 07:07:05 , "jimmie" wrote:>will an amiga mouse work on the atari 1040st?
if not and you have one
> >for sale (original will do fine) please let me klnow.
>
> >thanks james portsmouth virginia USAThe Mouse on my St has an Amiga/Atari switch on the
bottom. I think it
> swaps two of the wires in the 9pin connector but it may be more complicated
> than that.

Nope, you are correct, it's a simple case of swapping two wires.
Probably easier to do where the cable meets the mouses circuit board.

8314. Re: atari mice

Newsgroup: comp.sys.atari.st
Date: 2006-10-31 18:55:40 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1162320940.241678.120780@h48g2000cwc.googlegroups.com>
Source record: 7041

Coda wrote:
> On Oct 30, 11:20 pm, peterslegg@===ANTI-SPAM===scubadivers.co.uk
> (Peter Slegg) wrote:
> > On 30 Oct 2006 07:07:05 , "jimmie" wrote:>will an amiga mouse work on the atari 1040st? if not and you have one
> > >for sale (original will do fine) please let me klnow.
> >
> > >thanks james portsmouth virginia USAThe Mouse on my St has an Amiga/Atari switch on the bottom. I think it
> > swaps two of the wires in the 9pin connector but it may be more complicated
> > than that.
>
> Nope, you are correct, it's a simple case of swapping two wires.
> Probably easier to do where the cable meets the mouses circuit board.

8315. Re: OS/PS3

Newsgroup: comp.sys.atari.st
Date: 2006-10-31 23:49:06 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <72555$4547e0f3$1884f86b$17394@news.chello.nl>
Source record: 7042

Francois LE COAT wrote:
> Hi,
>
> We know now, the Operating System that will be present on
> the next PlayStation3 multimedia platform :
>
> <http://www.terrasoftsolutions.com/products/ydl/delivery.shtml>
>
> The window manager will be Enlightenment - E17.
>
> Stay tuned :)
>

Might be a reason for me (not a game player) to buy one.

A novel processor design running open software.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

8316. Re: MagiC demo version?

Newsgroup: comp.sys.atari.st
Date: 2006-11-01 01:02:22 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <_rOdnfoB57CIsdTYRVnyiQ@eclipse.net.uk>
Source record: 7045

"Philipp Reichmuth" <reichmuth@web.de.invalid> wrote in message
news:4qp92pFo4520U1@individual.net...
> Saxer schrieb:
> > Am Tue, 31 Oct 2006 08:03:31 +0100 schrieb Philipp Reichmuth:
> >
> >> The only demo available there is MagiC PC (and, incidentally, that
doesn't
> >> run under ARAnyM but gives four bombs)
> >>
> >> Philipp
> >
> > Yes, this is a demo for win-pc's not for TOS-machines!
>
> Under Gemulator 2000, the Atari part of the MagiC PC demo apparently
> runs. So I thought it maybe runs under ARAnyM, too. Apparently this is
> not the case.
>

As far as I can tell its only old versions that work. I can't get either of
my 5, 6 or 6.2 versions to work under gemulator...

> Philipp
> --
> For contacting me via e-mail, please remove ".invalid" from my From:
> address.

8317. Re: OS/PS3

Newsgroup: comp.sys.atari.st
Date: 2006-11-01 06:09:39 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45483a23$0$25954$ba4acef3@news.orange.fr>
Source record: 7043

Hi Henk,

Henk Robbers wrote :
> Francois LE COAT wrote:
>> We know now, the Operating System that will be present on
>> the next PlayStation3 multimedia platform :
>>
>> <http://www.terrasoftsolutions.com/products/ydl/delivery.shtml>
>>
>> The window manager will be Enlightenment - E17.
>
> Might be a reason for me (not a game player) to buy one.

An ATARI machine that wouldn't let gamers playing, wouldn't
be a real ATARI platform ;)

> A novel processor design running open software.

The PlayStation3 OS will look like the PSP's one.

Everybody will be able to use a PS3 machine or a PPC Mac as
a devel platform thanks to YDL 5.0 Linux distro available at
mid-November 2006. Yellow Dog Linux distribution is "sponsored"
as a free PlayStation3 devel system by Freescale, IBM and Apple.

YDL 5.0 is installing on a PS3 or a PPC Mac, as an alternative
to the operating systems of Sony and Apple.

I personally have a dual-G4 that I also use to maintain the
MacOSX version of ARAnyM. I'm almost decided to buy a PS3 :)

I just wanted peoples to read about it.

Stay tuned :)

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8318. October 2006 winner, November prize...

Newsgroup: comp.sys.atari.st
Date: 2006-11-01 21:12:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.11.01.21.12.40.576701@charter.net>
Source record: 7044

Greetings everyone!

Here is the lucky and the proud winner of this months prize at The
DarkForce! BBS:

October 2006
1. ST Magazine - Dew-It wins the free 3 mag. subscription

Congratulations to our winner!

Also, here is next months prize:

November 2006
1. ST Magazine - some lucky Atari caller will win a free 3 magazine
subscription.

Good luck to all! :D

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8319. Mega STe Internal SCSI

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 02:50:31 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1162435831.354712.51170@k70g2000cwa.googlegroups.com>
Source record: 7046

Hi all,

I thought I had read somewhere that the internal drive should not have
termination resistors.

Is this true? The Quantum 105S has the term packs on the drive...

Just wondering...

TIA,
Rory

8320. Re: Milan coding docs

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 08:45:37 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1162457137.636636.304740@m73g2000cwd.googlegroups.com>
Source record: 7047

Hi Ingo,

I'm mostly interesting in XBIOS functions related to video. I don't
have a Milan myself though, so I'll need good docs. Couldn't find what
I was looking at your (nice) page, but perhaps I missed it somehow?

regards

-- Peter

Ingo Schmidt wrote:
> Hi!
>
> > Are there any public development docs for the Milan? If so - where can
> > I find them?
>
> Not sure if my Milan-Help-Site can help you, but check it out:
>
> http://der-ingo.de/en/milanhelp/index.html
>
> Go to "Download" and check out the various documents there. Maybe there
> is something among it that may help you?
>
> What exactly are you looking for? Maybe we can ask Uwe Schneider and/or
> Michael Schwingen directly.
>
>
> Cheers, Ingo =;->

8321. WTD MkX case (or parts)

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 14:48:28 UTC
From: cii-2d21@iximail.com
Message-ID: <1162478908.872110.94710@f16g2000cwb.googlegroups.com>
Source record: 7048

Its a long shot I know :) - but I'm rebuilding a Falcon MkX. Various bits are missing including the top part of the case. Anybody with any spare case parts or a complete case, anything really let me know.

Thanks!

Ian.

eai-6359ATGREENiximail.com
(change AT to @, remove GREEN)

8322. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 14:49:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611020646500.12864-100000@onyx.spiritone.com>
Source record: 6899
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8323. FS: BRAND NEW ATARI ST GAMES! $20-$30!

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 14:56:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611020654360.12864-100000@onyx.spiritone.com>
Source record: 6901
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI ST! $20-$30! GAMES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; Alien Syndrome; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Chuck Rock; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental

Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf;

Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8324. Wanted: Atari Mega ST4 & ICD LINKs!

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 14:58:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611020656470.12864-100000@onyx.spiritone.com>
Source record: 6900
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8325. AD: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 15:00:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611020658350.12864-100000@onyx.spiritone.com>
Source record: 6902
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers! A BRAND NEW GAME with purchase this November! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2006!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8326. Re: Milan coding docs

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 18:22:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200611021922.a44069@b.maus.de>
Source record: 6907

> XBIOS functions related to video.

Sorry some parts are in german, maybe someone can translate it.

```
-------------------------------cut-------------------------------
5.18 Setscreen, Milan
=====================

Name: ï¿½set screenï¿½ - initialisiert den Bildschirm.

Opcode: 5

Syntax: void Setscreen( void *par1, void *par2, int16_t rez,
int16_t command );

Description: Diese XBIOS-Routine entspricht der Funktion Setscreen
allerdings mit einem zusï¿½tzlichen Parameter und dient
dazu, Auflï¿½sung und Bildschirmspeicheradressen zu
verï¿½ndern.

Parameter | Meaning
----------+-------------------------
par1 | Je nach Funktion, s.u.
par2 | Je nach Funktion, s.u.
rez | always 0x4D49 (MI_MAGIC)
command | Kommando

Folgende Werte sind fï¿½r command definiert:

CMD_GETMODE (0) Getting current mode

LONG modus;

Setscreen(-1,
&modus,MI_MAGIC,CMD_GETMODE);

CMD_SETMODE (1) Set new graphic mode

LONG modus=0x1023 /* 800*608*16 */
Setscreen(-1,modus,MI_MAGIC,CMD_SETMODE)

BIOS and VDI will be initialised. Not
the AES.

CMD_GETINFO (2) Get screen info structure for mode

SCREENINFO si;
si.size = sizeof(SCREENINFO);
/* Structure size has to be
```

```
set */
si.devID =0x1022;
/* ID of the mode or 0 for
current mode */
si.scrFlags=0;
/* status of the operation */
Setscreen(-1,&si,MI_MAGIC,CMD_GETINFO)
if(si.scrFlags & SCRINFO_OK)
puts("OK");
else
puts("Error");
```

CMD_ALLOCPAGE (3) 2. Allocate screenpage

```
LONG adr=0;
/* Frame address or -1 */
Setscreen(-1,
modus,MI_MAGIC,CMD_ALLOCPAGE);
if(adr)
puts("OK");
else
puts("Error");
```

This only allocates one page. A further
call will only return the frame address.

CMD_FREEPAGE (4) 2. Release screenpage

```
Setscreen(-1,-1,MI_MAGIC,CMD_FREEPAGE)
```

The graphics card memory will be
released again. If the second page had
still been active the call will switch
back to the first page with Logbase and
Physbase set.

CMD_FLIPPAGE (5) Auf 2. Switch screenpage

```
Setscreen(-1,-1,MI_MAGIC,CMD_FLIPPAGE)
```

Will switch to the second screenpage.
Logbase and Physbase will be set.

CMD_ALLOCMEM (6) Allocate memory on the graphics card

```
SCRMEMBLK blk;

blk.size=sizeof(SCRMEMBLK);
blk.blk_y=200;
/* alloc a block of 200 lines*/

Setscreen(-1,&blk,MI_MAGIC,CMD_ALLOCMEM);
if(blk.blk_start)
puts("OK");
```

```
else
puts("Out of memory");
```

The width of the block is currently
always the width of the virtual screen.
For the hardware functions this block
will be like a screen (0,0,blk_w,blk_h),
the coordinates start in the top left
corner (0,0). It will be internally
recalculated.

CMD_FREEMEM (7) Release graphics card memory

```
Setscreen(-1, &blk,MI_MAGIC,CMD_FREEMEM);
```

blk of the block to be released.

CMD_SETADR (8) Set screen to fixed address

```
LONG logbase=blk.blk_start;
/* logical address or -1 */
LONG physbase=blk.blk_start;
/* physical address or -1 */

Setscreen(logbase,
physbase,MI_MAGIC,CMD_SETADR);
```

CMD_ENUMMODES (9) Requests all available modes, since
13.01.2000

```
LONG cdecl enumfunc(SCREENINFO *inf,
LONG flag)
{
printf("%s\n",inf->name);
return ENUMMODE_CONT;
}

Setscreen(-1,
&enumfunc,MI_MAGIC,CMD_ENUMMODES)
```

The function "enumfunc" will be called
once for every available mode.
ENUMMODE_EXIT (0) will cancel
CMD_ENUMMODES. ENUMMODE_CONT (1) will
continue. The parameters are handed over
to the stack using the C standard.

Return Value: Return value undefined.

Group: Bildschirmfunktionen

Availability: Die Funktion ist ab dem MilanTOS 4.08 verfï¿½gbar.

```
--------------------------------cut--------------------------------
/* scrFlags */
#define SCRINFO_OK 1
```

```
/* scrClut */
#define NO_CLUT 0
#define HARD_CLUT 1
#define SOFT_CLUT 2

/* scrFormat */
#define INTERLEAVE_PLANES 0
#define STANDARD_PLANES 1
#define PACKEDPIX_PLANES 2

/* bitFlags */
#define STANDARD_BITS 1
#define FALCON_BITS 2
#define INTEL_BITS 8

typedef struct screeninfo
{
LONG size; /* Size of structur */
LONG devID; /* device id number */
BYTE name[64]; /* Friendly name of Screen */
LONG scrFlags; /* some Flags */
LONG frameadr; /* Adress of framebuffer */
LONG scrHeight; /* visible X res */
LONG scrWidth; /* visible Y res */
LONG virtHeight; /* virtual X res */
LONG virtWidth; /* virtual Y res */
LONG scrPlanes; /* color Planes */
LONG scrColors; /* # of colors */
LONG lineWrap; /* # of Bytes to next line */
LONG planeWarp; /* # of Bytes to next plane */
LONG scrFormat; /* screen Format */
LONG scrClut; /* type of clut */
LONG redBits; /* Mask of Red Bits */
LONG greenBits; /* Mask of Green Bits */
LONG blueBits; /* Mask of Blue Bits */
LONG alphaBits; /* Mask of Alpha Bits */
LONG genlockBits; /* Mask of Genlock Bits */
LONG unusedBits; /* Mask of unused Bits */
LONG bitFlags; /* Bits organisation flags */
LONG maxmem; /* max. memory in this mode */
LONG pagemem; /* needed memory for one page */
LONG max_x; /* max. possible width */
LONG max_y; /* max. possible heigth */
}SCREENINFO;

------------------------------cut-------------------------------
#define BLK_ERR 0
#define BLK_OK 1
#define BLK_CLEARED 2

typedef struct _scrblk
{
LONG size; /* size of strukture */
```

```
LONG blk_status; /* status bits of blk */
LONG blk_start; /* Start Adress */
LONG blk_len; /* length of memblk */
LONG blk_x; /* x pos in total screen */
LONG blk_y; /* y pos in total screen */
LONG blk_w; /* width */
LONG blk_h; /* height */
LONG blk_wrap; /* width in bytes, ab: 13.01.2000 */
} SCRMEMBLK;
```

See Also: Setscreen, Milan

LINEA functiones (for information only)

All LineA functions work on the Milan too and use the
hardware functiones if available, otherwise it will be done
via software.

Standard graphic modes

The following screen modes are defined for the low lever driver. The ID numbers
are fixed and won't be changed.
All additional defined modes in MVDI.CNF, which aren't available
from this list recieve ID numbers starting from 0x2000.
These numbers are dynamic and may change after a restart.
If a standard mode is modified in the MVDI.CNF file the
ID number won't change.

```
DevID X-Res Y-Res Bits/Pixel Flags
0x1000 640 400 1 INTERLEAVE
0x1001 640 400 8 PIXPACKED
0x1002 640 400 15 PIXPACKED
0x1003 640 400 16 PIXPACKED
0x1004 640 400 32 PIXPACKED
0x1010 640 480 1 INTERLEAVE
0x1011 640 480 8 PIXPACKED
0x1012 640 480 15 PIXPACKED
0x1013 640 480 16 PIXPACKED
0x1014 640 480 32 PIXPACKED
0x1020 800 608 1 INTERLEAVE
0x1021 800 608 8 PIXPACKED
0x1022 800 608 15 PIXPACKED
0x1023 800 608 16 PIXPACKED
0x1024 800 608 32 PIXPACKED
0x1030 1024 768 1 INTERLEAVE
0x1031 1024 768 8 PIXPACKED
0x1032 1024 768 15 PIXPACKED
0x1033 1024 768 16 PIXPACKED
0x1034 1024 768 32 PIXPACKED
0x1040 1152 864 1 INTERLEAVE
```

```
0x1041 1152 864 8 PIXPACKED
0x1043 1152 864 15 PIXPACKED
0x1043 1152 864 16 PIXPACKED
0x1044 1152 864 32 PIXPACKED
0x1050 1280 1024 1 INTERLEAVED
0x1051 1280 1024 8 PIXPACKED
0x1052 1280 1024 15 PIXPACKED
0x1053 1280 1024 16 PIXPACKED
0x1054 1280 1024 32 PIXPACKED
0x1060 1600 1200 1 INTERLEAVED
0x1061 1600 1200 8 PIXPACKED
0x1062 1600 1200 15 PIXPACKED
0x1063 1600 1200 16 PIXPACKED
0x1064 1600 1200 32 PIXPACKED
-------------------------------cut-------------------------------
```

I never test this function.

Gerhard

8327. Re: Milan coding docs

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 18:55:13 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pan.2006.11.02.18.55.12.490143@caramail-NOSPAM.com>
Source record: 6903

Le Thu, 02 Nov 2006 00:45:37 -0800, PeP a ï¿œcritï¿œ:

> I'm mostly interesting in XBIOS functions related to video. I don't
> have a Milan myself though, so I'll need good docs. Couldn't find what
> I was looking at your (nice) page, but perhaps I missed it somehow?

Someone sent them to me a while ago, but did not get usable results.
I can mail it to you if your mail address is correct. I will also
send them to http://dev-docs.atariforge.org/

--
Patrice Mandin
WWW: http://pmandin.atari.org/
Programmeur Linux, Atari
Spï¿œcialitï¿œ: Dï¿œveloppement, jeux

8328. Atari icons for MacOSX?

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 20:55:52 UTC
From: "no-spam2@lycos.com" <no-spam2@lycos.com>
Message-ID: <1162500952.731746.285500@m7g2000cwm.googlegroups.com>
Source record: 6904

Where can I find icons (folders and files) with the Atari logo etc. for use within MacOSX?
I could need some nice icons for those Atari emulators (ARAnyM, Hatari etc.)

8329. Re: Mega STe Internal SCSI

Newsgroup: comp.sys.atari.st
Date: 2006-11-02 23:58:05 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <us0lk2dloot80st38ck19fp7bafka049ap@4ax.com>
Source record: 6905

On 1 Nov 2006 18:50:31 -0800, Rory.A.McMahon@gmail.com wrote:
>
>I thought I had read somewhere that the internal drive should not have
>termination resistors.
>
>Is this true? The Quantum 105S has the term packs on the drive...
>

IIRC, the internal drive on a Mega is connected via an internal host adapter. So there is only one drive on the SCSI bus. So, assuming the host adapter conforms to the SCSI spec, there should be terminators on the host adaptor and on the drive. The bus itself is not very long, so even if the host adapter is conformant, you may well be able to get away with only one set of terminators (on the adapter). But the spec says there ought to be terminators on both.

Unless it's broken, my advice is not to try to fix it :-)

Roger

8330. wtb atari mouse

Newsgroup: comp.sys.atari.st
Date: 2006-11-03 00:06:06 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1162512366.066763.124310@i42g2000cwa.googlegroups.com>
Source record: 6906

i still need a mouse for my st. several dealers contacted me, rather
keep it to private parties

if you have one, that works good, new or used (probably only used)
please advise your asking price.

i am in the usa

james portsmouth va

8331. Drivers for SupraDrive 20MB ?

Newsgroup: comp.sys.atari.st
Date: 2006-11-03 10:02:19 UTC
From: cii-2d21@iximail.com
Message-ID: <1162548139.452858.73620@k70g2000cwa.googlegroups.com>
Source record: 6908

I recently dug out a couple of SupraDrive units (20MB) which appear to be working OK (disks spin up etc). These have a DMA connector, and what looks like a through SCSI connector on the back too. The disk is labelled on the front 'Atari Hard Disk' so this is definitely the Atari version of the disk.

I cant seem to get these running with regular HD Driver - does anyone have the original driver for this disk unit?

Thanks

Ian.

eai-6359ATGREENiximail.com
(change AT to @ remove GREEN)

8332. Re: Drivers for SupraDrive 20MB ?

Newsgroup: comp.sys.atari.st
Date: 2006-11-03 13:33:20 UTC
From: cii-2d21@iximail.com
Message-ID: <1162560799.702116.77710@e3g2000cwe.googlegroups.com>
Source record: 6909

Found them - the disk was burried amongst a huge pile of Atari stuff :)

Thanks

Ian.

cii-2d21@iximail.com wrote:
> I recently dug out a couple of SupraDrive units (20MB) which appear to
> be working OK (disks spin up etc). These have a DMA connector, and what
> looks like a through SCSI connector on the back too. The disk is
> labelled on the front 'Atari Hard Disk' so this is definitely the Atari
> version of the disk.
>
> I cant seem to get these running with regular HD Driver - does anyone
> have the original driver for this disk unit?
>
> Thanks
>
> Ian.
>
> eai-6359ATGREENiximail.com
> (change AT to @ remove GREEN)

8333. Re: Mega STe Internal SCSI

Newsgroup: comp.sys.atari.st
Date: 2006-11-03 18:31:56 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1162578716.553832.37740@f16g2000cwb.googlegroups.com>
Source record: 6910

On Nov 3, 12:58 am, Roger Burrows <sergeantvi...@yahoo.ca> wrote:
> On 1 Nov 2006 18:50:31 -0800, Rory.A.McMa...@gmail.com wrote:
>
>
>
> >I thought I had read somewhere that the internal drive should not have
> >termination resistors.
>
> >Is this true? The Quantum 105S has the term packs on the drive...IIRC, the internal drive on a Mega is connected via an internal host
> adapter. So there is only one drive on the SCSI bus. So, assuming the
> host adapter conforms to the SCSI spec, there should be terminators on
> the host adaptor and on the drive. The bus itself is not very long, so
> even if the host adapter is conformant, you may well be able to get away
> with only one set of terminators (on the adapter). But the spec says
> there ought to be terminators on both.
>
> Unless it's broken, my advice is not to try to fix it :-)

I agree, this is true according to SCSI specs, but since when did Atari conform to the specs? ;-)

We are supposed remove the term resistors off the drive, as the resistors place extra load the bus, and the cable is supposed to be too short to allow meaningful reflections anyway. (I think this info is in the DOIT archive).

8334. Re: Atari icons for MacOSX?

Newsgroup: comp.sys.atari.st
Date: 2006-11-03 18:36:28 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1162578988.492286.314690@m73g2000cwd.googlegroups.com>
Source record: 6911

On Nov 2, 9:55 pm, "no-sp...@lycos.com" <no-sp...@lycos.com> wrote:
> Where can I find icons (folders and files) with the Atari logo etc. for
> use within MacOSX?
> I could need some nice icons for those Atari emulators (ARAnyM, Hatari
> etc.)

I have a few. I used Icon Machine or Iconographer to integrate them
into OSX. Send me an email and I'll zip em up for you.

8335. WTB: 1040 ste or mega 1/2/4

Newsgroup: comp.sys.atari.st
Date: 2006-11-03 23:33:11 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1162596791.400334.62810@e3g2000cwe.googlegroups.com>
Source record: 6912

you got one of either give me your price please and thanks
usa sales only please

james portsmouth va

8336. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-11-04 11:09:15 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <454c74db_3@x-privat.org>
Source record: 6913

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Anonymous uploads to the incoming dir is possible again.

**utilities**

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera385b.zip
(303.578 bytes): Tera Desktop (TeraDesk) is a replacement for the ST,
STE, TT or Falcon desktop. It provides more facilities than the
built-in TOS desktops. TeraDesk is currently the only open-souce
desktop available for 16-bit and 32-bit Atari computers.

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

8337. Atari Online News, Etc. #08-44

Newsgroup: comp.sys.atari.st
Date: 2006-11-05 13:14:06 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1162732446.248133.95970@b28g2000cwb.googlegroups.com>
Source record: 6914

A-ONE #0844 11/03/06

~ Global Internet Forum! ~ People Are Talking! ~ Kazaa Deal
Reached!
~ Office Live Next Month ~ Explosion At PayPal HQ ~ PS3 Preorder
Scams!
~ New TeraDesk Released! ~ Sexist Urinals On eBay!~ Google Ad Sales
Soar!
~ First $100 Laptops Due ~ Web GOP Outnumber Dems ~ Nintendo Woos
AARP!

-* Too Much English On The Web? *-
-* Seagate Built-In Encryption Drives! *-
-* MacIT Convention Returns To MacWorld Expo! *-

--- ---
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj+atarinews+org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org

8338. TT diagnostic cartridge

Newsgroup: comp.sys.atari.st
Date: 2006-11-05 14:39:35 UTC
From: Jo Vandeweghe <Sacco&Wanzetti@schtroumf.be>
Message-ID: <Pt6dnc-D35g6atDYnZ2dnUVZ8tadnZ2d@scarlet.biz>
Source record: 6915
Cross-posted to: comp.sys.atari.st,comp.sys.atari,comp.sys.atari.st.tech,fr.comp.sys.atari

Hi,

I always have a TT diagnostic cartridge which I almost never used ...
If you are interested please contact me.

Bonjour,

J'ai toujours une cartouche de diagnostic pour TT qui n'a ï¿½tï¿½ utilisï¿½e
qu'une seule fois ...
Si vous ï¿½tes intï¿½ressï¿½, contactez-moi.

d i p c h i n g arobase s c a r l e t dot b e

http://home.scarlet.be/dipching.drulkhor/

8339. Re: TT diagnostic cartridge

Newsgroup: comp.sys.atari.st
Date: 2006-11-05 21:40:33 UTC
From: vlg@o2.pl
Message-ID: <1162762833.377056.115980@i42g2000cwa.googlegroups.com>
Source record: 6916

Jo Vandeweghe wrote:
> Hi,
>
> I always have a TT diagnostic cartridge which I almost never used ...
> If you are interested please contact me.
>

Hello im interested very very much, it will be very useful for me..
greetz
pawel Kaznowski
AGO Systems

8340. What is this accelerator?

Newsgroup: comp.sys.atari.st
Date: 2006-11-06 10:25:59 UTC
From: cii-2d21@iximail.com
Message-ID: <1162808759.142187.148490@i42g2000cwa.googlegroups.com>
Source record: 6917

I'm having some trouble identifying an 'accelerator' mod on a Falcon MB. This appears to be a clock booster for the bus etc and is a green module (sealed) with several wires. There is also two wires attached to an LED. There are no labels on the unit which is about 3" by 1" in size and its stuck to the MB. Any idea what this might be? It must work OK as the Falcon boots normally, but I'm guessing there is a driver required to turn the accelerator on?

Cheers

Ian.

8341. Re: Atari icons for MacOSX?

Newsgroup: comp.sys.atari.st
Date: 2006-11-06 13:40:40 UTC
From: "no-spam2@lycos.com" <no-spam2@lycos.com>
Message-ID: <1162820440.607645.102980@k70g2000cwa.googlegroups.com>
Source record: 6918

Coda wrote:
> On Nov 2, 9:55 pm, "no-sp...@lycos.com" <no-sp...@lycos.com> wrote:
> > Where can I find icons (folders and files) with the Atari logo etc. for
> > use within MacOSX?
>
> I have a few. I used Icon Machine or Iconographer to integrate them
> into OSX. Send me an email and I'll zip em up for you.

Great! I've sent you an email.
But how about uploading those icons somewhere so other people could get
at them as well?

8342. Re: What is this accelerator?

Newsgroup: comp.sys.atari.st
Date: 2006-11-06 16:32:33 UTC
From: Jammer <meva90@yahoo.co.uk>
Message-ID: <4550b42b@news.greennet.net>
Source record: 6919

Hi
I've the same on my Falcon.
Theres also a red LED to the left of the F1 key, is this part of it ?
I was going to post a message on Atari Forum asking if anyone could
help, but haven't got round to it yet.
There must be someone who knows some more about it.
Cheers
Jammer

cii-2d21@iximail.com wrote:
> I'm having some trouble identifying an 'accelerator' mod on a Falcon
> MB. This appears to be a clock booster for the bus etc and is a green
> module (sealed) with several wires. There is also two wires attached to
> an LED. There are no labels on the unit which is about 3" by 1" in size
> and its stuck to the MB. Any idea what this might be? It must work OK
> as the Falcon boots normally, but I'm guessing there is a driver
> required to turn the accelerator on?
>
> Cheers
>
> Ian.
>

8343. Re: What is this accelerator?

Newsgroup: comp.sys.atari.st
Date: 2006-11-06 16:46:00 UTC
From: cii-2d21@iximail.com
Message-ID: <1162831560.856180.16500@i42g2000cwa.googlegroups.com>
Source record: 6920

The LED is actually not visible from outside the case, I guess the
previous owner didnt want to drill the case. It is connected though and
its red. Its actually quite a neat unit compared with some I've seen :)
and is glued to the MB just next to the 68030.

Cheers

Ian.

Jammer wrote:
> Hi
> I've the same on my Falcon.
> Theres also a red LED to the left of the F1 key, is this part of it ?
> I was going to post a message on Atari Forum asking if anyone could
> help, but haven't got round to it yet.
> There must be someone who knows some more about it.
> Cheers
> Jammer
>

8344. Re: What is this accelerator?

Newsgroup: comp.sys.atari.st
Date: 2006-11-06 16:46:50 UTC
From: JamesD <jamesdier@yahoo.co.uk>
Message-ID: <1162831610.178291.55990@b28g2000cwb.googlegroups.com>
Source record: 6921

Sounds like a powerUP2 accelerator, basically a clock doubler, runs the
CPU at 32Mhz.

You put a program in your AUTO folder called powerup2ON.prg (or
similar) to swictch it on and rename the program (substitute OFF for
ON) to switch it off.

Very simple to use although my LED doesn;t work any more on mine the
accelerator is still ok.

Jammer wrote:
> Hi
> I've the same on my Falcon.
> Theres also a red LED to the left of the F1 key, is this part of it ?
> I was going to post a message on Atari Forum asking if anyone could
> help, but haven't got round to it yet.
> There must be someone who knows some more about it.
> Cheers
> Jammer
>
>
> cii-2d21@iximail.com wrote:
> > I'm having some trouble identifying an 'accelerator' mod on a Falcon
> > MB. This appears to be a clock booster for the bus etc and is a green
> > module (sealed) with several wires. There is also two wires attached to
> > an LED. There are no labels on the unit which is about 3" by 1" in size
> > and its stuck to the MB. Any idea what this might be? It must work OK
> > as the Falcon boots normally, but I'm guessing there is a driver
> > required to turn the accelerator on?
> >
> > Cheers
> >
> > Ian.
> >

8345. Re: What is this accelerator?

Newsgroup: comp.sys.atari.st
Date: 2006-11-06 16:47:06 UTC
From: Jammer <meva90@yahoo.co.uk>
Message-ID: <4550b793@news.greennet.net>
Source record: 6922

found out a bit more ....
Looks like its a Power Up or Power Up 2 accelerator that boosts your cpu
from 16Mhz to 32Mhz.
i think it needs a cpx to turn it on, anyone help ?
Jammer

cii-2d21@iximail.com wrote:
> I'm having some trouble identifying an 'accelerator' mod on a Falcon
> MB. This appears to be a clock booster for the bus etc and is a green
> module (sealed) with several wires. There is also two wires attached to
> an LED. There are no labels on the unit which is about 3" by 1" in size
> and its stuck to the MB. Any idea what this might be? It must work OK
> as the Falcon boots normally, but I'm guessing there is a driver
> required to turn the accelerator on?
>
> Cheers
>
> Ian.
>

8346. Re: ST GUILD BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-11-06 17:15:57 UTC
From: Charles <cabacon@cox.net>
Message-ID: <a5K3h.16006$ca2.8092@newsfe14.lga>
Source record: 6923

I really could use more people on the bbs. Even uploaders. I want to try to
get all the files I can for a perm. FTP site.
"Chuck B" <cabacon@cox.net> wrote in message
news:uy61h.205$Jt3.72@newsfe16.lga...
> Everyone who loves the ST Telnet to
>
> telnet://stguild-bbs.dyndns.org/
>
> 2 Gigs Of ST Files, Looking for more. UNLIMITED uploads and Downloads.
>
>
>

8347. Re: What is this accelerator?

Newsgroup: comp.sys.atari.st
Date: 2006-11-06 18:17:54 UTC
From: Jammer <meva90@yahoo.co.uk>
Message-ID: <4550ccdc@news.greennet.net>
Source record: 6924

hi JamesD
Can you email us powerup2ON.prg, I can't find it anywhere on the net.
Cheers
Jammer

JamesD wrote:
> Sounds like a powerUP2 accelerator, basically a clock doubler, runs the
> CPU at 32Mhz.
>
> You put a program in your AUTO folder called powerup2ON.prg (or
> similar) to swictch it on and rename the program (substitute OFF for
> ON) to switch it off.
>
> Very simple to use although my LED doesn;t work any more on mine the
> accelerator is still ok.
>
>
>
> Jammer wrote:
>> Hi
>> I've the same on my Falcon.
>> Theres also a red LED to the left of the F1 key, is this part of it ?
>> I was going to post a message on Atari Forum asking if anyone could
>> help, but haven't got round to it yet.
>> There must be someone who knows some more about it.
>> Cheers
>> Jammer
>>
>>
>> cii-2d21@iximail.com wrote:
>>> I'm having some trouble identifying an 'accelerator' mod on a Falcon
>>> MB. This appears to be a clock booster for the bus etc and is a green
>>> module (sealed) with several wires. There is also two wires attached to
>>> an LED. There are no labels on the unit which is about 3" by 1" in size
>>> and its stuck to the MB. Any idea what this might be? It must work OK
>>> as the Falcon boots normally, but I'm guessing there is a driver
>>> required to turn the accelerator on?
>>>
>>> Cheers
>>>
>>> Ian.
>>>
>

8348. FA Spectre,SupraDrive,Matrix M128 Graphics, Mega ST4, Latice C 5.6, External FD

Newsgroup: comp.sys.atari.st
Date: 2006-11-06 21:45:14 UTC
From: cii-2d21@iximail.com
Message-ID: <1162849514.550103.36720@m73g2000cwd.googlegroups.com>
Source record: 6925

A few Atari items for auction - no reserve on any item.

* SupraDrive Atari HD case, psu and controller (but no SCSI drive).

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&ih=004&item=140050049011

* HiSoft Lattice C 5.6, manuals and disks

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&ih=004&item=140050068080

* Spectre GCR (Mac emulator) including original Apple ROMs

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&ih=004&item=140048484113

* Matrix M128 VME graphics card

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&ih=004&item=140048486057

*External floppy disk and PSU

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&ih=004&item=140048486057

*Atari Mega ST 4, SM125 monitor & UK keyboard

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&ih=004&item=140048465376

No reserve on any item.

8349. FA: Lot of SEALED vintage video games :-)

Newsgroup: comp.sys.atari.st
Date: 2006-11-07 05:22:51 UTC
From: mobm62 <mobm62_member@newsguy.com>
Message-ID: <eip57b0o0o@drn.newsguy.com>
Source record: 6926

Hi everyone,

Just have a look at these beauties :-)

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ200QQsassZmobm62

TIA
mobm62

8350. Re: Milan 040 to 060 and general help ques

Newsgroup: comp.sys.atari.st
Date: 2006-11-07 08:34:29 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4rauolFqdm2jU1@mid.individual.net>
Source record: 6927

In article <k370l2tmpaqjpcclokmsll0dkblirji9ph@4ax.com>,
Rustynutt <rustynutt@dingleberry.net> wrote:
>Recently purchased a Milan 040 main board. I have a couple of XC
>68060's and adapters manufactured by:
>http://www.emulation.com/catalog/off-the-shelf_solutions/production-test_adapters/upgrade_motorola/
>to upgrade the machine.

Not sure about this adapter - we produced our own adapter for the Milan, but
I guess the ET adapter is basically the same and should work on the Milan.

>Don't know what version flash the motherboard has, so the plan is to
>assemble the kit, and boot with the 040 first to examine the system.

Good idea. A certain minimum version of Bootblock and TOS is required to
support the 060, so you should first upgrade Bootblock and TOS to a current
version before plugging in the 060. After that, the machine should boot up
fine (at least with empty auto folder).

Integer 68060 emulation code is contained in the current TOS, for Floating
point applications, you will need the fpu__2m.prg in the auto folder.

Current TOS and bootblock are available from
http://www.ccac.rwth-aachen.de/~michaels/index.php/milan

cu
Michael
--
Some people have no respect of age unless it is bottled.

8351. Re: ST GUILD BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-11-07 09:14:25 UTC
From: Mario Charles <mc11@gmx.de>
Message-ID: <45504e8d$0$30318$9b4e6d93@newsspool1.arcor-online.net>
Source record: 6928

"Chuck B" <cabacon@cox.net> schrieb im Newsbeitrag
news:uy61h.205$Jt3.72@newsfe16.lga...
> Everyone who loves the ST Telnet to
>
> telnet://stguild-bbs.dyndns.org/
>
> 2 Gigs Of ST Files, Looking for more. UNLIMITED uploads and Downloads.
>

Cool idea, I like it. But where are the up-/downloads? No files found...
Cheers, MC.

8352. TeraDesk 3.86 released

Newsgroup: comp.sys.atari.st
Date: 2006-11-07 19:48:42 UTC
From: vdjole@EUnet.yu
Message-ID: <eiqnuo$v4o$1@news.eunet.yu>
Source record: 6929

Version 3.86 of TeraDesk open-source desktop for the 16-bit and 32-bit
lines of Atari computers is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

This release fixes a bug in the implementation of the AV-protocol.
See the history file for more information.

Have fun.

8353. Re: ST GUILD BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-11-07 21:05:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.11.07.21.05.43.335097@charter.net>
Source record: 6930

On Tue, 07 Nov 2006 10:14:25 +0100, Mario Charles wrote:

> Cool idea, I like it. But where are the up-/downloads? No files found...
> Cheers, MC.

Hmm, you should have been able to just "[B]rowse" the file sigs.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8354. Eiffel/PIC

Newsgroup: comp.sys.atari.st
Date: 2006-11-07 22:57:03 UTC
From: Mark D <mducksub@nosapspamatari-source.com>
Message-ID: <DYidnRBK-eOikszYnZ2dnUVZ_sqdnZ2d@speakeasy.net>
Source record: 6931

Hello guys,

Now that my ordeal is finished I want to give the following advice:

1. If you have an eiffel, be very careful about what hex you program into it or else you'll brick it! In my case I programmed the eiffel_i.hex into my non-interrupt capable eiffel. For some reason, I was able to get by by jumpering the fire button of JP1 to ground and I did for a while but the eiffel was always unstable and crashed after a couple of hours.

I bought a JDM style serial PIC programmer off ebay. The prog84 implementation for the Falcon is setup for parallel and serial won't work.

I have a USB serial adapter which doesn't put out enough voltages.

Under vmware I tried icprog, ponyprog, picpgm, and numerous other tools and had either limited or no success.

Under linux I tried prog84, ponyprog, and numerous other programmers and had no success. I gave up and took a server I had laying around and installed windows on it. Of course the disk in the server wasn't working so I had to find some ancient 4gb ide drive. The server only had 128megs of memory and windows xp didn't want to install.

So finally after 2.5 days STRAIGHT of trying to get this PIC programmed, I finally got it using just one possible combination. A server with windows XP and a good STRONG serial port, using ONLY PICPGM.

So in summarization - 1: I can program PIC's for people now :-P, 2: stay away from these stupid serial PIC programmers, go for parallel. and 3: ARGH! But at least my eiffel works again!

Thanks,
Mark

8355. Re: TeraDesk 3.86 released

Newsgroup: comp.sys.atari.st
Date: 2006-11-07 23:15:25 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <hs84h.60954$rP1.48672@news-server.bigpond.net.au>
Source record: 6932

Djordje Vukovic wrote:
> Version 3.86 of TeraDesk open-source desktop for the 16-bit and 32-bit
> lines of Atari computers is available at:
>
> http://solair.eunet.yu/~vdjole/teradesk.htm
>
> This release fixes a bug in the implementation of the AV-protocol.
> See the history file for more information.
>
>
> Have fun.
>
>

Thanks mate. Having trouble keeping up with you atm;-).

Is it worth reloading with the new Easymint files? Starting fresh?

Cheers

Mark

8356. Re: What is this accelerator?

Newsgroup: comp.sys.atari.st
Date: 2006-11-08 09:18:21 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.tioxgvriknc94k@81-174-216-55.pth-as9.dial.plus.net>
Source record: 6934

Hi
I've posted the control programs & PowerUp2 cpx on Atari Forum. Also
included a german review of PowerUp2 accelerator with a rough translation.
Go to this address:
http://www.atari-forum.com/viewtopic.php?t=8920

On Mon, 06 Nov 2006 16:47:06 -0000, Jammer <meva90@yahoo.co.uk> wrote:

> found out a bit more ....
> Looks like its a Power Up or Power Up 2 accelerator that boosts your cpu
> from 16Mhz to 32Mhz.
> i think it needs a cpx to turn it on, anyone help ?
> Jammer
>

8357. Re: Eiffel/PIC

Newsgroup: comp.sys.atari.st
Date: 2006-11-08 10:43:49 UTC
From: Alison <alison@logicsaysNOSPAM.com>
Message-ID: <PYqdnbsXn5EkKczYnZ2dnUVZ8sadnZ2d@bt.com>
Source record: 6933

Mark D <mducksub@nosapspamatari-source.com> wrote in message
news:DYidnRBK-eOikszYnZ2dnUVZ_sqdnZ2d@speakeasy.net...
> Hello guys,
>
> Now that my ordeal is finished I want to give the following advice:
>
> 1. If you have an eiffel, be very careful about what hex you program into
> it or else you'll brick it!

If you use a commercial programmer such as a PicStart+ or an ICD2 then you
can reflash as many times as you want.

These JDM / DIY programmers are not a worthwhile investment when factoring
in the amount of time wasted in trying to track down perculiar problems.
Stay away from any of them, serial or parallel. You're not meant to be
generating the voltages from the ports, it's a quick hack for hobbyists.

An ICD2 is highly recommended :-) About £150.

8358. C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-08 14:32:53 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1162996373.317043.156510@e3g2000cwe.googlegroups.com>
Source record: 6935

Currently I develop applictions for windoze PCs in Delphi. I want to learn C and want to do ito on my belowed Atari. Which C compiler do you recommend that I could use with plain TOS ? (english documentation is mandatory, GUI is advantage)

8359. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-08 15:41:16 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <4551FA9B.1C983010@comcast.net>
Source record: 6936

Joe Iron wrote:
>
> Currently I develop applictions for windoze PCs in Delphi. I want to
> learn C and want to do ito on my belowed Atari. Which C compiler do you
> recommend that I could use with plain TOS ? (english documentation is
> mandatory, GUI is advantage)
>
I would recommend Lattice C, but I can *not* tell you where
to find a compiler to buy. Lattice C contains most of the
standard C library functions in its library. An author named
Clayton Walnum had a regular column starting in ANALOG and
moving into ST-Log magazine, called "C-manship". If you can
get those, it may be of use to you.

Some of the "C-manship" articles are available at:

http://www.atarimagazines.com/st-log/index/index.php?author=Clayton+Walnum

--
+---+
| Charles and Francis Richmond richmond at plano dot net |
+---+

8360. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-08 19:04:45 UTC
From: miro.kropacek@gmail.com
Message-ID: <1163012685.331777.249430@m73g2000cwd.googlegroups.com>
Source record: 6937

Hello,

this is great news :) I can _highly_ recommned you to start with Pure C. It can be downloaded from here: http://rg.atari.org/source.htm. It's really simple, english gui, easy project syntax. It includes assembler, linker, compiler.

Later you can switch to gnu c on FreeMiNT but Pure C is really good start to. If you have any question, don't hesistate to ask :)

I can also recommend great book/html/hypertext called Atari Compendium where you can find a lot of stuff about Atari and C programming and system calls as well.

If you have any questions, just ask.

MiKRO / Mystic Bytes
http://mikro.atari.org

8361. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-08 21:37:50 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1163021870.593171.317850@m7g2000cwm.googlegroups.com>
Source record: 6938

On Nov 8, 10:41 am, Charles Richmond <richc...@comcast.net> wrote:

> An author named
> Clayton Walnum had a regular column starting in ANALOG and
> moving into ST-Log magazine, called "C-manship". If you can
> get those, it may be of use to you.
>
> Some of the "C-manship" articles are available at:
>
> http://www.atarimagazines.com/st-log/index/index.php?author=Clayton+W...
>
Why not just read the whole C-Manship Complete book online?

http://cmanship.atariforge.org/

The html needs to be edited, the conversion made a ton of mistakes. I
have the html on the AtariForge CVS and I'm slowly making some minor
changes. The CVS and project page are -
http://atariforge.org/gf/project/c-man

I'm looking for help editing the html.. post a message on the
C-Manship Forum on the AtariForge project page if you would like to
have admin access to the CVS and help edit the html.

Rob
http://www.atari-users.net
http://www.atariforums.com
http://www.atariforge.org

8362. FA: HTF C64, PC, Atari ST, Amiga titles

Newsgroup: comp.sys.atari.st
Date: 2006-11-08 22:50:06 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1163026209.91634.0@iris.uk.clara.net>
Source record: 6939

Guys,
More great auctions, with plenty of HTF titles including PC Ultima 1 in as-new condition and a bunch of great Amiga and ST titles, as well as plenty of C64 disks, including a couple of C128 specific.
Items are in the UK, and in Pounds Sterling (shipping will be higher to the US/abroad), but you will be hard pressed to find some of these in this condition again.
Seriously - have a look through, lots of hard-to-find titles (some sealed), I will also be putting up a number of Atari 8-Bit titles this coming Sunday (12th November).

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ25QQsassZcawley1 (US list)

http://search.ebay.co.uk/_W0QQfgtpZ1QQfrppZ25QQfsooZ1QQfsopZ2QQsassZcawley1 (UK list)

Cheers,
Paul

8363. English Freedom2 HYP?

Newsgroup: comp.sys.atari.st
Date: 2006-11-08 23:54:26 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <OMydnUbUJPGv88_YnZ2dnUVZ8tidnZ2d@pipex.net>
Source record: 6940

Anyone know if there is an English version of the hypertext for
the Freedom2 file selector? I only have the German version 1.14a
dated 02/07/95 by Rainer Wiesenfeller.

Regards, /Peter/

8364. stguide-bbs

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 00:44:39 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <eittlnue1@reader2.panix.com>
Source record: 6941

Did I get something wrong? Tried to telnet stguide-bbs.dnydns.org, got
"trying 193.164.132.52" and "connection refused". Did I do something to
hurt its feelings?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

8365. Re: stguide-bbs

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 03:21:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.11.09.03.21.21.446437@charter.net>
Source record: 6942

On Thu, 09 Nov 2006 00:44:39 +0000, Jim DeClercq wrote:

> Did I get something wrong? Tried to telnet stguide-bbs.dnydns.org, got
> "trying 193.164.132.52" and "connection refused". Did I do something to
> hurt its feelings?

I believe he had some kind of hard drive crash, from the e-mails I've been
exchanging with him.

Try again later, and if its still not up, then I'd guess thats what it is.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8366. GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 05:11:37 UTC
From: Mark D <mducksub@aosodokawatari-source.com>
Message-ID: <sMGdneRiKcsUJc_YnZ2dnUVZ_uydnZ2d@speakeasy.net>
Source record: 6943

Hey Guys,

I'd like to report that GEM Instant Messenger version 1.0 is well under way. Much of the code is being rewritten to be more pluggable. I'm happy to report that initial plugging in of the new libfaim code is working!

This means:
server side buddy lists
multiple logins and interaction with Aim System
more features, including file transfers chats etc

Server side buddy lists also work, and work implicitly right now...

This should also mean:
STiK support coming soon
MagiC support coming soon (I *hope*, not sure yet)
End of the infamous full cpu bug that affects not only the latest versions ataricq but gim as well.

The alpha that I've got running now is already pretty snazzy. Using the help of zview codecs i plan to snazz up the UI a whole lot.

After that I plan to finish up SUM and sparemint and give a full forward push to get it deployed on the live sparemint site.

In the mean time I've also started analyzing the mint kernel and am going to try my hand at implementing swap memory and BSD UVM. Mikro, if you're alive, I'd love to see what you've done on this so far.

Thanks,
Mark

8367. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 07:26:03 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1163057163.732965.275050@h54g2000cwb.googlegroups.com>
Source record: 6944

> This should also mean:
> STiK support coming soon
> MagiC support coming soon (I *hope*, not sure yet)
> End of the infamous full cpu bug that affects not only the latest
> versions ataricq but gim as well.

I am quite curious, what is the "infamous cpu bug" that AtarICQ
supposedly suffers from?

/Joakim

8368. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 08:57:05 UTC
From: Mark D <mducksub@aosodokawatari-source.com>
Message-ID: <zbudnedr7Y_8cM_YnZ2dnUVZ_sGdnZ2d@speakeasy.net>
Source record: 6945

On Wed, 08 Nov 2006 23:26:03 -0800, GokMasE wrote:

>> This should also mean:
>> STiK support coming soon
>> MagiC support coming soon (I *hope*, not sure yet)
>> End of the infamous full cpu bug that affects not only the latest
>> versions ataricq but gim as well.
>
> I am quite curious, what is the "infamous cpu bug" that AtarICQ
> supposedly suffers from?
>
>
> /Joakim

Well it could have been fixed in newer versions, but it's definitely
something caused by libfaim at least on my system. CPU time starts
getting sucked down after you let it sit an hour or so. I'll have to
verify it exists on newer versions. Didn't mean to put down your software
or anything :-P If it exists, I know it's not your fault.

AND I just found out it's doing it with newer versions too.

Thanks,
Mark

8369. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 11:46:03 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1163072763.023962.207830@b28g2000cwb.googlegroups.com>
Source record: 6946

On Nov 8, 8:04 pm, miro.kropa...@gmail.com wrote:
> Hello,
>
> this is great news :) I can _highly_ recommned you to start with Pure
> C. It can be downloaded from here:http://rg.atari.org/source.htm. It's
> really simple, english gui, easy project syntax. It includes assembler,
> linker, compiler.
>
> Later you can switch to gnu c on FreeMiNT but Pure C is really good
> start to. If you have any question, don't hesistate to ask :)
>
> I can also recommend great book/html/hypertext called Atari Compendium
> where you can find a lot of stuff about Atari and C programming and
> system calls as well.
>
> If you have any questions, just ask.

Last time I looked the only documentation for Pure was in German. Has
this changed, are there any docs in English anywhere?

8370. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 13:21:43 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1163078503.748721.42410@h54g2000cwb.googlegroups.com>
Source record: 6947

Thanks for the useful link. Browsing the files I think I found a bug in
GODLIB\COOKIE\COOKIE.C:
The function CookieJar_SetCookie should set the value of a cookie if
exists and add a new cookie if it doesn't exist. But it doesn't check
if it reaches the end of the cookie jar. Am I correct?
Can you please provide me a link to guide me to develop GEM based
applications?

Thanks,
Jozsi

miro.kropacek@gmail.com írta:
> Hello,
>
> this is great news :) I can _highly_ recommned you to start with Pure
> C. It can be downloaded from here: http://rg.atari.org/source.htm. It's
> really simple, english gui, easy project syntax. It includes assembler,
> linker, compiler.
>
> Later you can switch to gnu c on FreeMiNT but Pure C is really good
> start to. If you have any question, don't hesistate to ask :)
>
> I can also recommend great book/html/hypertext called Atari Compendium
> where you can find a lot of stuff about Atari and C programming and
> system calls as well.
>
> If you have any questions, just ask.
>
> MiKRO / Mystic Bytes
> http://mikro.atari.org

8371. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 16:31:44 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrnel6lvg.5jm.nospam@localhost.localdomain>
Source record: 6948

On 2006-11-09, Mark D <mducksub@aosodokawatari-source.com> wrote:

> i plan to snazz up the UI a whole lot.
> After that I plan to finish up SUM and sparemint and give a full forward
> push to get it deployed on the live sparemint site.
>
> In the mean time I've also started analyzing the mint kernel and am going
> to try my hand at implementing swap memory and BSD UVM.

Hey Mark, you sure keep yourself busy ! Don't forget to eat and drink, get
fresh air and some sleep too. The Atari community is a patient one ;-)

--

Martin

8372. FS: BRAND NEW ATARI ST GAMES! $20-$30!

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 18:05:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611091003220.14836-100000@onyx.spiritone.com>
Source record: 6849
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI ST! $20-$30! GAME TITLES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; Alien Syndrome; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Chuck Rock; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental

Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf;

Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8373. Wanted: Atari Mega ST4 & ICD LINKs!

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 18:07:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611091005160.14836-100000@onyx.spiritone.com>
Source record: 6850
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8374. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 18:47:10 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1163098030.795837.123250@e3g2000cwe.googlegroups.com>
Source record: 6851

Mark D wrote:

> Well it could have been fixed in newer versions, but it's definitely
> something caused by libfaim at least on my system. CPU time starts
> getting sucked down after you let it sit an hour or so. I'll have to
> verify it exists on newer versions. Didn't mean to put down your software
> or anything :-P

Well, the OVL of AtarICQ doesn't use libfaim.

Regards,

/Joakim

8375. Re: wtb atari mouse

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 21:18:12 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1163107087.701447.227570@k70g2000cwa.googlegroups.com>
Source record: 6852

Dear James,

I'm sure that I have a spare mouse around (used). How about $10 plus
shipping?

Galen

jimmie wrote:
> i still need a mouse for my st. several dealers contacted me, rather
> keep it to private parties
>
> if you have one, that works good, new or used (probably only used)
> please advise your asking price.

8376. Re: wtb atari mouse

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 21:20:16 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1163107216.423642.237010@k70g2000cwa.googlegroups.com>
Source record: 6853

Dear James,

I'm sure I have a spare mouse (used) around. How about $10 plus
shipping?

Galen

jimmie wrote:
> i still need a mouse for my st. several dealers contacted me, rather
> keep it to private parties
>
> if you have one, that works good, new or used (probably only used)
> please advise your asking price.

8377. Re: stguide-bbs

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 23:28:45 UTC
From: Charles <cabacon@cox.net>
Message-ID: <QQO4h.622$QS2.247@newsfe21.lga>
Source record: 6854

telnet:\\stguild-bbs.dnydns.org

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:eittlnue1@reader2.panix.com...
> Did I get something wrong? Tried to telnet stguide-bbs.dnydns.org, got
> "trying 193.164.132.52" and "connection refused". Did I do something to
> hurt its feelings?
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

8378. Re: stguide-bbs

Newsgroup: comp.sys.atari.st
Date: 2006-11-09 23:31:02 UTC
From: Charles <cabacon@cox.net>
Message-ID: <YSO4h.623$QS2.439@newsfe21.lga>
Source record: 6855

OOps try that. BTW its guild not guide

telnet://stguild-bbs.dyndns.org/

"Charles" <cabacon@cox.net> wrote in message
news:QQO4h.622$QS2.247@newsfe21.lga...
> telnet:\\stguild-bbs.dnydns.org
>
>
> "Jim DeClercq" <jimd@panix1.panix.com> wrote in message
> news:eittlnue1@reader2.panix.com...
>> Did I get something wrong? Tried to telnet stguide-bbs.dnydns.org, got
>> "trying 193.164.132.52" and "connection refused". Did I do something to
>> hurt its feelings?
>>
>> --
>> --
>> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
>> \ / ASCII ribbon campaign | I'm a .signature virus! |
>> X against HTML mail | Copy me into your ~/.signature|
>> / \ and postings | to help me spread! |
>> .
>>
>
>

8379. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 00:08:50 UTC
From: Mark D <mducksub@aosodokawatari-source.com>
Message-ID: <sdudnZNz_JqPXs7YnZ2dnUVZ_oqdnZ2d@speakeasy.net>
Source record: 6856

On Thu, 09 Nov 2006 10:47:10 -0800, GokMasE wrote:

> Mark D wrote:
>
>> Well it could have been fixed in newer versions, but it's definitely
>> something caused by libfaim at least on my system. CPU time starts
>> getting sucked down after you let it sit an hour or so. I'll have to
>> verify it exists on newer versions. Didn't mean to put down your software
>> or anything :-P
>
> Well, the OVL of AtarICQ doesn't use libfaim.
>
> Regards,
>
> /Joakim

Hrmm... Well that's interesting. I just assumed it did. Did you code the
oscar protocol yourself? That's crazy :-P

Thanks,
Mark

8380. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 01:54:33 UTC
From: Mark D <mducksub@aosodokawatari-source.com>
Message-ID: <sdudnZJz_JpERs7YnZ2dnUVZ_oqdnZ2d@speakeasy.net>
Source record: 6857

On Thu, 09 Nov 2006 18:36:15 -0500, lp wrote:

> in article zbudnedr7Y_8cM_YnZ2dnUVZ_sGdnZ2d@speakeasy.net, Mark D wrote on
> 11/9/06 3:57 AM:
>
>> On Wed, 08 Nov 2006 23:26:03 -0800, GokMasE wrote:
>>
>>>> This should also mean:
>>>> STiK support coming soon
>>>> MagiC support coming soon (I *hope*, not sure yet)
>>>> End of the infamous full cpu bug that affects not only the latest
>>>> versions ataricq but gim as well.
>>>
>>> I am quite curious, what is the "infamous cpu bug" that AtarICQ
>>> supposedly suffers from?
>>>
>>>
>>> /Joakim
>>
>> Well it could have been fixed in newer versions, but it's definitely
>> something caused by libfaim at least on my system. CPU time starts
>> getting sucked down after you let it sit an hour or so. I'll have to
>> verify it exists on newer versions. Didn't mean to put down your software
>> or anything :-P If it exists, I know it's not your fault.
>>
>> AND I just found out it's doing it with newer versions too.
>
> AtarIRQ does not use libfaim since day one or now.
> You would do good to retract that statement. :-P
>

I already did :-P So sensitive.. sheesh :-P

Thanks,
Mark

8381. The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 04:29:22 UTC
From: Ed Zagmoon <spartan_isle@yahoo.com>
Message-ID: <1163132962.699411.65900@m7g2000cwm.googlegroups.com>
Source record: 6858
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st,alt.recipes.babies

All the ATARI ST owners I know are 100% GAY. I recently found out why:

The ST has, hidden deep inside on it's circuit board a hidden "gaydar chip".

This chip does not only make every ATARI ST gay within 30 days, but it does also attract a gay muscleman (*) within 24 hours who will shove his
"joystick" up the "user port" of the ATARI ST user's ass.

That means, if you switch on your ST and wait for 24 hours, you'll lose your anal virginity. If you let it run for 30 days, you'll become 100% gay.

To prevent this, you have to use a chemical called cyclotrimethylenetrinitramine.
Put the substance into your ST, the more, the better and blow the thing up.

Then, after solving the ST problem, go and buy an AMIGA, a computer for REAL men.

(*) If you're female, instead of a gay muscleman a 300 pound bulldyke with
a strap-on dildo will visit you within 24 hours.

8382. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 09:30:06 UTC
From: miro.kropacek@gmail.com
Message-ID: <1163151006.770013.303850@m7g2000cwm.googlegroups.com>
Source record: 6859

> Last time I looked the only documentation for Pure was in German. Has
> this changed, are there any docs in English anywhere?
This is not true. It's correct official documentation (help files) is
in german but some guy years ago translated & recompiled english help.
iirc it was spreaded under the name elf_help or something like that.

(update: yep, i'm right ;-) http://elfsoft.home.mindspring.com/prod.htm

8383. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 16:11:57 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1163175117.756827.100170@h48g2000cwc.googlegroups.com>
Source record: 6860

Ed Zagmoon wrote:
> All the ATARI ST owners I know are 100% GAY. I recently found out why:

Cool. When did you get your first ST? :)

Regards,

/Joakim

8384. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 16:50:38 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1163177438.756609.196010@m73g2000cwd.googlegroups.com>
Source record: 6861

Mark D wrote:

> Hrmm... Well that's interesting. I just assumed it did.

Quite interesting approach.

I am not overly sensitive, so no harm done. I must say however that
using someone elses app as an example of a certain bug/problem without
even looking at it, isn't very professional.

Regards,

/Joakim

8385. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 16:50:43 UTC
From: GokMasE <gokmase@gmail.com>
Message-ID: <1163177443.306303.269500@h48g2000cwc.googlegroups.com>
Source record: 6862

Mark D wrote:

> Hrmm... Well that's interesting. I just assumed it did.

Quite interesting approach.

I am not overly sensitive, so no harm done. I must say however that
using someone elses app as an example of a certain bug/problem without
even looking at it, isn't very professional.

Regards,

/Joakim

8386. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 17:18:42 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4554b472$0$27375$ba4acef3@news.orange.fr>
Source record: 6863

Mark D a ï¿½crit :
>
> Hey Guys,

Hello Mark,
>
> I'd like to report that GEM Instant Messenger version 1.0 is well under
> way. Much of the code is being rewritten to be more pluggable. I'm happy
> to report that initial plugging in of the new libfaim code is working!

Fine :-)
>
> This means:
> server side buddy lists
> multiple logins and interaction with Aim System
> more features, including file transfers chats etc

Very fine :-) :-)
>
> Server side buddy lists also work, and work implicitly right now...
>
> This should also mean:
> STiK support coming soon
> MagiC support coming soon (I *hope*, not sure yet)
> End of the infamous full cpu bug that affects not only the latest
> versions ataricq but gim as well.

Extremely fine :-) :-) :-)

Many good news in this post :-) :-) :-) :-)

J.-Luc
--
"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

8387. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 17:34:51 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1163180091.258350.126840@h48g2000cwc.googlegroups.com>
Source record: 6864

On Nov 10, 10:30 am, miro.kropa...@gmail.com wrote:
> > Last time I looked the only documentation for Pure was in German. Has
> > this changed, are there any docs in English anywhere?
>This is not true. It's correct official documentation (help files) is
> in german but some guy years ago translated & recompiled english help.
> iirc it was spreaded under the name elf_help or something like that.
>
> (update: yep, i'm right ;-)http://elfsoft.home.mindspring.com/prod.htm

Its not true that there was only German docs when I looked? Or are you
saying its not true anymore?

I was asking a question...

8388. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 21:15:56 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <g_55h.19315$r4.12979@newsfe3-gui.ntli.net>
Source record: 6865

Wow!!

And I just thought when it happened I was down on my luck!!

8389. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-10 21:41:48 UTC
From: Mario Charles <mc11@gmx.de>
Message-ID: <4554f222$0$18837$9b4e6d93@newsspool4.arcor-online.net>
Source record: 6866
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st,alt.recipes.babies

"Ed Zagmoon" <spartan_isle@yahoo.com> schrieb im Newsbeitrag
news:1163132962.699411.65900@m7g2000cwm.googlegroups.com...

> Then, after solving the ST problem, go and buy an AMIGA, a computer for
> REAL men.

I can't believe it: I must have been teleported 20 years back in time.
Thank you Zagmoon, I am young again! And by the way Zagboy: ZX81 rules.
Forever.

8390. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 00:12:14 UTC
From: Mark D <mducksub@aosodokawatari-source.com>
Message-ID: <qt6dnSmV4MLDiMjYnZ2dnUVZ_qGdnZ2d@speakeasy.net>
Source record: 6867

On Fri, 10 Nov 2006 08:50:43 -0800, GokMasE wrote:

> Mark D wrote:
>
>> Hrmm... Well that's interesting. I just assumed it did.
>
> Quite interesting approach.
>
> I am not overly sensitive, so no harm done. I must say however that
> using someone elses app as an example of a certain bug/problem without
> even looking at it, isn't very professional.

I use Atari stuff for when I want to escape professionalism :-P

Thanks,
Mark

8391. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 00:18:39 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1163204319.895909.241680@k70g2000cwa.googlegroups.com>
Source record: 6868

whoa!!Zagmoon!!
this computer rules,!!!!!!!!!!!!!!
i didn't know it did this...
,
i don't think i will turn my back on it again.
.....so do you want to come over to my
place, i need some advice on programming .
like beforew i activate this "unknown" area.

charles

8392. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 00:26:46 UTC
From: Mark D <mducksub@aosodokawatari-source.com>
Message-ID: <qt6dnSiV4MJbhcjYnZ2dnUVZ_qGdnZ2d@speakeasy.net>
Source record: 6869

On Fri, 10 Nov 2006 08:50:43 -0800, GokMasE wrote:

> Mark D wrote:
>
>> Hrmm... Well that's interesting. I just assumed it did.
>
> Quite interesting approach.
>
> I am not overly sensitive, so no harm done. I must say however that
> using someone elses app as an example of a certain bug/problem without
> even looking at it, isn't very professional.

Just as well, Sorry it was late and a stupid comment.

Thanks,
Mark

8393. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 00:29:31 UTC
From: Alison <alison@logicsaysNOSPAM.com>
Message-ID: <GfydnZwmT66hhMjYnZ2dnUVZ8sydnZ2d@bt.com>
Source record: 6870
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st,alt.recipes.babies

Ed Zagmoon <spartan_isle@yahoo.com> wrote in message
news:1163132962.699411.65900@m7g2000cwm.googlegroups.com...
> All the ATARI ST owners I know are 100% GAY. I recently found out why:
>
>
> (*) If you're female, instead of a gay muscleman a 300 pound bulldyke
> with
> a strap-on dildo will visit you within 24 hours.
>

Poor guy. You'd be so disappointed. Not only do I have a very realistic
dildo but a following of the most drooling drop dead georgeous lesbians that
you could only dream about.

Oh, and Amigas are crap.

8394. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 01:04:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <P5idnV9s7vaPvMjYRVnygA@pipex.net>
Source record: 6871
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st,alt.recipes.babies

"Alison" <alison@logicsaysNOSPAM.com> wrote in message
news:GfydnZwmT66hhMjYnZ2dnUVZ8sydnZ2d@bt.com...
> Ed Zagmoon <spartan_isle@yahoo.com> wrote in message
> news:1163132962.699411.65900@m7g2000cwm.googlegroups.com...
>> All the ATARI ST owners I know are 100% GAY. I recently found out why:
>>
>>
>> (*) If you're female, instead of a gay muscleman a 300 pound bulldyke
>> with
>> a strap-on dildo will visit you within 24 hours.
>>
>
> Poor guy. You'd be so disappointed. Not only do I have a very realistic
> dildo but a following of the most drooling drop dead georgeous lesbians
> that
> you could only dream about.
>
> Oh, and Amigas are crap.
>
>

I vouch for everything Alison said 100% :-D

writes on to do list,..... lots of viagra... trip to alisons house... *...
actually skip that first bit, ive seen um, dont need drugs ;-)

Chris

8395. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 02:19:09 UTC
From: Aly <alison@logicsaysNOSPAM.com>
Message-ID: <HZmdnY6dYq6ArsjYnZ2dnUVZ8sSdnZ2d@bt.com>
Source record: 6872
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st,alt.recipes.babies

"exxos" <exxos@home.co.uk> wrote in message
news:P5idnV9s7vaPvMjYRVnygA@pipex.net...
>
> I vouch for
>

We'll stop that discussion right there!!

But Ed-Zagmoon, you are entering very dangerous territory. Let's see your
Amiga now??

8396. Atari Online News, Etc. #08-45

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 13:08:21 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1163250501.006576.92360@b28g2000cwb.googlegroups.com>
Source record: 6873

```
A-ONE #0845 11/10/06

~ Invention of the Year! ~ People Are Talking! ~ PayPal Plans
Rebates!
~ Office 2007 Completed! ~ E-mail Old-Fashioned? ~ E-voting Has
Hiccups!
~ FTC Fines Adware Firm! ~ Lightest Vaio Laptop! ~ Dell Goes
Quad-Core!
~ Flash Code to Mozilla! ~ PS3 Gets Rave Reviews! ~ New eBay Offer!

-* Iraq Docs Site Is Shut Down! *-
-* Stiffer Anti-Spyware Penalties Urged *-
-* Reporters Without Borders Lists 13 Enemies *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj#atarinews#org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

8397. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 13:33:03 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1163251983.716769.268720@f16g2000cwb.googlegroups.com>
Source record: 6874

YO!!! Where's the action????

i spent all night with my atari,,
and did not get a sign of affection.!

i think its broke or something

i kinda wish i was with aly and chris....
you know ...
and i will bring my atari too...

charles

do not poke $fffffa01 !!!!!!! or else!

8398. Question about the atari st motherboard

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 16:51:24 UTC
From: rudnert@bolina.hsb.se
Message-ID: <1163263884.450283.97480@h54g2000cwb.googlegroups.com>
Source record: 6875

Could anyone tell me what the ic curcuit marked U14 is called? It's
burned on my motherboard and only about half of the text is left.

8399. Re: Question about the atari st motherboard

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 17:34:37 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <ej51jdpqq1@reader2.panix.com>
Source record: 6876

U14 is at least 3 NOR gates, marked as type 1488. It feeds the ST serial port, as near as I can tell. What did you feed that RS-232C port to do that? U-13, marked 1489, should be dead too.

Jim

rudnert@bolina.hsb.se writes:

: Could anyone tell me what the ic curcuit marked U14 is called? It's
: burned on my motherboard and only about half of the text is left.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

8400. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 18:43:00 UTC
From: miro.kropacek@gmail.com
Message-ID: <1163270579.980989.187180@m73g2000cwd.googlegroups.com>
Source record: 6877

> Its not true that there was only German docs when I looked? Or are you
> saying its not true anymore?
>
> I was asking a question...

Oh no, please don't get me wrong, it wasn't meant bad in any way... I
just wanted to say it's not true that pure c can't be used because
there are no english docs, that's all... lame english :)

once again, i apologize if it looked a little bit aggressive..

8401. free software (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 20:58:22 UTC
From: danspam@f2s.com
Message-ID: <1honov8.114xb1v12g1j1yN%danspam@f2s.com>
Source record: 6878

I've got a bunch of software for the Atari ST available free. I've not sorted it all yet.

It definitely includes Calamus SL, which is the major desktop publishing program for the ST series. It's an old version, but gives you the option of upgrading to the latest at a very large discount.

Also EasyDraw, Superbase Personal, That's Write, and various other application and utility software. I don't have any music software, though. I'll sort it all, and give more details later. For the moment, ask and I'll see if I have what you want.

Some of the items come with heavy manuals, so if you want things mailed there will be a significant cost. I don't object to mailing it overseas but postage costs are likely to be too great to make it worthwhile, even for Calamus.

--
http://www.decohen.com
Send e-mail to the Reply-To address;
mail to the From address is never read

8402. Re: free software (UK)

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 21:41:49 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9878A9DF8E916emuslor@216.196.97.136>
Source record: 6879

Despite all prevention efforts, danspam@f2s.com (Daniel Cohen) wrote in
news:1honov8.114xb1v12g1j1yN%danspam@f2s.com:

> I've got a bunch of software for the Atari ST available free. I've not
> sorted it all yet.
>
> It definitely includes Calamus SL, which is the major desktop
> publishing program for the ST series. It's an old version, but gives
> you the option of upgrading to the latest at a very large discount.
>
> Also EasyDraw, Superbase Personal, That's Write, and various other
> application and utility software. I don't have any music software,
> though. I'll sort it all, and give more details later. For the moment,
> ask and I'll see if I have what you want.
>
> Some of the items come with heavy manuals, so if you want things
> mailed there will be a significant cost. I don't object to mailing it
> overseas but postage costs are likely to be too great to make it
> worthwhile, even for Calamus.
>

Email sent, hopefully to the correct address. Please let me know if you
did not receive it.

thanks!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

8403. Re: Question about the atari st motherboard

Newsgroup: comp.sys.atari.st
Date: 2006-11-11 22:28:53 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <45564ea5$0$11751$426a34cc@news.free.fr>
Source record: 6880

```
Check the +12V & -12V from the TL497....
```

"Jim DeClercq" <jimd@panix1.panix.com> a crit dans le message de news:
ej51jdpqq1@reader2.panix.com...
> U14 is at least 3 NOR gates, marked as type 1488. It feeds the ST serial
> port, as near as I can tell. What did you feed that RS-232C port to do
> that? U-13, marked 1489, should be dead too.
>
> Jim
>
> rudnert@bolina.hsb.se writes:
>
> : Could anyone tell me what the ic curcuit marked U14 is called? It's
> : burned on my motherboard and only about half of the text is left.
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

8404. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-11-12 19:57:38 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <45577cb2_1@x-privat.org>
Source record: 6881

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Anonymous uploads to the incoming dir are possible again.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/gapftp_g.zip (8.572 bytes)
German hypertext for gapftp.ttp
(ftp client for STIK/STInG).

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera386b.zip (303.707 bytes)
Tera Desktop (TeraDesk) is a replacement for the ST, STE, TT or Falcon desktop.
It provides more facilities than the built-in TOS desktops.
TeraDesk is currently the only open-souce desktop available for 16-bit and 32-bit Atari
computers.

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera386g.zip (86.898 bytes)
German Resource file(s) for Tera Desktop 3.86
(http://solair.eunet.yu/~vdjole/teradesk.htm).

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

8405. Help with TeraDesk manual

Newsgroup: comp.sys.atari.st
Date: 2006-11-12 21:19:31 UTC
From: vdjole@EUnet.yu
Message-ID: <ej8351ntr1@news.eunet.yu>
Source record: 6882

Hello;

For some time now I have been maintaining TeraDesk open source desktop and also the hypertext manual for it. I try to maintain the manual to the best of my ability, but, as English is not my native language, I am aware that many details of that text could have been better phrased, other words used, etc. I have learned English long ago and do not use it very often today, so that I have lost the edge.

Help of a person competent in British English in redaction of the manual would be appreciated, so that the next release can be better. If anybody is willing to give a hand, please contact me by e-mail.

Thanks in advance;

8406. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-12 22:13:57 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <p62dnR8hm6hlBsrYRVnyuA@pipex.net>
Source record: 6883

"charlie" <charles.copp@sympatico.ca> wrote in message
news:1163251983.716769.268720@f16g2000cwb.googlegroups.com...
> YO!!! Where's the action????
>
> i spent all night with my atari,,
> and did not get a sign of affection.!
>
> i think its broke or something
>
> i kinda wish i was with aly and chris....
> you know ...
> and i will bring my atari too...
>
> charles
>
> do not poke $fffffa01 !!!!!!! or else!
>

or else what ?

I like the one which turns off the video system ;-)

Chris

8407. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 03:47:21 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <T-qdnbf9tbawc8rYnZ2dnUVZ_o-dnZ2d@inreach.com>
Source record: 6885

BULL SHIT.

--
The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
The Church of Eternity
http://home.inreach.com/starlord/church/Eternity.html

"Ed Zagmoon" <spartan_isle@yahoo.com> wrote in message
news:1163132962.699411.65900@m7g2000cwm.googlegroups.com...
> All the ATARI ST owners I know are 100% GAY. I recently found out why:
>
> The ST has, hidden deep inside on it's circuit board a hidden "gaydar
> chip".

8408. Re: Atari MEGA STE floppy power cable orientation

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 03:57:06 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-BB62A0.21570512112006@news-fe-03.texas.rr.com>
Source record: 6884

In article <-MGdnazZR5-yr9vYnZ2dnUVZ_uidnZ2d@speakeasy.net>,
"Mark D" wrote:

> On Sun, 29 Oct 2006 21:29:19 +0000, Ryan wrote:
>
> > I took apart my "new" MEGA STE case to see what it was like, and
> > disconnected the power cable from the floppy drive in the process. When
> > trying to reassemble, I discovered that the cable would physically fit
> > in either orientation, and now I'm afraid to reconnect it for fear I'll
> > do it the wrong way and blow it up. Can somebody with a MEGA STE confirm
> > the correct way that the cable is supposed to attach? Thanks so much.
>
> hrmm.. You said power cable and not data cable. Don't plug it in the
> wrong way or you'll fry the drive. Done it once :-P The power connector
> should have an indentation on one of the sides and a linear bump on the
> other side offset near the middle. The bump side goes up, the indentation
> side goes down.

Thanks, Mark. I figured connecting the power cable backward would be
bad. Just to make sure we're talking about the same bumps and are not
confusing "up" and "down" (since the drive is upside-down when sitting
in the upside-down top of the Atari case), I took some photos. Now...
which way should it be? :-P

http://ryandesign.com/tmp/atari-mega-ste-floppy-drive-power-cable.jpg

8409. Atari MEGA STE power LED cable

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 05:00:25 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-34D5A4.23002412112006@news-fe-03.texas.rr.com>
Source record: 6886

Hello everybody!

When taking apart my Atari MEGA STE I disconnected the power LED cable from the logic board, carefully noting where it had been plugged in and in which orientation the cable had attached. When reassembling, I plugged the cable back in again, but was unhappy to see that the LED did not turn on. Opening the case again, I realized why: at the *other* end of the cable, the one near the LED, one wire had come loose.

http://ryandesign.com/tmp/atari-mega-ste-power-led-cable.jpg

Can someone with a working MEGA STE power LED tell me where I need to solder that red wire to make it work again? Thanks.

8410. Re: Atari MEGA STE power LED cable

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 05:49:35 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <PHT5h.63810$rP1.5113@news-server.bigpond.net.au>
Source record: 6887

Ryan wrote:
> Hello everybody!
>
> When taking apart my Atari MEGA STE I disconnected the power LED cable
> from the logic board, carefully noting where it had been plugged in and
> in which orientation the cable had attached. When reassembling, I
> plugged the cable back in again, but was unhappy to see that the LED did
> not turn on. Opening the case again, I realized why: at the *other* end
> of the cable, the one near the LED, one wire had come loose.
>
> http://ryandesign.com/tmp/atari-mega-ste-power-led-cable.jpg
>
> Can someone with a working MEGA STE power LED tell me where I need to
> solder that red wire to make it work again? Thanks.

OK, undo the screw on the bottom of that steel bracket. Inside the bezel (rubber thingy) and you will see a bog standard LED. You will have to remove the LED, strip back the wire, resolder and insulate the joint. Fixed.

Mark

8411. Re: Atari MEGA STE power LED cable

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 07:18:58 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-7B89CE.01185413112006@news-fe-01.texas.rr.com>
Source record: 6888

In article <PHT5h.63810$rP1.5113@news-server.bigpond.net.au>,
Mark Bedingfield wrote:

> Ryan wrote:
>
> > http://ryandesign.com/tmp/atari-mega-ste-power-led-cable.jpg
> >
> > Can someone with a working MEGA STE power LED tell me where I need to
> > solder that red wire to make it work again? Thanks.
>
> OK, undo the screw on the bottom of that steel bracket. Inside the bezel
> (rubber thingy) and you will see a bog standard LED. You will have to
> remove the LED, strip back the wire, resolder and insulate the joint. Fixed.

Thanks, Mark. I'll give it a try.

8412. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 09:49:22 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1163411361.957702.224860@m73g2000cwd.googlegroups.com>
Source record: 6889

Hi Mikro,

Is there an 68000 friendly version of the assembly routines can be
found in godlib (at least system_s.s contains 68010 commands)?

Thanks,
Jozsi

miro.kropacek@gmail.com írta:
> Hello,
>
> this is great news :) I can _highly_ recommned you to start with Pure
> C. It can be downloaded from here: http://rg.atari.org/source.htm. It's
> really simple, english gui, easy project syntax. It includes assembler,
> linker, compiler.
>
> Later you can switch to gnu c on FreeMiNT but Pure C is really good
> start to. If you have any question, don't hesistate to ask :)
>
> I can also recommend great book/html/hypertext called Atari Compendium
> where you can find a lot of stuff about Atari and C programming and
> system calls as well.
>
> If you have any questions, just ask.
>
> MiKRO / Mystic Bytes
> http://mikro.atari.org

8413. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 10:09:53 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1163412593.280850.216410@e3g2000cwe.googlegroups.com>
Source record: 6890

> Just as well, Sorry it was late and a stupid comment.

No one is perfect.

I've been using AtarICQ as my only ICQ client for about half a year.
It's one of the best applications on the platform, it's actively
maintained and doesn't suffer from the "well, at least it works, let's
do something else"-syndrome. Kudos to GokMasE.

best regards

-- Peter

8414. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 10:15:39 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1163412939.146104.170210@i42g2000cwa.googlegroups.com>
Source record: 6891
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st,alt.recipes.babies

Actually I found myself getting attracted to men while using my ST.
That's why I bought myself a Falcon. It made me super-straight.

-- Peter

8415. Devpac DSP

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 10:16:46 UTC
From: cii-2d21@iximail.com
Message-ID: <1163413006.908616.264580@h54g2000cwb.googlegroups.com>
Source record: 6892

Anyone with a copy of Devpac DSP for sale? Preferably with manual?

Thanks

Ian.

eai-6359ORANGE @
APPLEiximail.com

(remove the fruit)

8416. Re: What is this accelerator?

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 11:26:49 UTC
From: Jammer <meva90@yahoo.co.uk>
Message-ID: <4559a6f7$1@news.greennet.net>
Source record: 6893

PowerUp2 is working fine and along with Warp 9 makes the Falcon fly along.
I ran GemBench with the Falcon in 4 colour mode and the overall was more
than 200% faster !

Thanks for the help
Jammer

cii-2d21@iximail.com wrote:
> I'm having some trouble identifying an 'accelerator' mod on a Falcon
> MB. This appears to be a clock booster for the bus etc and is a green
> module (sealed) with several wires. There is also two wires attached to
> an LED. There are no labels on the unit which is about 3" by 1" in size
> and its stuck to the MB. Any idea what this might be? It must work OK
> as the Falcon boots normally, but I'm guessing there is a driver
> required to turn the accelerator on?
>
> Cheers
>
> Ian.
>

8417. Re: Devpac DSP

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 12:38:17 UTC
From: miro.kropacek@gmail.com
Message-ID: <1163421497.276917.102990@h54g2000cwb.googlegroups.com>
Source record: 6894

> Anyone with a copy of Devpac DSP for sale? Preferably with manual?
>
dunno why do you want it but if it's for dsp code -- forget it. it's
crap as hell. much better choice is to use qdsp...

8418. Mac-Aranym newbie questions

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 12:40:49 UTC
From: "no-spam2@lycos.com" <no-spam2@lycos.com>
Message-ID: <1163421649.611390.28400@i42g2000cwa.googlegroups.com>
Source record: 6895

Having downloaded and installed Mac-Aranym I find myself not really
being able to do much. The documentation supplied with it is quite
sparse and seems to be mostly geared towards developers with its
technical stuff.

1) I hate that Mac-Aranym needs to place its files inside my
"Documents" folder. Can I configure it to have its files elsewhere,
like in the Applications folder?

2) Once running I can't move the mouse-pointer outside the Atari ST
desktop window. How do I change this so I can temporarily exit the
Atari desktop window, or make the mouse-pointer move beyond the desktop
and enter the Mac domain again?

3) How do I create a virtual hard drive for Mac-Aranym to use?

4) Is it possible to use TOS 2.06 with it?

Is there any usable documentation for Mac-Aranym which is more for the
ordinary user?
Alternatively, are there Atari ST emulators on the Mac which are easier
to use?

8419. Re: Mac-Aranym newbie questions

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 13:15:04 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <ej9r7traa1@upsn250.cri.u-psud.fr>
Source record: 6896

Hi,

You may better take advantage of "Hatari" <http://hatari.sf.net/>
as a "Falcon Emulator" under OSX. Or Nostalgia as a "STE Emulator"
under OSX <http://users.skynet.be/sky39147/>.

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
<http://eureka.atari.org/>

no-spam2@lycos.com wrote :
> Having downloaded and installed Mac-Aranym I find myself not really
> being able to do much. The documentation supplied with it is quite
> sparse and seems to be mostly geared towards developers with its
> technical stuff.
>
> 1) I hate that Mac-Aranym needs to place its files inside my
> "Documents" folder. Can I configure it to have its files elsewhere,
> like in the Applications folder?
>
> 2) Once running I can't move the mouse-pointer outside the Atari ST
> desktop window. How do I change this so I can temporarily exit the
> Atari desktop window, or make the mouse-pointer move beyond the desktop
> and enter the Mac domain again?
>
> 3) How do I create a virtual hard drive for Mac-Aranym to use?
>
> 4) Is it possible to use TOS 2.06 with it?
>
> Is there any usable documentation for Mac-Aranym which is more for the
> ordinary user?
> Alternatively, are there Atari ST emulators on the Mac which are easier
> to use?

8420. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 18:32:35 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <4558BA42.E12DF045@comcast.net>
Source record: 6897

```
Coda wrote:
>
> On Nov 8, 8:04 pm, miro.kropa...@gmail.com wrote:
> > Hello,
> >
> > this is great news :) I can _highly_ recommned you to start with Pure
> > C. It can be downloaded from here:http://rg.atari.org/source.htm. It's
> > really simple, english gui, easy project syntax. It includes assembler,
> > linker, compiler.
> >
> > Later you can switch to gnu c on FreeMiNT but Pure C is really good
> > start to. If you have any question, don't hesistate to ask :)
> >
> > I can also recommend great book/html/hypertext called Atari Compendium
> > where you can find a lot of stuff about Atari and C programming and
> > system calls as well.
> >
> > If you have any questions, just ask.
>
> Last time I looked the only documentation for Pure was in German. Has
> this changed, are there any docs in English anywhere?
>
Can someone point me to where I can download the German Pure
C *manual* from the internet???

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

8421. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 18:38:05 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <4558bb8d$1_2@x-privat.org>
Source record: 6898

PeP wrote:
>
>> Just as well, Sorry it was late and a stupid comment.
>
> No one is perfect.
>
> I've been using AtarICQ as my only ICQ client for about half a year.
> It's one of the best applications on the platform, it's actively
> maintained and doesn't suffer from the "well, at least it works, let's
> do something else"-syndrome. Kudos to GokMasE.

I can confirm this. I'm using AtarICQ since the beginning.
Eventhough I've a Linux box besides me I prefer to use AICQ. Only in
some rare occassion I use the Linux ICQ clients.

Take care,

8422. [PUB]

Newsgroup: comp.sys.atari.st
Date: 2006-11-13 22:40:18 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4558f463$0$1402$426a74cc@news.free.fr>
Source record: 6699

The money I will get will be used for Hardware dev for atari computers...
After a delay, I will put all on ebay...
I can send photo on demand...

Regards

ATARI

- Falcon Motherboard (TOS 4.04 / no RAM) 100 ?

- Falcon Power Supply (AC 230V, 50/60 Hz) 10 ?

- Falcon 4/14 MB ST-RAM SIMM card with 4 MB 10 ?

- Falcon SCSI-2 Cable (from Falcon to SCSI-50pins) 5 ?

- Falcon RGB->SCART cable
5 ?

- Falcon : Socket + screws + cable for internal 2.5 HDD 10 ?

- VGA + RGB color Monitor with switch cable 30 ?

- 4.3 GB HDD 3.5 IDE SEAGATE Medalist 4310 15 ? Ready with
BOOT for Atari

- 4.3 GB HDD 3.5 IDE QUANTUM Fireball CR 15 ? Ready
with BOOT for Atari

- IDE 40 wires ribbon cable for 2 HDD 1 ?

- SDRAM 64Mbytes PC100 for CT60/63 5 ?

- RAM two 1MB SIMMs for 2MB upgrade STE/MSTE 5 ?

- STF/STE/F30 QWERTY keyboard (green & yellow Leds) 5 ?

- Floppy Drive 1.44 EPSON SMD300 (1.44 MB) 10 ?

- ST/STF/MST HD Kit for 1.44 Floppy Drive 10 ? (english
manual + software)

- Atari floppy external 14 pins cable
1 ?

- TT CPU Daughter board (for TT mb first generation) 20 ?

- TT-RAM board with 4 MB (upgradable to 16 MB) 20 ?

- TT rear metal VME bus cover with SERIAL ports 5 ?

- TT SCSI cable (from TT SCSI to SCSI-50pins) 5 ?

- SCSI case (new state)
10 ?

- Jaguar Joypad
10 ?

- Jaguar Power Supply (230V / 50 Hz) 10 ?

- Alien vs Predator official poster (52 * 40 cm) 5 ?

- Atari Mouse (tested & cleaned)
10 ?

- ST/STE/F30 keyboard to ext. RJ11 keyb. Cable adaptor 5 ?

- Ultimate Ripper Cartridge
1 ?

- Motorola MC68060 user's manual 10 ?

- Motorola MC68881/882 user's manual 10 ?

- Motorola DSP56001 user's manual 10
?

- Spectre GCR (with hardware, disk & cable in the box !) 15 ?
COLLECTOR

- External floppy drive 3.5 (power on joystick port) 5 ?

- External floppy drive 5.1/4 for Atari (!) + a second one 5 ?

- Internal Floppy Side Selector (connected on 14pins con.) 1 ? To
boot on Side B of a 3.5 disk

- Atari calculator (new in the plastic box) 5
? COLLECTOR

- Atari MEGA ST Slot Diagnostic card 5 ?
(complement of the Cartridge)

- Atari Keyboard plastic contacts under keys (bag) 1 ?

- Atari 1 x 7800 joypads
5 ?

- Quickjoy game joystick with Autofire and ST/CPC sel. 1 ?

- CD-ROM : TOS2WIN (1996) 1 ?

- CD-ROM : Service DEMOS (ST/STE/Falcon) -12/1997 1 ?

- CD-ROM : Atari Mega Archive Volume 2 (may 1995) 1 ?

- CD-ROM : The Ultimate CUBASE CD-ROM 5 ? (400 Midi, 400
loops, 1200 AIFF)

- "No Second Price" Game ST/STE (complete package) 1 ?

- 37 disks with software (utility and others)
1 ?

- Official Atari Falcon overview (10 color pages) - English 5 ?
COLLECTOR

- Official shop sticker (88*20 cm) 'Atari Service' & under 10
? COLLECTOR

'Factory Authorized Network' (all on silver with blue letters & a red
Atari logo on left)

8423. Re: [PUB]

Newsgroup: comp.sys.atari.st
Date: 2006-11-14 08:17:13 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <45597b87$0$1997$426a74cc@news.free.fr>
Source record: 6700

Sorry, it is not beer but advertising... Should read ADV instead of PUB ...

"Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> a crit dans le
message de news: 4558f463$0$1402$426a74cc@news.free.fr...
> The money I will get will be used for Hardware dev for atari computers...
> After a delay, I will put all on ebay...
> I can send photo on demand...
>
> Regards
>
> ATARI
>
>
> - Falcon Motherboard (TOS 4.04 / no RAM) 100 ?
>
> - Falcon Power Supply (AC 230V, 50/60 Hz) 10 ?
>
> - Falcon 4/14 MB ST-RAM SIMM card with 4 MB 10 ?
>
> - Falcon SCSI-2 Cable (from Falcon to SCSI-50pins) 5 ?
>
> - Falcon RGB->SCART cable 5 ?
>
> - Falcon : Socket + screws + cable for internal 2.5 HDD 10 ?
>
> - VGA + RGB color Monitor with switch cable 30 ?
>
> - 4.3 GB HDD 3.5 IDE SEAGATE Medalist 4310 15 ? Ready
> with BOOT for Atari
>
> - 4.3 GB HDD 3.5 IDE QUANTUM Fireball CR 15 ? Ready
> with BOOT for Atari
>
> - IDE 40 wires ribbon cable for 2 HDD 1 ?
>
> - SDRAM 64Mbytes PC100 for CT60/63 5 ?
>
> - RAM two 1MB SIMMs for 2MB upgrade STE/MSTE 5 ?
>
> - STF/STE/F30 QWERTY keyboard (green & yellow Leds) 5 ?
>
> - Floppy Drive 1.44 EPSON SMD300 (1.44 MB) 10 ?
>

> - ST/STF/MST HD Kit for 1.44 Floppy Drive 10 ? (english
> manual + software)
>
> - Atari floppy external 14 pins cable 1 ?
>
> - TT CPU Daughter board (for TT mb first generation) 20 ?
>
> - TT-RAM board with 4 MB (upgradable to 16 MB) 20 ?
>
> - TT rear metal VME bus cover with SERIAL ports 5 ?
>
> - TT SCSI cable (from TT SCSI to SCSI-50pins) 5 ?
>
> - SCSI case (new state) 10 ?
>
> - Jaguar Joypad 10 ?
>
> - Jaguar Power Supply (230V / 50 Hz) 10 ?
>
> - Alien vs Predator official poster (52 * 40 cm) 5 ?
>
> - Atari Mouse (tested & cleaned) 10 ?
>
> - ST/STE/F30 keyboard to ext. RJ11 keyb. Cable adaptor 5 ?
>
> - Ultimate Ripper Cartridge 1 ?
>
> - Motorola MC68060 user's manual 10
> ?
>
> - Motorola MC68881/882 user's manual 10 ?
>
> - Motorola DSP56001 user's manual
> 10 ?
>
> - Spectre GCR (with hardware, disk & cable in the box !) 15 ?
> COLLECTOR
>
> - External floppy drive 3.5 (power on joystick port) 5 ?
>
> - External floppy drive 5.1/4 for Atari (!) + a second one 5 ?
>
> - Internal Floppy Side Selector (connected on 14pins con.) 1 ? To
> boot on Side B of a 3.5 disk
>
> - Atari calculator (new in the plastic box)
> 5 ? COLLECTOR
>
> - Atari MEGA ST Slot Diagnostic card 5 ?

> (complement of the Cartridge)
>
> - Atari Keyboard plastic contacts under keys (bag) 1 ?
>
> - Atari 1 x 7800 joypads 5 ?
>
> - Quickjoy game joystick with Autofire and ST/CPC sel. 1 ?
>
> - CD-ROM : TOS2WIN (1996) 1 ?
>
> - CD-ROM : Service DEMOS (ST/STE/Falcon) -12/1997 1 ?
>
> - CD-ROM : Atari Mega Archive Volume 2 (may 1995) 1 ?
>
> - CD-ROM : The Ultimate CUBASE CD-ROM 5 ? (400 Midi, 400
> loops, 1200 AIFF)
>
> - "No Second Price" Game ST/STE (complete package) 1 ?
>
> - 37 disks with software (utility and others) 1 ?
>
> - Official Atari Falcon overview (10 color pages) - English 5 ?
> COLLECTOR
>
> - Official shop sticker (88*20 cm) 'Atari Service' & under
> 10 ? COLLECTOR
>
> 'Factory Authorized Network' (all on silver with blue letters & a red
> Atari logo on left)
>
>

8424. Re: C programming

Newsgroup: comp.sys.atari.st
Date: 2006-11-14 09:47:39 UTC
From: miro.kropacek@gmail.com
Message-ID: <1163497659.656901.202900@h54g2000cwb.googlegroups.com>
Source record: 6701

> Is there an 68000 friendly version of the assembly routines can be
> found in godlib (at least system_s.s contains 68010 commands)?
>
I have no experiences with godlib but i expect it isn't suited for
68010 ;-) Maybe some 030 code is used but this one you simply don't
need if you develop for 68000. Contacting author would be a good idea :)

8425. Re: [PUB]

Newsgroup: comp.sys.atari.st
Date: 2006-11-14 14:52:14 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4559d81b$0$1984$426a74cc@news.free.fr>
Source record: 6702

I add to the list :

- IDE CD-ROM drive 48x - Samsung CD-Master 48E - Model SC-148
5 EUR

"Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> a crit dans le
message de news: 4558f463$0$1402$426a74cc@news.free.fr...
> The money I will get will be used for Hardware dev for atari computers...
> After a delay, I will put all on ebay...
> I can send photo on demand...
>
> Regards
>
> ATARI
>
>
> - Falcon Motherboard (TOS 4.04 / no RAM) 100 ?
>
> - Falcon Power Supply (AC 230V, 50/60 Hz) 10 ?
>
> - Falcon 4/14 MB ST-RAM SIMM card with 4 MB 10 ?
>
> - Falcon SCSI-2 Cable (from Falcon to SCSI-50pins) 5 ?
>
> - Falcon RGB->SCART cable 5 ?
>
> - Falcon : Socket + screws + cable for internal 2.5 HDD 10 ?
>
> - VGA + RGB color Monitor with switch cable 30 ?
>
> - 4.3 GB HDD 3.5 IDE SEAGATE Medalist 4310 15 ? Ready
> with BOOT for Atari
>
> - 4.3 GB HDD 3.5 IDE QUANTUM Fireball CR 15 ? Ready
> with BOOT for Atari
>
> - IDE 40 wires ribbon cable for 2 HDD 1 ?
>
> - SDRAM 64Mbytes PC100 for CT60/63 5 ?
>
> - RAM two 1MB SIMMs for 2MB upgrade STE/MSTE 5 ?
>
> - STF/STE/F30 QWERTY keyboard (green & yellow Leds) 5 ?
>

> - Floppy Drive 1.44 EPSON SMD300 (1.44 MB) 10 ?
>
> - ST/STF/MST HD Kit for 1.44 Floppy Drive 10 ? (english
> manual + software)
>
> - Atari floppy external 14 pins cable 1 ?
>
> - TT CPU Daughter board (for TT mb first generation) 20 ?
>
> - TT-RAM board with 4 MB (upgradable to 16 MB) 20 ?
>
> - TT rear metal VME bus cover with SERIAL ports 5 ?
>
> - TT SCSI cable (from TT SCSI to SCSI-50pins) 5 ?
>
> - SCSI case (new state) 10 ?
>
> - Jaguar Joypad 10 ?
>
> - Jaguar Power Supply (230V / 50 Hz) 10 ?
>
> - Alien vs Predator official poster (52 * 40 cm) 5 ?
>
> - Atari Mouse (tested & cleaned) 10 ?
>
> - ST/STE/F30 keyboard to ext. RJ11 keyb. Cable adaptor 5 ?
>
> - Ultimate Ripper Cartridge 1 ?
>
> - Motorola MC68060 user's manual 10
> ?
>
> - Motorola MC68881/882 user's manual 10 ?
>
> - Motorola DSP56001 user's manual
> 10 ?
>
> - Spectre GCR (with hardware, disk & cable in the box !) 15 ?
> COLLECTOR
>
> - External floppy drive 3.5 (power on joystick port) 5 ?
>
> - External floppy drive 5.1/4 for Atari (!) + a second one 5 ?
>
> - Internal Floppy Side Selector (connected on 14pins con.) 1 ? To
> boot on Side B of a 3.5 disk
>
> - Atari calculator (new in the plastic box)
> 5 ? COLLECTOR

>
> - Atari MEGA ST Slot Diagnostic card 5 ?
> (complement of the Cartridge)
>
> - Atari Keyboard plastic contacts under keys (bag) 1 ?
>
> - Atari 1 x 7800 joypads 5 ?
>
> - Quickjoy game joystick with Autofire and ST/CPC sel. 1 ?
>
> - CD-ROM : TOS2WIN (1996) 1 ?
>
> - CD-ROM : Service DEMOS (ST/STE/Falcon) -12/1997 1 ?
>
> - CD-ROM : Atari Mega Archive Volume 2 (may 1995) 1 ?
>
> - CD-ROM : The Ultimate CUBASE CD-ROM 5 ? (400 Midi, 400
> loops, 1200 AIFF)
>
> - "No Second Price" Game ST/STE (complete package) 1 ?
>
> - 37 disks with software (utility and others) 1 ?
>
> - Official Atari Falcon overview (10 color pages) - English 5 ?
> COLLECTOR
>
> - Official shop sticker (88*20 cm) 'Atari Service' & under
> 10 ? COLLECTOR
>
> 'Factory Authorized Network' (all on silver with blue letters & a red
> Atari logo on left)
>
>

8426. converting ST disk files to PC format

Newsgroup: comp.sys.atari.st
Date: 2006-11-14 18:16:16 UTC
From: super_stonic@yahoo.com
Message-ID: <1163528176.562779.158110@f16g2000cwb.googlegroups.com>
Source record: 6703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can someone explain how to go about how to port over ST files into a
format that's readable on a PC?

8427. FA: HTF C64, PC, Atari ST, Amiga titles

Newsgroup: comp.sys.atari.st
Date: 2006-11-14 21:27:32 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1163539644.95629.0@iris.uk.clara.net>
Source record: 6704

Guys,

*** Re-listed die to eBay stupidity! ***

More great auctions, with plenty of HTF titles in as-new condition,
including a bunch of great PC, Amiga and ST titles, as well as plenty of C64
disks, including a couple of C128 specific.
Items are in the UK, and in Pounds Sterling (shipping will be higher to the
US/abroad), but you will be hard pressed to find some of these in this
condition again.
Seriously - have a look through, lots of hard-to-find titles (some sealed),
I will also be putting up a number of Atari 8-Bit titles this coming Sunday
(12th November).

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ25QQsassZcawley1 (US list)

http://search.ebay.co.uk/_W0QQfgtpZ1QQfrppZ25QQfsooZ1QQfsopZ2QQsassZcawley1
(UK list)

Cheers,
Paul

8428. Re: converting ST disk files to PC format

Newsgroup: comp.sys.atari.st
Date: 2006-11-14 22:07:13 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1163542033.575039.234670@m7g2000cwm.googlegroups.com>
Source record: 6705

Your question is a little ambiguous. Think about it a while and search
google. I'm sure what you want has been discussed many many times.
Whatever it is.

On Nov 14, 7:16 pm, super_sto...@yahoo.com wrote:
> Can someone explain how to go about how to port over ST files into a
> format that's readable on a PC?

8429. Re: Devpac DSP

Newsgroup: comp.sys.atari.st
Date: 2006-11-14 22:38:45 UTC
From: cii-2d21@iximail.com
Message-ID: <1163543925.817823.235300@k70g2000cwa.googlegroups.com>
Source record: 6706

I have quite a few old files that I know run with Devpac DSP so its
just easier :) If anyone has a copy for sale let me know.

Thanks

Ian.

eai-6359ORANGE @
APPLEiximail.com

(remove the fruit)

> > Anyone with a copy of Devpac DSP for sale? Preferably with manual?
> >
> dunno why do you want it but if it's for dsp code -- forget it. it's
> crap as hell. much better choice is to use qdsp...

8430. Re: converting ST disk files to PC format

Newsgroup: comp.sys.atari.st
Date: 2006-11-14 23:28:54 UTC
From: pj <nospam@notarealemailaddress.com>
Message-ID: <455a5135$0$8718$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 6707
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

<super_stonic@yahoo.com> wrote in message
news:1163528176.562779.158110@f16g2000cwb.googlegroups.com...
> Can someone explain how to go about how to port over ST files into a
> format that's readable on a PC?
>

this is pretty good:
http://www.ppest.org/atari/floimgd.php

8431. Game copying (restoring) question

Newsgroup: comp.sys.atari.st
Date: 2006-11-14 23:59:21 UTC
From: STcomp@cwo.com
Message-ID: <1163548761.577973.33230@b28g2000cwb.googlegroups.com>
Source record: 6708

Hi, I am an Atari ST game collector, and gamer, and I was lucky enough to get my hands on a mint condition Hard N Heavy original disk box and manual. Unfortunately, somebody copied some crappy midi files on to the original disk. :(However the disk is in good condition still, and I happen to also have an original Hard N Heavy disk from a re-line compilation. :) (which should have the identical code and format)

My question is: is the copy protection tough on Hard N Heavy, or might it be possible for me to restore the erased original Hard N Heavy disk with my other Hard N Heavy original disk?

Would I need special copy software? Perhaps a discovery cart (is that what they were called?)

Thanks in advance for any info! -SaTcom2

8432. Re: Game copying (restoring) question

Newsgroup: comp.sys.atari.st
Date: 2006-11-15 00:21:06 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <S3t6h.66248$rP1.55023@news-server.bigpond.net.au>
Source record: 6709

STcomp@cwo.com wrote:
> Hi, I am an Atari ST game collector, and gamer, and I was lucky enough
> to get my hands on a mint condition Hard N Heavy original disk box and
> manual. Unfortunately, somebody copied some crappy midi files on to the
> original disk. :(However the disk is in good condition still, and I
> happen to also have an original Hard N Heavy disk from a re-line
> compilation. :) (which should have the identical code and format)
>
> My question is: is the copy protection tough on Hard N Heavy, or might
> it be possible for me to restore the erased original Hard N Heavy disk
> with my other Hard N Heavy original disk?
>
> Would I need special copy software? Perhaps a discovery cart (is that
> what they were called?)

Give it a try and see if it works. Try using fast copy if that is no go
see if you can get a copy of A-copy and use that.

Mark

8433. Re: Game copying (restoring) question

Newsgroup: comp.sys.atari.st
Date: 2006-11-15 05:07:56 UTC
From: STcomp@cwo.com
Message-ID: <1163567276.662803.81200@e3g2000cwe.googlegroups.com>
Source record: 6710

I just tried Fcopy and Acopy and neither one worked. If anyone out
there can help me figure out how to copy Hard N Heavy I would
appreciate it. In the mean time I'll keep fiddling around with stuff.
Thanks.

Mark Bedingfield wrote:
> STcomp@cwo.com wrote:
> > Hi, I am an Atari ST game collector, and gamer, and I was lucky enough
> > to get my hands on a mint condition Hard N Heavy original disk box and
> > manual. Unfortunately, somebody copied some crappy midi files on to the
> > original disk. :(However the disk is in good condition still, and I
> > happen to also have an original Hard N Heavy disk from a re-line
> > compilation. :) (which should have the identical code and format)
> >
> > My question is: is the copy protection tough on Hard N Heavy, or might
> > it be possible for me to restore the erased original Hard N Heavy disk
> > with my other Hard N Heavy original disk?
> >
> > Would I need special copy software? Perhaps a discovery cart (is that
> > what they were called?)
>
> Give it a try and see if it works. Try using fast copy if that is no go
> see if you can get a copy of A-copy and use that.
>
> Mark

8434. Unknown Atari ROM's

Newsgroup: comp.sys.atari.st
Date: 2006-11-15 09:40:58 UTC
From: cii-2d21@iximail.com
Message-ID: <1163583658.828015.204560@m73g2000cwd.googlegroups.com>
Source record: 6711

Just wondering what might be on these ROM's. They are official Atari
ROM's,
type AM 1 8517MAA

The numbers on the ROM's are

C026035-01 (with a '10' marked in tipex)

and

C026034-01 (with a '80' marked in tipex)

any ideas?

Thanks

Ian.

8435. Re: converting ST disk files to PC format

Newsgroup: comp.sys.atari.st
Date: 2006-11-15 12:58:14 UTC
From: Alison <alison@logicsaysNOSPAM.com>
Message-ID: <9sGdnQFmaowpk8bYRVnyjQ@bt.com>
Source record: 6712
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

<super_stonic@yahoo.com> wrote in message
news:1163528176.562779.158110@f16g2000cwb.googlegroups.com...
> Can someone explain how to go about how to port over ST files into a
> format that's readable on a PC?
>

Use a PARCP cable. Certainly one of the most reliable and predictable
methods. Search for PARCP.

8436. Re: Game copying (restoring) question

Newsgroup: comp.sys.atari.st
Date: 2006-11-15 16:13:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.11.15.16.13.51.905700@charter.net>
Source record: 6713

On Tue, 14 Nov 2006 21:07:56 -0800, STcomp wrote:

> I just tried Fcopy and Acopy and neither one worked. If anyone out
> there can help me figure out how to copy Hard N Heavy I would
> appreciate it. In the mean time I'll keep fiddling around with stuff.
> Thanks.

Its a bit more involved, but if you have, or can get a 2nd floppy drive
(SF314 preferably), then find or make a Blitz cable. Using the Blitz
software/cable combo, you can copy most protected floppy disks.

Its as simple as putting the original floppy in Drive A and the target
floppy in Drive B and running the software.

The Blitz combo bypasses the ST's floppy drive controller, circumventing
almost all forms of floppy disk based protection.

HTHs.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8437. Re: Unknown Atari ROM's

Newsgroup: comp.sys.atari.st
Date: 2006-11-15 16:47:37 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns987C780123096emuslor@216.196.97.136>
Source record: 6714

Despite all prevention efforts, cii-2d21@iximail.com wrote in
news:1163583658.828015.204560@m73g2000cwd.googlegroups.com:

> Just wondering what might be on these ROM's. They are official Atari
> ROM's,
> type AM 1 8517MAA
>
> The numbers on the ROM's are
>
> C026035-01 (with a '10' marked in tipex)
>
> and
>
> C026034-01 (with a '80' marked in tipex)
>
> any ideas?
>

I found references to these boot roms at:

http://www.xs4all.nl/~ganswijk/chipdir/oth/atari.txt

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

8438. Re: Unknown Atari ROM's

Newsgroup: comp.sys.atari.st
Date: 2006-11-15 17:03:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200611151803.a44915@b.maus.de>
Source record: 6717

> any ideas?

Maybe

C026034-29 = Boot-ROM (2Chip) Copyright ATARI 1985 Taiwan
C026035 = Boot-ROM (2Chip) Copyright ATARI 1985 Taiwan

C026034 = Boot-ROM (2Chip) OKI
C026035 = Boot-ROM (2Chip) OKI

Gerhard

8439. Re: Unknown Atari ROM's

Newsgroup: comp.sys.atari.st
Date: 2006-11-15 19:03:59 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <455b649b$0$29850$426a74cc@news.free.fr>
Source record: 6715

These are BOOT ROM for ATARI ST without TOS.... the first ST were furnished
like this and the TOS was loaded for a disk.
These ROMS contain a very nice screen with 512 colors cycling back and a
floppy drive SF314 image (bitmap !)...
I love this because it remembers me the first time I use an ST...in 1986...

34 & 35 are for a country...several different countries are existing with
different terminations like -32 & 33 by example.

I have the files if somebody want to use...

<cii-2d21@iximail.com> a crit dans le message de news:
1163583658.828015.204560@m73g2000cwd.googlegroups.com...
> Just wondering what might be on these ROM's. They are official Atari
> ROM's,
> type AM 1 8517MAA
>
> The numbers on the ROM's are
>
> C026035-01 (with a '10' marked in tipex)
>
> and
>
> C026034-01 (with a '80' marked in tipex)
>
> any ideas?
>
> Thanks
>
> Ian.
>

8440. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-15 22:28:39 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1163629719.524382.241960@k70g2000cwa.googlegroups.com>
Source record: 6716

exxos wrote:
> > do not poke $fffffa01 !!!!!!! or else!
>
> or else what ?
>
I remember PEEKing and POKEing back in my Apple II days. It always did
make me wonder if I was doing something naughty. ;-)

Galenn

8441. Re: converting ST disk files to PC format

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 03:18:26 UTC
From: super_stonic@yahoo.com
Message-ID: <1163647106.584370.73930@m73g2000cwd.googlegroups.com>
Source record: 6718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks pj and Alison- that's exactly what I was looking for! Nice to
know there are some knowledgeable/helpful folks here :)

8442. FS: BRAND NEW ATARI ST GAMES! $20-$30!

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 08:46:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611160043450.14013-100000@onyx.spiritone.com>
Source record: 6719
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI ST! $20-$30! GAME TITLES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; Alien Syndrome; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Chuck Rock; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental

Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf;

Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8443. Wanted: Atari Mega ST4 & ICD LINKs!

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 08:48:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611160046250.14013-100000@onyx.spiritone.com>
Source record: 6720
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8444. Customer Appreciation Month! Giving Thanx!

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 08:51:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611160048330.14013-100000@onyx.spiritone.com>
Source record: 6721
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early this November, Vendors began Advertising for the Christmas Season,
But forgot the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy over $50 of Atari from
Bravo Sierra Computers and get a nice gift from Ben Smith! Call Ben at
(503)256-9974! E-Mail BenSells@Atari.org or goto http://BenSells.Atari.org

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8445. Cubase 3 modules?

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 12:24:26 UTC
From: 100550.3170@compuserve.com
Message-ID: <4558dc28.1036625518@news.freeuk.net>
Source record: 6722

Hi

Were there add-on modules for Cubase 3?? In particular, an
arpeigator??

Cheers

Mark

8446. Re: Game copying (restoring) question

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 14:13:13 UTC
From: twilitezoner <twilitezoner@yahoo.com>
Message-ID: <1163686393.845115.292040@h48g2000cwc.googlegroups.com>
Source record: 6723

Ronald J. Hall wrote:
> On Tue, 14 Nov 2006 21:07:56 -0800, STcomp wrote:
>
> > I just tried Fcopy and Acopy and neither one worked. If anyone out
> > there can help me figure out how to copy Hard N Heavy I would
> > appreciate it. In the mean time I'll keep fiddling around with stuff.
> > Thanks.
>
> Its a bit more involved, but if you have, or can get a 2nd floppy drive
> (SF314 preferably), then find or make a Blitz cable. Using the Blitz
> software/cable combo, you can copy most protected floppy disks.
>
> Its as simple as putting the original floppy in Drive A and the target
> floppy in Drive B and running the software.
>
> The Blitz combo bypasses the ST's floppy drive controller, circumventing
> almost all forms of floppy disk based protection.
>
> HTHs.
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8447. Re: Game copying (restoring) question

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 14:16:10 UTC
From: twilitezoner <twilitezoner@yahoo.com>
Message-ID: <1163686570.601973.120350@m7g2000cwm.googlegroups.com>
Source record: 6724

twilitezoner wrote:
> Ronald J. Hall wrote:
> > On Tue, 14 Nov 2006 21:07:56 -0800, STcomp wrote:
> >
> > > I just tried Fcopy and Acopy and neither one worked. If anyone out
> > > there can help me figure out how to copy Hard N Heavy I would
> > > appreciate it. In the mean time I'll keep fiddling around with stuff.
> > > Thanks.
> >
> > Its a bit more involved, but if you have, or can get a 2nd floppy drive
> > (SF314 preferably), then find or make a Blitz cable. Using the Blitz
> > software/cable combo, you can copy most protected floppy disks.
> >
> > Its as simple as putting the original floppy in Drive A and the target
> > floppy in Drive B and running the software.
> >
> > The Blitz combo bypasses the ST's floppy drive controller, circumventing
> > almost all forms of floppy disk based protection.
> >
> > HTHs.
> >
> > --
> > Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> > An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

The Blitz should work. Although there were some games it would not
copy....

8448. Re: Game copying (restoring) question

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 15:02:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.11.16.15.02.11.540251@charter.net>
Source record: 6725

On Thu, 16 Nov 2006 06:16:10 -0800, twilitezoner wrote:

> The Blitz should work. Although there were some games it would not
> copy....

and thats why I said "almost"... <smile>

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8449. Re: Unknown Atari ROM's

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 15:58:09 UTC
From: cii-2d21@iximail.com
Message-ID: <1163692689.473434.125360@e3g2000cwe.googlegroups.com>
Source record: 6726

Many thanks for the info!

Regards

Ian.

Rodolphe Czuba wrote:

> These are BOOT ROM for ATARI ST without TOS.... the first ST were furnished
> like this and the TOS was loaded for a disk.
> These ROMS contain a very nice screen with 512 colors cycling back and a
> floppy drive SF314 image (bitmap !)...
> I love this because it remembers me the first time I use an ST...in 1986...
>
> 34 & 35 are for a country...several different countries are existing with
> different terminations like -32 & 33 by example.
>
> I have the files if somebody want to use...
>
>
>
>
>
>
>
>
> <cii-2d21@iximail.com> a écrit dans le message de news:
> 1163583658.828015.204560@m73g2000cwd.googlegroups.com...
> > Just wondering what might be on these ROM's. They are official Atari
> > ROM's,
> > type AM 1 8517MAA
> >
> > The numbers on the ROM's are
> >
> > C026035-01 (with a '10' marked in tipex)
> >
> > and
> >
> > C026034-01 (with a '80' marked in tipex)
> >
> > any ideas?
> >
> > Thanks
> >
> > Ian.

> >

8450. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 17:53:21 UTC
From: Sam Smith <bob@bobinogs.bob>
Message-ID: <eji8i7$t8o$1$8300dec7@news.demon.co.uk>
Source record: 6727
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st,alt.recipes.babies

"Alison" <alison@logicsaysNOSPAM.com> wrote in message
news:GfydnZwmT66hhMjYnZ2dnUVZ8sydnZ2d@bt.com...

> Poor guy. You'd be so disappointed. Not only do I have a very realistic
> dildo but a following of the most drooling drop dead georgeous lesbians
> that
> you could only dream about.
>

You see. STs did have their market.

Sam

8451. Re: Unknown Atari ROM's

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 22:50:27 UTC
From: john <jsmith1456@yahoo.com>
Message-ID: <TW57h.1457$d4.1348@newsfe4-win.ntli.net>
Source record: 6728

"Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote in message
news:455b649b$0$29850$426a74cc@news.free.fr...
> These are BOOT ROM for ATARI ST without TOS.... the first ST were
> furnished like this and the TOS was loaded for a disk.
> These ROMS contain a very nice screen with 512 colors cycling back and a
> floppy drive SF314 image (bitmap !)...
> I love this because it remembers me the first time I use an ST...in
> 1986...

yep, disk tos was pretty useless - I think you had about 200K left...oh and
it bombed rather alot - or rather 'mushroom clouded'....

I seem to recall some demo used that screen if anyone wants to see what an
early st boot up looked like....

damn, what was the demo called.....

8452. Re: Game copying (restoring) question

Newsgroup: comp.sys.atari.st
Date: 2006-11-16 22:54:53 UTC
From: john <jsmith1456@yahoo.com>
Message-ID: <1%57h.1458$d4.1433@newsfe4-win.ntli.net>
Source record: 6729

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.11.16.15.02.11.540251@charter.net...
> On Thu, 16 Nov 2006 06:16:10 -0800, twilitezoner wrote:
>
>> The Blitz should work. Although there were some games it would not
>> copy....
>
> and thats why I said "almost"... <smile>

I used to copy ST and Acorn games using an Amiga with Xcopy pro - well it
was good for something :-)

8453. Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-17 00:44:46 UTC
From: Alison <alison@logicsaysNOSPAM.com>
Message-ID: <isGdnbzlbp1QmMDYRVnyvw@bt.com>
Source record: 6730

Hello,

Please would anyone have any speed benchmarking programs for Atari hard disks?

Many thanks,

Alison

8454. Re: Unknown Atari ROM's

Newsgroup: comp.sys.atari.st
Date: 2006-11-17 18:02:58 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <455df94d$0$3153$426a74cc@news.free.fr>
Source record: 6732

"john" <jsmith1456@yahoo.com> a écrit dans le message de news:
TW57h.1457$d4.1348@newsfe4-win.ntli.net...
|
| "Rodolphe Czuba" <rodolphe.Beurkcaca.spam.czuba@free.fr> wrote in message
| news:455b649b$0$29850$426a74cc@news.free.fr...
| > These are BOOT ROM for ATARI ST without TOS.... the first ST were
| > furnished like this and the TOS was loaded for a disk.
| > These ROMS contain a very nice screen with 512 colors cycling back and a
| > floppy drive SF314 image (bitmap !)...
| > I love this because it remembers me the first time I use an ST...in
| > 1986...
|
| yep, disk tos was pretty useless - I think you had about 200K left...oh and
| it bombed rather alot - or rather 'mushroom clouded'....
|
| I seem to recall some demo used that screen if anyone wants to see what an
| early st boot up looked like....

YEs, you are right...I remember too a demo...

|
| damn, what was the demo called.....
|
|
|
|

8455. Re: The ATARI ST is the most homosexual computer EVER!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-17 18:04:34 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <455df8c6$0$764$4c56ba96@master.news.zetnet.net>
Source record: 6731
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st,alt.recipes.babies

Well amiga does mean girlfriend in Spanish (or more precisely a friend
who is feminine), which is just as well as people like Ed here are
unlikely to find many 'Amigas' of the human variety... :-))

Ed Zagmoon wrote:
> All the ATARI ST owners I know are 100% GAY. I recently found out why:
>
> The ST has, hidden deep inside on it's circuit board a hidden "gaydar
> chip".
>
> This chip does not only make every ATARI ST gay within 30 days, but it
> does also attract a gay muscleman (*) within 24 hours who will shove
> his
> "joystick" up the "user port" of the ATARI ST user's ass.
>
> That means, if you switch on your ST and wait for 24 hours, you'll lose
> your anal virginity. If you let it run for 30 days, you'll become 100%
> gay.
>
> To prevent this, you have to use a chemical called
> cyclotrimethylenetrinitramine.
> Put the substance into your ST, the more, the better and blow the thing
> up.
>
> Then, after solving the ST problem, go and buy an AMIGA, a computer for
> REAL men.
>
>
>
> (*) If you're female, instead of a gay muscleman a 300 pound bulldyke
> with
> a strap-on dildo will visit you within 24 hours.
>

8456. Re: Devpac DSP

Newsgroup: comp.sys.atari.st
Date: 2006-11-17 18:24:12 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.ti6aqmsmknc94k@81-174-212-183.pth-as5.dial.plus.net>
Source record: 6734

Hi
Would that be Hisoft Devpac DSP? Where abouts in the world are you?

Maurice

On Mon, 13 Nov 2006 10:16:46 -0000, <cii-2d21@iximail.com> wrote:

> Anyone with a copy of Devpac DSP for sale? Preferably with manual?
>
> Thanks
>
> Ian.
>
> eai-6359ORANGE @
> APPLEiximail.com
>
> (remove the fruit)
>

8457. Re: More Milan Ques Part 1

Newsgroup: comp.sys.atari.st
Date: 2006-11-17 19:12:48 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4s6g0fFtlqv6U1@mid.individual.net>
Source record: 6733

Rustynutt wrote:

> Are there specific SCSI cards to be used, or will most ADAPTEC cards
> work with the SCSI BIOS? Is there a particular order the cards should
> be installed in?

I think only certain cards (Symbios) work, using Michael Schwingen's
SCSI driver. Most likely Michael can comment on this.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8458. Re: converting ST disk files to PC format

Newsgroup: comp.sys.atari.st
Date: 2006-11-17 20:52:00 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <ejl7dg$14q$1@gateix.bernstein.loc>
Source record: 6736
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

> Can someone explain how to go about how to port over ST files into a
> format that's readable on a PC?

What is exactly what you want?

Do you want ro read files from floppys which are formated on a Atari ST?
If yes, go to my homepage http://www.mbernstein.de to the download
section (floppy icon) and then to the Atari section. There is a program
st2dos which can modify your floppys without data loss in a way, that
a pc can read them. Note that any executabke boot sector is not more
executable after this modification. Higher formats can not be converted.

Do you want to convert file formats of atari programs to file formats
which can be read by software from pcs? I yes, please specify, which
format you want to read.

Do you want to build .ST images from your Atari ST floppys? Then you
can find software with google which can save images as .ST and .MSA

I hope, my hints are helpfull.

Regards
Michael

8459. Re: Atari MEGA STE power LED cable

Newsgroup: comp.sys.atari.st
Date: 2006-11-17 23:05:09 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-F1F208.17050917112006@news-fe-01.texas.rr.com>
Source record: 6735

In article <PHT5h.63810$rP1.5113@news-server.bigpond.net.au>,
Mark Bedingfield wrote:

> Ryan wrote:
>
> > When taking apart my Atari MEGA STE I disconnected the power LED cable
> > from the logic board, carefully noting where it had been plugged in and
> > in which orientation the cable had attached. When reassembling, I
> > plugged the cable back in again, but was unhappy to see that the LED did
> > not turn on. Opening the case again, I realized why: at the *other* end
> > of the cable, the one near the LED, one wire had come loose.
> >
> > http://ryandesign.com/tmp/atari-mega-ste-power-led-cable.jpg
> >
> > Can someone with a working MEGA STE power LED tell me where I need to
> > solder that red wire to make it work again? Thanks.
>
> OK, undo the screw on the bottom of that steel bracket. Inside the bezel
> (rubber thingy) and you will see a bog standard LED. You will have to
> remove the LED, strip back the wire, resolder and insulate the joint. Fixed.

Is it possible for an LED to corrode metal? Why would that happen? Look
at that photo above again and you see the metal bracket is discolored. I
looked at the other LEDs too; the HD activity LED is very interesting.
It seems to have rusted away quite a bit of its bracket.

http://ryandesign.com/tmp/atari-mega-ste-hd-led-corrosion.jpg

The floppy activity LED I could not immediately see because it's inside
the floppy drive itself.

http://ryandesign.com/tmp/atari-mega-ste-floppy-led.jpg

Have anybody else's LEDs done this to their Ataris' brackets?

If these LEDs are responsible for this corrosion, would new LEDs be
better? I could replace them. Looks like the HD and power LEDs are about
3mm across. Guess that's a standard size. Could make 'em all the same
color. Maybe blue. Not sure if I can get at the LED in the floppy drive
though, nor whether I'll be able to get the new power and HD LEDs into
the existing brackets. Anyone done this before?

8460. Re: Free software (well, you gotta pay postage)

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 01:00:50 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <y5KdnUO0t9GuMMLYnZ2dnUVZ_t6dnZ2d@adelphia.com>
Source record: 6748

Roger Burrows wrote:
> I have the following software to give away, acquired when I bought an
> STe recently. Unfortunately the guy had already gotten rid of a lot of
> related stuff (e.g. manuals :-(), so a lot of this is disk-only (genuine
> original disks of course). And a lot of it is, erm, well-aged, so if it
> doesn't get a taker, it will be going to the local landfill ... I'll
> give you once-in-a-while Usenet readers a couple of weeks before I pull
> the plug.
>
> If you're interested in any of this, let me know & I'll figure out the
> postage costs. PayPal is probably the easiest way of paying, but if you
> really want something and don't have an account, let me know & I'll try
> to work something out.
>
> Thanks,
> Roger Burrows
> ========================== (snip) ==========================
>
> Manual+disk(s)
> --------------
> Degas
> Degas Elite
> Diskscan Professional + HDScan Professional
> Easy-Draw
> MaxiFile
> pc-ditto v3.0
> Quick ST 3.0 (2 copies)
> Timeworks Publisher 2
> PageStream v2.2SE
> ProCopy v1.60
>
>
> Disk(s) only
> ------------
> A-Calc Prime
> ALT
> Codehead Utilities
> Cornerman
> Disk Library
> Fast Path
> Flex Menu
> Geneva
> GFA Basic 2.0
> GFA Basic Book (tutorial for 2.0)

> Hot Wire
> LogiKhron Clock Module (LCM-2000) driver
> Megafont ST
> More! Fonts 1-5 (for Publishing Partner)
> Mouse Boot IV
> NeoDesk 4
> Revolver
> Spelling Sentry
> Squish II
> ST-Talk Professional 2.0
> STalker 3
> STeno
> Superbase Personal
> Thunder
> Time Link
> Timeworks Data Manager ST
> Timeworks Desktop Publisher ST
> Timeworks Word Writer ST
> Typesetter Elite
> Universal Item Selector v3.1
> VDOS ProQueue
> VIP Professional
> Warp 9
>
>
> Manual only
> -----------
> Quick Tools Volume 1
> NeoDesk 2.0 / NeoDesk 3
>
> ========================== (snip) ===========================
Hi Roger,

I'd sure like the Timeworks Publisher 2 if you don't mind. :)

8461. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 04:13:09 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <bt1tl2t0leui66m9ro26db4e5t9ajjt174@4ax.com>
Source record: 6737

Hi!
On Fri, 17 Nov 2006 00:44:46 -0000, "Alison"
<alison@logicsaysNOSPAM.com> wrote:
>
>Please would anyone have any speed benchmarking programs for Atari hard
>disks?
>

Depends what you mean by speed :-). If you're just interested in raw
data transfer rate, there's one available here:
http://www.anodynesoftware.com/freeware/main.htm

If you want some combination of seek time, latency, and transfer rate,
then one of the standard benchmark programs (e.g. zbench) should do.

Roger

8462. Free software (well, you gotta pay postage)

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 04:29:53 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <j62tl2hb29kr611159m3htmfumdsqa2ih9@4ax.com>
Source record: 6738

I have the following software to give away, acquired when I bought an STe recently. Unfortunately the guy had already gotten rid of a lot of related stuff (e.g. manuals :-(), so a lot of this is disk-only (genuine original disks of course). And a lot of it is, erm, well-aged, so if it doesn't get a taker, it will be going to the local landfill ... I'll give you once-in-a-while Usenet readers a couple of weeks before I pull the plug.

If you're interested in any of this, let me know & I'll figure out the postage costs. PayPal is probably the easiest way of paying, but if you really want something and don't have an account, let me know & I'll try to work something out.

Thanks,
Roger Burrows
========================== (snip) ==========================

Manual+disk(s)

Degas
Degas Elite
Diskscan Professional + HDScan Professional
Easy-Draw
MaxiFile
pc-ditto v3.0
Quick ST 3.0 (2 copies)
Timeworks Publisher 2
PageStream v2.2SE
ProCopy v1.60

Disk(s) only

A-Calc Prime
ALT
Codehead Utilities
Cornerman
Disk Library
Fast Path
Flex Menu
Geneva
GFA Basic 2.0
GFA Basic Book (tutorial for 2.0)
Hot Wire
LogiKhron Clock Module (LCM-2000) driver
Megafont ST

More! Fonts 1-5 (for Publishing Partner)
Mouse Boot IV
NeoDesk 4
Revolver
Spelling Sentry
Squish II
ST-Talk Professional 2.0
STalker 3
STeno
Superbase Personal
Thunder
Time Link
Timeworks Data Manager ST
Timeworks Desktop Publisher ST
Timeworks Word Writer ST
Typesetter Elite
Universal Item Selector v3.1
VDOS ProQueue
VIP Professional
Warp 9

Manual only

Quick Tools Volume 1
NeoDesk 2.0 / NeoDesk 3

========================== (snip) ============================

8463. Re: More Milan Ques Part 1

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 11:03:58 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4s87kuFu85klU1@mid.individual.net>
Source record: 6739

In article <sgmql292tb49sfd57qmdr2u6si78j8091t@4ax.com>,
Rustynutt <rustynutt@dingleberry.net> wrote:
>Left the S3 graphics card in for now, saw a web site where a Milan
>user has an ATI Rage 128 installed, didn't book mark it and can't find
>it again....I have an ATI All In Wonder 128 at work, not sure if the
>S3 is better or worse.

Tha ATI is probably better, although I don't have much experience with ATI
cards except getting them up im 640x480 monochrome mode (VGA bios emulator
and TOS).

>Are there specific SCSI cards to be used, or will most ADAPTEC cards
>work with the SCSI BIOS? Is there a particular order the cards should
>be installed in?

My driver only supports Symbios/LSI Logic 53C810 chips - these are available
on multiple cards, from the Asus SC200 to noname. I do not know any driver
that supports adaptec cards.

cu
Michael
--
Some people have no respect of age unless it is bottled.

8464. Re: More Milan Ques Part 1

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 11:06:46 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4s87q6Fu85klU2@mid.individual.net>
Source record: 6740

In article <ah4rl2hto2h8lte492m8pj56lqc3njnlsa@4ax.com>,
Rustynutt <rustynutt@dingleberry.net> wrote:
>
>One more question tonight :) What is the minimum that must be
>connected to get the Milan to boot? (keyboard, ect). Found an old 486
>PS and tried to fire it up just to see the start up screen, but am not
>getting video output. EDO is filled up, video card, NIC card and SCSI
>card are installed, nothing else.

The bare minimum is a power supply and a speaker - you should at least get
some beep code from the board.

To get video output, you need the VGA card and memory - there has to be at
least 16MB in bank 0. Old bootblock versions will start up the video card
without any memory, but newer ones will just beep (because the 8086 emulator
used for the VGA bios on newer video cards simply needs memory).

cu
Michael
--
Some people have no respect of age unless it is bottled.

8465. An Internet Business Which Costs You Nothing..But Worth Millions..!!!

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 12:31:50 UTC
From: tejhans <crajkumarsingh@yahoo.com>
Message-ID: <1163853109.965105.247770@k70g2000cwa.googlegroups.com>
Source record: 6741

An Internet Business Which Costs You Nothing..But Worth Millions..!!!
Online Team Building System.
>From the desk of the VP of the most powerful marketing system that is sweeping the internet. Two-year proven track record. We show you how to build your team using our Voucher system.
Ever wondered??
-How do these people build a big downline/Team??
-I want to earn online and need a system??
-I want to work Online but need the guidance??
-There has to be a system out there??
Yes there is and we have the track record to prove it. We have grown by over 200,000 team members in less than two years. Affiliates and online programs are beating down our door to join. We only direct our members to the best of the best.
Here is the great part. You can join the VMG system free with our Voucher program.
We will show you how to build your online business with our proven system.
==INSTRUCTIONS==
Email me direct at tejhans@excite.com
In the subject line it is VERY important that you put 'Benefactor Candidate.' I get hundreds of emails and if I see that in the subject line, I will not delete it.
In your email, tell me your first name and what part of the country/world you live in. This is a GLOBAL opportunity so it does not matter where you live as long as you have internet access!
This is all I need. I will in turn send you an email that has a few more details but more important, a VOUCHER CODE that you must write down. This is the code that you will use to activate the CD Pack that you will receive.
I look forward to your response.

8466. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 12:35:56 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <455efe2c_3@x-privat.org>
Source record: 6742

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

Anonymous uploads to the incoming dir are possible again.

**docs**

ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_496_html_de.lzh (1.605.620 bytes)
tos.html (German version) is a webpage about the Atari Operation system.
It also have information about MiNT, MagiC, N.AES, XaAES and other system
extension.

ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_496_html_en.lzh (1.606.746 bytes)
tos.html, English version

ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_496_hyp_de.lzh (1.831.337 bytes)
tos.hyp (German version) is a hypertext about the Atari Operation system.
It also have information about MiNT, MagiC, N.AES, XaAES and other system
extension.

ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_496_hyp_en.lzh (1.813.257 bytes)
tos.hyp, English version

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

8467. Atari Online News, Etc. #08-46

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 13:17:24 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1163855844.751710.50960@k70g2000cwa.googlegroups.com>
Source record: 6743

A-ONE #0846 11/17/06

~ Web Courses Sees Rise! ~ People Are Talking! ~ Sun Sets 'Duke'
Free!
~ eBay Joins With Baidu! ~ Content Filters Fail! ~ The Dull Men's
Club!
~ Spyware Operation Shut ~ Microsoft To Comply? ~ Lycos Seeks
Rebirth!
~ MS To Issue Domains! ~ Anti-Phishing Browsers ~ Google Sends Out
Worm!

-* PS3 Buying Frenzy & Violence *-
-* Bootleg Vista and Office 2007 Appear *-
-* Firm's Anti-Gay E-Mail Sparks Online Fury! *-

--- ---
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj/atarinews/org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org

8468. Re: [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 18:06:32 UTC
From: "no-spam2@lycos.com" <no-spam2@lycos.com>
Message-ID: <1163873192.803768.178010@m7g2000cwm.googlegroups.com>
Source record: 6744

Martin Byttebier wrote:

> ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_496_html_en.lzh (1.606.746 bytes)
> tos.html, English version

> ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_496_hyp_en.lzh (1.813.257 bytes)
> tos.hyp, English version

These are both German versions, not English.

8469. Re: [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 20:14:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200611182114.a45132@b.maus.de>
Source record: 6746

>These are both German versions, not English.

No, but there not all pages in english.

Gerhard

8470. FA: Re-listed Hard to Find C64/128, Amiga, ST, PC auctions

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 20:49:16 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1163882952.23201.0@proxy02.news.clara.net>
Source record: 6745

Guys,

*** Re-listed due to eBay stupidity! ***

Less than 24 hours to go, with plenty of HTF titles in as-new condition, including a bunch of great PC, Amiga and ST titles, as well as plenty of C64 disks, including a couple of C128 specific, many still at their listing price!
Items are in the UK, and in Pounds Sterling (shipping will be higher to the US/abroad), but you will be hard pressed to find some of these in this condition again.
Seriously - have a look through, lots of hard-to-find titles (some sealed), I will also likely be putting up a large number of Atari 8-Bit titles this coming Sunday (12th November).

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ25QQsassZcawley1 (US list)

http://search.ebay.co.uk/_W0QQfgtpZ1QQfrppZ25QQfsooZ1QQfsopZ2QQsassZcawley1 (UK list)

Cheers,
Paul

8471. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-18 22:48:56 UTC
From: Alison <alison@logicsaysNOSPAM.com>
Message-ID: <wMGdnf7RFbs6EMLYRVnysw@bt.com>
Source record: 6747

Roger Burrows <sergeantvimes@yahoo.ca> wrote in message
news:bt1tl2t0leui66m9ro26db4e5t9ajjt174@4ax.com...
> Depends what you mean by speed :-). If you're just interested in raw
> data transfer rate, there's one available here:
> http://www.anodynesoftware.com/freeware/main.htm
>
> If you want some combination of seek time, latency, and transfer rate,
> then one of the standard benchmark programs (e.g. zbench) should do.
>
> Roger
>

Hi Roger :-)

Thanks.

I'm at the final stages of testing of my new memory card hard disk. It's
fast!! At the moment I'm shifting a single sector about in 500uS including
command negociation. It's looking to be about the ST's limit of 1Mbyte/s
with almost no latency. :-)

This has been in development for about 18-months information gathering.

Here it is on the analyser;
http://www.logicsays.com/pub/LAS/PrintCapture0020.gif

Aly

8472. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-19 19:31:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <2qSdnWRg9cedLP3YnZ2dnUVZ8tidnZ2d@pipex.net>
Source record: 6799

In message <wMGdnf7RFbs6EMLYRVnysw@bt.com>,
alison@logicsaysNOSPAM.com said:

>Roger Burrows <sergeantvimes@yahoo.ca> wrote in message
>news:bt1tl2t0leui66m9ro26db4e5t9ajjt174@4ax.com...
>> Depends what you mean by speed :-). If you're just interested in raw
>> data transfer rate, there's one available here:
>> http://www.anodynesoftware.com/freeware/main.htm
>>
>> If you want some combination of seek time, latency, and transfer rate,
>> then one of the standard benchmark programs (e.g. zbench) should do.
>>
>> Roger
>>
>
>Hi Roger :-)
>
>Thanks.
>
>I'm at the final stages of testing of my new memory card hard disk. It's
>fast!! At the moment I'm shifting a single sector about in 500uS including
>command negociation. It's looking to be about the ST's limit of 1Mbyte/s
>with almost no latency. :-)
>
>This has been in development for about 18-months information gathering.

Aly and Roger

There was a very useful utility HOW_FAST by Christian Moeller,
published by /ST Computer/ magazine on one of their PD disks,
which plots a graph of transfer speeds versus block/file sizes for
both read and write operations via the OS (or read-only if you
prefer); you can set limits for smallest and largest block size,
block growth and number of tests as well as Y-axis markings. You
can also save the data as a text file for future reference.

I have translated all the files into English and can send them to
you if you like - the originals only amount to some 47 kB (before
compression or miming).

Regards, /Peter/

8473. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-19 22:38:00 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <rrm1m29rjdne8kodhq27d0lknvdj3k3pjo@4ax.com>
Source record: 6800

On Sat, 18 Nov 2006 22:48:56 -0000, "Alison"
<alison@logicsaysNOSPAM.com> wrote:

>
>I'm at the final stages of testing of my new memory card hard disk. It's
>fast!! At the moment I'm shifting a single sector about in 500uS including
>command negociation. It's looking to be about the ST's limit of 1Mbyte/s
>with almost no latency. :-)
>
>This has been in development for about 18-months information gathering.
>
>Here it is on the analyser;
>http://www.logicsays.com/pub/LAS/PrintCapture0020.gif
>

Oh for a logic analyser, drool ... would have been *very* useful when I
was reverse engineering the SCSI/Link hardware ...

It looks like you ought to be able to shift 255 sectors at a time, at
about 1.5MB/sec ... or have I missed something?

Roger

8474. St Guild BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-11-19 22:41:14 UTC
From: Charles <cabacon@cox.net>
Message-ID: <8458h.133$8A.33@newsfe20.lga>
Source record: 6801

I just added another 2 Gigs of Files! Come get em.

telnet://stguild-bbs.dyndns.org

8475. [ADV] - To sell

Newsgroup: comp.sys.atari.st
Date: 2006-11-20 13:47:32 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4561b1f4$0$2018$426a74cc@news.free.fr>
Source record: 6802

Updated atari stuffs list + Pc list (Memory, PCI boards, PSU, CD-ROM, HDD, ...).

ATARI

- Falcon 4/14 MB ST-RAM SIMM card with 4 MB 10 ?

- Falcon SCSI-2 Cable (from Falcon to SCSI-50pins) 5 ?

- 4.3 GB HDD 3.5 IDE QUANTUM Fireball CR 15 ? Ready with BOOT for Atari

- IDE 40 wires ribbon cable for 2 HDD 1 ?

- SDRAM 64Mbytes PC100 for CT60/63 2 ? OK on CT60/63

- RAM two 1MB SIMMs for 2MB upgrade STE/MSTE 2 ?

- ST/STF/MST HD Kit for 1.44 Floppy Drive 5 ? (english manual + software)

- Atari floppy external 14 pins cable 1 ?

- TT CPU Daughter board (for TT mb first generation) 15 ?

- TT-RAM board with 4 MB (upgradable to 16 MB) 15 ?

- TT rear metal VME bus cover with SERIAL ports 1 ?

- TT SCSI cable (from TT SCSI to SCSI-50pins) 5 ?

- SCSI case (new state) 5 ?

- Jaguar Power Supply (230V / 50 Hz / French AC con.) 5 ?

- ST/STE/F30 keyboard to ext. RJ11 keyb. Cable adaptor 5 ?

- External floppy drive 5.1/4 for Atari (!) + a second one 2 ?

- Internal Floppy Side Selector (connected on 14pins con.) 1 ? To boot on Side B of a 3.5 disk

- Atari calculator (new in the plastic box) 5 ? COLLECTOR

- Atari MEGA ST Slot Diagnostic card 5 ? (complement of the Cartridge)

- Atari Keyboard plastic contacts under keys (bag) 1 ?

- Atari 1 x 7800 joypads
5 ?

- Quickjoy game joystick with Autofire and ST/CPC sel. 1 ?

- Cartridge with MAC ROMS for SPECTRE 5 ?

- CD-ROM : TOS2WIN (1996) 1 ?

- CD-ROM : Service DEMOS (ST/STE/Falcon) -12/1997 1 ?

- CD-ROM : Atari Mega Archive Volume 2 (may 1995) 1 ?

- 35 disks with software (utility and others)
1 ?

- Official shop sticker (88*20 cm) 'Atari Service' & under 10
? COLLECTOR

'Factory Authorized Network' (all on silver with blue letters & a red
Atari logo on left)

PC & co

- MC68882RC25A (FPU PGA case for Amiga boards 10 ?

- AGP S3 Trio 3D -1998
1 ?

- AGP ATI RAGE XL with 8 MB - 2000 1 ?

- PCI S3 Trio Virge/DX card with 4 MB - 1997 1 ?

- PCI card MPEG2 decode Creative Encore DXR2 -1997 2 ? (w/ disk & VGA
loop through cable)

- PCI card Creative 3Dfx Blaster WOODOO2 1998 2 ? (w/ CD
& VGA loop through cable)

- PCI card Modem 56K Olitec (chip Rockwell R6785) -1999 2 ?

- PCI card Modem 56K Conexant (chip R6785) - 2000 2 ?

- PCI card 10Mbit Ethernet (chip RTL8029AS) - 1999 1 ? (2
available)

- PCI card SCSI - Adaptec AHA-2930CU - 2000 2 ?

- PCI card SCSI-2 Ultra - Adaptec ASC-2916N 8 ? (1
Ext. HD-DSub50 + 1 int. Dip50 + 1 int. HD-DSub68 (LVD/SE)

- PCI card SCSI-2 Ultra Wide - Adaptec AHA-2940UW 5 ?
(1 Ext. HD-DSub68 + 1 int. Dip50 + 1 int. HD-DSub68

- ZIP drive (// port) + cable + 6 100MB cartrid. (no PSU) 10 ?

- Slot 1 Pentium 2 MMX 333 Mhz card 1 ?

- ATX PSU (115-230V) 300W 5 ?

- ATX PSU (115-230V) 300Wwith AC switch & thermo control 8 ?

- HDD Ultra-SCSI Wide - IBM UltraStar 9.1 GB - 7200tr/min 10 ?
(2 available)

- USB Wireless (IR) Multimedia Keyboard (ifree GT3001) 10 ?

- 4 SIMM SDRAM 32MB-PC100 5 ?

- 1 SIMM SDRAM 64MB-PC100 1 ? (not
compatible with CT60/63)

- ISA bus Sound Blaster AWE30 card 1994 1 ?

- ISA bus Sound Blaster card (chip YMF719E-S) 1998 1 ?

- ISA bus IO card (// + Floppy + HDD Winchester) 1989 1 ?

- ISA bus Model card (chip USR PD17238PJ) 1996 1 ? With
Disk

- MCA bus SCSI card
2 ?

- MCA bus VGA card
2 ?

- MCA bus Network card
2 ?

- Cable SCSI DIP-50 to 1 x DIP-50
1 ? (2 available)

- Cable SCSI DIP-50 to 2 x DIP-50
2 ?

- Cable SCSI u-sub-68 to 2 x u-sub-68 - Ultra 160 5
?

- SCSI-2 micro-sub50 terminator
5 ?

- NEXT sticker
1 ?

8476. Re: More Milan Ques Part 1

Newsgroup: comp.sys.atari.st
Date: 2006-11-20 18:03:15 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4se8v3FvaeaqU1@mid.individual.net>
Source record: 6803

In article <cpqtl2p6boc03bu3n173baf7asmfad0v5c@4ax.com>,
Rustynutt <rustynutt@dingleberry.net> wrote:
>
>Swapped a few sticks in and out, and she booted up. There are now 4
>sticks of 16 chip 60ns memory installed. Should be 128meg, but the
>Milan only recognizes and test 112 meg. It does successfully boot to
>desk top. Maybe one is a 16 meg stick.

Or the total load is too high - there is a limit to the capacitive load on the DRAM BUS, but is difficult to quantify. Stuffing in 4 SIMMs with 16 chips each might be aboce the limit, which may lead to memory errors. The safest method is to use 2-3 SIMMs of higher capacity, when using all 4 slots, you get less problems with SIMMs that have fewer chips on them, but that may require some experimentation.

>Only the S3 video card is installed (PCI 0). No keyboard, mouse, hard
>disk.
>
>Boot Block V 1.02
>Board Rev 1
>1/0 8086 122E
>1/1 8086 1230
>2/0 5333 8901 INT A IRQ 9
>S/N 01010031001

Looks good so far.

>68060
>
>I removed the 68040 and installed the ET adapter and XC68060RC50A.
>The Milan would not boot with the adapter and 060 CPU installed, there
>was no video output. I verified the 3.3V output of the adapter. The
>CPU warms up.

It *should* simply work - however, we never tested the ET adapter. The 68060 adapter needs to do two things: it provides 3.3V for the 68060, *and* it does some minor bus timing adaption - I do not remember the details, but it was straight from the 68060 manual. Maybe Uwe can remember them?

>in Peter's article that the adapter he purchased from Uwe came with a
>patch, but he does not elaborate if it is only the V1.2 Boot Block, or
>another patch that must be installed along with the 68060. Assuming
>the processor is good, either the old power supply is causing the
>trouble, there is a difference between how the necessary pins on the
>68060 are pulled up, or a patch is needed.

It might be a problem with the adapter - not a defective adapter, but maybe
the adapter does not everything that the original Milan adapter did.

>I reinstalled the 68040 and the Milan boots to desktop.
>Do you have current contact information for Uwe, or access to the
>adapter documentation, or necessary patch?

uwe at uweschneider dot de should still work.

cu
Michael
--
Some people have no respect of age unless it is bottled.

8477. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-21 14:36:17 UTC
From: Alison <alison@logicsaysNOSPAM.com>
Message-ID: <TbidnRumaKI2k_7YnZ2dnUVZ8qOdnZ2d@bt.com>
Source record: 6804

Roger Burrows <sergeantvimes@yahoo.ca> wrote in message
news:rrm1m29rjdne8kodhq27d0lknvdj3k3pjo@4ax.com...
> On Sat, 18 Nov 2006 22:48:56 -0000, "Alison"
> <alison@logicsaysNOSPAM.com> wrote:
>
> Oh for a logic analyser, drool ... would have been *very* useful when I
> was reverse engineering the SCSI/Link hardware ...
>
> It looks like you ought to be able to shift 255 sectors at a time, at
> about 1.5MB/sec ... or have I missed something?
>
> Roger
>

Technically yes, it should be able to block shift 255 sectors. I've noticed certainly with Atari's ACSI drivers that it will only read one sector at a time.

The analyser has been a godsend, spent months mulling over the market.

This for example is everything involved in booting up a drive, these are 6-byte commands;

```
08 00 00 00 01 00
08 00 00 02 01 00
08 00 00 61 01 00
08 00 01 B4 02 00
08 00 00 03 01 00
08 00 01 B6 02 00
08 00 01 B8 02 00
08 00 01 BA 02 00
08 00 01 BC 02 00
08 00 01 BE 02 00
08 00 01 C0 02 00
08 00 01 C2 02 00
08 00 01 C4 02 00
08 00 01 C6 02 00
08 00 01 C8 02 00
12 00 00 00 30 00
08 00 00 00 01 00
08 00 00 02 01 00
08 00 5C A5 01 00
08 00 B9 48 01 00
08 01 15 EB 01 00
32 08 00 00 00 01
```

```
08 00 00 02 01 00
08 00 00 61 01 00
08 00 00 74 01 00
08 00 00 76 01 00
08 00 00 77 01 00
08 00 00 32 01 00
08 00 00 78 16 00
08 00 00 8E 01 00
08 00 00 8F 01 00
08 00 00 90 01 00
08 00 00 74 01 00
08 00 01 5C 01 00
08 00 01 5D 01 00
08 00 01 5E 50 00
08 00 01 AE 01 00
08 00 01 AF 01 00
08 00 01 B0 02 00
08 00 01 B2 01 00
08 00 01 B3 01 00
08 00 01 CC 01 00
08 00 01 CD 01 00
08 00 01 CA 01 00
08 00 00 92 01 00
08 00 00 94 01 00
08 00 00 95 01 00
08 00 00 B8 01 00
08 00 00 B9 01 00
08 00 00 C8 01 00
08 00 00 C9 01 00
08 00 00 E0 01 00
08 00 00 E1 01 00
08 00 00 F0 01 00
08 00 00 F1 01 00
08 00 00 FE 01 00
08 00 00 FF 01 00
08 00 01 08 01 00
08 00 01 09 01 00
08 00 01 22 01 00
08 00 01 23 01 00
08 00 01 40 01 00
08 00 01 41 01 00
08 00 00 95 01 00
08 00 00 96 20 00
08 00 00 B6 01 00
08 00 00 B7 01 00
08 00 00 92 01 00
08 00 00 B9 01 00
08 00 00 BA 0A 00
08 00 00 C4 01 00
08 00 00 C5 01 00
```

```
08 00 00 C6 01 00
08 00 00 92 01 00
08 00 00 C9 01 00
08 00 00 CA 14 00
08 00 00 DE 01 00
08 00 00 DF 01 00
08 00 00 92 01 00
08 00 00 E1 01 00
08 00 00 E2 0C 00
08 00 00 EE 01 00
08 00 00 92 01 00
08 00 00 F1 01 00
08 00 00 F2 0A 00
08 00 00 FC 01 00
08 00 00 92 01 00
08 00 00 FF 01 00
08 00 01 00 06 00
08 00 01 06 01 00
08 00 00 92 01 00
08 00 01 09 01 00
08 00 01 0A 16 00
08 00 01 20 01 00
08 00 01 21 01 00
08 00 00 92 01 00
08 00 01 23 01 00
08 00 01 24 18 00
08 00 01 3C 01 00
08 00 01 3D 01 00
08 00 01 3E 01 00
08 00 00 92 01 00
08 00 01 41 01 00
08 00 01 42 16 00
08 00 01 58 01 00
08 00 01 59 01 00
08 00 01 5A 01 00
08 00 00 00 01 00
08 00 5C A5 01 00
08 00 5D 04 01 00
08 00 5D 05 01 00
08 00 00 61 01 00
```

8478. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-21 14:37:59 UTC
From: Alison <alison@logicsaysNOSPAM.com>
Message-ID: <a-idnX9ql_2Nkv7YRVnyuA@bt.com>
Source record: 6805

<xlator@cix.compulink.co.uk> wrote in message
news:2qSdnWRg9cedLP3YnZ2dnUVZ8tidnZ2d@pipex.net...
> In message <wMGdnf7RFbs6EMLYRVnysw@bt.com>,
> alison@logicsaysNOSPAM.com said:
>
> There was a very useful utility HOW_FAST by Christian Moeller,
>
> I have translated all the files into English and can send them to
>
> Regards, /Peter/
>

Hi Peter :-)

That sounds great, thank you :-)

So where are you from Peter?

Aly

8479. Re: Free software (well, you gotta pay postage)

Newsgroup: comp.sys.atari.st
Date: 2006-11-21 14:39:34 UTC
From: Alison <alison@logicsaysNOSPAM.com>
Message-ID: <f9CdnWPGS5jtkv7YRVnyug@bt.com>
Source record: 6806

Roger Burrows <sergeantvimes@yahoo.ca> wrote in message
news:j62tl2hb29kr611159m3htmfumdsqa2ih9@4ax.com...
> I have the following software to give away, acquired when I bought an
> STe recently. Unfortunately the guy had already gotten rid of a lot of

Hi Roger,

Please may I prise PC-Ditto from your grasp?

Aly

8480. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-21 17:54:45 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4sgsu9Fvv3hbU1@mid.individual.net>
Source record: 6807

Alison wrote:

> Technically yes, it should be able to block shift 255 sectors. I've noticed
> certainly with Atari's ACSI drivers that it will only read one sector at a
> time.

Which drivers are you refering to?

--

Dr. Uwe Seimet http://www.linkbylink.net/

8481. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-21 20:14:16 UTC
From: Alison <alison@logicsaysNOSPAM.com>
Message-ID: <9sKdnRZQj6R8wP7YRVnyvQ@bt.com>
Source record: 6808

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
news:4sgsu9Fvv3hbU1@mid.individual.net...
> Alison wrote:
>
> > Technically yes, it should be able to block shift 255 sectors. I've
noticed
> > certainly with Atari's ACSI drivers that it will only read one sector at
a
> > time.
>
> Which drivers are you refering to?
>
> --
> ---
> Dr. Uwe Seimet http://www.linkbylink.net/

Atari's.

I can only go from what I see in front of me on an analyser. It's reading
contigious sectors each with a fresh command.

8482. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-21 20:46:32 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4sh6t8Ftj25sU1@mid.individual.net>
Source record: 6809

Alison wrote:

> I can only go from what I see in front of me on an analyser. It's reading
> contigious sectors each with a fresh command.

AHDI reads/writes up to 255 contiguous sectors per command when
accessing the ACSI bus.
The code bootstrapping the driver (i.e. SHDRIVER.SYS or any other drive)
reads only one sector per command, if I remember correctly, but this
code is only used during system initialization. I guess that you were
referring to the boot code when talking about reading only one sector at
a time?

Just a note: AHDI also does not read/write more than 255 contiguous
sectors when accessing the SCSI bus (TT/Falcon), even though a higher
sectour count is possible here out of the box. Other drivers do not
suffer this limitation.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8483. Re: More Milan Ques Part 1

Newsgroup: comp.sys.atari.st
Date: 2006-11-22 01:01:33 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1164157293.387838.226470@h54g2000cwb.googlegroups.com>
Source record: 6810

Rustynutt wrote:
> On 18 Nov 2006 11:06:46 GMT, Michael Schwingen
> <news-1115562921@discworld.dascon.de> wrote:
>
>
> Trash can icon is wearing sun glasses and smoking a cigar :)
>

Do you perhaps have an accessory called "Trashy" installed? I remember that trash can -- every couple of hours the trash can would giggle and hide under another icon, but since I usually had a window covering the screen I would just hear a strange giggle that really didn't sound like it was coming from the computer. When I returned to the desktop I often didn't look for the trash can, and when I did I couldn't figure out why the desktop file wasn't saving the trash's location where I placed it. It took months to figure out that practical joke.

I don't think I kept that accessory because it wasn't stable, but I still have several practical joke .acc files. My favorite is "Gravity", which makes the mouse fall to the bottom of the screen. Unfortunately, it only works well in single-TOS mode.

Galen

8484. Re: Free software (well, you gotta pay postage)

Newsgroup: comp.sys.atari.st
Date: 2006-11-22 01:04:40 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1164157480.264464.234970@h54g2000cwb.googlegroups.com>
Source record: 6811

Alison wrote:
>
> Please may I prise PC-Ditto from your grasp?
>

If I may say so, have you tried SoftPC on a Falcon or TT?

Galen

8485. Re: Free software (well, you gotta pay postage)

Newsgroup: comp.sys.atari.st
Date: 2006-11-22 01:09:17 UTC
From: Galen <atarigalen@yahoo.com>
Message-ID: <1164157757.684500.127530@j44g2000cwa.googlegroups.com>
Source record: 6812

Roger Burrows wrote:
> I have the following software to give away, acquired when I bought an
> STe recently.
>
>...
> Geneva
> NeoDesk 4
>...

Just as a note to the ST users out there -- Geneva/NeoDesk is an
excellent operating system for 2 & 4 MB STs. I use it extensively on
an STe and Falcon, and I believe that it can even be used with a dual
floppy (no hard drive) configuration.

Galen

8486. Re: [ADV] - To sell

Newsgroup: comp.sys.atari.st
Date: 2006-11-22 10:17:26 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <456423b4$0$10386$426a34cc@news.free.fr>
Source record: 6813

All ATARI items are sold.

Thanks to all buyers...

Rodolphe Czuba wrote:
>> Updated atari stuffs list + Pc list (Memory, PCI boards, PSU,
>> CD-ROM, HDD, ...).
>>
>> ATARI
>>
>>
>> - Falcon 4/14 MB ST-RAM SIMM card with 4 MB 10 ?
>>
>> - Falcon SCSI-2 Cable (from Falcon to SCSI-50pins) 5 ?
>>
>> - 4.3 GB HDD 3.5 IDE QUANTUM Fireball CR 15 ?
>> Ready with BOOT for Atari
>>
>> - IDE 40 wires ribbon cable for 2 HDD 1 ?
>>
>> - SDRAM 64Mbytes PC100 for CT60/63
>> 2 ? OK on CT60/63
>>
>> - RAM two 1MB SIMMs for 2MB upgrade STE/MSTE 2 ?
>>
>> - ST/STF/MST HD Kit for 1.44 Floppy Drive 5 ?
>> (english manual + software)
>>
>> - Atari floppy external 14 pins cable
>> 1 ?
>>
>> - TT CPU Daughter board (for TT mb first generation) 15 ?
>>
>> - TT-RAM board with 4 MB (upgradable to 16 MB)
>> 15 ?
>>
>> - TT rear metal VME bus cover with SERIAL ports 1 ?
>>
>> - TT SCSI cable (from TT SCSI to SCSI-50pins) 5 ?
>>
>> - SCSI case (new state)
>> 5 ?
>>
>> - Jaguar Power Supply (230V / 50 Hz / French AC con.) 5 ?
>>

>> - ST/STE/F30 keyboard to ext. RJ11 keyb. Cable adaptor 5 ?
>>
>> - External floppy drive 5.1/4 for Atari (!) + a second one 2 ?
>>
>> - Internal Floppy Side Selector (connected on 14pins con.) 1 ?
>> To boot on Side B of a 3.5 disk
>>
>> - Atari calculator (new in the plastic box)
>> 5 ? COLLECTOR
>>
>> - Atari MEGA ST Slot Diagnostic card 5 ?
>> (complement of the Cartridge)
>>
>> - Atari Keyboard plastic contacts under keys (bag)
>> 1 ?
>>
>> - Atari 1 x 7800 joypads
>> 5 ?
>>
>> - Quickjoy game joystick with Autofire and ST/CPC sel. 1 ?
>>
>> - Cartridge with MAC ROMS for SPECTRE 5 ?
>>
>> - CD-ROM : TOS2WIN (1996) 1 ?
>>
>> - CD-ROM : Service DEMOS (ST/STE/Falcon) -12/1997 1 ?
>>
>> - CD-ROM : Atari Mega Archive Volume 2 (may 1995) 1 ?
>>
>> - 35 disks with software (utility and others)
>> 1 ?
>>
>> - Official shop sticker (88*20 cm) 'Atari Service' &
>> under 10 ? COLLECTOR
>>
>> 'Factory Authorized Network' (all on silver with blue letters & a
>> red Atari logo on left)
>>
>>
>>
>>
>>
>> PC & co
>>
>>
>> - MC68882RC25A (FPU PGA case for Amiga boards 10 ?
>>
>> - AGP S3 Trio 3D -1998
>> 1 ?
>>

>> - AGP ATI RAGE XL with 8 MB - 2000 1 ?
>>
>> - PCI S3 Trio Virge/DX card with 4 MB - 1997 1 ?
>>
>> - PCI card MPEG2 decode Creative Encore DXR2 -1997 2 ? (w/
>> disk & VGA loop through cable)
>>
>> - PCI card Creative 3Dfx Blaster WOODOO2 1998 2 ?
>> (w/ CD & VGA loop through cable)
>>
>> - PCI card Modem 56K Olitec (chip Rockwell R6785) -1999 2 ?
>>
>> - PCI card Modem 56K Conexant (chip R6785) - 2000 2 ?
>>
>> - PCI card 10Mbit Ethernet (chip RTL8029AS) - 1999 1 ? (2
>> available)
>>
>> - PCI card SCSI - Adaptec AHA-2930CU - 2000 2 ?
>>
>> - PCI card SCSI-2 Ultra - Adaptec ASC-2916N 8 ?
>> (1 Ext. HD-DSub50 + 1 int. Dip50 + 1 int. HD-DSub68 (LVD/SE)
>>
>> - PCI card SCSI-2 Ultra Wide - Adaptec AHA-2940UW 5 ?
>> (1 Ext. HD-DSub68 + 1 int. Dip50 + 1 int. HD-DSub68
>>
>> - ZIP drive (// port) + cable + 6 100MB cartrid. (no PSU) 10 ?
>>
>> - Slot 1 Pentium 2 MMX 333 Mhz card
>> 1 ?
>>
>> - ATX PSU (115-230V) 300W 5 ?
>>
>> - ATX PSU (115-230V) 300Wwith AC switch & thermo control 8 ?
>>
>> - HDD Ultra-SCSI Wide - IBM UltraStar 9.1 GB - 7200tr/min
>> 10 ? (2 available)
>>
>> - USB Wireless (IR) Multimedia Keyboard (ifree GT3001) 10 ?
>>
>> - 4 SIMM SDRAM 32MB-PC100 5 ?
>>
>> - 1 SIMM SDRAM 64MB-PC100 1
>> ? (not compatible with CT60/63)
>>
>> - ISA bus Sound Blaster AWE30 card 1994
>> 1 ?
>>
>> - ISA bus Sound Blaster card (chip YMF719E-S) 1998 1 ?
>>
>> - ISA bus IO card (// + Floppy + HDD Winchester) 1989 1 ?

>>
>> - ISA bus Model card (chip USR PD17238PJ) 1996 1 ?
>> With Disk
>>
>> - MCA bus SCSI card
>> 2 ?
>>
>> - MCA bus VGA card
>> 2 ?
>>
>> - MCA bus Network card
>> 2 ?
>>
>> - Cable SCSI DIP-50 to 1 x DIP-50
>> 1 ? (2 available)
>>
>> - Cable SCSI DIP-50 to 2 x DIP-50
>> 2 ?
>>
>> - Cable SCSI u-sub-68 to 2 x u-sub-68 - Ultra 160
>> 5 ?
>>
>> - SCSI-2 micro-sub50 terminator
>> 5 ?
>>
>> - NEXT sticker
>> 1 ?

8487. Re: More Milan Ques Part 1

Newsgroup: comp.sys.atari.st
Date: 2006-11-22 12:55:00 UTC
From: Fidel-Sebastian_Hunrichse-Lara@b.maus.de
Message-ID: <200611221355.a45392@b.maus.de>
Source record: 6815

Salve commonly, Rustynutt <rustynutt@dingleberry.net> wrote:

>>> Trash can icon is wearing sun glasses and smoking a cigar :)
> The Milan is just booting from ROM for now, so it's contained there :)

Drag somethin to him and you will see his teeth!

Saluti-gerulus

--
"If this were a dictatorship, it'd be a heck of a lot easier, just so
long as I'm the dictator." G.W. Bush <http://www.brunnenvergifter.de>
#Investigations between ratio and paranoia#

8488. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-22 14:37:33 UTC
From: Derryck Croker <derryckNOSPAM@cix.co.uk.invalid>
Message-ID: <2006112214373329 88-derryckNOSPAM@cixcoukinvalid>
Source record: 6814

On 2006-11-21 14:37:59 +0000, "Alison" <alison@logicsaysNOSPAM.com> said:

> So where are you from Peter?

Just in case Peter doesn't see the question - he lives in west London
and is a member of both DDP Translations and the CCC.

Just in case anyone's interested, the next meeting of the latter is
this very evening - visit the URL below for a map and all the other
gory detail ;-)

Thanks for the opportunity for a very blatent plug ;-)

--
..

/ The Cheshunt Computer Club /
/ The essential Atari accessory /
/ http://ccc.atari.org /

8489. Wanted: Casio CZ101

Newsgroup: comp.sys.atari.st
Date: 2006-11-22 15:22:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611220718220.9762-100000@onyx.spiritone.com>
Source record: 6816

I'm looking for a Casio CZ101, like I used to have Years ago. E-Mail please.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8490. Re: Wanted: Casio CZ101

Newsgroup: comp.sys.atari.st
Date: 2006-11-22 22:03:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <gY6dnX6wjLSyVPnYRVnyvQ@pipex.net>
Source record: 6817

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0611220718220.9762-100000@onyx.spiritone.com...
> I'm looking for a Casio CZ101, like I used to have Years ago. E-Mail
> please.
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

http://search.ebay.com/Casio-CZ101_W0QQfromZR40

8491. Re: Wanted: Casio CZ101

Newsgroup: comp.sys.atari.st
Date: 2006-11-23 00:18:19 UTC
From: Nermal <nermal1@earthlink.net>
Message-ID: <fN59h.2928$1s6.2882@newsread2.news.pas.earthlink.net>
Source record: 6818

I do not have the CZ101 but I have the CT 640. I may have the MIDI
cables that I used to interface with my Atari 1040. If interested
e-mail me.

I am in central Florida

Bravo Sierra Computers wrote:
> I'm looking for a Casio CZ101, like I used to have Years ago. E-Mail please.
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

8492. PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-11-23 07:39:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611222335110.31917-100000@onyx.spiritone.com>
Source record: 6819
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buying out an Atari warehouse that's been locked up for over a decade!
Below is a list of Games & more for ST & some for 8 Bit!Reserve your order
up front & I'll send them when I receive the lot! If this lot goes well,
I'll buy more Atari lots!Titles listed below I'll get 1, 2 or a few of. Save
Games from oblivion by PrePaying Atari Games. All of these are NEW in BOX!
E-Mail BenSells@Atari.org or call (503)256-9974! 1st come, 1st serve!

Midway Battles and Ultima II are already spoken for.

8 bit titles

2 decision in the desert micropose $20
1 kennedy approach micropose $20
1 logo by atari, complete in thick silver box $20
1 napolean in russia datasoft $20

st titles

2 arcanan no excuses $20
1 auto duel origin $50
1 axe of rage epyx $20
1 data manager time works $20
3 design idea time works $20
1 down hill challenge broderbund $20
2 fleet sreet publishing michtron $20
3 fools errand miles $20
3 frostbyte microvalue $20
2 goldenpath firebird $20
3 gridiron glory by bethesda $20
3 lords of conflict by electronic arts $20
1 manhunter 2 sierra $30
1 midway battles tdc $20
1 olympus by olympus $20
1 operation clean streets broderbund $20
1 people places things time works $20
1 phantasm exocet $20
1 santa paravia by starsoft $20
1 sorcerer of claymorgue castle keypunch $20
1 space quest sierra $30
1 starflight tpi $20
1 stock market game tdc $20
2 summer games epyx $20
1 symbols and slogans time works $20
1 tank attack by artworx $20

1 targhan silamarlis $20
1 ultima II sierra $60
1 zynaps by hewson $20

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8493. FS: BRAND NEW ATARI ST GAMES! $20-$30!

Newsgroup: comp.sys.atari.st
Date: 2006-11-23 12:49:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611230447120.2836-100000@onyx.spiritone.com>
Source record: 6821
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI ST! $20-$30! GAME TITLES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; Alien Syndrome; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Chuck Rock; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental

Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf;

Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8494. Wanted: Atari Mega ST4 & ICD LINKs!

Newsgroup: comp.sys.atari.st
Date: 2006-11-23 12:51:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611230449400.2836-100000@onyx.spiritone.com>
Source record: 6820
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8495. Customer Appreciation Month! Giving Thanx!

Newsgroup: comp.sys.atari.st
Date: 2006-11-23 12:53:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611230451520.2836-100000@onyx.spiritone.com>
Source record: 6822
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early this November, Vendors began Advertising for the Christmas Season,
But forgot the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy over $50 of Atari from
Bravo Sierra Computers and get a nice gift from Ben Smith! Call Ben at
(503)256-9974! E-Mail BenSells@Atari.org or goto http://BenSells.Atari.org

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8496. Re: Wanted: Casio CZ101

Newsgroup: comp.sys.atari.st
Date: 2006-11-23 12:56:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611230455030.2836-100000@onyx.spiritone.com>
Source record: 6823

On Wed, 22 Nov 2006, exxos wrote:

>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0611220718220.9762-100000@onyx.spiritone.com...
> > I'm looking for a Casio CZ101, like I used to have Years ago. E-Mail
> > please.
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> > References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> > at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> > Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> > Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> > (503)256-9974!!!
> >
>
> http://search.ebay.com/Casio-CZ101_W0QQfromZR40

I'm sorry but I cant/wont do ebay. Sorry. Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8497. Re: Wanted: Casio CZ101

Newsgroup: comp.sys.atari.st
Date: 2006-11-24 20:32:39 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1164400359.353019.302280@l39g2000cwd.googlegroups.com>
Source record: 6824

> >http://search.ebay.com/Casio-CZ101_W0QQfromZR40

>I'm sorry but I cant/wont do ebay. Sorry. Thanx! ===Ben===

So what is it... Can't or Won't?

8498. Re: FS: BRAND NEW ATARI ST GAMES! $20-$30!

Newsgroup: comp.sys.atari.st
Date: 2006-11-24 20:37:27 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1164400647.236479.212440@m7g2000cwm.googlegroups.com>
Source record: 6825

On Nov 23, 1:49 pm, Bravo Sierra Computers <a...@aracnet.com> wrote:
> http://BensCatalogs.Atari.org BRAND NEW CATALOGS!
DOWNLOAD!http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!
>
> ALL NEW IN BOX GAMES FOR ATARI ST! $20-$30! GAME TITLES LISTED BELOW!
>
> 3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter;

You mean $20-$30 for the lot right? Surely, otherwise $20-30 each would
be a bit silly... or maybe its a misprint and you meant $2-3?

8499. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2006-11-25 09:18:31 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <45680a67$1_3@x-privat.org>
Source record: 6826

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Anonymous uploads to the incoming dir are possible again.

**utilities**

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera386h.zip (13.256 bytes)
Greek translation of Teradesk (replacement desktop for ST, STE, TT or Falcon)

Have fun,
Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

8500. Re: Wanted: Casio CZ101

Newsgroup: comp.sys.atari.st
Date: 2006-11-26 00:04:23 UTC
From: "no-spam2@lycos.com" <no-spam2@lycos.com>
Message-ID: <1164499463.273971.175640@f16g2000cwb.googlegroups.com>
Source record: 6827

Bravo Sierra Computers wrote:
> I'm looking for a Casio CZ101, like I used to have Years ago. E-Mail please.

You might have better luck in a different newsgroup such as:
rec.music.makers.synth

8501. Re: Atari MEGA STE power LED cable

Newsgroup: comp.sys.atari.st
Date: 2006-11-26 00:30:18 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1164501018.502224.215180@m7g2000cwm.googlegroups.com>
Source record: 6828

Ryan wrote:

> Is it possible for an LED to corrode metal? Why would that happen? Look
> at that photo above again and you see the metal bracket is discolored. I
> looked at the other LEDs too; the HD activity LED is very interesting.
> It seems to have rusted away quite a bit of its bracket.
>
> http://ryandesign.com/tmp/atari-mega-ste-hd-led-corrosion.jpg

I've had a few machines that did this. I'm guessing the rubber holder
and the metal holder dont like each other. :)

> The floppy activity LED I could not immediately see because it's inside
> the floppy drive itself.
>
> http://ryandesign.com/tmp/atari-mega-ste-floppy-led.jpg

The plastic trapezoid piece comes out. 3mm led will work fine. I have
made one of my TT all blue leds and one TT with a red(power)
white(floppy) and blue(hard drive) leds.

> Have anybody else's LEDs done this to their Ataris' brackets?

8502. Re: St Guild BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-11-26 00:33:03 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1164501183.639575.288720@14g2000cws.googlegroups.com>
Source record: 6829

Charles,

What are your specs for your BBS?
Machine, memory, hd and BBS soft?

You should make a .sig file for your posts...

Rory
Charles wrote:
> I just added another 2 Gigs of Files! Come get em.
>
> telnet://stguild-bbs.dyndns.org

8503. Re: Atari MEGA STE power LED cable

Newsgroup: comp.sys.atari.st
Date: 2006-11-26 03:32:01 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <ekb1rh$pi6$1@reader2.panix.com>
Source record: 6830

Yes, all LEDs and all brackets. Most of the little rubber grommets have
seen much better days. I like the idea of different colors. Thanks for the
inspiration.

Jim

Rory.A.McMahon@gmail.com writes:

: Ryan wrote:

: > Is it possible for an LED to corrode metal? Why would that happen? Look
: > at that photo above again and you see the metal bracket is discolored. I
: > looked at the other LEDs too; the HD activity LED is very interesting.
: > It seems to have rusted away quite a bit of its bracket.
: >
: > http://ryandesign.com/tmp/atari-mega-ste-hd-led-corrosion.jpg

: I've had a few machines that did this. I'm guessing the rubber holder
: and the metal holder dont like each other. :)

: > The floppy activity LED I could not immediately see because it's inside
: > the floppy drive itself.
: >
: > http://ryandesign.com/tmp/atari-mega-ste-floppy-led.jpg

: The plastic trapezoid piece comes out. 3mm led will work fine. I have
: made one of my TT all blue leds and one TT with a red(power)
: white(floppy) and blue(hard drive) leds.
:
: > Have anybody else's LEDs done this to their Ataris' brackets?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

8504. Re: Wanted: Casio CZ101

Newsgroup: comp.sys.atari.st
Date: 2006-11-26 16:57:19 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrnemjhrf.p75.nospam@localhost.localdomain>
Source record: 6831

On 2006-11-26, no-spam2@lycos.com <no-spam2@lycos.com> wrote:
> Bravo Sierra Computers wrote:
>> I'm looking for a Casio CZ101, like I used to have Years ago. E-Mail please.
>
> You might have better luck in a different newsgroup such as:
> rec.music.makers.synth

And when you have found one, you can use one of the CZ101 editors that
have been written for the ATARI ST, and come back to tell/ask us about it
:-)

--

Martin Tarenskeen

8505. Re: St Guild BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-11-26 20:37:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.11.26.20.37.29.99663@charter.net>
Source record: 6832

On Sat, 25 Nov 2006 16:33:03 -0800, Rory.A.McMahon wrote:

> Charles,
>
> What are your specs for your BBS?
> Machine, memory, hd and BBS soft?
>
> You should make a .sig file for your posts...
>
> Rory

I'm sure Sniperstorm will answer, but I know a few things about
his setup:

4 meg 520 Atari STe
1 4 Gig Hard Drive
1 212 Meg Hard Drive
1 240 Meg Hard Drive
1 100 Meg Zip Drive

and he's running the same BBS software I am, BBS Express! ST. Also, like
me, he's using the Lantronix UDS10 serial to LAN converter to make his BBS
available by telnet.

HTHs! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8506. Re: St Guild BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-11-27 06:11:13 UTC
From: David <dbaldwin@infogen.net.nz>
Message-ID: <q90lm211mmfs9s6jjf6idtckjuupcrbera@4ax.com>
Source record: 6833

On Sun, 19 Nov 2006 17:41:14 -0500, "Charles" <cabacon@cox.net> wrote:

can telnet to st guild bbs with my amiga 1200 and have a look..

>I just added another 2 Gigs of Files! Come get em.
>
>telnet://stguild-bbs.dyndns.org
>
>

8507. Atari Online News, Etc. #08-47

Newsgroup: comp.sys.atari.st
Date: 2006-11-27 13:42:38 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1164634958.328847.46810@l39g2000cwd.googlegroups.com>
Source record: 6834

A-ONE #0847 11/24/06

~ Immunity for Bloggers? ~ People Are Talking! ~ Office Is
Unfazed!
~ Microsoft Sues Phishers ~ Safer Online Shopping! ~ Regifting Gets
Site!
~ Break Off Telemarketers ~ The Web Is Number Two! ~ MS Refiles With
EU!
~ Second Life Nearly Dies ~ Microsoft Faces Battle ~ PS3 Is More3
Scarce!

-* Bypassing Attachment Limits! *-
-* Nigerian Scams Cost Brits Millions! *-
-* Judge To Rule On Landmark Internet Porn Law *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj\atarinews\org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

8508. Atari and Raid

Newsgroup: comp.sys.atari.st
Date: 2006-11-27 14:44:52 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <ERCah.9393$d4.1507@newsfe4-win.ntli.net>
Source record: 6835

Hi guys,

Just a quick question that jumped into my head after reading what the specs were for the BBS Atari in the St Guild BBS thread just below.

Noticed they were all single disks - does that mean you can't use RAID (no third party cards?) in ST/E's, Mega's or TT's?

Oliver

8509. Re: TT diagnostic cartridge

Newsgroup: comp.sys.atari.st
Date: 2006-11-27 16:07:41 UTC
From: Jo Vandeweghe <Sacco&Wanzetti@schtroumf.be>
Message-ID: <GtSdnQeUhlrTkPbYnZ2dnUVZ8s2dnZ2d@scarlet.biz>
Source record: 6836

vlg@o2.pl a ï¿½crit :
> Jo Vandeweghe wrote:
>> Hi,
>>
>> I always have a TT diagnostic cartridge which I almost never used ...
>> If you are interested please contact me.
>>
>
> Hello im interested very very much, it will be very useful for me..
> greetz
> pawel Kaznowski
> AGO Systems
>
Please contact me then:
dipching arobase scarlet dot be

8510. Re: Cubase 3 modules? Link to URL

Newsgroup: comp.sys.atari.st
Date: 2006-11-27 18:31:33 UTC
From: 100550.3170@compuserve.com
Message-ID: <456ace49.57927695@news.freeuk.net>
Source record: 6837

On Thu, 16 Nov 2006 12:24:26 GMT, 100550.3170@compuserve.com (MG)
wrote:

>Hi
>
>Were there add-on modules for Cubase 3?? In particular, an
>arpeigator??
>
>Cheers
>
>Mark

... I posted this to the cubase forum also and got this brilliant link
sent in reply!

>Nostalgia...

http://tamw.atari-users.net/cubase.htm

Mark

8511. Re: Atari and Raid

Newsgroup: comp.sys.atari.st
Date: 2006-11-28 00:39:36 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aZydnfAqeojRGPbYnZ2dnUVZ8qqdnZ2d@eclipse.net.uk>
Source record: 6838

"Alpha1" <inboxNOSPAM@arcadeoll.com> wrote in message
news:ERCah.9393$d4.1507@newsfe4-win.ntli.net...
> Hi guys,
>
> Just a quick question that jumped into my head after reading what the
specs
> were for the BBS Atari in the St Guild BBS thread just below.
>
> Noticed they were all single disks - does that mean you can't use RAID (no
> third party cards?) in ST/E's, Mega's or TT's?
>

I think Atari pre-dates raid by several years. If you had a reasonably
up-to-daye SCSI driver such as HD Driver you could use an external SCSI raid
controller. For example:-

http://www.pcmall.com/pcmall/shop/detail~dpno~7056664.asp

However as these often present the raid volums as multiple LUNS on a single
SCSI ID you would only get two...

> Oliver
>
>

Dave

>

8512. Re: Atari and Raid

Newsgroup: comp.sys.atari.st
Date: 2006-11-28 01:17:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.11.28.01.17.28.871345@charter.net>
Source record: 6839

On Tue, 28 Nov 2006 00:39:36 +0000, David Wade wrote:

> I think Atari pre-dates raid by several years. If you had a reasonably
> up-to-daye SCSI driver such as HD Driver you could use an external SCSI
> raid controller. For example:-
>
> http://www.pcmall.com/pcmall/shop/detail~dpno~7056664.asp
>
> However as these often present the raid volums as multiple LUNS on a
> single SCSI ID you would only get two...
>
>> Oliver
>>
>>
>>
> Dave

Hmm, would that be like a SCSI CD-changer? If so, it might work, because I used *2* Pioneer 6 pack CD-changers at one time on my BBS in the late 90's. ExtenDOS did great with that.

Perhaps HDDriver would support RAID in the same way?

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8513. Re: Atari and Raid

Newsgroup: comp.sys.atari.st
Date: 2006-11-28 06:38:51 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4t23rrF11u121U1@mid.individual.net>
Source record: 6840

David Wade wrote:

> However as these often present the raid volums as multiple LUNS on a single
> SCSI ID you would only get two...

As far as HDDRIVER is concerned two LUNs per ID is just a software
restriction since more than two LUNs per devices are unusual, at least
for devices connected to the Atari.
In principal more than two LUNs are possible.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8514. Re: Atari and Raid

Newsgroup: comp.sys.atari.st
Date: 2006-11-28 06:43:58 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4t245eF120bdbU1@mid.individual.net>
Source record: 6841

Ronald J. Hall wrote:

> Hmm, would that be like a SCSI CD-changer? If so, it might work, because I
> used *2* Pioneer 6 pack CD-changers at one time on my BBS in the late
> 90's. ExtenDOS did great with that.
>
> Perhaps HDDriver would support RAID in the same way?

It depends on how LUNs are used. As mentioned in my previous posting
even though HDDRIVER currently only supports two LUNs more than two can
be supported with a software change.
But if automatically switching LUNs is required special software would
be needed, that knows how to handle the RAID device. I guess this is
what ExtenDOS does: Using the SCSI driver interface in order to control
the LUN selection as needed.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8515. atari st + ide + debian

Newsgroup: comp.sys.atari.st
Date: 2006-11-28 12:57:31 UTC
From: gnorik@gmail.com
Message-ID: <1164718651.439281.233560@h54g2000cwb.googlegroups.com>
Source record: 6842

Hello :)
I am happy owner of atari 1040 ste :)
It has no hard drive, and I am thinkind to build interface for it like
described at
http://members.tripod.com/~piters/atari/astide.htm
Besides, other links to ide interfaces doesn't work.

That's why I have some questions.
I've read that it should work with tos 2.0.6 but
on my atari it is 1.0.6
There are some program on the site named seltos.prg , so can I use it
to work with hard drive?
I don't really understand how it works. If anyone has experience with
it please, tell me is it
use other ram locations or may be it can map tos image to location
where it should be etc?

And finally.
I can't find debian/atari iso images in the net, seems they all are
deleted.
I found only one site
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Whiteline_CD_Series_2.htm
l
and there are some linux 68k cd's available. Anyway I prefer to find
debian slink for atari 68k but can't find it.
If I manage to find it or if I by one of the proposed cd's will linux
or other unix like MiNT work with my ide drives?
Thanks

8516. Re: atari st + ide + debian

Newsgroup: comp.sys.atari.st
Date: 2006-11-28 16:18:47 UTC
From: mail@freeman-studio.com
Message-ID: <1164730727.488748.294630@45g2000cws.googlegroups.com>
Source record: 6843

gnorik@gmail.com wrote:
> Hello :)
> I am happy owner of atari 1040 ste :)

Cool!

> And finally.
> I can't find debian/atari iso images in the net, seems they all are
> deleted.
> I found only one site
> http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Whiteline_CD_Series_2.h
tml
> and there are some linux 68k cd's available. Anyway I prefer to find
> debian slink for atari 68k but can't find it.
> If I manage to find it or if I by one of the proposed cd's will linux
> or other unix like MiNT work with my ide drives?

Well, if you've got a 1040ste, you've probably got 1Mb of memory and a
68000 CPU, right? I don't remember if you have an FPU in those or not.
Anyway, Debian Linux requires quite a lot of memory (for our Atari's,
anyway). I think the requirement according to the documentation is 32Mb
(if I remember correctly). Also, a 68000 will be dead slow, and you
must have an FPU, I think. So on your machine, I'm afraid Debian won't
run too well.

If you have access to a higher powered Atari (like a Hades, Milan, or
CT60/63 Falcon), you can get the latest Debian Linux builds for the
Atari directly from their site, or from one of the distributors listed
on their site. The URL is www.debian.org, and you just need the 68k
version, which will come with installers for Ataris, Amigas, 68k Macs,
etc. I'm not sure how useful it is for us, though. This may or may not
be correct, but I've read somewhere that they don't have GUI video
drivers for Atari machines yet, so you're stuck with text and no GUI,
which means all the fun software is off-limits. I don't know if this
has changed with the most recent versions, though. I hope it has! I'd
love to run Firefox on my CT60 Falcon!!!

If you're just looking for any basic Unix, Mint would be the better
choice. It's faster (optimized specifically for our machines) and can
run both Unix (text-only and a few X11 programs) and Atari software at
the same time. For your machine, I'd recommend getting the latest Mint
kernal, XaAES, and your favorite desktop (Teradesk is a free one that's
great for lower-spec'd machines).

Good luck!

Mike Freeman
mike [at] freeman-studio [dot] com

8517. Re: Atari and Raid

Newsgroup: comp.sys.atari.st
Date: 2006-11-28 20:44:33 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <ei7pm2h4msjpp89mal0tlf4lvrccapj8gt@4ax.com>
Source record: 6844

On Tue, 28 Nov 2006 07:43:58 +0100, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>Ronald J. Hall wrote:
>
>> Hmm, would that be like a SCSI CD-changer? If so, it might work, because I
>> used *2* Pioneer 6 pack CD-changers at one time on my BBS in the late
>> 90's. ExtenDOS did great with that.
>>
>> Perhaps HDDriver would support RAID in the same way?
>
>It depends on how LUNs are used. As mentioned in my previous posting
>even though HDDRIVER currently only supports two LUNs more than two can
>be supported with a software change.
>But if automatically switching LUNs is required special software would
>be needed, that knows how to handle the RAID device. I guess this is
>what ExtenDOS does: Using the SCSI driver interface in order to control
>the LUN selection as needed.

That's correct, and relatively simple IIRC. From ExtenDOS's POV, each
LUN is a separate device.

It seems to me that supporting RAID on the Atari could (would have to)
be done entirely in software, in which case there would be no
restrictions on the addresses of the devices concerned. But it would
not be a trivial undertaking.

Roger Burrows

8518. Re: Free software (well, you gotta pay postage)

Newsgroup: comp.sys.atari.st
Date: 2006-11-28 20:47:48 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <108pm2dj0aj8u3ttbidjbop9m3liadpt35@4ax.com>
Source record: 6845

Hi Aly,
On Tue, 21 Nov 2006 14:39:34 -0000, "Alison"
<alison@logicsaysNOSPAM.com> wrote:

>Roger Burrows <sergeantvimes@yahoo.ca> wrote in message
>news:j62tl2hb29kr611159m3htmfumdsqa2ih9@4ax.com...
>> I have the following software to give away, acquired when I bought an
>> STe recently. Unfortunately the guy had already gotten rid of a lot of
>
>Hi Roger,
>
>Please may I prise PC-Ditto from your grasp?
>

Sent a couple of emails but no response. Did you get them?

Apologies to other readers for the offence against netiquette ...

Roger Burrows

8519. Re: Harddisk Benchmarking Programs

Newsgroup: comp.sys.atari.st
Date: 2006-11-28 20:50:44 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <j58pm2dcj6r11u76a4cl41kpthg11k81no@4ax.com>
Source record: 6846

Hi Alison,
On Tue, 21 Nov 2006 14:36:17 -0000, "Alison"
<alison@logicsaysNOSPAM.com> wrote:

>Roger Burrows <sergeantvimes@yahoo.ca> wrote in message
>news:rrm1m29rjdne8kodhq27d0lknvdj3k3pjo@4ax.com...
>> On Sat, 18 Nov 2006 22:48:56 -0000, "Alison"
>> <alison@logicsaysNOSPAM.com> wrote:
>>
>> Oh for a logic analyser, drool ... would have been *very* useful when I
>> was reverse engineering the SCSI/Link hardware ...
>>
>> It looks like you ought to be able to shift 255 sectors at a time, at
>> about 1.5MB/sec ... or have I missed something?
>>
>
>Technically yes, it should be able to block shift 255 sectors. I've noticed
>certainly with Atari's ACSI drivers that it will only read one sector at a
>time.
>
>The analyser has been a godsend, spent months mulling over the market.
>

Can you reveal which one you bought and how much it cost? It's about
time I bought another expensive toy :-).

Roger

8520. Socketed chips, is there a way to improve conductivity on the chip legs?

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 04:21:17 UTC
From: STcomp@cwo.com
Message-ID: <1164774077.251876.8400@h54g2000cwb.googlegroups.com>
Source record: 6847

I have an Atari STe that has been driving me nuts for years, because any time it is cold in the morning, or I bump the case, the TOS chips creep a little bit and the computer bombs out. I took the chips out one time and went over the chip legs with an eraser, then put them back in the socket, and that helped for a matter of months before they started acting up again.

Has anyone out there has found any kind of paste, liquid, or other coating that could be used on socketed chip legs to improve conductivity so that they would not be so sensitive to movement, and/or becoming oxidized?

Or maybe just something to keep newly cleaned metal to stay un-oxidized, so that the chips don't have to be pulled out and cleaned every 2 months.

I'm not interesting in hard-soldering the chip into the motherboard.

Has anyone tried that stuff they use to clean coins and silverware?

I also have the chip creep problem with my Adspeed 16 mhz board, which plugs in to the 68000 chip socket. The concept of keeping this Atari STe screwed together, instead of staring at a motherboard and (possibly being electrocuted by) an open power supply, seems novel at this point.
-STcomp

8521. Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 07:21:25 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <Vxabh.19903$w37.5059@trnddc08>
Source record: 6848
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

A word of warning to Falcon owners. Atari used a Dallas clock chip with an integrated battery in the Falcon. The chip is a 24-pin dual inline package device and is difficult to remove due to the tin leads and large ground plane. The battery is molded in the package and battery leads are not accessable. These chips have about a 10-12 year maximum life span.

Just trying to get the word out about this to the community.

Regards,
Glenn

8522. Re: Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 07:27:54 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <_Dabh.19978$w37.18831@trnddc08>
Source record: 6749
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

Curt Vendel posted some additional info about this on Atari Age. Here's a
link to the site:

http://www.atariage.com/forums/index.php?showtopic=97652

"Tom Tom" <sometomtom@tomtom.com> wrote in message
news:Vxabh.19903$w37.5059@trnddc08...
>A word of warning to Falcon owners. Atari used a Dallas clock chip with an
>integrated battery in the Falcon. The chip is a 24-pin dual inline package
>device and is difficult to remove due to the tin leads and large ground
>plane. The battery is molded in the package and battery leads are not
>accessable. These chips have about a 10-12 year maximum life span.
>
> Just trying to get the word out about this to the community.
>
> Regards,
> Glenn
>
>

8523. Re: Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 08:44:17 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <ekjh8v$2dg1$1@ariadne.rz.tu-clausthal.de>
Source record: 6750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

Tom Tom schrieb:
> A word of warning to Falcon owners. Atari used a Dallas clock chip with an
> integrated battery in the Falcon. The chip is a 24-pin dual inline package
> device and is difficult to remove due to the tin leads and large ground
> plane. The battery is molded in the package and battery leads are not
> accessable. These chips have about a 10-12 year maximum life span.
>
> Just trying to get the word out about this to the community.

This is old news, and not a severe fault. The chip will only loose time
and date or NVRAM contents. Cyclone / X-Troll was working on a small
utility that will restore NVRAM contents on boot time with an AUTO
folder utility.
Nothing to worry about if you ask me :)

And those who feel adventurous can replace the battery (or the whole chip)

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

8524. Re: Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 09:38:08 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.tjrudubyknc94k@81-174-214-16.pth-as7.dial.plus.net>
Source record: 6751
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

Hi Matthias

Where can this NVRAM utility be found?

regards
Maurice

On Wed, 29 Nov 2006 08:44:17 -0000, Matthias Arndt
<matthias.arndt@tu-clausthal.de> wrote:

>
> This is old news, and not a severe fault. The chip will only loose time
> and date or NVRAM contents. Cyclone / X-Troll was working on a small
> utility that will restore NVRAM contents on boot time with an AUTO
> folder utility.
> Nothing to worry about if you ask me :)
>
> And those who feel adventurous can replace the battery (or the whole
> chip)
>
> cheers,
> Matthias

8525. Re: Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 09:55:27 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <ekjlec$2j10$1@ariadne.rz.tu-clausthal.de>
Source record: 6752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

Maurice schrieb:
> Hi Matthias
>
> Where can this NVRAM utility be found?
>
> regards
> Maurice

I'll meet and ask Cyclone during Paracon 8 Party this weekend.
AFAIK it is not openly available yet but I'm sure there will be some
interest!

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

8526. Re: Socketed chips, is there a way to improve conductivity on the chip legs?

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 10:17:14 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <ekjmnahtv1@reader2.panix.com>
Source record: 6753

Probably way off topic, but there are a few simple things that work. If oxidation is a problem, one may want to prevent the areas next to contact areas from corroding, and pushing the contact apart. One thing I find useful for a variety of uses, including oxidation-proofing chip pins is good old automatic tranny fluid, unless you have a sperm oil whale handy. It is designed not to bother plastics, to coat firmly, to fill voids, and other such things, and you need so very little.

Jim

Rustynutt <rustynutt@dingleberry.net> writes:

: On 28 Nov 2006 20:21:17 -0800, STcomp@cwo.com wrote:

: > I have an Atari STe that has been driving me nuts for years, because
: >any time it is cold in the morning, or I bump the case, the TOS chips
: >creep a little bit and the computer bombs out. I took the chips out one
: >time and went over the chip legs with an eraser, then put them back in
: >the socket, and that helped for a matter of months before they started
: >acting up again.
: >
: > Has anyone out there has found any kind of paste, liquid, or other
: >coating that could be used on socketed chip legs to improve
: >conductivity so that they would not be so sensitive to movement, and/or
: >becoming oxidized?
: >
: > Or maybe just something to keep newly cleaned metal to stay
: >un-oxidized, so that the chips don't have to be pulled out and cleaned
: >every 2 months.
: >
: > I'm not interesting in hard-soldering the chip into the motherboard.
: >
: > Has anyone tried that stuff they use to clean coins and silverware?
: >
: > I also have the chip creep problem with my Adspeed 16 mhz board, which
: >plugs in to the 68000 chip socket. The concept of keeping this Atari
: >STe screwed together, instead of staring at a motherboard and (possibly
: >being electrocuted by) an open power supply, seems novel at this point.
: >-STcomp

: This site talks about immersion plating
: (http://www.finishing.com/faqs/silverathome.html), which might help if
: oxidation is the problem.
: I remember having to reseat the chips often as well, seems they creep
: out of the socket over time.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

8527. harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 21:00:33 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1164834033.780638.175500@n67g2000cwd.googlegroups.com>
Source record: 6754

anyway to mount a harddrive inside a 1040stf?

thanks

8528. Re: Socketed chips, is there a way to improve conductivity on the chip legs?

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 22:07:55 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <%wnbh.130$3S1.11@newsfe1-gui.ntli.net>
Source record: 6755

I'd give the legs a thorough clean and then try either Vaseline or a careful dab of silver-loaded paint in each socket hole.

The Vaseline would keep air and moisture out, and the conductive paint would improve the connection.

Though I can't guarantee either, never having tried them.

8529. Re: Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 23:25:43 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.tjswo5oqknc94k@81-174-210-5.pth-as3.dial.plus.net>
Source record: 6756
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

That's great. Thanks.

Maurice

On Wed, 29 Nov 2006 09:55:27 -0000, Matthias Arndt
<matthias.arndt@tu-clausthal.de> wrote:

> Maurice schrieb:
>> Hi Matthias
>>
>> Where can this NVRAM utility be found?
>>
>> regards
>> Maurice
>
> I'll meet and ask Cyclone during Paracon 8 Party this weekend.
> AFAIK it is not openly available yet but I'm sure there will be some
> interest!
>
> cheers,
> Matthias

--
Using Opera's revolutionary e-mail client: http://www.opera.com/mail/

8530. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-11-29 23:44:26 UTC
From: Alison <invalid@NOSPAM.com>
Message-ID: <m4ednTIWf-qChvPYRVnyuA@bt.com>
Source record: 6757

jimmie <james_23703@yahoo.com> wrote in message
news:1164834033.780638.175500@n67g2000cwd.googlegroups.com...
> anyway to mount a harddrive inside a 1040stf?
>
> thanks
>

If you wait a couple of months you won't have to. Exxos and I are getting seriously close to releasing our ACSI hard disk that plugs straight in the back of an ST. No soldering, as far as the ST is concerned it's just a totally standard Atari ACSI hard drive. It uses SD cards and will be about 2" square. Transfer rate is in the region of 500-1000Kbytes/second.

8531. Re: Atari and Raid

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 00:28:08 UTC
From: Mark D <mducksub@aosodokawatari-source.com>
Message-ID: <5amdnT9ZXfEFuPPYnZ2dnUVZ_s-dnZ2d@speakeasy.net>
Source record: 6758

On Tue, 28 Nov 2006 00:39:36 +0000, David Wade wrote:

> "Alpha1" <inboxNOSPAM@arcadeoll.com> wrote in message
> news:ERCah.9393$d4.1507@newsfe4-win.ntli.net...
>> Hi guys,
>>
>> Just a quick question that jumped into my head after reading what the
> specs
>> were for the BBS Atari in the St Guild BBS thread just below.
>>
>> Noticed they were all single disks - does that mean you can't use RAID (no
>> third party cards?) in ST/E's, Mega's or TT's?
>>
>
> I think Atari pre-dates raid by several years. If you had a reasonably
> up-to-daye SCSI driver such as HD Driver you could use an external SCSI raid
> controller. For example:-
>
> http://www.pcmall.com/pcmall/shop/detail~dpno~7056664.asp
>

Sheesh,

That thing would be like putting a 1000 gallon gas tank on a Toyota
corolla!

Thanks,
Mark

8532. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 01:51:01 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns988AD41CAA62emuslor@216.196.97.136>
Source record: 6759

Despite all prevention efforts, "Alison" <invalid@NOSPAM.com> wrote in
news:m4ednTIWf-qChvPYRVnyuA@bt.com:

> jimmie <james_23703@yahoo.com> wrote in message
> news:1164834033.780638.175500@n67g2000cwd.googlegroups.com...
>> anyway to mount a harddrive inside a 1040stf?
>>
>> thanks
>>
>
> If you wait a couple of months you won't have to. Exxos and I are
> getting seriously close to releasing our ACSI hard disk that plugs
> straight in the back of an ST. No soldering, as far as the ST is
> concerned it's just a totally standard Atari ACSI hard drive. It uses
> SD cards and will be about 2" square. Transfer rate is in the region
> of 500-1000Kbytes/second.
>
>
>

Nice! You can put me down for one. :)
If you need any beta testing, lemme know...

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

8533. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 04:31:20 UTC
From: Nogardvfx <nogard@cishollywood.com>
Message-ID: <sjnsm29i9q1c3qb1o2h9qp7qub4mnd0cde@4ax.com>
Source record: 6760

I would love one too!

Thanks,
-Chris

On Wed, 29 Nov 2006 23:44:26 -0000, "Alison" <invalid@NOSPAM.com>
wrote:

>jimmie <james_23703@yahoo.com> wrote in message
>news:1164834033.780638.175500@n67g2000cwd.googlegroups.com...
>> anyway to mount a harddrive inside a 1040stf?
>>
>> thanks
>>
>
>If you wait a couple of months you won't have to. Exxos and I are getting
>seriously close to releasing our ACSI hard disk that plugs straight in the
>back of an ST. No soldering, as far as the ST is concerned it's just a
>totally standard Atari ACSI hard drive. It uses SD cards and will be about
>2" square. Transfer rate is in the region of 500-1000Kbytes/second.
>

8534. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 04:50:20 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOCAPS.fr>
Message-ID: <121bb88d4e.jerome@jerome/mathevet.free.fr>
Source record: 6761

In message <m4ednTIWf-qChvPYRVnyuA@bt.com>
"Alison" <invalid@NOSPAM.com> wrote:

>If you wait a couple of months you won't have to. Exxos and I are getting
>seriously close to releasing our ACSI hard disk that plugs straight in the
>back of an ST. No soldering, as far as the ST is concerned it's just a
>totally standard Atari ACSI hard drive. It uses SD cards and will be about
>2" square. Transfer rate is in the region of 500-1000Kbytes/second.

So, that's why we had no news from you during all this time...
Well if I had known that, I wouldn't have ordered a cartridge port solution
from Poland (paskud.pl)... that i'm still waiting for :(
Hopefully matters will be resolved (the guy claims to be very busy job-wise)
before christmas ...
Anyway that's excellent news and i'm eager to see what your hard disk is
looking like.

--
Jerome Mathevet

8535. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 10:24:19 UTC
From: Maurice <maurice@abod.co.uk>
Message-ID: <op.tjtq6th2knc94k@81-174-211-1.pth-as4.dial.plus.net>
Source record: 6762

Fantastic news! Great to see people still developing hardware for the ST.
Keep on keeping on.

regards
Maurice

On Wed, 29 Nov 2006 23:44:26 -0000, Alison <invalid@NOSPAM.com> wrote:

> getting
> seriously close to releasing our ACSI hard disk that plugs straight in
> the
> back of an ST. No soldering, as far as the ST is concerned it's just a

8536. Re: atari st + ide + debian

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 10:45:09 UTC
From: gnorik@gmail.com
Message-ID: <1164883509.280097.94220@l12g2000cwl.googlegroups.com>
Source record: 6763

thank you very much
"""mail@freeman-studio.com O©╫O©╫O©╫O©╫O©╫(O©╫):
"""
> gnorik@gmail.com wrote:
> > Hello :)
> > I am happy owner of atari 1040 ste :)
>
> Cool!
>
> > And finally.
> > I can't find debian/atari iso images in the net, seems they all are
> > deleted.
> > I found only one site
> > http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Whiteline_CD_Series_2.html
> > and there are some linux 68k cd's available. Anyway I prefer to find
> > debian slink for atari 68k but can't find it.
> > If I manage to find it or if I by one of the proposed cd's will linux
> > or other unix like MiNT work with my ide drives?
>
> Well, if you've got a 1040ste, you've probably got 1Mb of memory and a
> 68000 CPU, right? I don't remember if you have an FPU in those or not.
> Anyway, Debian Linux requires quite a lot of memory (for our Atari's,
> anyway). I think the requirement according to the documentation is 32Mb
> (if I remember correctly). Also, a 68000 will be dead slow, and you
> must have an FPU, I think. So on your machine, I'm afraid Debian won't
> run too well.
>
> If you have access to a higher powered Atari (like a Hades, Milan, or
> CT60/63 Falcon), you can get the latest Debian Linux builds for the
> Atari directly from their site, or from one of the distributors listed
> on their site. The URL is www.debian.org, and you just need the 68k
> version, which will come with installers for Ataris, Amigas, 68k Macs,
> etc. I'm not sure how useful it is for us, though. This may or may not
> be correct, but I've read somewhere that they don't have GUI video
> drivers for Atari machines yet, so you're stuck with text and no GUI,
> which means all the fun software is off-limits. I don't know if this
> has changed with the most recent versions, though. I hope it has! I'd
> love to run Firefox on my CT60 Falcon!!!
>
> If you're just looking for any basic Unix, Mint would be the better
> choice. It's faster (optimized specifically for our machines) and can
> run both Unix (text-only and a few X11 programs) and Atari software at
> the same time. For your machine, I'd recommend getting the latest Mint

> kernal, XaAES, and your favorite desktop (Teradesk is a free one that's
> great for lower-spec'd machines).
>
> Good luck!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

8537. Re: Socketed chips, is there a way to improve conductivity on the chip legs?

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 12:06:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <scadnd1W0PiRVPPYRVnyjQ@pipex.net>
Source record: 6764

<STcomp@cwo.com> wrote in message
news:1164774077.251876.8400@h54g2000cwb.googlegroups.com...
> I have an Atari STe that has been driving me nuts for years, because
> any time it is cold in the morning, or I bump the case, the TOS chips
> creep a little bit and the computer bombs out. I took the chips out one
> time and went over the chip legs with an eraser, then put them back in
> the socket, and that helped for a matter of months before they started
> acting up again.
>
> Has anyone out there has found any kind of paste, liquid, or other
> coating that could be used on socketed chip legs to improve
> conductivity so that they would not be so sensitive to movement, and/or
> becoming oxidized?
>
> Or maybe just something to keep newly cleaned metal to stay
> un-oxidized, so that the chips don't have to be pulled out and cleaned
> every 2 months.
>
> I'm not interesting in hard-soldering the chip into the motherboard.
>
> Has anyone tried that stuff they use to clean coins and silverware?
>
> I also have the chip creep problem with my Adspeed 16 mhz board, which
> plugs in to the 68000 chip socket. The concept of keeping this Atari
> STe screwed together, instead of staring at a motherboard and (possibly
> being electrocuted by) an open power supply, seems novel at this point.
> -STcomp
>

What I normally do is go over the legs with a fibre pen, clean them up, and
gunk the socket with conductive grease, no air around the pins, no problems.
You may also want to consider replacing the sockets with turnpin types.

Chris

8538. Re: Socketed chips, is there a way to improve conductivity on the chip legs?

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 12:30:55 UTC
From: Alpha1 <inboxNOSPAM@arcadeoll.com>
Message-ID: <3aAbh.1995$3P4.299@newsfe7-gui.ntli.net>
Source record: 6765

This is a common issue in the arcade collecting world.

Usually (99.99999% here) it's bad sockets - not the actual chips

Either replace the sockets or reflow the solder on them, you have a hairline crack.

When the machine is cold the crack is bigger and makes your STE not work, as soon as it warms up (just from power on) the solder swells and it works.

That's all your problem is.

Oliver

<STcomp@cwo.com> wrote in message news:1164774077.251876.8400@h54g2000cwb.googlegroups.com...
> I have an Atari STe that has been driving me nuts for years, because
> any time it is cold in the morning, or I bump the case, the TOS chips
> creep a little bit and the computer bombs out. I took the chips out one
> time and went over the chip legs with an eraser, then put them back in
> the socket, and that helped for a matter of months before they started
> acting up again.
>
> Has anyone out there has found any kind of paste, liquid, or other
> coating that could be used on socketed chip legs to improve
> conductivity so that they would not be so sensitive to movement, and/or
> becoming oxidized?
>
> Or maybe just something to keep newly cleaned metal to stay
> un-oxidized, so that the chips don't have to be pulled out and cleaned
> every 2 months.
>
> I'm not interesting in hard-soldering the chip into the motherboard.
>
> Has anyone tried that stuff they use to clean coins and silverware?
>
> I also have the chip creep problem with my Adspeed 16 mhz board, which
> plugs in to the 68000 chip socket. The concept of keeping this Atari
> STe screwed together, instead of staring at a motherboard and (possibly
> being electrocuted by) an open power supply, seems novel at this point.
> -STcomp
>

8539. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 15:08:51 UTC
From: fried.man@sympatico.ca
Message-ID: <1164899331.751255.220520@j44g2000cwa.googlegroups.com>
Source record: 6766

This is just what I have been hoping for. I hope it can work on a Mega
Ste?

Mark
Maurice wrote:
> Fantastic news! Great to see people still developing hardware for the ST.
> Keep on keeping on.
>
> regards
> Maurice
>
>
> On Wed, 29 Nov 2006 23:44:26 -0000, Alison <invalid@NOSPAM.com> wrote:
>
>
> > getting
> > seriously close to releasing our ACSI hard disk that plugs straight in
> > the
> > back of an ST. No soldering, as far as the ST is concerned it's just a

8540. 25% OFF ALL ATARI ST XMAS SALE!

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 19:21:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611301119350.19643-100000@onyx.spiritone.com>
Source record: 6768
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Orders over $50 get 25% off Hardware, Accessories, Games/Software & Books for the Atari ST Computer line! Orders over $100 GET A BRAND NEW GAME, FREE AS A GIFT & STILL GET 25% OFF ATARI SALES THIS DECEMBER!Call Ben Anytime @(503)256-9974! E-Mail BenSells@Atari.org & GET FREE Atari Catalogs @ http://BensCatalogs.Atari.org Got Atari? Most items I have 1, 2 or a few of. Get them While they last! Come for the Sales, Stay for the Service!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

ALL BRAND NEW GAMES FOR ATARI ST! $20-$30 EACH! YOU MAY HAVE A GAME AS A HOLIDAY GIFT FOR PURCHASES OVER $100 + 25% OFF!GAME TITLES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; Alien Syndrome; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Chuck Rock; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation:

CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total

Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf; Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8541. Wanted: Atari Mega ST4 & ICD LINKs!

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 19:23:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611301121560.19643-100000@onyx.spiritone.com>
Source record: 6767
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8542. PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 19:26:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611301123550.19643-100000@onyx.spiritone.com>
Source record: 6769
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buying out an Atari warehouse that's been locked up for over a decade!
Below is a list of Games & more for ST & some for 8 Bit!Reserve your order
up front & I'll send them when I receive the lot! If this lot goes well,
I'll buy more Atari lots! Titles listed below I'll get 1, 2 or a few of.
Save Games from oblivion by PrePaying your order. All of these are NEW in
BOX! E-Mail BenSells@Atari.org or call (503)256-9974! 1st come, 1st serve!

Midway Battles and Ultima II are already spoken for.

Prices below are for one copy each.

8 bit titles

2 decision in the desert micropose $20
1 kennedy approach micropose $20
1 logo by atari, complete in thick silver box $20
1 napolean in russia datasoft $20

st titles

2 arcanan no excuses $20
1 auto duel origin $50
1 axe of rage epyx $20
1 data manager time works $20
3 design idea time works $20
1 down hill challenge broderbund $20
2 fleet sreet publishing michtron $20
3 fools errand miles $20
3 frostbyte microvalue $20
2 goldenpath firebird $20
3 gridiron glory by bethesda $20
3 lords of conflict by electronic arts $20
1 manhunter 2 sierra $30
1 midway battles tdc $20
1 olympus by olympus $20
1 operation clean streets broderbund $20
1 people places things time works $20
1 phantasm exocet $20
1 santa paravia by starsoft $20
1 sorcerer of claymorgue castle keypunch $20
1 space quest sierra $30
1 starflight tpi $20
1 stock market game tdc $20
2 summer games epyx $20

1 symbols and slogans time works $20
1 tank attack by artworx $20
1 targhan silamarlis $20
1 ultima II sierra $60
1 zynaps by hewson $20

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8543. Re: Socketed chips, is there a way to improve conductivity on the chip legs?

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 20:10:51 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1164917451.843083.122560@l12g2000cwl.googlegroups.com>
Source record: 6770

On Nov 29, 11:07 pm, "Kryten" <kryten_droid_obfustica...@ntlworld.com>
wrote:
> I'd give the legs a thorough clean and then try either Vaseline or a careful
> dab of silver-loaded paint in each socket hole.
>
> The Vaseline would keep air and moisture out, and the conductive paint would
> improve the connection.
>
> Though I can't guarantee either, never having tried them.

I wouldn't do either of these. Electrical switch and contact cleaner is
the stuff to use.

8544. Re: Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 22:09:33 UTC
From: atarigalen@yahoo.com
Message-ID: <1164924573.764464.190050@n67g2000cwd.googlegroups.com>
Source record: 6771
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tom Tom wrote:
> A word of warning to Falcon owners. Atari used a Dallas clock chip with an
> integrated battery in the Falcon. The chip is a 24-pin dual inline package
> device and is difficult to remove due to the tin leads and large ground
> plane. The battery is molded in the package and battery leads are not
> accessable. These chips have about a 10-12 year maximum life span.
>
> Just trying to get the word out about this to the community.
>
True enough. However, this isn't that hard to fix WITHOUT removing the
chip.

The Dallas clock chip is shaped like a rectangle, much like a 2 x 4
square LEGO brick:

0000
0000

If you take a cutting wheel (Dremel) tool and grind down the top half
of the center portion away from the keyboard you will eventually
uncover the battery and the battery tabs:

. | Grind here
. v
0 0
0000

Note that some chips have a soft rubbery filling that is easily
removed. Mine had hard plastic throughout, so the cutting made a lot
of plastic dust, but that was easily blown from the motherboard. I
know that this sounds scary, but as long as you go slowly you should be
O.K.. There is a crystal on the left (by the dot on top of the chip)
that you don't want to damage, so keep your cutting to the center of
the chip away from the keyboard.

Both the battery and its tabs are silver, which stand out strongly
against the black plastic. The layout kind of resembles Mickey Mouse
with the circular battery "head" and the "ear" tabs at roughly 10:00
and 2:00 positions. The left tab is positive, and you need to cut it
away from the battery without destroying it in order to disconnect the
old battery. Again, a Dremel cutting wheel works nicely.

Now solder about 10 cm of wire to each of the two tabs. These are
reasonably large tabs and even a novice should be able to heat a wire,
melt some solder onto the wire, and touch the hot wire onto the tab so

that it sticks. (I know this isn't good soldering practice, but my point is that you can do this if you can figure out which end of the solder iron is the hot one!). Attach the other end of the wires to a battery holder, preferably to a coin cell holder. These are a bit hard to find, but a electronics shop should have one.

Place your 3V (preferably lithium) battery (size really doesn't matter, but the CR2032 is easy to find) into the battery holder and check that everything now works. Don't forget to insert the battery in the proper direction. (Remember, the left connection on the chip is for +.)

Finally, figure out where the battery holder will sit. The Falcon doesn't have much space available in the front, which is why your wires needed to be so long. Don't place the holder on a chip as that may lead to overheating problems. It may well be useful to wrap the battery and holder in tape so that it can't short out the motherboard. Personally, I removed my Falcon's fan (which only cools the RAM -- it's not needed with my RAM upgrade) and attached the battery holder to the fan mount.

Replace the battery every 5 - 10 years.

Galen

8545. [NEW] KEEPTIME v1.0 System patch when battery of your Real Time Clock is down.

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 23:00:56 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <456f61fc$0$19650$426a34cc@news.free.fr>
Source record: 6772

Friday, December 1st 2006,

KEEPTIME v1.0 is a patch to disable a system time reset when the battery of your RTC is dead. This text has been written for the Atari Falcon. It may be applied to Falcon, TT and compatibles.

The Problems

"My Falcon losts the time and date when I switch off."
(15/31/07 0:00 for each boot)
"My Falcon boots in low resolution."
"My TOS is always in English and the keyboard is Qwerty."

The Explanation

Whenever you are shutting down your Falcon, the time,the date and NVRAM settings are saved into the RTC chip (Real Time Clock).
The Real Time Clock can also be named 'CMOS Clock' or 'CMOS Battery'.
The RTC contains a 128 bytes memory to save setup information.
The approximative life length of this chip is about 10-12 years because the RTC contains a built-in battery. The Falcon is not a very young machine, so the battery of your RTC is now dead !!

This chip soldered on the Falcon motherboard (U64) is a Dallas DS1287. It can be replaced by unsoldering with the same chip or equivalent (ST MK48T87B-24, MC146818A, MCCS146818BM) . The Dallas DS1287 is, in fact, a DS1285 which a lithium battery has been included in the same block. So you can also break the shell of the RTC to find the built-in battery.
Then, you must disconnect the circuit of the battery and redirect it to a new external battery added. You can find infos about this process on Atari forums on the web or inside ST Magazine.(issue 141)

Unfortunally, you don't want to open your Falcon and replace the RTC chip because you think you are not able to do this !

The Solution

First of all, a good solution is to launch the classic accessory Control Panel to set the time and date for each boot of the machine.

Yes, it's a safe solution but there is a problem !

If you are using TOS or MagiC operating systems, when you quit a program, a time and date reset occurs ! No problem, if you are using Mint OS.
I think it is a little bit irritating to work with that !

It is due to the specific XBIOS Function Gettime(). This same function can be found on TOS versions 3.xx (TT) and 4.xx (Falcon).

This function is called by the system when you return to desktop after closing an application.(I don't know why...)

The Gettime() function has a special behavior when it finds that the battery of the RTC is dead, this function simply resets the time and date!
The dead battery information is sent by the RTC itself.

KEEPTIME is a patch to disable in TOS the time reset by Gettime() function if the battery of your RTC is dead.

http://doyeuxyvan.free.fr/keeptime/v1.0/

You must run it in the AUTO folder.

Caution: To take effect, the TOS must be found in RAM !
Basically, the Falcon works with the TOS located in ROM.
Therefore, the TOS in ROM must be copied in RAM.

So you can use the excellent free tool by Uwe Seimet called ROMSPEED:
http://www.seimet.de/files/atari/romspd31.zip
http://doyeuxyvan.free.fr/keeptime/v1.0/romspd31/
You have just to run ROMSPEED.PRG in the AUTO folder before KEEPTIME.PRG.
In this case, you must know that the MMU is used by ROMSPEED to remap TOS in memory. KEEPTIME takes into account this functionality to locate the TOS.

Under MagiC operating system, the same function Gettime() as the TOS is present. However, you don't need to run ROMSPEED because MagiC is already loaded in RAM.

Copy in this order ROMSPEED.PRG and then KEEPTIME.PRG in your AUTO folder (Generally C:\AUTO). Be sure that your XCONTROL.ACC file is present in the root directory. (Or any kind of another tool to set time and date)

"Thanks, time and date reset has been disabled as long as my Falcon is powered on, but I'm still booting in low resolution with wrong keyboard configuration..."

Yes, it remains the NVRAM configuration problem.
You can find different tools to set up keyboard, TOS language, etc.
But you can only reboot your Falcon if you want that parameters take effect.

I have selected NVRam by Centek:
http://centek.free.fr/atari/softs/nvram.zip
http://doyeuxyvan.free.fr/keeptime/v1.0/nvram/
With this tool you can, of course, configure the NVRAM (into the RTC chip). In addition, you can write a bootable program on a floppy disk which writes your selected configuration into NVRAM chip for every Falcon boot.

Be sure that your floppy disk is present in the drive of course !

Follow this process to create a bootable floppy disk with NVRam:
- Run NVRAM.APP from the desktop.
- Set keyboard and TOS language, time format, boot resolution, ...
- Click on the floppy disk icon and insert a floppy disk in drive A.
- Click on the left icon (NVRAM -> Floppy Disk) in the new window opened.
The program quickly writes the boot sector program on the disk with your
NVRAM Settings.
- Then quit NVRam application. Your floppy disk is good.
(If you click on the NVRAM icon for quit, the settings are saved on NVRAM
chip, but to take effect you must reboot. So, you can perform inifinte
reboots with your good parameters until you switch off your Falcon.)

At each boot, NVRam bootable program looks for if it has been already
installed in memory. In the case of NVRam already installed, the NVRAM
config is not written.

So be careful when you have just switched off your Falcon, the memory and
the RTC are not cleared instantly because it may remains residual current in
the components. I advise to wait a long minute.

The End

Here is my summary procedure to work with a dead RTC battery:
- Switch on the Falcon with the correct floppy disk in drive.
- Very quickly, the floppy disk boot program will be read (You can read on
the screen NVRam flag) and a system reset will occur.
- Now your Falcon boots with the correct NVRAM settings.
- After comes ROMSPEED and KEEPTIME loading.
- On the desktop, it remains to set the correct time and date in the Control
Panel.
- That's all! Good Luck!

Yvan Doyeux

Dallas Semiconductors Maxim : http://www.maxim-ic.com/
ST Magazine : http://stmagazine.org/

8546. Re: [NEW] KEEPTIME v1.0 System patch when battery of your Real Time Clock is down.

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 23:16:26 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <eDJbh.479$HU.440@news-server.bigpond.net.au>
Source record: 6773

DOCs wrote:
> Friday, December 1st 2006,
>
>
>
> KEEPTIME v1.0 is a patch to disable a system time reset when the battery of
> your RTC is dead. This text has been written for the Atari Falcon. It may be
> applied to Falcon, TT and compatibles.
>
>
> --------------
> The Problems
> --------------
>
> "My Falcon losts the time and date when I switch off."
> (15/31/07 0:00 for each boot)
> "My Falcon boots in low resolution."
> "My TOS is always in English and the keyboard is Qwerty."
>
> ----------------
> The Explanation
> ----------------
>
> Whenever you are shutting down your Falcon, the time,the date and NVRAM
> settings are saved into the RTC chip (Real Time Clock).
> The Real Time Clock can also be named 'CMOS Clock' or 'CMOS Battery'.
> The RTC contains a 128 bytes memory to save setup information.
> The approximative life length of this chip is about 10-12 years because the
> RTC contains a built-in battery. The Falcon is not a very young machine, so
> the battery of your RTC is now dead !!
>
> This chip soldered on the Falcon motherboard (U64) is a Dallas DS1287. It
> can be replaced by unsoldering with the same chip or equivalent (ST
> MK48T87B-24, MC146818A, MCCS146818BM) . The Dallas DS1287 is, in fact, a
> DS1285 which a lithium battery has been included in the same block. So you
> can also break the shell of the RTC to find the built-in battery.
> Then, you must disconnect the circuit of the battery and redirect it to a
> new external battery added. You can find infos about this process on Atari
> forums on the web or inside ST Magazine.(issue 141)
>
> Unfortunally, you don't want to open your Falcon and replace the RTC chip
> because you think you are not able to do this !
>

> -------------
> The Solution
> -------------
>
> First of all, a good solution is to launch the classic accessory Control
> Panel to set the time and date for each boot of the machine.
>
> Yes, it's a safe solution but there is a problem !
>
> If you are using TOS or MagiC operating systems, when you quit a program, a
> time and date reset occurs ! No problem, if you are using Mint OS.
> I think it is a little bit irritating to work with that !
>
> It is due to the specific XBIOS Function Gettime(). This same function can
> be found on TOS versions 3.xx (TT) and 4.xx (Falcon).
>
> This function is called by the system when you return to desktop after
> closing an application.(I don't know why...)
>
> The Gettime() function has a special behavior when it finds that the battery
> of the RTC is dead, this function simply resets the time and date!
> The dead battery information is sent by the RTC itself.
>
>
> KEEPTIME is a patch to disable in TOS the time reset by Gettime() function
> if the battery of your RTC is dead.
>
> http://doyeuxyvan.free.fr/keeptime/v1.0/
>
> You must run it in the AUTO folder.
>
> Caution: To take effect, the TOS must be found in RAM !
> Basically, the Falcon works with the TOS located in ROM.
> Therefore, the TOS in ROM must be copied in RAM.
>
> So you can use the excellent free tool by Uwe Seimet called ROMSPEED:
> http://www.seimet.de/files/atari/romspd31.zip
> http://doyeuxyvan.free.fr/keeptime/v1.0/romspd31/
> You have just to run ROMSPEED.PRG in the AUTO folder before KEEPTIME.PRG.
> In this case, you must know that the MMU is used by ROMSPEED to remap TOS in
> memory. KEEPTIME takes into account this functionality to locate the TOS.
>
> Under MagiC operating system, the same function Gettime() as the TOS is
> present. However, you don't need to run ROMSPEED because MagiC is already
> loaded in RAM.
>
> Copy in this order ROMSPEED.PRG and then KEEPTIME.PRG in your AUTO folder
> (Generally C:\AUTO). Be sure that your XCONTROL.ACC file is present in the
> root directory. (Or any kind of another tool to set time and date)
>

>
>
> "Thanks, time and date reset has been disabled as long as my Falcon is
> powered on, but I'm still booting in low resolution with wrong keyboard
> configuration..."
>
> Yes, it remains the NVRAM configuration problem.
> You can find different tools to set up keyboard, TOS language, etc.
> But you can only reboot your Falcon if you want that parameters take effect.
>
> I have selected NVRam by Centek:
> http://centek.free.fr/atari/softs/nvram.zip
> http://doyeuxyvan.free.fr/keeptime/v1.0/nvram/
> With this tool you can, of course, configure the NVRAM (into the RTC
> chip). In addition, you can write a bootable program on a floppy disk which
> writes your selected configuration into NVRAM chip for every Falcon boot.
> Be sure that your floppy disk is present in the drive of course !
>
> Follow this process to create a bootable floppy disk with NVRam:
> - Run NVRAM.APP from the desktop.
> - Set keyboard and TOS language, time format, boot resolution, ...
> - Click on the floppy disk icon and insert a floppy disk in drive A.
> - Click on the left icon (NVRAM -> Floppy Disk) in the new window opened.
> The program quickly writes the boot sector program on the disk with your
> NVRAM Settings.
> - Then quit NVRam application. Your floppy disk is good.
> (If you click on the NVRAM icon for quit, the settings are saved on NVRAM
> chip, but to take effect you must reboot. So, you can perform inifinte
> reboots with your good parameters until you switch off your Falcon.)
>
> At each boot, NVRam bootable program looks for if it has been already
> installed in memory. In the case of NVRam already installed, the NVRAM
> config is not written.
>
> So be careful when you have just switched off your Falcon, the memory and
> the RTC are not cleared instantly because it may remains residual current in
> the components. I advise to wait a long minute.
>
> ---------
> The End
> ---------
>
> Here is my summary procedure to work with a dead RTC battery:
> - Switch on the Falcon with the correct floppy disk in drive.
> - Very quickly, the floppy disk boot program will be read (You can read on
> the screen NVRam flag) and a system reset will occur.
> - Now your Falcon boots with the correct NVRAM settings.
> - After comes ROMSPEED and KEEPTIME loading.
> - On the desktop, it remains to set the correct time and date in the Control
> Panel.

> - That's all! Good Luck!
>
>
> Yvan Doyeux
>
>
>
> Dallas Semiconductors Maxim : http://www.maxim-ic.com/
> ST Magazine : http://stmagazine.org/
>

Well done that man. Personally I will be changing the chip when it is time, but a good interim solution it is;-)

Mark

8547. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-11-30 23:23:24 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <67881$456f67ed$1884f86b$1257@news.chello.nl>
Source record: 6774

Alison wrote:
> jimmie <james_23703@yahoo.com> wrote in message
> news:1164834033.780638.175500@n67g2000cwd.googlegroups.com...
>
>>anyway to mount a harddrive inside a 1040stf?
>>
>>thanks
>>
>
>
> If you wait a couple of months you won't have to. Exxos and I are getting
> seriously close to releasing our ACSI hard disk that plugs straight in the
> back of an ST. No soldering, as far as the ST is concerned it's just a
> totally standard Atari ACSI hard drive. It uses SD cards and will be about
> 2" square. Transfer rate is in the region of 500-1000Kbytes/second.
>
>

Thats great!
I want to have one.

The SD card will make it effectively a exchangeable HD?

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

8548. Re: Socketed chips, is there a way to improve conductivity on the chip legs?

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 00:55:35 UTC
From: STcomp@cwo.com
Message-ID: <1164934535.436854.171110@l12g2000cwl.googlegroups.com>
Source record: 6775

Thanks for all the advice! Well what I did is I cleaned them with an abrasive eraser (ball point pen style) and then I removed and painted all of the TOS chip legs with "rear window defogger repair kit" (a metallic copper colored conductive paint), and put them back in last night. This morning it was very cold in the room, but the STe powered up with no problem! Of course, I thought I solved the problem before by just cleaning the legs last year and a few months later it started acting up again, so I will update in about 6 months. If no problem by then, then maybe I found a good fix for this problem! -STcomp

PS i think there are hairline crack problems on motherboards a lot, i had another ST that died last year and it has that sort of problem, but I think my STe is purely a socketed chip issue

Coda wrote:
> On Nov 29, 11:07 pm, "Kryten" <kryten_droid_obfustica...@ntlworld.com>
> wrote:
> > I'd give the legs a thorough clean and then try either Vaseline or a careful
> > dab of silver-loaded paint in each socket hole.
> >
> > The Vaseline would keep air and moisture out, and the conductive paint would
> > improve the connection.
> >
> > Though I can't guarantee either, never having tried them.
>
> I wouldn't do either of these. Electrical switch and contact cleaner is
> the stuff to use.

8549. FS: MIDI Music Software!

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 03:52:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611301943260.19983-100000@onyx.spiritone.com>
Source record: 6776

I've just added the following MIDI Music Software to my st_soft.txt catalog.
E-Mail BenSells@Atari.org or call (503)256-9974! Thanx! ===Ben===

NIB= NEW IN BOX

Audio Sculpture; Expose;Color/Mono Monitor.;E-F-G; MIDI Music;.NIB.$30.00 U.S.

Chord Magic v.1.51;MIDImouse Music; Color or MonoChrome Monitor. Works with or without keyboard.; E; Music Lessons.; Disk, 33 page Manual & Box...$10.00 U.S.

Chord Magic v.1.1; MIDImouse Music; Color or MonoChrome Monitor. Works with or without keyboard.; E; Music Lessons.;.....NIB.$20.00 U.S.

The Copyist v.1.4; Dr. T's Music Software; Color or MonoChrome Monitor.; MIDI Music.; (2) Disks & 63 page User's Guide.....$7.50 U.S.

The Copyist v.1.30; Dr. T's Music Software; Color or MonoChrome Monitor.; MIDI Music.; (2) Disks, 63 page User's Guide, Addendum & Box.....$10.00 U.S.

The Copyist Level 1 v.1.52;Dr. T's Music Software;Color or MonoChrome Monitor; MIDI Music.; Disk, 85 page 3 Ring Bindered Manual, & Box.....$10.00 U.S.

The Copyist Professional-DTP v.1.7; Dr. T's Music Software;Color or MonoChrome Monitor; MIDI Music.; (3) Disks & 111 page Manual.....$10.00 U.S.

CZ-Android; Hybrid Arts; Color or MonoChrome Monitor. For the CASIO CZ MIDI Keyboard series and the ATARI ST.; MIDI Music.; Disk.....$5.00 U.S.

Dr. Drums; Dr. T's Music Software; Color or MonoChrome Monitor. For use with Keyboard Controlled Sequencer and MIDI Recording Studio.; MIDI Music.; Disk, 3 page Manual & Box.....$10.00 U.S.

Dr. Keys; Dr. T's Music Software; Color or MonoChrome Monitor. For use with Keyboard Controlled Sequencer and MIDI Recording Studio.; MIDI Music.; Disk, 3 page Manual & Box.....$10.00 U.S.

DX-Android; Hybrid Arts;Color/Mono Monitor.For the YAMAHA DX-7/TX-Series & the ATARI ST. MIDI Music.; Disk, 136 page 3 Ring Bindered Manual & Box.$10.00 U.S.

GenPatch ST; Hybrid Arts; Color or MonoChrome Monitor. Generic Patch Librarian Software. MIDI Music.; Disk, 66 page 3 Ring Bindered Manual & Box.$10.00 U.S.

Keyboard Controlled Sequencer Level 2 v.3.0/v.1.7; Dr. T's Music Software; Color or MonoChrome Monitor.; MIDI Music.; (5) Disks including 2 Key Disks, KCS 232 page Manual, 117 page Dr. T's Programmable Variations Generator and Master Editor Manual, Read Me 1st sheet & Box.....$25.00 U.S.

MIDI Recording Studio v.1.0 ;Dr. T's Music Software;Color/MonoChrome Monitor.; MIDI Music.; Disk & 68 page User's Guide.....$10.00 U.S.

The Music Studio; Activision;Color Monitor.; MIDI Music.; Disk, Screen Symbols Card & 78 Page Manual.....$10.00 U.S.

Note Wizard v.1.1; MIDImouse Music; Color/Mono Monitor. Works with or without keyboard.; E; Music Lessons;.....NIB.$20.00 U.S.

Omega II; Dr. T's Music Software; Color/Mono; MIDI Music;(3) Disks.$20.00 U.S.

Rhythm Time v.1.51; MIDImouse Music;Color/Mono Monitor. Works with or without keyboard.; E;Music Lessons;Disk, Update card, 40 page Manual & Box.$10.00 U.S.

Scale Master v.1.1; MIDImouse Music;Color or MonoChrome Monitor. Works with or without keyboard.; E; Music Lessons;.....NIB.$20.00 U.S.

T.I.G.E.R. Or T.he I.nteractive G.raphic E.ditoR.;Dr T's Music Software;Color/MonoChrome Monitor; MIDI Music; Disk, 122 page Manual, sheet & Box.$10.00 U.S.

Take Note v.2.05 MonoChrome/v.1.1 Color; Take Note Software; Ear Training for Musicians.; (2) Disks, 48 page Manual & Box.....$10.00 U.S.

8550. FALCON + CD ROM + Daynaport

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 09:17:32 UTC
From: mail@markgoossens.be
Message-ID: <1164964652.550719.103600@80g2000cwy.googlegroups.com>
Source record: 6777

Hello,

On my Falcon I've a SCSI/Link-3 (model DP0802) daynaport network adapter. Running with HDDRIVER 7.52, Sting 1.26 and the drivers from anodynesoftware (ver0.71)

Last week I attached a Yamaha scsi CD-ROM. I Use metados, with spin. I tried also the drivers for a Falcon. (Falcon.bos).

When I disconnect the daynaport, I get proper access to the CD -ROM. When I disconnect the CD-ROM, I can use without problems the dyanaport.

When they are all connected in a chain, the computer always crashes at start-up. I've tried a lot of combinations in my auto folder, but everything fails. Is this normal ?

The chain is as follows :
First Harddisk drive : scsi id 0, cd rom scsi id 1, syquest ezdrive scsi id 2, as last daynaport scsi id 3, with termination on. No IDE drive installed

I think the sting driver is conflicting with the metados. But I don't know how to resolve it.

If somebody has the same problems, let me know please.

Regards,

Mark

8551. Searching driver for Nova mach 32 card

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 11:00:17 UTC
From: Mark <mail@markgoossens.be>
Message-ID: <1164970817.292766.168490@79g2000cws.googlegroups.com>
Source record: 6778

Hello,

I'm searching the drivers for a nova TT card, wirh a mach 32 chipset,
filled with one bay of ram,I think.

Regards,

Mark.

8552. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 19:32:05 UTC
From: Alison <invalid@NOSPAM.com>
Message-ID: <SpGdnWHQ5LFnH-3YRVnysA@bt.com>
Source record: 6779

Slor <semaj@rols.ten> wrote in message
news:Xns988AD41CAA62emuslor@216.196.97.136...
>
> Nice! You can put me down for one. :)
> If you need any beta testing, lemme know...
>
> --

Hi James,

Will do :-)

Aly

ps. going through these one by one not wanting to leave anyone out. :-)

8553. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 19:32:50 UTC
From: Alison <invalid@NOSPAM.com>
Message-ID: <wumdnazVCp67Hu3YRVnyiQ@bt.com>
Source record: 6780

Nogardvfx <nogard@cishollywood.com> wrote in message
news:sjnsm29i9q1c3qb1o2h9qp7qub4mnd0cde@4ax.com...
> I would love one too!
>
>

That's two potentials! :-)

Getting close to saying a bit more about it, likely in Henk's reply.

8554. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 19:38:05 UTC
From: Alison <invalid@NOSPAM.com>
Message-ID: <noSdneM8LZ_8Ge3YRVnyhA@bt.com>
Source record: 6781

Jerome Mathevet <jerome.mathevet@freeNOCAPS.fr> wrote in message
news:121bb88d4e.jerome@jerome/mathevet.free.fr...
>

Hi Jerome

> So, that's why we had no news from you during all this time...

Pretty much yes. My feeling is that talking and talking about things is a
sure way for them not to get done.

> Well if I had known that, I wouldn't have ordered a cartridge port
solution
> from Poland (paskud.pl)... that i'm still waiting for :(

Ah yes, I've seen those advertised.

> Hopefully matters will be resolved (the guy claims to be very busy
job-wise)
> before christmas ...

I see..

> Anyway that's excellent news and i'm eager to see what your hard disk is
> looking like.
>

Well at the moment it's very prototypish. Here it is;

http://www.logicsays.com/pub/WeST_v2.jpg

It's insanely simple, as simple things tend to be more reliable...

8555. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 19:40:02 UTC
From: Alison <invalid@NOSPAM.com>
Message-ID: <7c-dnUUMvKxFGe3YnZ2dnUVZ8qadnZ2d@bt.com>
Source record: 6782

<fried.man@sympatico.ca> wrote in message
news:1164899331.751255.220520@j44g2000cwa.googlegroups.com...
> This is just what I have been hoping for. I hope it can work on a Mega
> Ste?
>
> Mark
> Maurice wrote:
> > Fantastic news! Great to see people still developing hardware for the
ST.
> > Keep on keeping on.
> >
> > regards
> > Maurice

Hi Maurice and Mark,

Thanks Maurice :-)

Mark. It *should* work with a Mega STE as device 1 assuming the internal
host board is enabled. It will be an external device to plug into the ACSI
port. I have a MSTE here to test with, which it will be eventually :-)

8556. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 19:52:11 UTC
From: Alison <invalid@NOSPAM.com>
Message-ID: <HLmdneu34egtGu3YRVnytw@bt.com>
Source record: 6783

Henk Robbers <h.robbers@chello.nl> wrote in message
news:67881$456f67ed$1884f86b$1257@news.chello.nl...
>
> Thats great!
> I want to have one.
>
> The SD card will make it effectively a exchangeable HD?
>
> --

Hey Henk!! :-)

This is what I'm working on at the moment. All of the failsafe error checking and that stuff. It's being tested with no less that eight SD cards during development.

Regarding this hot-swapping HD. That's something I'm doing at the moment too. It won't be possible to hot-swap without a reset of the ST (or I don't think it will be). But it will be entirely possible to have a few cards at hand. The ST won't know!! :-)

There will a 1Gb limit. This is afterall a totally standard ACSI hard drive as far as the ST is concerned. That's been the purpose throughout, to present something to the ST that it doesn't see as non-standard. It's no good if it requires fiddly drivers.

When these things eventually ship they'll boot immiediately as I'll supply them with a prepared card, likely 512MB depending on how much I can get them for. Also a standard wall-wart adapter will be required to power it. It requires about 9VDC at 250mA tops.

EVERYTHING is being done by the book. There's no hacking of the ACSI port to soak it's power supply from the data lines (that's possible!!) and the ACSI port will be buffered. Design corners can be cut but I don't want to. :-) This may take a while longer.

http://www.logicsays.com/pub/WeST_v2.jpg

Aly

8557. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 22:28:06 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1165012086.645669.180630@j72g2000cwa.googlegroups.com>
Source record: 6784

any idear as to cost?
Alison wrote:
> Henk Robbers <h.robbers@chello.nl> wrote in message
> news:67881$456f67ed$1884f86b$1257@news.chello.nl...
> >
> > Thats great!
> > I want to have one.
> >
> > The SD card will make it effectively a exchangeable HD?
> >
> > --
>
> Hey Henk!! :-)
>
> This is what I'm working on at the moment. All of the failsafe error
> checking and that stuff. It's being tested with no less that eight SD cards
> during development.
>
> Regarding this hot-swapping HD. That's something I'm doing at the moment
> too. It won't be possible to hot-swap without a reset of the ST (or I don't
> think it will be). But it will be entirely possible to have a few cards at
> hand. The ST won't know!! :-)
>
> There will a 1Gb limit. This is afterall a totally standard ACSI hard drive
> as far as the ST is concerned. That's been the purpose throughout, to
> present something to the ST that it doesn't see as non-standard. It's no
> good if it requires fiddly drivers.
>
> When these things eventually ship they'll boot immiediately as I'll supply
> them with a prepared card, likely 512MB depending on how much I can get them
> for. Also a standard wall-wart adapter will be required to power it. It
> requires about 9VDC at 250mA tops.
>
> EVERYTHING is being done by the book. There's no hacking of the ACSI port
> to soak it's power supply from the data lines (that's possible!!) and the
> ACSI port will be buffered. Design corners can be cut but I don't want to.
> :-) This may take a while longer.
>
> http://www.logicsays.com/pub/WeST_v2.jpg
>
> Aly

8558. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-01 23:47:57 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <a0d59$4570bf2d$1884f86b$23297@news.chello.nl>
Source record: 6785

Alison wrote:

> Regarding this hot-swapping HD. That's something I'm doing at the moment
> too. It won't be possible to hot-swap without a reset of the ST (or I don't
> think it will be).

I was thinking the way my ZIP drive works on my TT (TOS 3.06)
I can replace a medium and just press ESC.
Well, actually, just the same as a floppy.

> But it will be entirely possible to have a few cards at
> hand. The ST won't know!! :-)
>

Of course :-)

> There will a 1Gb limit.

People have lost any sense of amounts these days.

I have had a math teacher who explained large mumbers like this:

Take a piece of millimeter raster paper of 1 square meter.
Use a pencil and turn it into a very large checker board.
How long will it take?

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

8559. Re: Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 00:11:02 UTC
From: Tha Welshgit <steve.sweet@btopenworld.com>
Message-ID: <nOydnWsXlYynV-3YnZ2dnUVZ8qidnZ2d@bt.com>
Source record: 6786
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

Hi TomTom

Its actually very easy to remove the chip and just as easy to pop the top
off and miggy back a coin cell into a coin cell holder

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

"Tom Tom" <sometomtom@tomtom.com> wrote in message
news:Vxabh.19903$w37.5059@trnddc08...
>A word of warning to Falcon owners. Atari used a Dallas clock chip with an
>integrated battery in the Falcon. The chip is a 24-pin dual inline package
>device and is difficult to remove due to the tin leads and large ground
>plane. The battery is molded in the package and battery leads are not
>accessable. These chips have about a 10-12 year maximum life span.
>
> Just trying to get the word out about this to the community.
>
> Regards,
> Glenn
>
>

8560. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 04:12:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.12.02.04.12.42.706738@charter.net>
Source record: 6787

On Fri, 01 Dec 2006 19:32:05 +0000, Alison wrote:

> Slor <semaj@rols.ten> wrote in message
> news:Xns988AD41CAA62emuslor@216.196.97.136...
>>
>> Nice! You can put me down for one. :)
>> If you need any beta testing, lemme know...
>>
>> --
>
> Hi James,
>
> Will do :-)
>
> Aly
>
> ps. going through these one by one not wanting to leave anyone out. :-)

and put me down for 1 as well. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8561. Christmas at The DarkForce! BBS... :)

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 04:51:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.12.02.04.51.41.533904@charter.net>
Source record: 6788

Well, its December, and that means we're giving stuff away for the Christmas season!

First up, our usual 3 month subscription to ST Magazine.

Next, we're giving away an Atari Mega STe motherboard!

Last, but not least, is an Atari 8bit game, Guderian.

Our winner for November 2006 is Sauron - he won the 3 month subscription to ST Magazine!

I've decided that I need more specific information about what users want, when it comes to our monthly prize giveaway. So there is a new menu option from the mainmenu. It's "M" for Monthly Prizes. Users who wish to register for our monthly prize giveaways should pick this option and choose whatever prize they are interested in. Your choices will be registered to a logfile that I can check at the end of the month. Users can register for as many prizes as they want, but please only register -1- choice per item, per call. You can register multiple prizes in one call... Thank you all! :)

Congratulations to our winner, and good luck to everyone on this months prizes! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8562. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 07:15:13 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4tcng1F12kf5fU1@mid.individual.net>
Source record: 6789

Alison wrote:

> There will a 1Gb limit. This is afterall a totally standard ACSI hard drive
> as far as the ST is concerned. That's been the purpose throughout, to
> present something to the ST that it doesn't see as non-standard. It's no
> good if it requires fiddly drivers.

You could have implemented an ICD-compatible adapter, without such a limit.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8563. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 09:47:25 UTC
From: Alison <invalid@NOSPAM.com>
Message-ID: <rMmdnWZFhcLp1uzYnZ2dnUVZ8qadnZ2d@bt.com>
Source record: 6790

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
news:4tcng1F12kf5fU1@mid.individual.net...
>
> You could have implemented an ICD-compatible adapter, without such a
limit.
>

Oh I think I'll give up then.

8564. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 09:54:24 UTC
From: Alison <invalid@NOSPAM.com>
Message-ID: <_JCdne0BoOK90OzYnZ2dnUVZ8q-dnZ2d@bt.com>
Source record: 6791

Henk Robbers <h.robbers@chello.nl> wrote in message
news:a0d59$4570bf2d$1884f86b$23297@news.chello.nl...
>
> I was thinking the way my ZIP drive works on my TT (TOS 3.06)
> I can replace a medium and just press ESC.
> Well, actually, just the same as a floppy.
>

Mmmm, maybe. I've read several times that the *vital* statistics of the disks are only loaded once. But the references haven't followed spec more than once so we'll have to wait and see.

>
> People have lost any sense of amounts these days.
>

My partner has no clue what file sizes mean. You can say to him, a 100KB .jpg file and it means nothing in terms of size.

To have computers today with 200GB is just ridiculous. It's all bloatware and slapped together. Computers in their original form of using the hardware efficiantly just don't exist anymore. Actually, the Sony Playstations could be a good example of where it does, everything is generated mathematically.

> I have had a math teacher who explained large mumbers like this:
>
> Take a piece of millimeter raster paper of 1 square meter.
> Use a pencil and turn it into a very large checker board.
> How long will it take?
>

A very long time.

8565. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 10:02:59 UTC
From: Alison <invalid@NOSPAM.com>
Message-ID: <C6SdndQdYrm40uzYnZ2dnUVZ8smdnZ2d@bt.com>
Source record: 6792

jimmie <james_23703@yahoo.com> wrote in message
news:1165012086.645669.180630@j72g2000cwa.googlegroups.com...
> any idear as to cost?

Hi Jimmie,

Chris and I are talking about that at the moment. We're upto about £50 in parts alone at cost price. The chip for example is £15 a throw, running at 40MIPS. Being able to process at 25nS per instruction is essential in the handshaking of the ACSI port, the hardware simply times out if you don't respond within 250nS. nS=nanoSeconds.

8566. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 10:37:42 UTC
From: Alison <invalid@NOSPAM.com>
Message-ID: <h-ydnat0dZWmyuzYRVnytg@bt.com>
Source record: 6793

Alison <invalid@NOSPAM.com> wrote in message
news:rMmdnWZFhcLp1uzYnZ2dnUVZ8qadnZ2d@bt.com...
> Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
> news:4tcng1F12kf5fU1@mid.individual.net...
> >
> > You could have implemented an ICD-compatible adapter, without such a
> limit.
> >
>
> Oh I think I'll give up then.
>
>

It comes down to cost. Namely that I'm not spending hundreds of hours perfecting an addition to the working code. And that 21-bit numbers are just about managable on a 16-bit processor.

The SD cards have a physical limit of 4GB. They are also byte rather than block allocated. I can generate a 32-bit byte sector address from a 21-bit number in 100nS. If I was working with 32-bit block addresses, to convert them to 40-bit byte addresses would take significantly longer, which the SD card couldn't manage anyhow.

If someone was willing to pay £200-£300 for the unit reflecting time and costs (I don't think they would) then I would build it. This has been debated recently on one of the other Atari forums where they're complaining how expensive hardware developments are for the ST. If they were selling by the 10,000 then yes, things would be cheaper. But we're producing for a specialist market. Software is relatively easy to produce as you're working within a fixed system and don't require lab test equipment costing £10,000, as in a 100Mhz logic analyser, a digital storage oscilloscope etc. Hardware on the other hand is full of pitfalls. If you don't get it right electrically, then it doesn't matter if your code is the best code that was ever written.

And how many people produce Software for the ST? Very few. You're one of them so credit goes to you. But there are plenty of people that just like the idea of dreaming and talking about what could be done, citing end requirements without any consideration for how they're going to get there. There's a word for them; bullshit artists. This is the Internet, there's plenty to choose from. This is why I've been quiet for so long. I quietly sit back and do what I do. Anyone offering suggestions is a distraction from the task at hand.

Hardware has the potential to kill an ST outright. I simply don't have the time or money to absorb those costs.

If. If the ICD standard was open source and fully documented then maybe. But it isn't, so rather than spend hours performing R&D trying to reverse engineer an ICD interface (which I don't have, and is subject to copyright anyway), I do what I can. And I do it well. I may be able to implement the additional SCSI commands, but if I can't test them to the 9th degree then I can't sell something. I'd rather be making stuff that works and selling it, than clearing up behind myself in support because I-didn't-think-of-that.

I'm not in a position to test an ICD implementation for every eventuality. And users do eventually find out every eventuality and focus on it. WeST will work as it says it will on the box, and on that note I'll quietly disappear again and get on with it.

Aly

8567. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 12:11:19 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4td8r7F134lnlU1@mid.individual.net>
Source record: 6794

Alison wrote:

> Oh I think I'll give up then.

Looks as if you tend to over-react in response to simple questions or
suggestions.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8568. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 12:39:00 UTC
From: "gander666@gmail.com" <gander666@gmail.com>
Message-ID: <1165063140.181947.152750@n67g2000cwd.googlegroups.com>
Source record: 6795

Alison wrote:
> jimmie <james_23703@yahoo.com> wrote in message
> news:1164834033.780638.175500@n67g2000cwd.googlegroups.com...
> > anyway to mount a harddrive inside a 1040stf?
> >
> > thanks
> >
>
> If you wait a couple of months you won't have to. Exxos and I are getting
> seriously close to releasing our ACSI hard disk that plugs straight in the
> back of an ST. No soldering, as far as the ST is concerned it's just a
> totally standard Atari ACSI hard drive. It uses SD cards and will be about
> 2" square. Transfer rate is in the region of 500-1000Kbytes/second.

Count me in for one of these as well.. Looks and sounds like a
splendid idea.

Geoff

8569. Re: [NEW] KEEPTIME v1.0 System patch when battery of your Real Time Clock is down.

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 17:27:05 UTC
From: Derryck Croker <derryckNOSPAM@cix.co.uk.invalid>
Message-ID: <20061202172705557 32-derryckNOSPAM@cixcoukinvalid>
Source record: 6796

On 2006-11-30 23:16:26 +0000, Mark Bedingfield
<mark@nomorespamplease.computercom.com.au> said:

[...]

I've noticed, in general, that many responders in this and other
newsgroups are quoting huge messages with a "me too" at the end.

Would it be at all possible to do some trimming?

--
--

/ The Cheshunt Computer Club /
/ The essential Atari accessory /
/ http://ccc.atari.org /

8570. Is there a utility for formatting custom Atari ST floppies on PC?

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 18:13:28 UTC
From: STcomp@cwo.com
Message-ID: <1165083208.464500.278840@80g2000cwy.googlegroups.com>
Source record: 6797

I have been trying to format disks in order to copy .st files on to them, to play games on my Atari STe. In the old days I used to use my Falcon 030 for formatting say, 81 tracks, 10 tracks a sector, etc, then I would simply use Dcopy to copy the .st file into a real Atari ST disk, and my PC could flawlessly read any format I used. Well, sadly I got rid of my Falcon last year for financial reasons :((i did keep my Falcon hard drives for when I get another Falcon someday) and now I am trying to use Fcopy Pro on my STe to format the disks, but my PC will not recognize the boot sector! I guess the PC likes Falcon custom formatted floppies, but not custom formats done on the STe.

I can use MSDOS mode on Fcopy pro, but only for 720K format, and 90% of .st disk images use larger formats with more tracks and or sectors.

Is there a program, either on the ST side or the PC side, that will allow me to choose sector and track numbers for formatting a floppy which is readable to Dcopy (on my PC), so that I can start making disks to use on my Atari STe again? Thanks in advance for any advice you can give me. -STcomp

8571. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 21:38:53 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <eksrpd$c55$1@orkan.itea.ntnu.no>
Source record: 6798

Alison <invalid@nospam.com> wrote:

> If you wait a couple of months you won't have to. Exxos and I are getting
> seriously close to releasing our ACSI hard disk that plugs straight in the
> back of an ST. No soldering, as far as the ST is concerned it's just a
> totally standard Atari ACSI hard drive. It uses SD cards and will be about
> 2" square. Transfer rate is in the region of 500-1000Kbytes/second.

Very interesting, I might be interested in one for my 520ST.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

8572. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-02 22:58:31 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <36124$45720517$1884f86b$12169@news.chello.nl>
Source record: 6649

Uwe Seimet wrote:
> Alison wrote:
>
>> There will a 1Gb limit. This is afterall a totally standard ACSI hard
>> drive
>> as far as the ST is concerned. That's been the purpose throughout, to
>> present something to the ST that it doesn't see as non-standard. It's no
>> good if it requires fiddly drivers.
>
>
> You could have implemented an ICD-compatible adapter, without such a limit.
>

The things I do on a ST only need about 20 Mb.

If I want to do more, I use a modern computer.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

8573. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 07:56:51 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4tfea3F13ap83U1@mid.individual.net>
Source record: 6650

Henk Robbers wrote:

> The things I do on a ST only need about 20 Mb.

The things YOU do, but others have other needs.

Anyway, it was said that supporting more than 1 GB would cause problems
for the ST because it was non-standard and fiddly drivers were needed.
For more than 15 years external Link-compatible adapters have been
working perfectly and the ST does not see these adapters as
non-standard, as claimed. The ST does not see these adapters at all,
only the driver software does. As far as the drivers are concerned every
major driver supports the Link, which means that there are at least 4
established drivers. Looking at the major drivers AHDI is the only one
not supporting the Link.

There may be reasons not to support more than 1 GB, but the ST's
hardware or the drivers have never been a problem.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8574. Re: Searching driver for Nova mach 32 card

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 08:34:20 UTC
From: Melloh <dmellohNOSPAM@cinci.rr.com>
Message-ID: <031220060338350060%dmellohNOSPAM@cinci.rr.com>
Source record: 6651

In article <1164970817.292766.168490@79g2000cws.googlegroups.com>, Mark
<mail@markgoossens.be> wrote:

> Hello,
>
> I'm searching the drivers for a nova TT card, wirh a mach 32 chipset,
> filled with one bay of ram,I think.
>
> Regards,
>
> Mark.
>

I have these drivers. If you don't have them yet email me and I can zip
them to u.

later,
DM

8575. Re: FALCON + CD ROM + Daynaport

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 09:13:42 UTC
From: Melloh <dmellohNOSPAM@cinci.rr.com>
Message-ID: <031220060417581853%dmellohNOSPAM@cinci.rr.com>
Source record: 6652

In article <1164964652.550719.103600@80g2000cwy.googlegroups.com>,
<mail@markgoossens.be> wrote:

> Hello,
>
> On my Falcon I've a SCSI/Link-3 (model DP0802) daynaport network
> adapter. Running with HDDRIVER 7.52, Sting 1.26 and the drivers from
> anodynesoftware (ver0.71)
>
> Last week I attached a Yamaha scsi CD-ROM. I Use metados, with spin. I
> tried also the drivers for a Falcon. (Falcon.bos).
>
> When I disconnect the daynaport, I get proper access to the CD -ROM.
> When I disconnect the CD-ROM, I can use without problems the dyanaport.
>
> When they are all connected in a chain, the computer always crashes at
> start-up. I've tried a lot of combinations in my auto folder, but
> everything fails. Is this normal ?
>
> The chain is as follows :
> First Harddisk drive : scsi id 0, cd rom scsi id 1, syquest ezdrive
> scsi id 2, as last daynaport scsi id 3, with termination on. No IDE
> drive installed
>
> I think the sting driver is conflicting with the metados. But I don't
> know how to resolve it.
>
> If somebody has the same problems, let me know please.
>
> Regards,
>
> Mark
>
Is SCSI arbitration turned on in HDriver software? Just a thought.

regards
Doug

8576. [UTD] MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 09:45:34 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45729CBE.2070800@atari.org>
Source record: 6653
Cross-posted to: comp.sys.mac.apps,comp.sys.atari.st

Hi,

The <http://eureka.atari.org/MacAranym.zip> configuration was updated.
ARAnyM means "ATARI Running on Any Machine" <http://aranym.org/> is
the Virtual Machine that also runs hosted by MacOSX.

ARAnyM is GNU/GPL. The package built by myself is ready to launch.

The version is "Universal Binary". The performances are the same on
PPC and Intel machines.

MacAranym was updated with a 0.9.4beta2 and a recent and 040 optimized
version of the fVDI graphic driver. Redraws will be faster.

Enjoy it :)

Best ATARIan regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
<http://eureka.atari.org/>

8577. Re: FALCON + CD ROM + Daynaport

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 14:42:23 UTC
From: Mark <mail@markgoossens.be>
Message-ID: <1165156943.735163.241840@j72g2000cwa.googlegroups.com>
Source record: 6654

Hello,

> Is SCSI arbitration turned on in HDriver software? Just a thought.

Yep, it is turned on.

Roger Burrows, the author of the ExtenDOS, told me :

| > When they are all connected in a chain, the computer always crash
at start-up.
| > I've tried a lot of combinations in my auto folder, but everything
fails. Is
| > this normal ?
|
| I don't know if this is 'normal', but unless spin uses the scsidrv
interface,
| it's not surprising. The Daynaport driver needs to talk to the SCSI
bus from a
| timer interrupt and if there is other i/o going on, this will
undoubtedly cause
| a crash of some kind. "

He's a really good guy :). always helpfull.

I want to know if somebody uses the same set-up as me, with succes ?

Regards,

Mark

8578. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 15:32:19 UTC
From: not@onyournelly.com
Message-ID: <4572e135$0$20619$88260bb3@free.teranews.com>
Source record: 6655

On 2-Dec-2006, "Ronald J. Hall" <dark_lord@charter.net> wrote:

> >> Nice! You can put me down for one. :)

Very interested too! The PEST was fab so this should be likewise!

Paul (pmalcolm@lineone.net)

--
Posted via a free Usenet account from http://www.teranews.com

8579. Re: FALCON + CD ROM + Daynaport

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 15:33:45 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4tg92pF136v58U1@mid.individual.net>
Source record: 6656

Mark wrote:

> | I don't know if this is 'normal', but unless spin uses the scsidrv
> interface,
> | it's not surprising. The Daynaport driver needs to talk to the SCSI
> bus from a
> | timer interrupt and if there is other i/o going on, this will
> undoubtedly cause
> | a crash of some kind. "

I think things are a bit more complicated. I am not sure anymore if SPIN! uses the XHDI interface to access devices, but I think so. Provided that SPIN! exclusively uses XHDI calls and provided HDDRIVER 8 is used there should be no potential for a crash. HDDRIVER 8 (but not 7) routes all XHDI calls through the SCSIDRV layer, which effectively means that XHDI and SCSIDRV calls should not collide.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8580. Re: Is there a utility for formatting custom Atari ST floppies on PC?

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 15:41:28 UTC
From: pj <nospam@notarealemailaddress.com>
Message-ID: <4572f02a$0$8742$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 6657

<STcomp@cwo.com> wrote in message
news:1165083208.464500.278840@80g2000cwy.googlegroups.com...

> Is there a program, either on the ST side or the PC side, that will
> allow me to choose sector and track numbers for formatting a floppy
> which is readable to Dcopy (on my PC), so that I can start making disks
> to use on my Atari STe again? Thanks in advance for any advice you can
> give me. -STcomp
>

Have you tried:
http://www.ppest.org/atari/floimgd.php

It works for writing as well as reading, and includesa format option

p

8581. Re: Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 16:38:17 UTC
From: Bill Bennett <no.spam@plea.se>
Message-ID: <ekuuhs$1ak$00$1@news.t-online.com>
Source record: 6658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

That sounds like good advice for the Dallas DS12887 chip, but I think most stock Falcons (at least those from Atari) came with the ST MK48T87B RTC chip, for which the DS12887 is a pin-compatible replacement. As another poster has said, it is fairly easy to pop the plastic top off of the MK48T87B
and solder in a new battery, as suggested below; there's a photo on Didier Mequignon's CT60 page showing that done on a CT60 mobo (different board, same problem and same chip) here:

http://perso.orange.fr/didierm/ct60/index-e.htm

Bill

atarigalen@yahoo.com wrote:
> Tom Tom wrote:
>
>>A word of warning to Falcon owners. Atari used a Dallas clock chip with an
>>integrated battery in the Falcon. The chip is a 24-pin dual inline package
>>device and is difficult to remove due to the tin leads and large ground
>>plane. The battery is molded in the package and battery leads are not
>>accessable. These chips have about a 10-12 year maximum life span.
>>
>>Just trying to get the word out about this to the community.
>>
>
> True enough. However, this isn't that hard to fix WITHOUT removing the
> chip.
>
> The Dallas clock chip is shaped like a rectangle, much like a 2 x 4
> square LEGO brick:
>
> 0000
> 0000
>
> If you take a cutting wheel (Dremel) tool and grind down the top half
> of the center portion away from the keyboard you will eventually
> uncover the battery and the battery tabs:
>
> . | Grind here
> . v
> 0 0
> 0000
>
> Note that some chips have a soft rubbery filling that is easily

> removed. Mine had hard plastic throughout, so the cutting made a lot
> of plastic dust, but that was easily blown from the motherboard. I
> know that this sounds scary, but as long as you go slowly you should be
> O.K.. There is a crystal on the left (by the dot on top of the chip)
> that you don't want to damage, so keep your cutting to the center of
> the chip away from the keyboard.
>
> Both the battery and its tabs are silver, which stand out strongly
> against the black plastic. The layout kind of resembles Mickey Mouse
> with the circular battery "head" and the "ear" tabs at roughly 10:00
> and 2:00 positions. The left tab is positive, and you need to cut it
> away from the battery without destroying it in order to disconnect the
> old battery. Again, a Dremel cutting wheel works nicely.
>
> Now solder about 10 cm of wire to each of the two tabs. These are
> reasonably large tabs and even a novice should be able to heat a wire,
> melt some solder onto the wire, and touch the hot wire onto the tab so
> that it sticks. (I know this isn't good soldering practice, but my
> point is that you can do this if you can figure out which end of the
> solder iron is the hot one!). Attach the other end of the wires to a
> battery holder, preferably to a coin cell holder. These are a bit hard
> to find, but a electronics shop should have one.
>
> Place your 3V (preferably lithium) battery (size really doesn't matter,
> but the CR2032 is easy to find) into the battery holder and check that
> everything now works. Don't forget to insert the battery in the proper
> direction. (Remember, the left connection on the chip is for +.)
>
> Finally, figure out where the battery holder will sit. The Falcon
> doesn't have much space available in the front, which is why your wires
> needed to be so long. Don't place the holder on a chip as that may
> lead to overheating problems. It may well be useful to wrap the
> battery and holder in tape so that it can't short out the motherboard.
> Personally, I removed my Falcon's fan (which only cools the RAM -- it's
> not needed with my RAM upgrade) and attached the battery holder to the
> fan mount.
>
> Replace the battery every 5 - 10 years.
>
> Galen
>

8582. Re: More Milan Ques Part 1

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 17:16:32 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <45730670.0@entanet>
Source record: 6659

Hi Rustynutt,

First, you won't need to solder anything to add a mouse. There is a connector on the board but it will need a short adapter since it is a set of inline pines just above the pci slots at the edge of the board. I dont have the Milan manual to hand.

I had lots of problems getting the 68060 to boot and it was all caused by the original PSU, it didn't ramp-up the voltage fast enough to cause it to boot. I had to try another psu.

My Milan behave oddly without a floppy connected.

Regards,

Peter Slegg

8583. Re: St Guild BBS!

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 19:29:33 UTC
From: Charles <cabacon@cox.net>
Message-ID: <uAFch.2523$Rj.1948@newsfe19.lga>
Source record: 6660

Sure. Here are the updated specs on my system

Atari 1040STE Running BBS Express ST
1 4 Gig Had drive.
1 Yamaha CD Burner
1 UDS 10
1 Mono Monitor

I will be running it all on a falcon here within a few weeks

"David" <dbaldwin@infogen.net.nz> wrote in message
news:q90lm211mmfs9s6jjf6idtckjuupcrbera@4ax.com...
> On Sun, 19 Nov 2006 17:41:14 -0500, "Charles" <cabacon@cox.net> wrote:
>
> can telnet to st guild bbs with my amiga 1200 and have a look..
>
>>I just added another 2 Gigs of Files! Come get em.
>>
>>telnet://stguild-bbs.dyndns.org
>>
>>
>

8584. Re: FALCON + CD ROM + Daynaport

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 21:34:15 UTC
From: Mark <mail@markgoossens.be>
Message-ID: <1165181655.147763.19230@f1g2000cwa.googlegroups.com>
Source record: 6661

Hello,

Thanks for the answer.
So, If I am right, when I upgrade to version 8 of HDDRIVER, al my
problems should be solved ?

When I first try the demo, and if it NOT work, can I easily downgrade
to version 7.52 without losing my info on the scsi HD ?

Regards,

Mark.

8585. Re: Is there a utility for formatting custom Atari ST floppies on PC?

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 22:13:11 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <1eSdnbcYEdWF0O7YnZ2dnUVZ8tGdnZ2d@pipex.net>
Source record: 6662

you can set track/sectors in DOS with the format command, see format help.

Chris

<STcomp@cwo.com> wrote in message
news:1165083208.464500.278840@80g2000cwy.googlegroups.com...
>I have been trying to format disks in order to copy .st files on to
> them, to play games on my Atari STe. In the old days I used to use my
> Falcon 030 for formatting say, 81 tracks, 10 tracks a sector, etc, then
> I would simply use Dcopy to copy the .st file into a real Atari ST
> disk, and my PC could flawlessly read any format I used. Well, sadly I
> got rid of my Falcon last year for financial reasons :((i did keep my
> Falcon hard drives for when I get another Falcon someday) and now I am
> trying to use Fcopy Pro on my STe to format the disks, but my PC will
> not recognize the boot sector! I guess the PC likes Falcon custom
> formatted floppies, but not custom formats done on the STe.
>
> I can use MSDOS mode on Fcopy pro, but only for 720K format, and 90% of
> .st disk images use larger formats with more tracks and or sectors.
>
> Is there a program, either on the ST side or the PC side, that will
> allow me to choose sector and track numbers for formatting a floppy
> which is readable to Dcopy (on my PC), so that I can start making disks
> to use on my Atari STe again? Thanks in advance for any advice you can
> give me. -STcomp
>

8586. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-03 22:25:54 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <iKmdnWy8SPxK0-7YnZ2dnUVZ8qadnZ2d@pipex.net>
Source record: 6663

>
> It comes down to cost. Namely that I'm not spending hundreds of hours
> perfecting an addition to the working code. And that 21-bit numbers are
> just about managable on a 16-bit processor.
>
> The SD cards have a physical limit of 4GB. They are also byte rather than
> block allocated. I can generate a 32-bit byte sector address from a
> 21-bit
> number in 100nS. If I was working with 32-bit block addresses, to convert
> them to 40-bit byte addresses would take significantly longer, which the
> SD
> card couldn't manage anyhow.
>
> If someone was willing to pay ?200-?300 for the unit reflecting time and
> costs (I don't think they would) then I would build it. This has been
> debated recently on one of the other Atari forums where they're
> complaining
> how expensive hardware developments are for the ST. If they were selling
> by
> the 10,000 then yes, things would be cheaper. But we're producing for a
> specialist market. Software is relatively easy to produce as you're
> working
> within a fixed system and don't require lab test equipment costing
> ?10,000,
> as in a 100Mhz logic analyser, a digital storage oscilloscope etc.
> Hardware
> on the other hand is full of pitfalls. If you don't get it right
> electrically, then it doesn't matter if your code is the best code that
> was
> ever written.
>
> And how many people produce Software for the ST? Very few. You're one of
> them so credit goes to you. But there are plenty of people that just like
> the idea of dreaming and talking about what could be done, citing end
> requirements without any consideration for how they're going to get there.
> There's a word for them; bullshit artists. This is the Internet, there's
> plenty to choose from. This is why I've been quiet for so long. I
> quietly
> sit back and do what I do. Anyone offering suggestions is a distraction
> from the task at hand.
>
> Hardware has the potential to kill an ST outright. I simply don't have
> the

> time or money to absorb those costs.
>
> If. If the ICD standard was open source and fully documented then maybe.
> But it isn't, so rather than spend hours performing R&D trying to reverse
> engineer an ICD interface (which I don't have, and is subject to copyright
> anyway), I do what I can. And I do it well. I may be able to implement
> the
> additional SCSI commands, but if I can't test them to the 9th degree then
> I
> can't sell something. I'd rather be making stuff that works and selling
> it,
> than clearing up behind myself in support because I-didn't-think-of-that.
>
> I'm not in a position to test an ICD implementation for every eventuality.
> And users do eventually find out every eventuality and focus on it. WeST
> will work as it says it will on the box, and on that note I'll quietly
> disappear again and get on with it.
>
> Aly
>
>

I think 1GB is plenty, I used my falcon everyday for years, took me several years to fill a 250MB hard drive. I mean ST programs are really small, most supplied on a couple of floppies tops, apart from mass storage does anyone actually use 1GB ?! 1GB of atari programs is unthinkable, I think my C: drive only comes on about 20MB of programs... well thats just me anyways....

Chris

8587. Re: FALCON + CD ROM + Daynaport

Newsgroup: comp.sys.atari.st
Date: 2006-12-04 07:00:35 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4thvckF13tpemU1@mid.individual.net>
Source record: 6664

Mark wrote:

> So, If I am right, when I upgrade to version 8 of HDDRIVER, al my
> problems should be solved ?

:-) That's a question I cannot answer because there are so many software packages with low level device access involved. I can only say that with HDDRIVER 7 I am not surprised that there are problems, and that HDDRIVER 8 is prepared to solve them. Whether this works depends on the other software packages, though.

> When I first try the demo, and if it NOT work, can I easily downgrade
> to version 7.52 without losing my info on the scsi HD ?

Yes, you can do that, and this is the best way to test if anything changes with a current version of HDDRIVER. Just install the demo of HDDRIVER 8.1 available on http://www.seimet.de/hddriver_english.html. After running tests you can simply re-install HDDRIVER 7.52.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8588. Re: Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-12-04 08:07:47 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <el0l0bsit1@ariadne.rz.tu-clausthal.de>
Source record: 6665
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

Matthias Arndt schrieb:
> Maurice schrieb:
>> Hi Matthias
>>
>> Where can this NVRAM utility be found?
>>
>> regards
>> Maurice
>
> I'll meet and ask Cyclone during Paracon 8 Party this weekend.
> AFAIK it is not openly available yet but I'm sure there will be some
> interest!

Hiya,

This utility is due to release with the next issue of the Alive disk magazine (http://alive.atari.org/) Same goes for a clock patch that will disable the annoying reset of clock and date when you go back to the desktop on a F030 with dead battery.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de> <matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

8589. Re: Searching driver for Nova mach 32 card

Newsgroup: comp.sys.atari.st
Date: 2006-12-04 17:45:57 UTC
From: Mark <mail@markgoossens.be>
Message-ID: <1165254357.753635.124800@n67g2000cwd.googlegroups.com>
Source record: 6666

Hello DM ,

Do you got my mails ?

Regards,

Mark

8590. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-12-04 19:08:40 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1165259320.043372.146070@73g2000cwn.googlegroups.com>
Source record: 6667

On Dec 3, 10:45 am, Francois LE COAT <lec...@atari.org> wrote:
> Hi,
>
> The <http://eureka.atari.org/MacAranym.zip> configuration was updated.
> ARAnyM means "ATARI Running on Any Machine" <http://aranym.org/> is
> the Virtual Machine that also runs hosted by MacOSX.
>
> ARAnyM is GNU/GPL. The package built by myself is ready to launch.
>
> The version is "Universal Binary". The performances are the same on
> PPC and Intel machines.

Woohoo! I was wondering if going to an intel iMac was going to break my
development system... :-)

8591. Atari Online News, Etc. #08-48

Newsgroup: comp.sys.atari.st
Date: 2006-12-05 00:06:50 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1165277209.874248.169020@79g2000cws.googlegroups.com>
Source record: 6668

A-ONE #0848 12/01/06

~ Top 10 Security Threats ~ People Are Talking! ~ Vista Is
Launched!
~ Wii Selling Like Crazy! ~ Next Gen Console Picks ~ Working On the
Road!
~ Firefox Password Flaw! ~ Mac Spyware Is Spotted ~ Breaking Up Via
Text!
~ Epson Stops Ink-Makers! ~ Google Suffers Setback ~ New Rules On
E-Mails!

-* Prostituted Game Characters! *-
-* EU Says 50-80% E-mail Sent Is Spam! *-
-* 1 In 5 Parents Say Kids Are Online Too Much *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj+atarinews+org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

8592. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-12-05 06:31:16 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45751234.4010806@atari.org>
Source record: 6669

Hi,

Coda wrote :
> Francois LE COAT wrote :
>> The <http://eureka.atari.org/MacAranym.zip> configuration was updated.
>> ARAnyM means "ATARI Running on Any Machine" <http://aranym.org/> is
>> the Virtual Machine that also runs hosted by MacOSX.
>>
>> ARAnyM is GNU/GPL. The package built by myself is ready to launch.
>>
>> The version is "Universal Binary". The performances are the same on
>> PPC and Intel machines.
>
> Woohoo! I was wondering if going to an intel iMac was going to break my
> development system... :-)

Do you mean that the switch from PPC to Intel is done without any
damage for you ? That ARAnyM is convenient to be launched on an
actual iMac ? That furthermore you use your Macintosh under ARAnyM
as a development platform, and that it is totally suitable for that
usage ? I'm wondering because I have a dual-G4@1.25GHz, that the
"Universal Binary" version was built by Philipp Donzé, and I can't
fully test it myself.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8593. New: SatanDisk (SD via ACSI) was Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-05 08:41:33 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <el3bbt$172$1$8302bc10@news.demon.co.uk>
Source record: 6670

For those who haven't seen this..

http://www.atari.sk

which links off to these pages...

http://ihrisko.org/~mikro/sd_preorder/
http://joo.kie.sk/satandisk/
http://joo.kie.sk/satandisk/pics/index.html

shows an MMC/SD card interface for ACSI which supports 4GB and it's only
25 UKP.

Alan.

8594. Re: SatanDisk (SD via ACSI) was Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-05 09:52:14 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <_92dncFy8P-s3OjYRVnyvw@pipex.net>
Source record: 6671

"Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
news:el3bbt$172$1$8302bc10@news.demon.co.uk...
> For those who haven't seen this..
>
> http://www.atari.sk
>
> which links off to these pages...
>
> http://ihrisko.org/~mikro/sd_preorder/
> http://joo.kie.sk/satandisk/
> http://joo.kie.sk/satandisk/pics/index.html
>
> shows an MMC/SD card interface for ACSI which supports 4GB and it's only
> 25 UKP.
>
> Alan.
>

Should be interesting to see the finalised PCB and some benchmark figures!

great stuff,
Chris

8595. Re: New: SatanDisk (SD via ACSI) was Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-05 10:23:10 UTC
From: cii-2d21@iximail.com
Message-ID: <1165314190.299522.15780@l12g2000cwl.googlegroups.com>
Source record: 6672

Many of the older ASCI harddrives used to include a battery backed
clock (eg the Supra drives) and this was a real bonus for the ST/STe.

Any chance of adding a clock to one of these cards?

Cheers

Ian.

Alan Hourihane wrote:
> For those who haven't seen this..
>
> http://www.atari.sk
>
> which links off to these pages...
>
> http://ihrisko.org/~mikro/sd_preorder/
> http://joo.kie.sk/satandisk/
> http://joo.kie.sk/satandisk/pics/index.html
>
> shows an MMC/SD card interface for ACSI which supports 4GB and it's only
> 25 UKP.
>
> Alan.

8596. Re: New: SatanDisk (SD via ACSI) was Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-05 13:25:47 UTC
From: "no-spam2@lycos.com" <no-spam2@lycos.com>
Message-ID: <1165325147.604086.116010@n67g2000cwd.googlegroups.com>
Source record: 6673

Alan Hourihane wrote:
> For those who haven't seen this..
>
> http://www.atari.sk
>
> which links off to these pages...
>
> http://ihrisko.org/~mikro/sd_preorder/
> http://joo.kie.sk/satandisk/
> http://joo.kie.sk/satandisk/pics/index.html
>
> shows an MMC/SD card interface for ACSI which supports 4GB and it's only
> 25 UKP.

A great project although I question the choice of name.
If the author isn't into occultism/satanism as the following page
claims (http://joo.kie.sk/satandisk/index.html), why the name, and the
internal project name of "IDE devil"? Whatever the website says it
clearly tells us what's on the developer's mind.

Surely, with some imagination something other than "SatanDisk" could be
made from "SD".

8597. Re: SatanDisk (SD via ACSI) was Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-05 14:05:49 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <el3uaofld1$8302bc10@news.demon.co.uk>
Source record: 6674

"exxos" <exxos@home.co.uk> wrote in message
news:_92dncFy8P-s3OjYRVnyvw@pipex.net...
>
> "Alan Hourihane" <alan_hourihane@hotmail.com> wrote in message
> news:el3bbt$172$1$8302bc10@news.demon.co.uk...
>> For those who haven't seen this..
>>
>> http://www.atari.sk
>>
>> which links off to these pages...
>>
>> http://ihrisko.org/~mikro/sd_preorder/
>> http://joo.kie.sk/satandisk/
>> http://joo.kie.sk/satandisk/pics/index.html
>>
>> shows an MMC/SD card interface for ACSI which supports 4GB and it's only
>> 25 UKP.
>>
>> Alan.
>>
>
> Should be interesting to see the finalised PCB and some benchmark figures!

The finalised PCB is there. It's at ....

http://joo.kie.sk/satandisk/pcb_final.zip

And from www.atari.sk it says about 120KB/s

Alan.

8598. Re: New: SatanDisk (SD via ACSI) was Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-05 20:07:28 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns989099DCCAB93emuslor@216.196.97.136>
Source record: 6675

Despite all prevention efforts, cii-2d21@iximail.com wrote in
news:1165314190.299522.15780@l12g2000cwl.googlegroups.com:

> Many of the older ASCI harddrives used to include a battery backed
> clock (eg the Supra drives) and this was a real bonus for the ST/STe.
>

Really? I am fairly new to ST stuff, so forgive the basic question, but
how would I access/set this clock? I have a SupraDrive 30MB hooked up and
working, so I guess then that I would have the clock...

thanks

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

8599. Re: Searching driver for Nova mach 32 card

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 00:07:41 UTC
From: Melloh <dmellohNOSPAM@cinci.rr.com>
Message-ID: <0512200619014874 38%dmellohNOSPAM@cinci.rr.com>
Source record: 6676

Hi Mark,

No I have not. If you haven't, remove *nospam* from my mailing address
below and try again.

regards,
Doug

Dmelloh-Nospam@Cinci.rr.com

In article <1165254357.753635.124800@n67g2000cwd.googlegroups.com>,
Mark <mail@markgoossens.be> wrote:

> Hello DM ,
>
> Do you got my mails ?
>
> Regards,
>
> Mark
>

8600. Re: New: SatanDisk (SD via ACSI) was Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 09:44:46 UTC
From: cii-2d21@iximail.com
Message-ID: <1165398286.027120.89350@80g2000cwy.googlegroups.com>
Source record: 6677

> > Many of the older ASCI harddrives used to include a battery backed
> > clock (eg the Supra drives) and this was a real bonus for the ST/STe.
> >
>
> Really? I am fairly new to ST stuff, so forgive the basic question, but
> how would I access/set this clock? I have a SupraDrive 30MB hooked up and
> working, so I guess then that I would have the clock...
thanks

Some of the SupraDrives had a Dallas clock chip on the ACSI <> SCSI
driver board. It wasnt always used - I have a drive with the chip and
one without.

There is a utility which you can place in the AUTO folder which reads
the clock and sets the system clock after booting the drive. You can
also set the time.

Cheers

Ian.

8601. Re: Searching driver for Nova mach 32 card

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 13:25:41 UTC
From: Mark <mail@markgoossens.be>
Message-ID: <1165411541.204085.11000@f1g2000cwa.googlegroups.com>
Source record: 6678

Hello Doug,

I tried it again.

Regards,

Mark.

8602. Re: New: SatanDisk (SD via ACSI) was Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 14:53:33 UTC
From: fried.man@sympatico.ca
Message-ID: <1165416813.556857.77530@16g2000cwy.googlegroups.com>
Source record: 6679

This is great news, I would love to get one of these. Would it work on
a Mega Ste?
Mark
Alan Hourihane wrote:
> For those who haven't seen this..
>
> http://www.atari.sk
>
> which links off to these pages...
>
> http://ihrisko.org/~mikro/sd_preorder/
> http://joo.kie.sk/satandisk/
> http://joo.kie.sk/satandisk/pics/index.html
>
> shows an MMC/SD card interface for ACSI which supports 4GB and it's only
> 25 UKP.
>
> Alan.

8603. Re: New: SatanDisk (SD via ACSI) was Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 15:23:48 UTC
From: Jerome Mathevet <jerome.mathevet@freeNOCAPS.fr>
Message-ID: <9a1d09914e.jerome@jerome/mathevet.free.fr>
Source record: 6681

In message <1165416813.556857.77530@16g2000cwy.googlegroups.com>
fried.man@sympatico.ca wrote:

>This is great news, I would love to get one of these. Would it work on
>a Mega Ste?

If there's an ASCI port, there's no reason why not.

Also, see at the end of the news page there:
http://joo.kie.sk/satandisk/news.html

It says the SD interface hasn't been tested with any STE or MegaSTE (thus
implying that it could well work).

--
Jerome Mathevet

8604. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 16:17:46 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1165421866.125559.82710@j44g2000cwa.googlegroups.com>
Source record: 6680

On Dec 5, 7:31 am, Francois LE COAT <lecoat@atari.org> wrote:
> Hi,
>
> Coda wrote :
>
> > Francois LE COAT wrote :
> >> The <http://eureka.atari.org/MacAranym.zip> configuration was updated.
> >> ARAnyM means "ATARI Running on Any Machine" <http://aranym.org/> is
> >> the Virtual Machine that also runs hosted by MacOSX.
>
> >> ARAnyM is GNU/GPL. The package built by myself is ready to launch.
>
> >> The version is "Universal Binary". The performances are the same on
> >> PPC and Intel machines.
>
> > Woohoo! I was wondering if going to an intel iMac was going to break my
> > development system... :-)

> Do you mean that the switch from PPC to Intel is done without any
> damage for you ? That ARAnyM is convenient to be launched on an
> actual iMac ? That furthermore you use your Macintosh under ARAnyM
> as a development platform, and that it is totally suitable for that
> usage ? I'm wondering because I have a dual-G4@1.25GHz, that the
> "Universal Binary" version was built by Philipp Donzé, and I can't
> fully test it myself.

I don't have an Intel mac yet, I'm making the change next year. At the
moment I'm using a G4 mini @ 1.67Ghz and I can't say
that Aranym is lightning fast, but I only use it with a basic MiNT
environment for compiling with Lattice.

8605. Re: Milan SCSI (Peter Slegg)

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 16:37:13 UTC
From: Rodolphe Czuba <rodolphe.Beurkcaca.spam.czuba@free.fr>
Message-ID: <4576f1b5$0$24740$426a34cc@news.free.fr>
Source record: 6682

You can send me the milan schematics and the 060 adapter schematics you
used.
I will have a look and tell you what I think...

Regards

Rustynutt wrote:
>> Peter Slegg wrote:
>>> Hi Rustynutt,
>>>
>>> First, you won't need to solder anything to add a mouse. There is a
>>> connector on the board but it will need a short adapter since it is
>>> a set of inline pines just above the pci slots at the edge of the
>>> board. I dont have the Milan manual to hand.
>>>
>>> I had lots of problems getting the 68060 to boot and it was all
>>> caused by the original PSU, it didn't ramp-up the voltage fast
>>> enough to cause it
>>> to boot. I had to try another psu.
>>>
>>> My Milan behave oddly without a floppy connected.
>>>
>>> Regards,
>>>
>>> Peter Slegg
>>
>> This usenet service didn't pick up on some replies, and didn't see
>> them until I was searching Deja :(Sorry 'bout that.
>> To compound the problem, I also have Agent set to no archive, and
>> haven't found the option to change that :)
>>
>> Uwe sent the schematics to his adapter, and sure enough there are
>> some differences between the ET adapter I have, and how adapting the
>> 060 to the Milan is implemented. I made up a test board using the 157
>> multiplexor logic that pulls the IPL pins high during RSTI, still
>> using the ET adapter to pull other pins high or low, and to provide
>> the 3.3V for the 060, and CLKIN for the 060. It didn't work, not even
>> a beep :(What I noticed was with the ET adapter installed on the
>> Milan, RSTI was not being sent to the CPU. So for some reason, it's
>> not getting that far. Hopefully with his schematics, and my poor
>> electronics skills, I can replicate the adapter Uwe has developed for
>> the Milan. A photo of it would be nice to get the brain working. The
>> whole idea behind buying the Milan board was the 060 upgrade. I hate
>> bugging Uwe, or Michael for that matter as this is a product that is
>> surely at EOL, but much appreciate their, and others help in getting

>> it up and working.
>> I'm using a new ATX case with a 400 watt power supply, hopefully that
>> isn't an issue. I know the Falcon has similar issues with some
>> aftermarket cases and power supplies, and a cap has to be added to
>> the reset switch, especially with an Afterburner fitted.
>>
>> I rang out the pins for the mouse using the Super I/O schematics and
>> got it working. A day later I found the Milan schematics on the web.
>> Problem was I had no connector to go from the header on the main
>> board to the P/S 2 mouse connector.
>>
>> The IDE and floppy drives work perfectly, Extendos is accessing a
>> Pioneer DVD/CD writer I installed. I have HD Driver 7.55 installed
>> (and will upgrade soon, think I'm good from V4.6X to V7.8X :). I need
>> to freshen up Extendos as well.
>>
>> Tonight I discovered that the NIC card, and the SCSI card I purchased
>> seem to occupy the same IRQ number. I recall reading on Deja about
>> that somewhere, I'll have to search it out. When Michael recommended
>> the specific SCSI card, I'd assumed that was because it was the
>> default PCI driver that was flashed onto the board, but again after
>> searching through Deja when the SCSI card was not recognized
>> discovered that wasn't the case, that the driver must be purchased. I
>> don't have a problem with that, just need to know the best way to
>> obtain it. Seems like back in 2001-2003 it was rather difficult
>> because of distributors outside Germany.
>>
>> First and foremost is getting the Milan to boot the 060. I have a
>> feeling that learning that curve will aid in getting the Afterburner
>> to boot with the 060 as well, and open up Expose, NOVA, Apex and
>> hopefully a slew of Falcon specific applications that are not
>> compatible with the CT card. It's a cool dream anyway :)
>>
>> Any advice you have on the adapter would be appreciated, and I'm
>> really lost as to modifying the Milan set up. Michael said earlier
>> that it looks all current, so don't think that is an issue at this
>> point.
>>
>> Sorry for being long winded. No one else to talk to about it :)
>>
>> Mike

8606. Re: New: SatanDisk (SD via ACSI) was Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 16:46:04 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns989177B7EE68Femuslor@216.196.97.136>
Source record: 6683

Despite all prevention efforts, cii-2d21@iximail.com wrote in
news:1165398286.027120.89350@80g2000cwy.googlegroups.com:

>> > Many of the older ASCI harddrives used to include a battery backed
>> > clock (eg the Supra drives) and this was a real bonus for the
>> > ST/STe.
>> >
>>
>> Really? I am fairly new to ST stuff, so forgive the basic question,
>> but how would I access/set this clock? I have a SupraDrive 30MB
>> hooked up and working, so I guess then that I would have the clock...
> thanks
>
>
> Some of the SupraDrives had a Dallas clock chip on the ACSI <> SCSI
> driver board. It wasnt always used - I have a drive with the chip and
> one without.
>
> There is a utility which you can place in the AUTO folder which reads
> the clock and sets the system clock after booting the drive. You can
> also set the time.
>

Heh - I shoulda just looked at my driver directory. I see the supclock and
supclkrd utilities. :) Will have to try them tonight!

thanks

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

8607. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 19:14:46 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <457716A6.6070409@atari.org>
Source record: 6684

Hi,

Well, I understand.

Coda wrote :
> Francois LE COAT wrote:
>> Coda wrote :
>>> Francois LE COAT wrote :
>>>> The <http://eureka.atari.org/MacAranym.zip> configuration was updated.
>>>> ARAnyM means "ATARI Running on Any Machine" <http://aranym.org/> is
>>>> the Virtual Machine that also runs hosted by MacOSX.
>>>> ARAnyM is GNU/GPL. The package built by myself is ready to launch.
>>>> The version is "Universal Binary". The performances are the same on
>>>> PPC and Intel machines.
>>>
>>> Woohoo! I was wondering if going to an intel iMac was going to break my
>>> development system... :-)
>
>> Do you mean that the switch from PPC to Intel is done without any
>> damage for you ? That ARAnyM is convenient to be launched on an
>> actual iMac ? That furthermore you use your Macintosh under ARAnyM
>> as a development platform, and that it is totally suitable for that
>> usage ? I'm wondering because I have a dual-G4@1.25GHz, that the
>> "Universal Binary" version was built by Philipp Donzé, and I can't
>> fully test it myself.
>
> I don't have an Intel mac yet, I'm making the change next year. At the
> moment I'm using a G4 mini @ 1.67Ghz and I can't say
> that Aranym is lightning fast, but I only use it with a basic MiNT
> environment for compiling with Lattice.

May I suggest you to load <http://eureka.atari.org/MacAranym.zip>
again, and to modify the "~/Aranym_files/config" file like :

```
[OPENGL]
Enabled = Yes
Filtered = No

[NATFEATS]
CDROM = sdl
Vdi = opengl
```

So that hardware OpenGL VDI display is enabled. You may experiment
a dramatic acceleration of MacAranym.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8608. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 19:22:40 UTC
From: 100550.3170@compuserve.com
Message-ID: <4576bea4.400388317@news.freeuk.net>
Source record: 6685

On Sat, 2 Dec 2006 10:02:59 -0000, "Alison" <invalid@NOSPAM.com>
wrote:

>jimmie <james_23703@yahoo.com> wrote in message
>news:1165012086.645669.180630@j72g2000cwa.googlegroups.com...
>> any idear as to cost?
>
>Hi Jimmie,
>
>Chris and I are talking about that at the moment. We're upto about ï¿½50 in
>parts alone at cost price. The chip for example is ï¿½15 a throw, running at
>40MIPS. Being able to process at 25nS per instruction is essential in the
>handshaking of the ACSI port, the hardware simply times out if you don't
>respond within 250nS. nS=nanoSeconds.
>

I'm interested too but don't let it get disproportionately expensive.
I use my STf 4Mb very rarely these days, but hate having too Floppy
swap - even with resettable RAM disks, its all fiddly. A HDD would be
useful. I have looked at the laptop HDD install options, but still too
expensive - even having the HDDs on hand.

If you could sell without the RAM card as well at a reduced price that
might help. I have some spare SD cards anyway...

I'll certainly have one if too if cost effective and well under the
ï¿½50 ceiling.

In the thread reference was made to a ZIP drive being used. Can a
standard parallel 100Mb Zip be connected to a STf??

MG
UK

8609. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 20:29:53 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <1165436992.992137.236890@n67g2000cwd.googlegroups.com>
Source record: 6686

```
> [OPENGL]
> Enabled = Yes
> Filtered = No
>
> [NATFEATS]
> CDROM = sdl
> Vdi = opengl
> So that hardware OpenGL VDI display is enabled. You may experiment
> a dramatic acceleration of MacAranym.
```

This works a lot better. There is something seriously wrong with the other (non OpenGL) natfeat-graphics code when running on Intel Macs.

Unfortunately, the CPU emulation is still dog slow on my machine. JIT or no JIT.

regards

-- Peter

8610. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 20:55:54 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1165438554.172534.177470@16g2000cwy.googlegroups.com>
Source record: 6687

On Dec 6, 8:14 pm, Francois LE COAT <lec...@atari.org> wrote:
> Hi,
>
> Well, I understand.
>
> Coda wrote :
>
>
>
> > Francois LE COAT wrote:
> >> Coda wrote :
> >>> Francois LE COAT wrote :
> >>>> The <http://eureka.atari.org/MacAranym.zip> configuration was updated.
> >>>> ARAnyM means "ATARI Running on Any Machine" <http://aranym.org/> is
> >>>> the Virtual Machine that also runs hosted by MacOSX.
> >>>> ARAnyM is GNU/GPL. The package built by myself is ready to launch.
> >>>> The version is "Universal Binary". The performances are the same on
> >>>> PPC and Intel machines.
>
> >>> Woohoo! I was wondering if going to an intel iMac was going to break my
> >>> development system... :-)
>
> >> Do you mean that the switch from PPC to Intel is done without any
> >> damage for you ? That ARAnyM is convenient to be launched on an
> >> actual iMac ? That furthermore you use your Macintosh under ARAnyM
> >> as a development platform, and that it is totally suitable for that
> >> usage ? I'm wondering because I have a dual...@1.25GHz, that the
> >> "Universal Binary" version was built by Philipp Donzé, and I can't
> >> fully test it myself.
>
> > I don't have an Intel mac yet, I'm making the change next year. At the
> > moment I'm using a G4 mini @ 1.67Ghz and I can't say
> > that Aranym is lightning fast, but I only use it with a basic MiNT
> > environment for compiling with Lattice.May I suggest you to load
<http://eureka.atari.org/MacAranym.zip>
> again, and to modify the "~/Aranym_files/config" file like :
>
> [OPENGL]
> Enabled = Yes
> Filtered = No
>
> [NATFEATS]
> CDROM = sdl
> Vdi = opengl

>
> So that hardware OpenGL VDI display is enabled. You may experiment
> a dramatic acceleration of MacAranym.

Hmm, I already had those options enabled. I tried the universal app, and it seemed a little quicker, but then I remembered that I overclocked my Mac mini from 1.42 to 1.67Ghz a couple of days ago, (I hadn't ran aranym since), and the machine is noticabley quicker all round. So I fired up the PPC (non universal 0.9.4) but it still looks the same speed.

8611. Re: MacAranym -- ATARI / OSX

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 21:29:25 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <45773635$0$27372$ba4acef3@news.orange.fr>
Source record: 6688

Hi,

Coda wrote :
> Francois LE COAT wrote :
>> May I suggest you to load <http://eureka.atari.org/MacAranym.zip>
>> again, and to modify the "~/Aranym_files/config" file like :
>>
>> [OPENGL]
>> Enabled = Yes
>> Filtered = No
>>
>> [NATFEATS]
>> CDROM = sdl
>> Vdi = opengl
>>
>> So that hardware OpenGL VDI display is enabled. You may experiment
>> a dramatic acceleration of MacAranym.
>
> Hmm, I already had those options enabled. I tried the universal app,
> and it seemed a little quicker, but then I remembered that I
> overclocked my Mac mini from 1.42 to 1.67Ghz a couple of days ago, (I
> hadn't ran aranym since), and the machine is noticabley quicker all
> round. So I fired up the PPC (non universal 0.9.4) but it still looks
> the same speed.

Ho ... I understand, thanks. The thing that happened in between, was
that Philipp Donzé corrected an important bug with the OpenGL display.

That's why I suggested you to load MacAranym once again.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

8612. Re: Milan SCSI (Peter Slegg)

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 22:18:08 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <4tott0F156sbiU1@mid.individual.net>
Source record: 6689

In article <mgnan295p3e022lr2vtv2gt4omeogho91u@4ax.com>,
Rustynutt <rustynutt@dingleberryhotmail.com> wrote:

>Tonight I discovered that the NIC card, and the SCSI card I purchased
>seem to occupy the same IRQ number. I recall reading on Deja about
>that somewhere, I'll have to search it out. When Michael recommended

That should be no problem - the PCI bios was specifically designed to handle
shared interrupts, and the drivers should be able to handle that as well.

The bootblock will assign the available interrupts to the PCI cards, so
unless you need lots of interrupts for ISA cards, you can assign more
interrupts to PCI using MSETUP, this should make it possible to have
separate interrupts for each card, which will give a lower interrupt latency
(although the gain it is probably too small to notice).

>the specific SCSI card, I'd assumed that was because it was the
>default PCI driver that was flashed onto the board, but again after
>searching through Deja when the SCSI card was not recognized
>discovered that wasn't the case, that the driver must be purchased. I
>don't have a problem with that, just need to know the best way to
>obtain it. Seems like back in 2001-2003 it was rather difficult
>because of distributors outside Germany.

The driver used to be for sale, but since I don't have time to support it,
it is free now. It is still locked to a specific Milan board, because I did
not yetget around to compile a version without that check.

If you send me your milan serial number by mail, I can prepare a driver for
you.

cu
Michael
--
Some people have no respect of age unless it is bottled.

8613. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 23:22:23 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <_sednTfW8aQDzerYnZ2dnUVZ8qKdnZ2d@pipex.net>
Source record: 6690

> If you could sell without the RAM card as well at a reduced price that
> might help. I have some spare SD cards anyway...
>
> I'll certainly have one if too if cost effective and well under the
> £50 ceiling.

Sure, if we buy 1,000 of everything then we can push prices right down. while a lot of SD cards have been tested , some are really slow to others. Alison has done much testing with this and it even surprised me on how slow some of the things are. From out point of view, if we do not supply the cards and then you find its really slow, what is going to be your reaction ? It is very difficult to decide what's best in terms of price and keeping people happy. I am not going to go off on a rant about prices again, though if you take the time involved to do the programming, say 6 months, a few weeks of PCB development and time, PCB fabrication costs, buying all the parts, you can easily hit £10,000 figure in 6months. We give the time as a gift already, you can see how much it costs us to produce kit. It will cost around £50 figure to manufacture each board fully. We are giving the time as a gift and we sure are not going to loose out on supplying free parts.

When used hard kit is going for around £100 even for 200MB drives, then double that price would be a reasonable figure for a new bit of kit with 1GB space, much faster also.. much smaller. We know very few people are going to pay £200 for them, though we are not going to let it cost us to produce them. I've produced electronics kit for people for years, everyone seems to think its a couple of weeks job to design and test something. I have many ongoing projects, one project is 11months old, the other is almost 3 years in development.

Take something simple, get yourself a 8 bit PIC micro, a programmer, get all the software and manuals, then sit down and write a program to flash 8 lights in "knight rider fashion"... see how many weeks/months it takes, then develop a PCB for it and get a professional company to produce them in low qty. see how much it costs in time and cash just to do that simple thing.... once you have done all that, then get yourself a logic analyzer and start to reverse engineer Atari's hard drive protocols with very little information to go on. If its not something you can do yourself then pay someone £100 a hour to do it.. if you can't write the code then get them to design and program the thing also at £100 a hour.

I wish people would understand that it costs a hell of a lot to develop kit. This is why people buy cheap stuff from overseas these days, they think £20 for a new TV is a reasonable price, then they complain as it explodes 2 months after they buy it. We are not in the cheap and nasty market. We are

serious developers and we will not produce anything until we are 100% happy with it. We won't put slapdash products onto the market. We could sell 1,000 of the things for £20 , none of them will probably work right, but who cares ? people have the thing and its cheap nothing else matters right ? well while most think like that, we would rather sell 10 items and have them 100% perfect on the market. I would rather have 10 happy customers than 1,000 people sending me abuse as the items do not work right. I'd be a rich man with all the cash I collected, though with all the time in sorting out problems it wouldn't be worth the time..

So, nope its not going to be under 50quid. In fact the price has not been set at all yet. Normally we price items on how much it costs to produce in parts and add a few quid on for time for postage etc. I was explaing postage to a customer the other days, posting parts off to the manufacture, them posting it all back, then I have to post the stuff off to him.. it totalled a massive £80 in total. Split that between 10 items and your up to £8 already and nothing has even been costed in yet. if 1,000 items sold then that price for postage would be next to nothing, though as we are dealing in low figures it seriously adds to cost.

cost effective is just the nice way of saying cheap and nasty. Something which we will not do. anyway, going off on a rant again, I think this type of thing should be added into the Atari FAQ somewhere. Its getting daft to keep explaining to people how much stuff actually costs to develop. I'll say it to everyone, go kit your own little workshop out with all the equipment to develop such things and see how much it costs you to get started. let alone development of products.

Chris

8614. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 23:30:33 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <971e5$45775299$1884f86b$4140@news.chello.nl>
Source record: 6691

MG wrote:

>
> In the thread reference was made to a ZIP drive being used. Can a
> standard parallel 100Mb Zip be connected to a STf??

That's me.
I use a 100Mb SCSI ZIP drive on my TT.
The question was whether Alisons SD/HD could behave the same as a ZIP
in general.

As far as I know the ST's parallel port lacks the ability to read
data from it.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

8615. Re: Searching driver for Nova mach 32 card

Newsgroup: comp.sys.atari.st
Date: 2006-12-06 23:36:24 UTC
From: Melloh <dmellohNOSPAM@cinci.rr.com>
Message-ID: <061220061833088301%dmellohNOSPAM@cinci.rr.com>
Source record: 6692

hey Mark,

Sent it.
Good luck!

regards,
doug

In article <1165411541.204085.11000@f1g2000cwa.googlegroups.com>, Mark
<mail@markgoossens.be> wrote:

> Hello Doug,
>
> I tried it again.
>
> Regards,
>
> Mark.
>

8616. Re: SatanDisk (SD via ACSI)

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 01:56:56 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <jtsen25a4o8je2vvijbk3n7t92b3ld23n9@4ax.com>
Source record: 6693

On Tue, 5 Dec 2006 14:05:49 -0000, "Alan Hourihane"
<alan_hourihane@hotmail.com> wrote:
>
>http://joo.kie.sk/satandisk/pcb_final.zip
>
>And from www.atari.sk it says about 120KB/s
>

Not very exciting :-(. Faster than a floppy, but a lot slower than
almost any hard disk I've seen on the Atari. But it *is* relatively
cheap, so as usual you gets what you pays for ...

Roger

8617. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 02:20:28 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <57uen2pfq193jqepo51vl3kdt3qd8st6pr@4ax.com>
Source record: 6694

Hi Aly,
On Sat, 2 Dec 2006 10:02:59 -0000, "Alison" <invalid@NOSPAM.com> wrote:

>jimmie <james_23703@yahoo.com> wrote in message
>news:1165012086.645669.180630@j72g2000cwa.googlegroups.com...
>> any idear as to cost?
>
>Hi Jimmie,
>
>Chris and I are talking about that at the moment. We're upto about ï¿½50 in
>parts alone at cost price. The chip for example is ï¿½15 a throw, running at
>40MIPS. Being able to process at 25nS per instruction is essential in the
>handshaking of the ACSI port, the hardware simply times out if you don't
>respond within 250nS. nS=nanoSeconds.
>

From a number of things you've said & I've spotted on the web, I'm guessing you're using a dsPIC33FJxxx device. If you're not, please ignore the following :-).

I checked my Digi-Key catalog & for qty 25, prices run from around $9.00 cdn to $23.00 cdn each, including shipping & taxes, depending on chip features. At current exchange rates, that's around 4 to 10 pounds each. Even if you're using the most expensive version, you still seem to be paying over the odds ...

Roger

8618. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 02:30:40 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <3nuen29iocs45o315pr3o2tkbu9ml9jaed@4ax.com>
Source record: 6695

Hi Chris,
On Wed, 6 Dec 2006 23:22:23 -0000, "exxos" <exxos@home.co.uk> wrote:

>
>> If you could sell without the RAM card as well at a reduced price that
>> might help. I have some spare SD cards anyway...
>>
>> I'll certainly have one if too if cost effective and well under the
>> ï¿½50 ceiling.
>
>
>Sure, if we buy 1,000 of everything then we can push prices right down.
>while a lot of SD cards have been tested , some are really slow to others.
>Alison has done much testing with this and it even surprised me on how slow
>some of the things are. From out point of view, if we do not supply the
>cards and then you find its really slow, what is going to be your reaction ?

I was reading up on cards on the web & discovered that counterfeiting is
quite a problem (counterfeits are often slower, what a surprise). I
think you're right that it makes sense to offer your drive with an SD
card included to avoid surprises. Of course, many people would like
more space, and/or a backup, and so they'll be planning to buy extra
cards themselves anyway. Do you plan to provide any kind of list of
suggested/approved/recommended SD cards?

Roger

8619. IRC chat tonight (Thursday)

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 06:05:19 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9892B1593A39emuslor@216.196.97.136>
Source record: 6696
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey everyone - don't forget about the weekly Atari chat tonight. Official gathering time is 8:00pm CST, and you have 3 options for getting in:

- Use your favorite IRC client to connect to irc.newnet.net and join channel #atari.

- Telnet from your 8-bit or other machine to irc.atarichat.net (216.37.55.109) and login as "atari". This will get you into the chat without the need for an actual IRC client.

- Use the Java applet found at http://www.newnet.net.

If you can't make it around 8:00 tonight, or if you would like to stop in other times, feel free to drop in anytime. There are generally a few lurkers hanging around, so you may catch some good coversation at any random visit.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

8620. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 09:03:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <hJudneMAH5V_ROrYnZ2dnUVZ8sGdnZ2d@pipex.net>
Source record: 6697

HI Roger

> I was reading up on cards on the web & discovered that counterfeiting is
> quite a problem (counterfeits are often slower, what a surprise). I
> think you're right that it makes sense to offer your drive with an SD
> card included to avoid surprises. Of course, many people would like
> more space, and/or a backup, and so they'll be planning to buy extra
> cards themselves anyway. Do you plan to provide any kind of list of
> suggested/approved/recommended SD cards?
>
> Roger
>

I am sure Alison will provide a list of cards and speeds in the near future.
I know what you mean with counterfeiting though, its a real issue these
days.

chris

8621. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 09:07:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <hJudneIAH5V_ROrYnZ2dnUVZ8sGdnZ2d@pipex.net>
Source record: 6698

"Roger Burrows" <sergeantvimes@yahoo.ca> wrote in message
news:57uen2pfq193jqepo51vl3kdt3qd8st6pr@4ax.com...
> Hi Aly,
> On Sat, 2 Dec 2006 10:02:59 -0000, "Alison" <invalid@NOSPAM.com> wrote:
>
>>jimmie <james_23703@yahoo.com> wrote in message
>>news:1165012086.645669.180630@j72g2000cwa.googlegroups.com...
>>> any idear as to cost?
>>
>>Hi Jimmie,
>>
>>Chris and I are talking about that at the moment. We're upto about £50 in
>>parts alone at cost price. The chip for example is £15 a throw, running
>>at
>>40MIPS. Being able to process at 25nS per instruction is essential in the
>>handshaking of the ACSI port, the hardware simply times out if you don't
>>respond within 250nS. nS=nanoSeconds.
>>
>
> From a number of things you've said & I've spotted on the web, I'm
> guessing you're using a dsPIC33FJxxx device. If you're not, please
> ignore the following :-).
>
> I checked my Digi-Key catalog & for qty 25, prices run from around $9.00
> cdn to $23.00 cdn each, including shipping & taxes, depending on chip
> features. At current exchange rates, that's around 4 to 10 pounds each.
> Even if you're using the most expensive version, you still seem to be
> paying over the odds ...
>
> Roger

We haven't yet decided 100% on what device to use, digi-key do have good prices, though when you just want a couple of devices to try the local store has to do. If we buy 25 pcs sure price will be a lot lower. though we will have to have 25 payments upfront before we do that. chances are will have to buy just a couple at a time to save us from having lots of them until the end of time... its never easy unfortunalty.

chris

>

8622. FS: 25% OFF ALL ATARI ST XMAS SALE!

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 13:03:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612070500470.19875-100000@onyx.spiritone.com>
Source record: 6599
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Order over $50 gets 25% off Hardware, Accessories, Games/Software & Books
4 the Atari ST Computer line! Order over $100 GETS A BRAND NEW GAME FREE,
AS A GIFT & STILL GETS 25% OFF ATARI SALES THIS DECEMBER! Call Ben Anytime
@(503)256-9974! E-Mail BenSells@Atari.org &/or GET FREE Atari Catalogs @
http://BensCatalogs.Atari.org Got Atari?Most items I have 1, 2 or too few
of. Get them While they last! Come for the Sales, Stay for the Service!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

ALL BRAND NEW GAMES FOR ATARI ST! $20-$30 EACH! YOU MAY HAVE A GAME AS
A HOLIDAY GIFT FOR PURCHASES OVER $100 + 25% OFF!GAME TITLES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika
Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; All
Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War
in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids
Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal;
Backgammon; Back to the Future part III; Back to the Golden Age; The Ball
Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip;
BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block
Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction
Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery
Disk; California Games; California Games II; Campaign-Tactical & Strategic War
Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and
the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion
of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the
Light Brigade; Chariots of Wrath; Sid Meier's Civilization; Club Backgammon;
Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado;
Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for
the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash
Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in
Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan;
D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the
Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive
Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double
Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath;
Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III:
The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West -
Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle;
F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon;
Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation:
CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2;
Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight

Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour;

XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf; Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8623. Wanted: Atari Mega ST4 & ICD LINKs!

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 13:08:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612070503330.19875-100000@onyx.spiritone.com>
Source record: 6600
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Interested? Read on!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8624. PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 13:11:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612070508280.19875-100000@onyx.spiritone.com>
Source record: 6601
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buying out an Atari warehouse that's been locked up for over a decade! Games & more listed below for ST & 8 Bit!Reserving orders UpFront for Any-Customer! If this lot goes well, I'll buy more Atari lots! Titles listed below I'll get 1, 2 or 3 of. Saving Atari Games from oblivion by PrePaying your order. All are NEW in BOX! If you dont buy Today, I cant save you any Money!E-Mail BenSells@Atari.org or call (503)256-9974!1st come, 1st serve!

Midway Battles and Ultima II are already spoken for.

Prices below are for one copy each.

8 bit titles

decision in the desert; micropose $20
kennedy approach; micropose $20
logo; atari, complete in thick silver box $20
napolean in russia; datasoft $20

st titles

arcanan; no excuses $20
auto duel; origin $50
axe of rage; epyx $20
data manager; time works $20
design idea; time works $20
down hill challenge; broderbund $20
fleet sreet publishing; michtron $20
fools errand; miles $20
frostbyte; microvalue $20
goldenpath; firebird $20
gridiron glory; bethesda $20
lords of conflict; electronic arts $20
manhunter 2; sierra $30
midway battles; tdc $20
olympus; olympus $20
operation clean streets; broderbund $20
people places things; time works $20
phantasm; exocet $20
santa paravia; starsoft $20
sorcerer of claymorgue castle; keypunch $20
space quest; sierra $30
starflight; tpi $20
stock market game; tdc $20
summer games; epyx $20

symbols and slogans; time works $20
tank attack by; artworx $20
targhan; silamarlis $20
ultima II; sierra $60
zynaps; hewson $20

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8625. Analogue Controller technology development

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 14:34:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <el98ji$l88$1@gemini.csx.cam.ac.uk>
Source record: 6602

For those who do not frequent Atari Age I have announced the technology development (not production) of a new Bankswitching analogue controller for the Jaguar based on a converted PlayStation controller, as the STE and Falcon have compatible enhanced joystick ports I though some of the folks here may also find it of interest. You can find the topic at http://www.atariage.com/forums/index.php?showtopic=98138 or go directly to the webpage at http://sgmelectrosoft.co.uk/hardware/gamepad.htm for more information and a draft technical reference.

Stephen Moss

8626. Re: SatanDisk (SD via ACSI)

Newsgroup: comp.sys.atari.st
Date: 2006-12-07 20:19:52 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <el9t18$g64$1@orkan.itea.ntnu.no>
Source record: 6603

Roger Burrows <sergeantvimes@yahoo.ca> wrote:

> Not very exciting :-(. Faster than a floppy, but a lot slower than
> almost any hard disk I've seen on the Atari. But it *is* relatively

I don't know what disks you've seen, but "back in the day" when I used a
ICD Link with Quantum and Seagate disks (50-200Mb disks) with my STs I got
little more than 105-110Mb/s.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

8627. Re: SatanDisk (SD via ACSI)

Newsgroup: comp.sys.atari.st
Date: 2006-12-08 06:16:44 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4tseadFm58l9U1@mid.individual.net>
Source record: 6604

Jo Even Skarstein wrote:

> I don't know what disks you've seen, but "back in the day" when I used a
> ICD Link with Quantum and Seagate disks (50-200Mb disks) with my STs I got
> little more than 105-110Mb/s.

This must be a typo. With my first Seagate drive (Megafile 30, RLL) and
a standard ST the transfer rate was roughly 450 KB/s. With SCSI drives
by Quantum etc. the ST is capable of transferring about 1300 KB/s, the
TT about 1800 KB/s.

--

Dr. Uwe Seimet http://www.linkbylink.net/

8628. Re: SatanDisk (SD via ACSI)

Newsgroup: comp.sys.atari.st
Date: 2006-12-08 09:11:27 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45792c3f$0$2528$91cee783@newsreader01.highway.telekom.at>
Source record: 6605

Jo Even Skarstein wrote:

> I don't know what disks you've seen, but "back in the day" when I
> used a ICD Link with Quantum and Seagate disks (50-200Mb disks) with
> my STs I got little more than 105-110Mb/s.

My dear, I guess that speed is not even available in the internal
registers of the MC68000 :)

The TT could handle such speed, somehwere in the 1st level cache.

Otherwise it's more the speed of an U160 or U320 controller, reading
out of the HDD-Cache ;-)

Best regards,

Daniel Mandic

8629. [ANN] DEditor 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-12-08 09:41:24 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <45793344$0$21145$7a628cd7@news.club-internet.fr>
Source record: 6606

Bonjour

Deditor is the dungeon editor for DGEM.
Works on every Atari since 640*400*16c and a modern OS (MagiC advised)

Download on my homepage or directly at http://rajah.atari.org/files/
- dedi100.zip (150 KB)

Snapshot at http://rajah.atari.org/images/snapshots/deditor_snap.png

DGEM 1.0 is finished and it will be released probably tomorrow or
sunday. Please give me time to build an example of a dungeon.
The purpose of DEditor is for you to create and propose new adventures.

As a reminder, DGEM is a dungeon Master clone, running under GEM
environement, with lastest Ataris OS or enhanced emulators.
Better have enough RAM (TTRAM managed) and a modern OS such as MagiC.

You can already download:
- ddoc100_fr.zip (23 KB, french guides)
- ddev100.zip (450 KB, GFA sources)

Snapshot http://rajah.atari.org/images/snapshots/dgem_snap.png

The game uses the old graphics, so you'd better have one of the original
disks of Dungeon Master or Chaos Strikes Back.

Please wait for the next release...

-- Pierre TON-THAT - Rajah Lone / Renaissance
http://rajah.atari.org

8630. BITS intro#25 "Inter Lines"

Newsgroup: comp.sys.atari.st
Date: 2006-12-08 21:42:11 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1165614131.873546.22570@80g2000cwy.googlegroups.com>
Source record: 6607

```
BITS

present...

"INTER LINES"
intro # 25
20061208
.-----------------------------------.
| B I T S |
| |
| I NNN TTT EEE RR L I NNN EEE SSS |
| I N N T E R R L I N N E S |
| I N N T EE RR L I N N EE S |
| I N N T E R R L I N N E S |
| I N N T EEE R R LLL I N N EEE SSS |
| |
| 20061208 BYTE PIXL ATOM SOLO |
| |
'-----------------------------------'

BITS are:
BYTE ..... code&programming
SOLO ..... distribution&contact
PIXL ..... graphics&fonts
ATOM ..... sound&music

Contact: so_o2@mailcity.com

Web: http://bits.atari.org

Download:
http://thebitsclub.tripod.com/BITS25-ST-20061208.ZIP
```

8631. [ANN] DGEM 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-12-09 11:30:38 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <457a9e5e$0$21146$7a628cd7@news.club-internet.fr>
Source record: 6608

Bonjour :)

The Dungeon Master clone for GEM (latest machines or enhanced emulators
for Ataris) is now complete.

Download on my homepage or directly at http://rajah.atari.org/files/
-> dgem100.zip (1.8 KB, 8MB unzipped)

News:
- missiles: thrown objects, spells casting, etherical effects
- last remaining spells
- Chaos' death
- wall items: amalgam, exit, dagger thrower, fireball or venom generators
- trigger for alcoves: activates something if put/remove precise object.
- some bugfixes

Apologizes for the 'thin' labyrinth, but I had no inspiration. Please
feel free to edit it, geek it, build your own adventure and propose it
to others.

The program is now yours. Hope you'll enjoy.

I suppose I have forgotten some bugs, so there will be some fixes from
time to time. If you have suggestions, they are welcomed, but please
wait a little time and give me a little period of rest.

Voilï¿½!

-- Pierre TON-THAT - Rajah Lone / Renaissance
http://rajah.atari.org

8632. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-09 13:16:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <5_-dnbLNy5ShKufYnZ2dneKdnZypnZ2d@pipex.net>
Source record: 6609

In message <4576bea4.400388317@news.freeuk.net>,
100550.3170@compuserve.com said:

--SNIP--
>In the thread reference was made to a ZIP drive being used. Can a
>standard parallel 100Mb Zip be connected to a STf??

As I understand it, no. The Atari parallel interface lacks some of
the connections and facilities for reading signals from the device
to the computer that a full parallel port should have. Only the
SCSI version of the ZIP-drive works on Ataris, via a Link or
similar ACSI>SCSI adaptor.

Regards, /Peter/

8633. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-09 19:54:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200612092054.a55502@wun.maus.de>
Source record: 6614

Hi Peter!

X>Only the SCSI version of the ZIP-drive works on Ataris, via a Link or
X>similar ACSI>SCSI adaptor.

IDE(ATAPI) ZIP-drives will work also, either natively on IDE ports (e.g. on the
Falcon or Milan) or via SCSI2IDE bridge adaptor on an SCSI bus.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

8634. Re: Milan SCSI (Peter Slegg)

Newsgroup: comp.sys.atari.st
Date: 2006-12-09 20:13:53 UTC
From: p.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <457b1901.0@entanet>
Source record: 6610

On 5 Dec 2006 11:55:29 G, Rustynutt wrote:
>
>This usenet service didn't pick up on some replies, and didn't see
>them until I was searching Deja :(Sorry 'bout that.
>To compound the problem, I also have Agent set to no archive, and
>haven't found the option to change that :)
>
>Uwe sent the schematics to his adapter, and sure enough there are
>some differences between the ET adapter I have, and how adapting the
>060 to the Milan is implemented.
>
>I made up a test board using the 157
>multiplexor logic that pulls the IPL pins high during RSTI, still
>using the ET adapter to pull other pins high or low, and to provide
>the 3.3V for the 060, and CLKIN for the 060. It didn't work, not even
>a beep :(What I noticed was with the ET adapter installed on the
>Milan, RSTI was not being sent to the CPU. So for some reason, it's
>not getting that far. Hopefully with his schematics, and my poor
>electronics skills, I can replicate the adapter Uwe has developed for
>the Milan.

You're understanding of this stuff is obviously a lot better than mine.
I'm just a db and software monkey.

> A photo of it would be nice to get the brain working.

I've just pulled this Milan part to take a photo with my newly borrowed
digicam. I've don't have a CF card reader so it will take a few days
to be able to send you the image. There isn't a lot to see (to my eyes)
and it has a heatsink and fan attached. The fan isn't needed.

>The whole idea behind buying the Milan board was the 060 upgrade. I hate
>bugging Uwe, or Michael for that matter as this is a product that is
>surely at EOL, but much appreciate their, and others help in getting
>it up and working.
>
>I'm using a new ATX case with a 400 watt power supply, hopefully that
>isn't an issue. I know the Falcon has similar issues with some
>aftermarket cases and power supplies, and a cap has to be added to the
>reset switch, especially with an Afterburner fitted.

The PSU I fitted was older and grottier than the one in the Milan
tower but it worked with the 060.

>I rang out the pins for the mouse using the Super I/O schematics and
>got it working. A day later I found the Milan schematics on the web.

>Problem was I had no connector to go from the header on the main board
>to the P/S 2 mouse connector.
>
>The IDE and floppy drives work perfectly, Extendos is accessing a
>Pioneer DVD/CD writer I installed. I have HD Driver 7.55 installed
>(and will upgrade soon, think I'm good from V4.6X to V7.8X :). I need
>to freshen up Extendos as well.
>
>when the SCSI card was not recognized
>discovered that wasn't the case, that the driver must be purchased. I
>don't have a problem with that, just need to know the best way to
>obtain it. Seems like back in 2001-2003 it was rather difficult
>because of distributors outside Germany.

The driver is flashed onto the bootblock and is specific to the serial
number but you've probably figured that out all ready.

>First and foremost is getting the Milan to boot the 060. I have a
>feeling that learning that curve will aid in getting the Afterburner
>to boot with the 060 as well, and open up Expose, NOVA, Apex and
>hopefully a slew of Falcon specific applications that are not
>compatible with the CT card. It's a cool dream anyway :)
>
>Any advice you have on the adapter would be appreciated, and I'm
>really lost as to modifying the Milan set up. Michael said earlier
>that it looks all current, so don't think that is an issue at this
>point.

At boot it should bleep and flash the keyboard leds (like it does
with the 040). I think it will do that even with the 040 TOS/bootblock.

>Sorry for being long winded. No one else to talk to about it :)

Mine is more reliable with Mint (1-15-12) than it is with TOS and
is more compatible. This is with both 040 and 060.

I was never able to get the scsi card to work with clock speeds
above 25/50MHz but that is the least of your worries at the moment
but it might be worth dropping back to 25MHz for the time being.

If I can help with anything just ask, I'm more than happy to pass
on what little I know.

Peter

8635. Re: harddrive inside a 1040stf

Newsgroup: comp.sys.atari.st
Date: 2006-12-09 20:22:27 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <457b1b03.0@entanet>
Source record: 6611

On 9 Dec 2006 07:16:44 -, xlator@cix.compulink.co.uk wrote:
>In message <4576bea4.400388317@news.freeuk.net>,
>100550.3170@compuserve.com said:
>
>--SNIP--
>>In the thread reference was made to a ZIP drive being used. Can a
>>standard parallel 100Mb Zip be connected to a STf??
>
>As I understand it, no. The Atari parallel interface lacks some of
>the connections and facilities for reading signals from the device
>to the computer that a full parallel port should have. Only the
>SCSI version of the ZIP-drive works on Ataris, via a Link or
>similar ACSI>SCSI adaptor.
>
>Regards, /Peter/

I;ve never owned a parallel port driv but do they have an IDE to parallel converter inside them ?

Peter

8636. Re: Milan SCSI (Peter Slegg)

Newsgroup: comp.sys.atari.st
Date: 2006-12-09 20:22:28 UTC
From: pslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <457b1b04.0@entanet>
Source record: 6612

While we are on the subject of Milan accelerating, are there any other ways of getting more speed out of one ?

I have the 060 and ATI graphics card but things ahve moved on since the Milan was designed and I wondered if there are any new tricks that could be applied.

I think Ingo once mentioned adding adding DMA support. Can the bus be accelerated ?

Peter

8637. Atari Online News, Etc. #08-49

Newsgroup: comp.sys.atari.st
Date: 2006-12-10 15:17:24 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1165763844.530110.75230@f1g2000cwa.googlegroups.com>
Source record: 6613

A-ONE #0849 12/08/06

~ Disabled Lacking Access ~ People Are Talking! ~ MacAranym
Update!
~ Worm Attacks MySpace! ~ Spam With A Vengeance! ~ Adobe Reader 8
Out!
~ Outdated Domains To Go? ~ Internet Explorer Back ~ Yahoo
Restructures!
~ KeepTime System Patch! ~ Businesses Vista-Ready? ~ Phantom
Reincarnated!

-* Antispyware Company Payback! *-
-* MySpace Offer To Block Sex Offenders *-
-* ITU Sees Risks To Privacy, Security Online *-

--- ---
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj#atarinews#org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org

8638. Re: SatanDisk (SD via ACSI)

Newsgroup: comp.sys.atari.st
Date: 2006-12-10 19:19:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <elhmj4$pf9$1@orkan.itea.ntnu.no>
Source record: 6615

Uwe Seimet <Uwe.Seimet@seimet.de> wrote:

> This must be a typo. With my first Seagate drive (Megafile 30, RLL) and

Not a typo, it's just another example of my poor memory ;-)

> by Quantum etc. the ST is capable of transferring about 1300 KB/s, the
> TT about 1800 KB/s.

Hmmm... I can't remember that any of my ST's were that fast.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

8639. Re: Is there a utility for formatting custom Atari ST floppies on PC?

Newsgroup: comp.sys.atari.st
Date: 2006-12-10 23:14:02 UTC
From: STcomp@cwo.com
Message-ID: <1165792442.048208.322450@j72g2000cwa.googlegroups.com>
Source record: 6616

Unfortunately, Windows XP doesn't seem to let you choose tracks and sectors except for the standard 720 k format. That is kind of why I was wondering if there was a utility either on the Atari to format MS-DOS compatible floppies with extra sectors and tracks (as soon as you add extra sectors or tracks with F-Copy Pro on the ST side, the PC doesn't like to read the disks anymore) , or maybe there is some other command to format extra tracks under the MS-DOS prompt, but so far if I change sectors or tracks by even one extra in the XP DOS Prompt, the PC seems unable to format a floppy disk. :P Too bad since most of the games worth playing on my real STe require me to be able to format the floppy ahead of time with extra tracks, so that I can use DCOPY on my PC to write the actual ST disk. I really wish I still had my Falcon, that always worked beautifully for formatting in anyconfiguration of tracks I wanted and still be able to read on my PC! (in FCOPY pro the MSDOS compatible box wouldnt grey out on my Falcon when i added tracks past 79, but on the STe there is only an MSDOS compatible option when I use standard 720 formatting)

exxos wrote:
> you can set track/sectors in DOS with the format command, see format help.
>
> Chris
>
>
>
> <STcomp@cwo.com> wrote in message
> news:1165083208.464500.278840@80g2000cwy.googlegroups.com...
> >I have been trying to format disks in order to copy .st files on to
> > them, to play games on my Atari STe. In the old days I used to use my
> > Falcon 030 for formatting say, 81 tracks, 10 tracks a sector, etc, then
> > I would simply use Dcopy to copy the .st file into a real Atari ST
> > disk, and my PC could flawlessly read any format I used. Well, sadly I
> > got rid of my Falcon last year for financial reasons :((i did keep my
> > Falcon hard drives for when I get another Falcon someday) and now I am
> > trying to use Fcopy Pro on my STe to format the disks, but my PC will
> > not recognize the boot sector! I guess the PC likes Falcon custom
> > formatted floppies, but not custom formats done on the STe.
> >
> > I can use MSDOS mode on Fcopy pro, but only for 720K format, and 90% of
> > .st disk images use larger formats with more tracks and or sectors.
> >
> > Is there a program, either on the ST side or the PC side, that will
> > allow me to choose sector and track numbers for formatting a floppy
> > which is readable to Dcopy (on my PC), so that I can start making disks

> > to use on my Atari STe again? Thanks in advance for any advice you can
> > give me. -STcomp
> >

8640. Re: Is there a utility for formatting custom Atari ST floppies on PC?

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 09:46:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <U_Odndo4hZZhtODYRVnyhQA@pipex.net>
Source record: 6617

<STcomp@cwo.com> wrote in message
news:1165792442.048208.322450@j72g2000cwa.googlegroups.com...
> Unfortunately, Windows XP doesn't seem to let you choose tracks and
> sectors except for the standard 720 k format. That is kind of why I was

yes it does.

click on START
click on RUN
type in "CMD" - press enter
type in "format /?"

someone else even asked the same question a few weeks ago and I even
uploaded a batch file example. I have been using XP for a few years now
formating all kinda of floppy formats.

chris

8641. Re: Is there a utility for formatting custom Atari ST floppies on PC?

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 09:59:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <m-qdnTSyvOicseDYRVnyhwA@pipex.net>
Source record: 6618

www.cps-electronics.co.uk/temp/a-720k.zip

if it won't let you format higher sector counts then your chances are your floppy drive does not support them. I am amazed by how naff floppy drives are today, anything over total generic format and they refuse to work. get yourself a sony MPF series drive and be sure it will work correctly.

chris

8642. fs: atari sho box harddrive st

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 14:15:58 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1165846558.220061.187890@f1g2000cwa.googlegroups.com>
Source record: 6619

i have a sho box harddrive with a 30 meg harddrive on e-bay. 3 days to
go take a look.
usa sales only

8643. Atari 1040 ST disc problems

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 16:00:37 UTC
From: Douglas C White <douglas@WPI.EDU>
Message-ID: <Pine.LNX.4.64.0612111056400.31207@CCC5.WPI.EDU>
Source record: 6620

I've got a 1040 ST that I was using with MAstertracks Pro. The disc drive developed problems and I replaced it with a Chinon or TI drive. I have lately been trying to save my midi files and I am finding on discs with more than one song the songs are gone! There are song listings but they won't open up.

I suspect that I am the victim of the floppy drive problem where it will write to disc when you don't want it to?
Is there a way to reclaim these files?

thanks,

-doug

Rising and falling on the ebb and flow of tide, I watched in amazement as our small craft continued sailing steadfast. We were moving towards the horizon and a mountain of lights..

Douglas White douglas@wpi.edu
Dept. of Chem. Eng.
WPI

8644. Re: Atari 1040 ST disc problems

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 16:15:28 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <VbGdnVfZe-qJGeDYnZ2dnUVZ8ty3nZ2d@pipex.net>
Source record: 6621

"Douglas C White" <douglas@WPI.EDU> wrote in message
news:Pine.LNX.4.64.0612111056400.31207@CCC5.WPI.EDU...
> I've got a 1040 ST that I was using with MAstertracks Pro. The disc drive
> developed problems and I replaced it with a Chinon or TI drive. I have
> lately been trying to save my midi files and I am finding on discs with
> more than one song the songs are gone! There are song listings but they
> won't open up.
>
> I suspect that I am the victim of the floppy drive problem where it will
> write to disc when you don't want it to?
> Is there a way to reclaim these files?
>
> thanks,
>
> -doug
>
> ____
> Rising and falling on the ebb and flow of tide, I watched in amazement as
> our small craft continued sailing steadfast. We were moving towards the
> horizon and a mountain of lights..
> ---
> Douglas White douglas@wpi.edu
> Dept. of Chem. Eng.
> WPI.

To ask a silly question, is the disk full ? I've had music programs appear
to save files when the disk is full but it only writes the name of the file
to floppy, of course it can;t write any data as the disk is full... might be
worth a quick check before taking your ST apart.

Chris

8645. Re: Atari 1040 ST disc problems

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 16:18:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <zuednZEtDd5BGeDYRVnyhAA@pipex.net>
Source record: 6622

btw,

format a disk in a program like FCOPYIII will test your drive out. try a few floppies as your floppies could have aged.

8646. Re: Is there a utility for formatting custom Atari ST floppies on PC?

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 19:22:49 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <E7adnRihPcCXLeDYnZ2dnUVZ8o6lnZ2d@eclipse.net.uk>
Source record: 6623

"exxos" <exxos@home.co.uk> wrote in message
news:m-qdnTSyvOicseDYRVnyhwA@pipex.net...
> www.cps-electronics.co.uk/temp/a-720k.zip
>
> if it won't let you format higher sector counts then your chances are your
> floppy drive does not support them. I am amazed by how naff floppy drives
> are today,

You can buy them for a under five dollars, so not suprosed how naff they
are..

> anything over total generic format and they refuse to work. get
> yourself a sony MPF series drive and be sure it will work correctly.
>
> chris
>
>
>

8647. Re: Atari 1040 ST disc problems

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 19:25:41 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <lOOdnUpGOYYrLeDYRVnyjwA@eclipse.net.uk>
Source record: 6624

"Douglas C White" <douglas@WPI.EDU> wrote in message
news:Pine.LNX.4.64.0612111056400.31207@CCC5.WPI.EDU...
> I've got a 1040 ST that I was using with MAstertracks Pro. The disc drive
> developed problems and I replaced it with a Chinon or TI drive. I have
> lately been trying to save my midi files and I am finding on discs with
> more than one song the songs are gone! There are song listings but they
> won't open up.
>

This is probably the problem. ST drives used to have a disk change line.
Later ones don't. I think you need to press "Escape" to tell the ST to
re-read the directory, or to force a write. I think there used to be an auto
folder utility to solve this...

> I suspect that I am the victim of the floppy drive problem where it will
> write to disc when you don't want it to?
> Is there a way to reclaim these files?
>

probably not.

> thanks,
>
> -doug
>
> ____
> Rising and falling on the ebb and flow of tide, I watched in amazement as
> our small craft continued sailing steadfast. We were moving towards the
> horizon and a mountain of lights..
> ---
> Douglas White douglas@wpi.edu
> Dept. of Chem. Eng.
> WPI

8648. Free SM 124 in Germany / SM 124 zu verschenken in Deutschland

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 21:55:19 UTC
From: Ryan <no@spam.invalid>
Message-ID: <no-15B4C9.15552111122006@news-fe-01.texas.rr.com>
Source record: 6625

Deutsche Version unten. (German version below.)

I have an Atari SM 124 black and white monitor (220V) which I don't need anymore. It works fine; you just need to supply a standard PC power cable. If anyone would like it, it's yours for the cost of postage from 23717 (Germany). Inside Germany, that's 6.90 Euro. It can also be picked up from the town of Sagau (near Eutin); obviously then there would be no postage cost either. If interested, please email sm124 at ryandesign dot com quickly; my aunt doesn't want it taking up space anymore and will throw it away soon otherwise.

Ich habe einen Atari SM 124 schwarzwei Bildschirm (220V) zu verschenken; ich brauche ihn nicht mehr. Er funktioniert einwandfrei; Sie ben tigen nur ein normales PC Stromkabel. Sie k nnen den Bildschirm haben wenn Sie die Portokosten von 23717 (Deutschland) bezahlen; innerhalb Deutschland w re das 6.90 Euro. Sie k nnen den Bildschirm gerne auch im Dorf Sagau (in der N he von Eutin) abholen; dann entfallen nat rlich auch die Versandkosten. Wer sich interessiert sollte schnellstm glich eine E-Mail an sm124 at ryandesign punkt com schicken; der Bildschirm nimmt meiner Tante Platz weg und sie wird ihn sonnst wegwerfen.

-Ryan

8649. Re: Is there a utility for formatting custom Atari ST floppies on PC?

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 22:03:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <Ip6dndjjpclRSODYnZ2dnUVZ8tSdnZ2d@pipex.net>
Source record: 6626

In message <U_Odndo4hZZhtODYRVnyhQA@pipex.net>, exxos@home.co.uk said:

><STcomp@cwo.com> wrote in message
>news:1165792442.048208.322450@j72g2000cwa.googlegroups.com...
>> Unfortunately, Windows XP doesn't seem to let you choose tracks and
>> sectors except for the standard 720 k format. That is kind of why I was
>
>yes it does.
>
>
>click on START
>click on RUN
>type in "CMD" - press enter
>type in "format /?"
>
>someone else even asked the same question a few weeks ago and I even
>uploaded a batch file example. I have been using XP for a few years now
>formating all kinda of floppy formats.

Hi Chris!

But does XP then read the non-standard floppy? Becasuse I can't get
my son's PC to read 82-track 10 sector floppies formatted on the
Falcon, for instance. Or is there a command-line trick for this as
well?

Regards, /Peter/

8650. Re: Is there a utility for formatting custom Atari ST floppies on PC?

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 22:52:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <j4WdnRxND8qBfODYRVnyigA@pipex.net>
Source record: 6627

> Hi Chris!
>
> But does XP then read the non-standard floppy? Becasuse I can't get
> my son's PC to read 82-track 10 sector floppies formatted on the
> Falcon, for instance. Or is there a command-line trick for this as
> well?
>
> Regards, /Peter/
>

If you have to format floppies on the PC if you want to read them on the Falcon. It won't work the other way unless you write a MSDOS boot sector to the floppy. persoanlly I never got that feature to work.

XP is a bit naff on floppy access,there is a program which will write floppy images (MSA) back onto a floppy to read on the Atari, though the PC will not read it as its a Atari disk. If you want to read a disc on both machines, then you will have to format it on the PC. If you are wanting to transfer files from Falcon to PC, just use normal 1.44 floppies formated on the PC... not exactly sure what you are trying to do....

Chris

8651. Re: [ANN] DEditor 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-12-11 23:35:41 UTC
From: samf <sf0218@adelphia.net>
Message-ID: <2qOdnRynsoOtoOLYnZ2dnUVZ_tXinZ2d@adelphia.com>
Source record: 6629

Pierre TON-THAT wrote:
> Bonjour
>
> Deditor is the dungeon editor for DGEM.
> Works on every Atari since 640*400*16c and a modern OS (MagiC advised)
>
> Download on my homepage or directly at http://rajah.atari.org/files/
> - dedi100.zip (150 KB)
>
> Snapshot at http://rajah.atari.org/images/snapshots/deditor_snap.png
>
> DGEM 1.0 is finished and it will be released probably tomorrow or
> sunday. Please give me time to build an example of a dungeon.
> The purpose of DEditor is for you to create and propose new adventures.
>
> As a reminder, DGEM is a dungeon Master clone, running under GEM
> environement, with lastest Ataris OS or enhanced emulators.
> Better have enough RAM (TTRAM managed) and a modern OS such as MagiC.
>
> You can already download:
> - ddoc100_fr.zip (23 KB, french guides)
> - ddev100.zip (450 KB, GFA sources)
>
> Snapshot http://rajah.atari.org/images/snapshots/dgem_snap.png
>
> The game uses the old graphics, so you'd better have one of the original
> disks of Dungeon Master or Chaos Strikes Back.
>
> Please wait for the next release...
>
> -- Pierre TON-THAT - Rajah Lone / Renaissance
> http://rajah.atari.org
>
Question 1: Will DJem run on a Falcon/CT60?
Question 2: Where can one now obtain a copy of Dungeon Master?

Thank you and keep up the great work!! :)

8652. atari holiday sale

Newsgroup: comp.sys.atari.st
Date: 2006-12-12 03:58:04 UTC
From: Video61@tcq.net
Message-ID: <1165895884.667765.80210@79g2000cws.googlegroups.com>
Source record: 6628

atari holiday sale, buy three, get one free.

offer good till january 1st, 2007.
buy any three titles off of any of our new in the box list of games
for your atari(any atari machine listed, mix or match machines), and
receive a new in the box game from the list below, free. there will be
no substitutions, only what is listed on the free list.

atari 400/800/xl/xe new disk games that qualify for the free game
offer,
arcade II,
adventure pak,
conflict in vietnam,
crusade in europe,
decision in the desert,
dig dug,
f-15 strike eagle,
greatest hits one,
gateway to apshia,
jumpman jr.,
pitstop,
pole position,
space games,
strategy simulations,
superman,
summer games,
silent service.

atari 400/800/xl/xe new cartridge game list that qualify for the free
game offer.
necromancer,
pacman(cart only),
super breakout,
tennis,
alphabet zoo,
delta drawing,
space journey.

or receive a new in the box cx-80 atari trackball for the atari
models, 2600,7800, 400/800/xl/xe computers/st/tt/falcon 030 computers.

some quantities may be limited. prices subject to change without
notice. no substitutions for the free game allowed, only what is
listed.
you must by three titles on the same order to qualify for the free
game offer.

you can qualify for more than one free offer by doubling, or tripling,
etc. your order.
we take paypal, or all major credit cards.
otherwise please visit our website at,
www.atarisales.com click on the ordering information page for more
payment options.

thanks,
lance
www.atarisales.com

we also have these in stock right now,

we have a small quantity of the game tapper in stock on a xe super
cart board in the ribbed sided cart case.
price, $29.95.
we still have these, only in smaller quantities now,
we only have a few now of these titles left in stock in a xe super cart

shell
with the ribbed side case. they are $29.95 a piece. first come, first
served.
bruce lee,
commando,
hard hat mack,
mean 18 golf,
midi maze,
vanguard.

we have a very limited quantity now of these titles in a xe super cart
shell
with the handle on the back. they are $29.95 a piece. first come, first

served.
bruce lee,
commando,
deflector,
mean 18 golf,
midi maze,
tower toppler

we take paypal, all major credit cards, or please visit our web site
at,
www.atarisales.com
click on the ordering information page for more payment options.
thanks,
lance
www.atarisales.com

8653. Re: [ANN] DEditor 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-12-13 08:17:40 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <457fb725$0$5109$ba4acef3@news.orange.fr>
Source record: 6630

Bonjour

> Question 1: Will DJem run on a Falcon/CT60?

Yes.
And it uses TTRAM.

> Question 2: Where can one now obtain a copy of Dungeon Master?

That's your problem ;)
But the game is installed and runs without a copy of DM. It's for legal
aspect.

> Thank you and keep up the great work!! :)

Thanks :)

Rajah

8654. Re: [ANN] DGEM 1.0

Newsgroup: comp.sys.atari.st
Date: 2006-12-13 09:27:53 UTC
From: KNI Studio <pawel@kni.com.pl>
Message-ID: <eloh3pcpq1@atlantis.news.tpi.pl>
Source record: 6631

Uzytkownik "Pierre TON-THAT" <geek@atarians.com> napisal w wiadomosci
news:457a9e5e$0$21146$7a628cd7@news.club-internet.fr...
> Bonjour :)
>
> The Dungeon Master clone for GEM (latest machines or enhanced emulators
> for Ataris) is now complete.

Great! Big work! Thank you.

STay Atari

8655. Game Copy Pro - video games,copy ps2, psx, pc, and dreamcast

Newsgroup: comp.sys.atari.st
Date: 2006-12-13 13:29:01 UTC
From: rachael goddard <byevocgofwmp@yahoo.com>
Message-ID: <1166016541.417169.89190@j72g2000cwa.googlegroups.com>
Source record: 6632

Copying a Video Game is not difficult at all. Our guide includes
detailed instructions and screen shots, which are easy to follow, even
for a beginner!
Learn how to burn Video Games onto regular CD or DVD Discs! Copy PS2,
Xbox, Gamecube, PS1, Gameboy, Gameboy Advanced, PSP, Dreamcast, even PC
Video Games!
Search thousands upon thousands of Game Files, Full-length DVD Quality
Movies, Software, your Favorite Songs and much more. There are never
any limits on the amount of searches that you can do and no limits on
the things you can search for. No Spyware or Adware.
http://gamecopyek.blogspot.com/#

8656. Re: IRC chat tonight (Thursday)

Newsgroup: comp.sys.atari.st
Date: 2006-12-14 05:22:03 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98993C0D23D5emuslor@216.196.97.136>
Source record: 6633
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns9892B1593A39emuslor@216.196.97.136:

> Hey everyone - don't forget about the weekly Atari chat tonight.
> Official gathering time is 8:00pm CST, and you have 3 options for
> getting in:
>
> - Use your favorite IRC client to connect to irc.newnet.net and join
> channel #atari.
>
> - Telnet from your 8-bit or other machine to irc.atarichat.net
> (216.37.55.109) and login as "atari". This will get you into the chat
> without the need for an actual IRC client.
>
> - Use the Java applet found at http://www.newnet.net.
>
> If you can't make it around 8:00 tonight, or if you would like to stop
> in other times, feel free to drop in anytime. There are generally a
> few lurkers hanging around, so you may catch some good coversation at
> any random visit.
>

GREAT turnout last week - hope to see everyone again tonight!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

8657. [ANN] Studio Son 2.091 beta FR & UK

Newsgroup: comp.sys.atari.st
Date: 2006-12-14 23:00:32 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <4581d798$0$8225$426a34cc@news.free.fr>
Source record: 6634

Friday, December 15th 2006,

This new release is the result of six months of irregular but always intense work. The audio editor for Atari Falcon becomes more and more stable and reliable with this 2.091 beta version. Many bugs of general use have been fixed.

Studio Son 2.091b is available in the wonderful french language:
http://doyeuxyvan.free.fr/studioson/std2091b/STD2091F.ZIP

BUT Studio Son is back in English !
http://doyeuxyvan.free.fr/studioson/std2091b/STD2091E.ZIP

You can, of course, find the classic 68030 and 68030+68882 versions in these archives.

I have performed a lot of hard tests to check the quality of my algorithms. I have written a lot of different DSP and C programs to obtain correct results. But, it is still a beta version, so be careful with your samples !

This version has been tested with an original Falcon 030 with a 68882 coprocessor. The CT60 card is not officially supported.

Bugs fixed:

- Crashs when filtering under Magic fixed.
- For a resample process under Magic, internal file management fixed.
- Significative noise reduction of plopping sounds as long as you use Studio Son.
- Management improved of AIFF files compatible with Cubase Audio. These files are now saved with a physical size rounded to 1024 bytes multiples. Useful to prevent crackling noise when you import your AIFF files with Cubase Audio.
- Buggy "Scrub" function rewritten. No crash occurs.
- Reverse stereo bug for a "Scrub" fixed but still in beta test mode.
- Buggy "Cross Fade" function improved. Autocorrection for wrong parameters. The UNDO is also correct.
- Cut, Copy, Paste, Insert and others have their UNDO bugs fixed.
- Bug of the current working folder fixed. (After an Insert for example)
- DSP effect after a Resample and Filtering is now restored with no problem.
- Overall settings saving are now re-enabled ! Up to date, you MUST keep the STUDIO.SYS folder.
- Rewritten "New Sound File" function. You can now create a file with the fileselector, choose a frequency, ...
- Rewritten "Apply Effect" function. Sample gap subtly fixed. Due to the DSP

real time application of this function, it is obvious that it remains a very small gap into your final sample. This gap is usually filled by zero values as it has been thought for this rewritten function.
- Markers management bugs fixed. (Delete, saving and loading procedures)
- There was play error with "Preview Cut" function. It's now okay.
- Block selection with SHIFT+TAB to the next marker has been debugged.
- Sample time length is now updated after any UNDO.
- Little bug fixed during a play actived by the space bar with an exported sample from Studio Son.
- Many another minor bugs.

New features and bugs fixed:
(since 2.09b version)

- Resampling function added (Linear Interpolation).
- Resampling function includes a filter and linear interpolation code in only one DSP program.
- You can resample from 2 Khz to192 Khz.
- WAV files opening issue fixed.
- Huge undo bug fixed.
- Huge bug of the volume of mono samples filtered fixed.
- FIR filters (Low Pass, High Pass, Band Pass and Band Reject) up to 2048 coeefficients.
- Resample process can be followed by a LowPass filter up to 1024 coefficients.
- DSP Filter algorithm improved. The speed of the treatment have been increased. Now you can enjoy a good optimization of the filtering process.
- The end of the sample is now truly filtered.
- Vu meter clipping problems fixed.
- The cursor running is now correct when sample frequency is not the same as the system frequency.
- Desktop background pattern modified to improve the work in monochrome.
- Redraw bug of the desktop in monochrome corrected.
- Several dialog boxes fields bugs fixed in monochrome.
- Crashs at very high zoom levels fixed.
- You can now really select all the sample with the mouse.
- You can now really place the cursor at the end of the sample with the mouse.
- Wrong size of the blocks at the end of the sample corrected.
- You can now create a block with a "one sample" size when you make a long click on a part of the sample.
- New alert boxes for the Filtering and Resampling function.
- New internal undo for the Resampling function.

New function "Resample..." allows you to change the frequency of your samples with a linear interpolation and an optional Low Pass filter.
The "Filtering..." function enables you to carry out FIR filters (Low Pass, High Pass, Band Pass and Band Reject).
This is performed by the DSP 56001 and with Direct to Disk process.

```
-------------
Known bugs:
-------------

- Several internal DSP effects can sometimes result in a reverse stereo
mode, take care of this.
- No sound when playing very high frequency samples.
- Slowly WAV files opening.
- Selected block after a resampling task is not deleted.
- Sample duration and time counter are wrong when the system frequency
doesn't match with the sample frequency.
- You can hear some noise when playing WAV files at fast speeds.
- Unable to reduce physically the size of a sample when you cut blocks.
- Make an undo after the "Replace" function have no effect.
- A lot of useful alert boxes need to be added.
- In the time counter, the value 99 is followed by 10.
- Several little bugs into the sample window.
- The icon of the function "Generate Low Frequencies" differs with the
colour of the resolution.
- Little bugs of sample drawing.
- Random error messages when filter steepness is very low.
- It might remain some english translation errors.

If you are using Studio Son on a single TOS, I strongly recommend the launch
of ARROWFIX.PRG in the AUTO folder:
http://doyeuxyvan.free.fr/studioson/std2091b/arrfix15/

If you are using NVDI, just run ARROWFIX.PRG after this.
Otherwise, GEM must be copied in RAM with the program GEMRAM.PRG before
running ARROWFIX.PRG:
http://doyeuxyvan.free.fr/studioson/std2091b/GEMRAM16/

If you have troubles to run Studio Son under Magic, you can use the patch
DSPSLOW1.PRG by Centek included into the package or you can find it here:
http://doyeuxyvan.free.fr/studioson/std2091b/DSPSLOW1.PRG
Don't run DSPSLOW1.PRG if you launch Studio Son under TOS otherwise you
might have display or DSP locked issues.

You can also use the nice DSPXBIOS patch by Didier Mequignon:
http://perso.wanadoo.fr/didierm/files/dspxbios.zip
http://doyeuxyvan.free.fr/studioson/std2091b/dspxbios.zip

If you use an external clock, run FDI_INIT.PRG into the AUTO folder:
http://doyeuxyvan.free.fr/studioson/std2091b/FDI_INIT.PRG

FPATCH2.PRG is now included in the package.

You can also download self-extracting STZIP unpacker:
http://doyeuxyvan.free.fr/stzip26/STZIP26.TOS

Have fun !

Yvan Doyeux

And Happy 80th Birthday Granny !
```

8658. FS: 25% OFF ALL ATARI ST XMAS SALE!

Newsgroup: comp.sys.atari.st
Date: 2006-12-15 13:52:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612150550320.16871-100000@onyx.spiritone.com>
Source record: 6635
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Order over $50 gets 25% off Hardware, Accessories, Games/Software & Books
4 the Atari ST Computer line! Order over $100 GETS A BRAND NEW GAME FREE,
AS A GIFT & STILL GETS 25% OFF ATARI SALES THIS DECEMBER! Call Ben Anytime
@(503)256-9974! E-Mail BenSells@Atari.org &/or GET FREE Atari Catalogs @
http://BensCatalogs.Atari.org Got Atari?Most items I have 1, 2 or too few
of. Get them While they last! Come for the Sales, Stay for the Service!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

ALL BRAND NEW GAMES FOR ATARI ST! $20-$30 EACH! YOU MAY HAVE A GAME AS
A HOLIDAY GIFT FOR PURCHASES OVER $100 + 25% OFF!GAME TITLES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika
Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; All
Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War
in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids
Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal;
Backgammon; Back to the Future part III; Back to the Golden Age; The Ball
Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip;
BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block
Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction
Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery
Disk; California Games; California Games II; Campaign-Tactical & Strategic War
Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and
the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion
of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the
Light Brigade; Chariots of Wrath; Sid Meier's Civilization; Club Backgammon;
Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado;
Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for
the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash
Garret; Crime Does Not Pay; Crime Wave; Crimson Crown-Further Adventures in
Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan;
D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the
Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive
Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double
Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath;
Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III:
The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West -
Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle;
F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon;
Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation:
CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2;
Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight

Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour;

XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf; Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8659. Wanted: Atari Mega ST4 & ICD LINKs!

Newsgroup: comp.sys.atari.st
Date: 2006-12-15 13:54:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612150552330.16871-100000@onyx.spiritone.com>
Source record: 6636
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Interested? Read on!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8660. PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-12-15 13:56:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612150555050.16871-100000@onyx.spiritone.com>
Source record: 6637
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buying out an Atari warehouse that's been locked up for over a decade! Games & more listed below for ST & 8 Bit!Reserving orders UpFront for Any-Customer! If this lot goes well, I'll buy more Atari lots! Titles listed below I'll get 1, 2 or 3 of. Saving Atari Games from oblivion by PrePaying your order. All are NEW in BOX! If you dont buy Today, I cant save you any Money!E-Mail BenSells@Atari.org or call (503)256-9974!1st come, 1st serve!

Midway Battles and Ultima II are already spoken for.

Prices below are for one copy each.

8 bit titles

decision in the desert; micropose $20
kennedy approach; micropose $20
logo; atari, complete in thick silver box $20
napolean in russia; datasoft $20

st titles

arcanan; no excuses $20
auto duel; origin $50
axe of rage; epyx $20
data manager; time works $20
design idea; time works $20
down hill challenge; broderbund $20
fleet sreet publishing; michtron $20
fools errand; miles $20
frostbyte; microvalue $20
goldenpath; firebird $20
gridiron glory; bethesda $20
lords of conflict; electronic arts $20
manhunter 2; sierra $30
midway battles; tdc $20
olympus; olympus $20
operation clean streets; broderbund $20
people places things; time works $20
phantasm; exocet $20
santa paravia; starsoft $20
sorcerer of claymorgue castle; keypunch $20
space quest; sierra $30
starflight; tpi $20
stock market game; tdc $20
summer games; epyx $20

symbols and slogans; time works $20
tank attack by; artworx $20
targhan; silamarlis $20
ultima II; sierra $60
zynaps; hewson $20

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8661. ARAnyM 3D Pack

Newsgroup: comp.sys.atari.st
Date: 2006-12-15 20:46:30 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <458309A6.9000600@atari.org>
Source record: 6638

Hi,

You may be interested in the following 0.9.4beta2 ARAnyM version
<http://aranym.org/>. Very latest devels have been taken into account.

- The Pack_3D at <http://ebmodel3.atari.org/Pack_3D/> that runs on 3
OS/platforms including Windows, Linux and MacOSX.

It contains ARAnyM 0.9.4beta2 version accelerated with OpenGL VDI
display and

EmuTOS dated from 2006/02/20
FreeMiNT+XaAES from 2006/09/23
TERADESK 3.86
EB MODEL3 3.62a (only available in this pack)
EB_DUMP 0.9.7
BOXKITE 2.32e
EUREKA 2.12 beta from 2006/09/09 (only available in this pack)
QED 5.0.5
POV 3.1g
ZVIEW beta 7
ZTASK 1.0
MESA_GL 0.93 (derived from Mesa3D 2.6)
CAB 1.5
HIGHWIRE 0.3.0
HYP_VIEW 0.35.2e
TWOINONE 1.51
INTERFACE 2.30
TWILIGHT 2.08
COPS 1.07
TOSWIN 2.6
PAULANG 0.2b

ready to start with.

- The minimum pack <http://eureka.atari.org/MacAranym.zip> that is built
for MacOSX, Universal Binary (x86&PPC).

Enjoy :)

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
<http://eureka.atari.org/>

8662. Re: IRC chat tonight (Thursday)

Newsgroup: comp.sys.atari.st
Date: 2006-12-15 21:29:59 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <optkmdz6z0czek98@chrislap>
Source record: 6639
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 13 Dec 2006 23:22:03 -0600, Slor <semaj@rols.ten> wrote:

> GREAT turnout last week - hope to see everyone again tonight!

For those of you with whom I had such a great time chatting Wednesday (or
was it Tuesday?) afternoon / evening, know ye that I DID TRY to get in for
the Thursday chat last night, but wasn't able to. My Opera-web-browser's
"chat" facility -- which turns out to be an IRC client -- sat in
"Connecting..." for about two hours and NEVER DID actually connect.
Dang. Any speculation on whether the problem is at MY end or the OTHER?

This won't stop me from continuing to try, but whatever's going on MIGHT
continue stopping me from SUCCEEDING. :-(

C.

8663. Atari Disk Drive Step Rate

Newsgroup: comp.sys.atari.st
Date: 2006-12-16 01:36:31 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <t4Igh.62$AY1.58@bignews5.bellsouth.net>
Source record: 6640

It may seem a silly question, but what should the Step Rate be
set to for the internal 1.44 disk drive in the Atari Falcon?

(I believe it's 6, but not sure.)

Also, would this be the same on all internal and external 1.44
Atari disk drives such as in the Mega STE?

And does any copy protection make use of the Step Rate
in the protection?

Apex Media has some weird copy protection on the disks
before they are registered and am curious if anyone knows
how to back it up?
Reason is I had one set of disks get damaged during setup.
And I think it may be due to the wrong Step Rate set, as
the drive went nuts with the installation disk.
Seems fine on other original disks.

I'd hate to mess up this other original Apex, by using the
wrong backup system. The Apex Manual warns of
damage to the disks if trying to back them up.
But I don't see how.... As long as they are not
written to.

I have another original Apex set, that I'd like to backup, before setting up
just in case.

Any ideas?

8664. Re: Atari Disk Drive Step Rate

Newsgroup: comp.sys.atari.st
Date: 2006-12-16 11:00:56 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <4583d1e1$0$5082$ba4acef3@news.orange.fr>
Source record: 6641

Not sure but:
every 3"1/2 disk drive has a step rate of 3ms.
old external 5"1/4 disk drive ahd a 6ms step rate. (useful for PC
emulation with old software)

Guillaume.

8665. Re: Atari Disk Drive Step Rate

Newsgroup: comp.sys.atari.st
Date: 2006-12-16 11:37:16 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1166269036.140983.126590@l12g2000cwl.googlegroups.com>
Source record: 6642

On Dec 16, 2:36 am, "phantomm" <phant...@bellsouth.net> wrote:
> It may seem a silly question, but what should the Step Rate be
> set to for the internal 1.44 disk drive in the Atari Falcon?
>
> (I believe it's 6, but not sure.)
>
> Also, would this be the same on all internal and external 1.44
> Atari disk drives such as in the Mega STE?
>
> And does any copy protection make use of the Step Rate
> in the protection?
>
> Apex Media has some weird copy protection on the disks
> before they are registered and am curious if anyone knows
> how to back it up?
> Reason is I had one set of disks get damaged during setup.
> And I think it may be due to the wrong Step Rate set, as
> the drive went nuts with the installation disk.
> Seems fine on other original disks.
>
> I'd hate to mess up this other original Apex, by using the
> wrong backup system. The Apex Manual warns of
> damage to the disks if trying to back them up.
> But I don't see how.... As long as they are not
> written to.
>
> I have another original Apex set, that I'd like to backup, before setting up
> just in case.

Step rate is just the wait time between the head moving from one track to another. Its meant to give the head time to settle before reading/writing. The step rate is set by a byte in the bootsector. The legal values for this I believe are 2,3,6 and maybe 12ms. I think 6 and 12 are used on 5.25" drives. Good 3.5" drives can be set to 2ms no problem. On not so good drives, or drives that are nearly 20 years old! - if the step rate is set too small, then you risk not being able to read that disk properly again. You could use a sector editor to change the step rate to a higher value (I recommend only 3ms - and dont do this on a disk with a bootable bootsector!) and then try reading it again.

Step rate has nothing to do with copy protection. If you backed up the disks with a sector copier (like FCOPY) then apart from the information thats in the sector gaps, the disks will be identical, including the step rate. If you tried copying the disks with GEM or dragging the

files across to disk B... well you know that would be daft ;-)

If your original media got damaged then maybe either your floppy drive is dodgy, or the apex is doing something strange because of the Mega STe hardware. Don't forget - a lot of ST games failed on the new STe computers when they came out, one of the reasons was hardware (like the shifter) differences, but many also because the copy protections failed.

8666. Re: Atari Disk Drive Step Rate

Newsgroup: comp.sys.atari.st
Date: 2006-12-16 16:09:23 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <45841957$0$757$4c56ba96@master.news.zetnet.net>
Source record: 6643

I seem to remember with Apex you had to register the program on the disk
and then you could back it up as normal, I seem to remember trying to
back it up before I registered and it damaged the disk as has happened
with yours..

Coda wrote:
>
> On Dec 16, 2:36 am, "phantomm" <phant...@bellsouth.net> wrote:
>> It may seem a silly question, but what should the Step Rate be
>> set to for the internal 1.44 disk drive in the Atari Falcon?
>>
>> (I believe it's 6, but not sure.)
>>
>> Also, would this be the same on all internal and external 1.44
>> Atari disk drives such as in the Mega STE?
>>
>> And does any copy protection make use of the Step Rate
>> in the protection?
>>
>> Apex Media has some weird copy protection on the disks
>> before they are registered and am curious if anyone knows
>> how to back it up?
>> Reason is I had one set of disks get damaged during setup.
>> And I think it may be due to the wrong Step Rate set, as
>> the drive went nuts with the installation disk.
>> Seems fine on other original disks.
>>
>> I'd hate to mess up this other original Apex, by using the
>> wrong backup system. The Apex Manual warns of
>> damage to the disks if trying to back them up.
>> But I don't see how.... As long as they are not
>> written to.
>>
>> I have another original Apex set, that I'd like to backup, before setting up
>> just in case.
>
> Step rate is just the wait time between the head moving from one track
> to another. Its meant to give the head time to settle before
> reading/writing. The step rate is set by a byte in the bootsector. The
> legal values for this I believe are 2,3,6 and maybe 12ms. I think 6 and
> 12 are used on 5.25" drives. Good 3.5" drives can be set to 2ms no
> problem. On not so good drives, or drives that are nearly 20 years old!
> - if the step rate is set too small, then you risk not being able to
> read that disk properly again. You could use a sector editor to change

> the step rate to a higher value (I recommend only 3ms - and dont do
> this on a disk with a bootable bootsector!) and then try reading it
> again.
>
> Step rate has nothing to do with copy protection. If you backed up the
> disks with a sector copier (like FCOPY) then apart from the information
> thats in the sector gaps, the disks will be identical, including the
> step rate. If you tried copying the disks with GEM or dragging the
> files across to disk B... well you know that would be daft ;-)
>
> If your original media got damaged then maybe either your floppy drive
> is dodgy, or the apex is doing something strange because of the Mega
> STe hardware. Don't forget - a lot of ST games failed on the new STe
> computers when they came out, one of the reasons was hardware (like the
> shifter) differences, but many also because the copy protections
> failed.
>

8667. st language disk

Newsgroup: comp.sys.atari.st
Date: 2006-12-16 20:58:07 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1166302687.877806.28390@73g2000cwn.googlegroups.com>
Source record: 6644

where can i get one for my st? this is the one with the desktop
accessories?

portsmouth va

8668. Re: st language disk

Newsgroup: comp.sys.atari.st
Date: 2006-12-16 23:59:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.12.16.23.59.35.77877@charter.net>
Source record: 6645

On Sat, 16 Dec 2006 12:58:07 -0800, jimmie wrote:

> where can i get one for my st? this is the one with the desktop
> accessories?
>
> portsmouth va

Try here:

http://www.atari.org/services/systemdisks.php

HTHs. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

8669. wtb atari megafile

Newsgroup: comp.sys.atari.st
Date: 2006-12-17 00:29:02 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1166315342.945002.57720@t46g2000cwa.googlegroups.com>
Source record: 6646

would like an atari megafile harddrive complete with cable and software
usa sales only please and email would be great

thanks

james portsmouth va

8670. atari mouse

Newsgroup: comp.sys.atari.st
Date: 2006-12-17 01:34:31 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1166319271.343488.50130@80g2000cwy.googlegroups.com>
Source record: 6647

need one mine finally pooped out.

jim (usa)

8671. Atari Online News, Etc. #08-50

Newsgroup: comp.sys.atari.st
Date: 2006-12-17 02:08:07 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1166321287.570791.255460@73g2000cwn.googlegroups.com>
Source record: 6648

```
A-ONE #0850 12/15/06

~ Data-Privacy Laws Push ~ People Are Talking! ~ Firefox 3
Alpha!
~ mXtreme Falcon Speeder ~ Send E-Cards This Year ~ SatanDisk Is
Ready!
~ Romanian Web Fraud Bust ~ Cybercrime Students! ~ Pat's QB Sues
Yahoo
~ Instant Messaging Gap! ~ What Is "Rock Phish"? ~ New MyAES
Update!

-* Vista's Registration Hacked! *-
-* Net Neutrality Bill Doesn't Pass! *-
-* French Group Attacks PC Software Bundling! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj$atarinews$org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm

ww ooooo----ooooo ww http://www.atarinews.org
```

8672. Wanted: Removable part from ST mouse

Newsgroup: comp.sys.atari.st
Date: 2006-12-17 08:52:18 UTC
From: TjLaZer <tjlazer@rainierspamconnect.com>
Message-ID: <12oa1a1f4tn2o48@corp.supernews.com>
Source record: 6499

I have an ST mouse with a missing lower cover part, the kind that has clips (there are 2 different kinds, the other kind is the slider) Anyone have one? remove spam please!

8673. Just got an STE: What games support stereo sound?

Newsgroup: comp.sys.atari.st
Date: 2006-12-17 10:29:46 UTC
From: Toby Newman <google@asktoby.com>
Message-ID: <slrneoa70q.6fl.google@ID-171443.user.uni-berlin.de>
Source record: 6500

Just got an STE to upgrade my FM.
What games use stereo sound to allow me to test it?

Thanks

--
-Toby, who...
Add the word afiduluminag to the subject
field to circumvent my email filters.
Ignore any mail delivery error.

8674. Re: Just got an STE: What games support stereo sound?

Newsgroup: comp.sys.atari.st
Date: 2006-12-17 11:09:03 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4585254e$0$5748$afc38c87@news.optusnet.com.au>
Source record: 6501

Toby Newman wrote:
> Just got an STE to upgrade my FM.
> What games use stereo sound to allow me to test it?
>
> Thanks
>

Stardust
Zero 5
Rock'n roll clams
Sleepwalker
Obsession
Substation
Power up

Theres more but thats all off the top of my head atm. Truckloads of
demo's for the STE lurking around the net too.

Mark

8675. Re: st language disk

Newsgroup: comp.sys.atari.st
Date: 2006-12-17 17:21:00 UTC
From: Paul R <nospam@notarealemailaddress.com>
Message-ID: <45857c78$0$8754$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 6502

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.12.16.23.59.35.77877@charter.net...
> Try here:
>
> http://www.atari.org/services/systemdisks.php
>
> HTHs. :)
>

Here too!
http://www.vintagecomputercafe.com/atarisystemdisks.htm

8676. Re: st language disk

Newsgroup: comp.sys.atari.st
Date: 2006-12-17 18:06:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200612171906.a47350@b.maus.de>
Source record: 6512

hi jimmie,

J>where can i get one for my st?
ask your local atari dealer... (end of joke)

No, for what purpose do you need that disk? For 18 years, I've never
been feeling the need of that disk although I got one with my 1040
STFM in the summer of '88.

J>this is the one with the desktop accessories?
No.

Do you really want to write programs in ST Basic or play with the
turtle???

Please tell us what you are looking for and you will be helped if possible.

Und TTschï¿½
ps

8677. Re: wtb atari megafile

Newsgroup: comp.sys.atari.st
Date: 2006-12-17 21:44:09 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <GSihh.19891$Rj.13322@newsfe19.lga>
Source record: 6503

I have a meagile 30 if you want it Make me a offer. I just a day ago cleaned
it up, and cleared out all the dust in it. Reformated with HD DRIVER 8 and
it works great.
"jimmie" <james_23703@yahoo.com> wrote in message
news:1166315342.945002.57720@t46g2000cwa.googlegroups.com...
> would like an atari megafile harddrive complete with cable and software
> usa sales only please and email would be great
>
> thanks
>
> james portsmouth va
>

8678. Mup 5.3 for MiNT release

Newsgroup: comp.sys.atari.st
Date: 2006-12-18 11:25:29 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrneocul9.2ul.nospam@localhost.localdomain>
Source record: 6504

Hi Atarians,

The latest version of Mup - the powerful Music Notation software from
Arkkra Systems (http://www.arkkra.com) - is now available as SpareMiNT
RPM package. You can download it from here:

http://www.home.zonnet.nl/m.tarenskeen/download/mint/mup-5.3-1.m68kmint.rpm

Have fun !

--

Martin Tarenskeen

8679. Re: Falcon Clock Chips Dying

Newsgroup: comp.sys.atari.st
Date: 2006-12-19 03:46:35 UTC
From: TjLaZer <tjlazer@rainierspamconnect.com>
Message-ID: <12oeo4raoum5l39@corp.supernews.com>
Source record: 6505
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

"Tha Welshgit" <steve.sweet@btopenworld.com> wrote in message
news:nOydnWsXlYynV-3YnZ2dnUVZ8qidnZ2d@bt.com...
> Hi TomTom
>
> Its actually very easy to remove the chip and just as easy to pop the top
> off and miggy back a coin cell into a coin cell holder
>
>
> --
>
> (��.�(�*�.� �.�*�)�.��)
> �.���. Steve .���.�
> (�.��(�.��* *��.�)��.�)
>
Very easy? That is not what I hear (unless you are very good with a
soldering iron)

I know for me to remove a socket involves cutting off each leg and just
unsoldering the pins out. I am not very good and soldering but this does
the trick...

8680. Windows Media Player 11 Released

Newsgroup: comp.sys.atari.st
Date: 2006-12-19 11:53:57 UTC
From: priyank.iit@gmail.com
Message-ID: <1166529237.914904.3990@j72g2000cwa.googlegroups.com>
Source record: 6506
Cross-posted to: alt.slack,comp.sys.atari.st,soc.culture.usa,rec.music.makers.bowed-strings

Windows Media Player 11 Released

click here to download
(http://downloadhub.uni.cc/category/detail.php?id=5951)
Windows Media Player 11 for Windows XP offers great new ways to store
and enjoy all your music, video, pictures, and recorded TV. Play it,
view it, and sync it to a portable device for enjoying on the go or
even share with devices around your home-all from one place.
Simplicity In Design

Simplicity In Design
Bring a whole new look to your digital entertainment.
More of the Music You Love

More of the Music You Love
Breathe new life into your digital music experience.
All Your Entertainment in One Place

All Your Entertainment in One Place
Store and enjoy all of your music, video, pictures, and recorded TV.
Enjoy Everywhere

Enjoy Everywhere
Stay connected with your music, video, and pictures no matter where you
are.
click here to download
http://downloadhub.uni.cc/category/detail.php?id=5951

8681. Re: Windows Media Player 11 Released

Newsgroup: comp.sys.atari.st
Date: 2006-12-19 12:08:58 UTC
From: Rontus Mekora <michael@subgenious.com>
Message-ID: <uDQhh.10543$HU.1310@news-server.bigpond.net.au>
Source record: 6507
Cross-posted to: alt.slack,comp.sys.atari.st,soc.culture.usa,rec.music.makers.bowed-strings

```
<priyank.iit@gmail.com> wrote in message
news:1166529237.914904.3990@j72g2000cwa.googlegroups.com...
> Windows Media Player 11 Released
>
> click here to download
> (http://downloadhub.uni.cc/category/detail.php?id=5951)
> Windows Media Player 11 for Windows XP offers great new ways to store
> and enjoy all your music, video, pictures, and recorded TV. Play it,
> view it, and sync it to a portable device for enjoying on the go or
> even share with devices around your home-all from one place.
> Simplicity In Design
>
> Simplicity In Design
> Bring a whole new look to your digital entertainment.
> More of the Music You Love
>
> More of the Music You Love
> Breathe new life into your digital music experience.
> All Your Entertainment in One Place
>
> All Your Entertainment in One Place
> Store and enjoy all of your music, video, pictures, and recorded TV.
> Enjoy Everywhere
>
> Enjoy Everywhere
> Stay connected with your music, video, and pictures no matter where you
> are.
> click here to download
> http://downloadhub.uni.cc/category/detail.php?id=5951
>

THANKS!
```

8682. Re: Opera 9.1 (was: Windows Media Player 11 Released)

Newsgroup: comp.sys.atari.st
Date: 2006-12-19 12:29:26 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4587db27$0$25912$ba4acef3@news.orange.fr>
Source record: 6508

Hi,

Just released <http://www.opera.com/> :)

ATARIstically,

-- François LE COAT
Author of Eureka 2.12 (2D Graph describer, 3D Modeller)
http://eureka.atari.org

Rontus Mekora wrote :
> priyank.iit@gmail.com> wrote :
>> Windows Media Player 11 Released
>>
>> click here to download
>> (http://downloadhub.uni.cc/category/detail.php?id=5951)
>> Windows Media Player 11 for Windows XP offers great new ways to store
>> and enjoy all your music, video, pictures, and recorded TV. Play it,
>> view it, and sync it to a portable device for enjoying on the go or
>> even share with devices around your home-all from one place.
>> Simplicity In Design
>>
>> Simplicity In Design
>> Bring a whole new look to your digital entertainment.
>> More of the Music You Love
>>
>> More of the Music You Love
>> Breathe new life into your digital music experience.
>> All Your Entertainment in One Place
>>
>> All Your Entertainment in One Place
>> Store and enjoy all of your music, video, pictures, and recorded TV.
>> Enjoy Everywhere
>>
>> Enjoy Everywhere
>> Stay connected with your music, video, and pictures no matter where you
>> are.
>> click here to download
>> http://downloadhub.uni.cc/category/detail.php?id=5951
>
> THANKS!

8683. Re: Windows Media Player 11 Released

Newsgroup: comp.sys.atari.st
Date: 2006-12-19 14:49:51 UTC
From: tartarus@rome.com
Message-ID: <1166539791.040600.234730@t46g2000cwa.googlegroups.com>
Source record: 6509
Cross-posted to: alt.slack,comp.sys.atari.st,soc.culture.usa,rec.music.makers.bowed-strings

Rontus Mekora wrote:
> <priyank.iit@gmail.com> wrote in message
> news:1166529237.914904.3990@j72g2000cwa.googlegroups.com...
> > Windows Media Player 11 Released
> >
> > click here to download
> > (http://downloadhub.uni.cc/category/detail.php?id=5951)
> > Windows Media Player 11 for Windows XP offers great new ways to store
> > and enjoy all your music, video, pictures, and recorded TV. Play it,
> > view it, and sync it to a portable device for enjoying on the go or
> > even share with devices around your home-all from one place.
> > Simplicity In Design
> >
> > Simplicity In Design
> > Bring a whole new look to your digital entertainment.
> > More of the Music You Love
> >
> > More of the Music You Love
> > Breathe new life into your digital music experience.
> > All Your Entertainment in One Place
> >
> > All Your Entertainment in One Place
> > Store and enjoy all of your music, video, pictures, and recorded TV.
> > Enjoy Everywhere
> >
> > Enjoy Everywhere
> > Stay connected with your music, video, and pictures no matter where you
> > are.
> > click here to download
> > http://downloadhub.uni.cc/category/detail.php?id=5951
> >
>
> THANKS!

Yeah, that's the best, ain't it?

Tartarus

8684. Re: Falcon Clock Chips Dyingve

Newsgroup: comp.sys.atari.st
Date: 2006-12-19 15:51:23 UTC
From: Derryck Croker <derryckNOSPAM@cix.co.uk.invalid>
Message-ID: <20061219155123784414-derryckNOSPAM@cixcoukinvalid>
Source record: 6510
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

On 2006-12-19 03:46:35 +0000, "TjLaZer" <tjlazer@rainierspamconnect.com> said:

> Very easy? That is not what I hear (unless you are very good with a
> soldering iron)

Steve mentioned two ways to fix this problem - the second one doesn't
even need you to take the motherboard out of the case??

--
Derryck

8685. MegaliST

Newsgroup: comp.sys.atari.st
Date: 2006-12-19 20:24:39 UTC
From: Martin <martin@moshpitbastard.de>
Message-ID: <45884a8a$0$19265$6c4959f3@news.easynews.nl>
Source record: 6511

i once found a document on the web listing the contents of all the
medway boys, pompey pirates, d-bug, ... menu disks for the st. it was
called "megaliST" or something like that. I somehow must have erased it
(arrrrrgh) and CAN'T FIND IT on the web anymore. does anyone have a
similar list or knows where to get one???

8686. Re: Just got an STE: What games support stereo sound?

Newsgroup: comp.sys.atari.st
Date: 2006-12-19 22:29:09 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1166567349.895197.154770@73g2000cwn.googlegroups.com>
Source record: 6513

On Dec 17, 12:09 pm, Mark Bedingfield
<atari...@nomorespampleaseoptusnet.com.au> wrote:
> Toby Newman wrote:
> > Just got an STE to upgrade my FM.
> > What games use stereo sound to allow me to test it?
>
> > ThanksStardust
> Zero 5
> Rock'n roll clams
> Sleepwalker
> Obsession
> Substation
> Power up
>
> Theres more but thats all off the top of my head atm. Truckloads of
> demo's for the STE lurking around the net too.

Plus the awesome 'Wings Of Death'.

8687. Re: atari mouse

Newsgroup: comp.sys.atari.st
Date: 2006-12-19 22:32:47 UTC
From: Coda <jan.honza@gmail.com>
Message-ID: <1166567567.833234.136720@a3g2000cwd.googlegroups.com>
Source record: 6514

On Dec 17, 2:34 am, "jimmie" <james_23...@yahoo.com> wrote:
> need one mine finally pooped out.
>
> jim (usa)

Yeah that mouse poop is pretty bad stuff.

I recommend white wine vinegar on a cloth. That should get rid of the
smell.

8688. Re: Windows Media Player 11 Released

Newsgroup: comp.sys.atari.st
Date: 2006-12-20 00:03:52 UTC
From: "Pope Philistine... ...or Something" <pope_phil_minty@normal-restrictions-apply.com>
Message-ID: <KlidndVmee4g4BXYRVnyiQA@bt.com>
Source record: 6515
Cross-posted to: alt.slack,comp.sys.atari.st,soc.culture.usa,rec.music.makers.bowed-strings

priyank.iit@gmail.com wrote:
> Windows Media Player 11 Released
>
> click here to download
> (http://downloadhub.uni.cc/category/detail.php?id=5951)
> Windows Media Player 11 for Windows XP offers great new ways to store
> and enjoy all your music, video, pictures, and recorded TV. Play it,
> view it, and sync it to a portable device for enjoying on the go or
> even share with devices around your home-all from one place.
> Simplicity In Design
>
> Simplicity In Design
> Bring a whole new look to your digital entertainment.
> More of the Music You Love
>
> More of the Music You Love
> Breathe new life into your digital music experience.
> All Your Entertainment in One Place
>
> All Your Entertainment in One Place
> Store and enjoy all of your music, video, pictures, and recorded TV.
> Enjoy Everywhere
>
> Enjoy Everywhere
> Stay connected with your music, video, and pictures no matter where you
> are.
> click here to download
> http://downloadhub.uni.cc/category/detail.php?id=5951
>

hey! Microsoft have changed their URL... maybe that's suspicious...?

8689. Re: Windows Media Player 11 Released

Newsgroup: comp.sys.atari.st
Date: 2006-12-20 01:54:22 UTC
From: John F <jpfarrer@telus.net76888>
Message-ID: <iJ0ih.71628$YV4.60366@edtnps89>
Source record: 6516
Cross-posted to: alt.slack,comp.sys.atari.st,soc.culture.usa,rec.music.makers.bowed-strings

Personally I would be VERY careful of downloading it from anywhere other
than Microsoft at http://www.microsoft.com/windows/windowsmedia/default.mspx

You never know what you are getting from other sites.

John F

Pope Philistine... ...or Something wrote:
, video, and pictures no matter where you
>> are.
>> click here to download
>> http://downloadhub.uni.cc/category/detail.php?id=5951
>>
>
>
> hey! Microsoft have changed their URL... maybe that's suspicious...?

8690. Re: Windows Media Player 11 Released

Newsgroup: comp.sys.atari.st
Date: 2006-12-20 15:48:59 UTC
From: toothy_grin@theglaholts.net
Message-ID: <LXcih.4$UQ.3@newsfe02.lga>
Source record: 6517
Cross-posted to: alt.slack,comp.sys.atari.st,soc.culture.usa,rec.music.makers.bowed-strings

In comp.sys.atari.st Pope Philistine... ...or Something
<pope_phil_minty@normal-restrictions-apply.com> wrote:
>
>
> priyank.iit@gmail.com wrote:
>> Windows Media Player 11 Released
>> click here to download
>> http://downloadhub.uni.cc/category/detail.php?id=5951
>>
>
> hey! Microsoft have changed their URL... maybe that's suspicious...?

Suspicious??? I have no idea what you're ta~~xxhhxh~##hx
NO CARRIER

8691. Re: Windows Media Player 11 Released

Newsgroup: comp.sys.atari.st
Date: 2006-12-20 21:35:55 UTC
From: Leonard The Committed <leothecomm@gmail.com>
Message-ID: <pan.2006.12.20.21.32.36.100630@gmail.com>
Source record: 6518
Cross-posted to: alt.slack,comp.sys.atari.st,soc.culture.usa,rec.music.makers.bowed-strings

> Bring a whole new look to your digital entertainment.

What, they changed the color of the "blue screen of death"?

8692. Re: Windows Media Player 11 Released

Newsgroup: comp.sys.atari.st
Date: 2006-12-20 23:38:04 UTC
From: "Pope Philistine... ...or Something" <pope_phil_minty@normal-restrictions-apply.com>
Message-ID: <6OOdnYQhHpC2VBTYnZ2dnUVZ8qDinZ2d@bt.com>
Source record: 6519
Cross-posted to: alt.slack,comp.sys.atari.st,soc.culture.usa,rec.music.makers.bowed-strings

John F wrote:
> Personally I would be VERY careful of downloading it from anywhere other
> than Microsoft at
> http://www.microsoft.com/windows/windowsmedia/default.mspx
>
> You never know what you are getting from other sites.

what???? REALLY??????

8693. [ANN] Anodyne Software web site update

Newsgroup: comp.sys.atari.st
Date: 2006-12-21 04:30:43 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <t82ko25knp3frmqr7uhmoibknerttdfl6l@4ax.com>
Source record: 6520

The Anodyne Software web site has been updated, as follows:

ExtenDOS 4 version 4.05 is now available. It fixes problems in CD.BOS, CDaudio and ExtInfo, and increases compatibility with some drives with buggy firmware. A patch to update previous versions to version 4.05 is available from the web page at:
http://www.anodynesoftware.com/e4/updates.htm

A note has been added concerning a minor problem with CDwriter; see the CD Writer Suite web page at:
http://www.anodynesoftware.com/cdws4/support.htm

If you are in the habit of accessing the alternate web site rather than the main one, please note that the alternate has been moved to:
http://www.magma.ca/~anodyne

Roger Burrows

8694. WTB: mega st with keyboard

Newsgroup: comp.sys.atari.st
Date: 2006-12-21 20:50:24 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1166734224.062558.17950@f1g2000cwa.googlegroups.com>
Source record: 6521

got one e mail with with your price (reasonable) thanks
usa sales only please

jim usa

8695. Re: MegaliST

Newsgroup: comp.sys.atari.st
Date: 2006-12-22 14:21:28 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1166797288.163201.270190@a3g2000cwd.googlegroups.com>
Source record: 6522

Here's one:

http://www.codejedi.com/castaway/binaries/stgames23.txt

There might be some updates for it somewhere...

Rory

Martin wrote:
> i once found a document on the web listing the contents of all the
> medway boys, pompey pirates, d-bug, ... menu disks for the st. it was
> called "megaliST" or something like that. I somehow must have erased it
> (arrrrrgh) and CAN'T FIND IT on the web anymore. does anyone have a
> similar list or knows where to get one???

8696. 25% OFF ALL ATARI ST XMAS SALE!

Newsgroup: comp.sys.atari.st
Date: 2006-12-22 15:46:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612220744100.12855-100000@onyx.spiritone.com>
Source record: 6523
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Order over $50 gets 25% off Hardware, Accessories, Games/Software & Books
4 the Atari ST Computer line! Order over $100 GETS A BRAND NEW GAME FREE,
AS A GIFT & STILL GETS 25% OFF ATARI SALES THIS DECEMBER! Call Ben Anytime
@(503)256-9974! E-Mail BenSells@Atari.org &/or GET FREE Atari Catalogs @
http://BensCatalogs.Atari.org Got Atari?Most items I have 1, 2 or too few
of. Get them While they last! Come for the Sales, Stay for the Service!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

ALL BRAND NEW GAMES FOR ATARI ST! $20-$30 EACH! YOU MAY HAVE A GAME AS
A HOLIDAY GIFT FOR PURCHASES OVER $100 + 25% OFF!GAME TITLES LISTED BELOW!

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika
Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; All
Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War
in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids
Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal;
Backgammon; Back to the Future part III; Back to the Golden Age; The Ball
Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip;
BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block
Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction
Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery
Disk; California Games; California Games II; Campaign-Tactical & Strategic War
Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and
the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion
of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the
Light Brigade; Chariots of Wrath; Sid Meier's Civilization; Club Backgammon;
Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado;
Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for
the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash
Garret; Crime Does Not Pay; Crimson Crown-Further Adventures in Transylvania;
Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare
you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious
Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight
80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The
Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape;
Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of
Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948;
edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike
Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation:
CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1;
Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final
Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood;

Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist; Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour;

XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf; Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8697. Wanted: Atari Mega ST4 & ICD LINKs!

Newsgroup: comp.sys.atari.st
Date: 2006-12-22 15:48:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612220746460.12855-100000@onyx.spiritone.com>
Source record: 6524
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Interested? Read on!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8698. PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-12-22 15:50:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612220748430.12855-100000@onyx.spiritone.com>
Source record: 6525
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buying out an Atari warehouse that's been locked up for over a decade! Games & more listed below for ST & 8 Bit!Reserving orders UpFront for Any-Customer! If this lot goes well, I'll buy more Atari lots! Titles listed below I'll get 1, 2 or 3 of. Saving Atari Games from oblivion by PrePaying your order. All are NEW in BOX! If you dont buy Today, I cant save you any Money!E-Mail BenSells@Atari.org or call (503)256-9974!1st come, 1st serve!

Midway Battles and Ultima II are already spoken for.

Prices below are for one copy each.

8 bit titles

decision in the desert; micropose $20
kennedy approach; micropose $20
logo; atari, complete in thick silver box $20
napolean in russia; datasoft $20

st titles

arcanan; no excuses $20
auto duel; origin $50
axe of rage; epyx $20
data manager; time works $20
design idea; time works $20
down hill challenge; broderbund $20
fleet sreet publishing; michtron $20
fools errand; miles $20
frostbyte; microvalue $20
goldenpath; firebird $20
gridiron glory; bethesda $20
lords of conflict; electronic arts $20
manhunter 2; sierra $30
midway battles; tdc $20
olympus; olympus $20
operation clean streets; broderbund $20
people places things; time works $20
phantasm; exocet $20
santa paravia; starsoft $20
sorcerer of claymorgue castle; keypunch $20
space quest; sierra $30
starflight; tpi $20
stock market game; tdc $20
summer games; epyx $20

symbols and slogans; time works $20
tank attack by; artworx $20
targhan; silamarlis $20
ultima II; sierra $60
zynaps; hewson $20

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8699. Sexiest game for the AMIGA???

Newsgroup: comp.sys.atari.st
Date: 2006-12-23 03:36:23 UTC
From: Ed Zagmoon <spartan_isle@yahoo.com>
Message-ID: <1166844983.156314.82590@48g2000cwx.googlegroups.com>
Source record: 6526
Cross-posted to: comp.sys.amiga.games,alt.recipes.babies,comp.sys.atari.st

Unlike the crappy ATARI ST, the AMIGA was able to create
really sexy sprites, e.g. a girl looked like a girl on the AMIGA
while it looked like a blocky something on the ST.

So which is the sexiest, most erotic game for the AMIGA???

8700. Re: Sexiest game for the AMIGA???

Newsgroup: comp.sys.atari.st
Date: 2006-12-23 11:19:02 UTC
From: zeem <alex_taylor@ntlworldREMOVE.com>
Message-ID: <Gg8jh.13078$v4.4597@newsfe3-win.ntli.net>
Source record: 6527
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

Ed Zagmoon wrote:
> Unlike the crappy ATARI ST, the AMIGA was able to create
> really sexy sprites, e.g. a girl looked like a girl on the AMIGA
> while it looked like a blocky something on the ST.
>
> So which is the sexiest, most erotic game for the AMIGA???
>
Note to anyone who wants to reply to this: please remove
alt.recipes.babies from the list of groups, because that's where the
troll keeps track of the replies.

--
Alex Taylor

8701. Re: Sexiest game for the AMIGA???

Newsgroup: comp.sys.atari.st
Date: 2006-12-23 11:22:51 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <458d118b$0$2234$91cee783@newsreader01.highway.telekom.at>
Source record: 6528
Cross-posted to: comp.sys.amiga.games,alt.recipes.babies,comp.sys.atari.st

Ed Zagmoon wrote:

> Unlike the crappy ATARI ST, the AMIGA was able to create
> really sexy sprites, e.g. a girl looked like a girl on the AMIGA
> while it looked like a blocky something on the ST.
>
> So which is the sexiest, most erotic game for the AMIGA???

Leisure suit Larry (never played though).

Best regards,

Daniel Mandic

8702. Displaying directory sizes

Newsgroup: comp.sys.atari.st
Date: 2006-12-23 12:15:45 UTC
From: vdjole@EUnet.yu
Message-ID: <emj6lf$u2h$2@news.eunet.yu>
Source record: 6529

Hi;

What would be the politically correct way to treat the sizes
of directory objects that can be retrieved in some filesystems?
Should thay be displayed and counted/summed or should they be ignored?

I am not referring to the summary sizes of items -in- a directory,
but to the sizes of the objects with the directory attributes and
information themselves.

Original Atari desktop ignores them but some desktops and iirc some file-
selectors display them. What would be 'proper' ? (I am more inclined to
ignoring them, as I do not see that they are useful information).

cu;

8703. Re: Displaying directory sizes

Newsgroup: comp.sys.atari.st
Date: 2006-12-23 21:53:31 UTC
From: Karsten Lüdersen <dev.null@kalue.de>
Message-ID: <3231f9a9e584f6ad065b22d14bec262e@ID-163102.user.uni-berlin.de>
Source record: 6530

Djordje Vukovic <vdjole@EUnet.yu> schrieb :

> What would be 'proper' ?

I think jinnee does it right: let the user choose, if he wants to see the sizes or not. Sometimes I need the foldersizes e.g. for burning CDs. But on big partitions with lots of files it takes much time to add the sizes of a directory and its children.

Gruï¿½,
Karsten

--
http://www.kalue.de/

8704. Atari Meeting Dordrecht

Newsgroup: comp.sys.atari.st
Date: 2006-12-23 23:19:10 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrneorebe.3g6.nospam@localhost.localdomain>
Source record: 6531

Hi,

Will there be an Atari meeting in Dordrecht (NL) in 2007 ?
Are you reading this Jos ?

--

Martin

8705. Mega STE Floppy and Keyoard

Newsgroup: comp.sys.atari.st
Date: 2006-12-24 02:43:09 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <_Oljh.37225$gj2.16251@newsfe23.lga>
Source record: 6532

I just received a Mega STE. The 1.44 Floppy drive is not working. I have been searching for one. And I understand that its a Epson Smd-340. I have searched for this on ebay and came up with a large list. But I am not sure if any of then will work beause they all have differnt numbers after the 340. Anyone know where I can get one or if you look on ebay will any of those work. Also it needs a keyboard. Anyone know where I can get one?

8706. Re: Displaying directory sizes

Newsgroup: comp.sys.atari.st
Date: 2006-12-24 11:31:54 UTC
From: miro.kropacek@gmail.com
Message-ID: <1166959914.749131.260050@i12g2000cwa.googlegroups.com>
Source record: 6533

> I think jinnee does it right: let the user choose, if he wants to see the
> sizes or not. Sometimes I need the foldersizes e.g. for burning CDs. But on
> big partitions with lots of files it takes much time to add the sizes of a
> directory and its children.
>
I think Djordje means if teradesk should show the size of directory
entries itself -- i.e. not the content of directory but how much space
it takes on filesystem (i.e. 4 KB) if you create new directory. Maybe
I'm wrong :) But in this case I choose ignoring them...

8707. Atari Online News, Etc. #08-51

Newsgroup: comp.sys.atari.st
Date: 2006-12-24 14:15:03 UTC
From: "Dana @ A-ONE" <dpj@atarinews.org>
Message-ID: <1166969703.515233.85500@n51g2000cwc.googlegroups.com>
Source record: 6534

A-ONE #0851 12/22/06

~ Seasons Greetings All! ~ People Are Talking! ~ New mmSAP
Update!
~ MSX Emulator Source! ~ Santa Not Welcome Here ~ New tos.hyp
Version!
~ Opera Phishing Filter! ~ New Studio Son Beta! ~ Improve Your
Spinnish!
~ New Mup for MiNT Out! ~ PC Data Held Captive! ~ 'Big Yellow'
Attacks!

-* It's Spam for the Holidays! *-
-* Windows, IE Animations Running Amok *-
-* Video Gamers Share Their Pain and Mishaps! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj+atarinews+org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
```

ww ooooo----ooooo ww http://www.atarinews.org

8708. Re: Atari Meeting Dordrecht

Newsgroup: comp.sys.atari.st
Date: 2006-12-24 15:08:03 UTC
From: "gander666@gmail.com" <gander666@gmail.com>
Message-ID: <1166972883.331081.274610@n51g2000cwc.googlegroups.com>
Source record: 6535

Martin Tarenskeen wrote:
> Hi,
>
> Will there be an Atari meeting in Dordrecht (NL) in 2007 ?
> Are you reading this Jos ?
>
> --
>
> Martin

Wow, Dordrecht. I never thought I would see that name in an Atari group. One of our satellite offices is there at the company that I have worked at, and i have been there a few times.

I know this is off topic, but I couldn't not respond...

Geoff

8709. Re: Atari Meeting Dordrecht

Newsgroup: comp.sys.atari.st
Date: 2006-12-24 15:45:14 UTC
From: Martin Byttebier <geek@atarians.com>
Message-ID: <458ea08a$1_3@x-privat.org>
Source record: 6536

Martin Tarenskeen wrote:
>
> Hi,
>
> Will there be an Atari meeting in Dordrecht (NL) in 2007 ?
> Are you reading this Jos ?

I don't think Jos is still reading Atari newsgroups.

You'd better ask this in the Dutch Atari mailing list.
atari-nederland@yahoogroups.com
Jos post there from time to time.

Doei,

Martin

--
*********Greetings from Troll Newsreader**********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm

8710. Re: PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.st
Date: 2006-12-24 19:56:29 UTC
From: marika <mcenko@mindspring.com>
Message-ID: <op.tk2y91xmhvxdbn@dialup-4.248.230.254.dial1.washington2.level3.net>
Source record: 6537
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Fri, 22 Dec 2006 10:50:42 -0500, Bravo Sierra Computers
<atari@aracnet.com> wrote:

> I'm buying out an Atari warehouse that's been locked up for over a
> decade!

oh my god
I remember this incident well...I always wondered what happened with it...

> Games & more listed below for ST & 8 Bit!

thanks for the uppdate

> Reserving orders UpFront for Any-
> Customer! If this lot goes well, I'll buy more Atari lots! Titles listed
> below I'll get 1, 2 or 3 of. Saving Atari Games from oblivion by
> PrePaying
> your order. All are NEW in BOX! If you dont buy Today, I cant save you
> any
> Money!E-Mail BenSells@Atari.org or call (503)256-9974!1st come, 1st
> serve!
>
> Midway Battles and Ultima II are already spoken for.
>
> Prices below are for one copy each.
>
> 8 bit titles
>
> decision in the desert; micropose $20
> kennedy approach; micropose $20
> logo; atari, complete in thick silver box $20
> napolean in russia; datasoft $20
>
> st titles
>
> arcanan; no excuses $20
> auto duel; origin $50
> axe of rage; epyx $20
> data manager; time works $20
> design idea; time works $20
> down hill challenge; broderbund $20
> fleet sreet publishing; michtron $20
> fools errand; miles $20
> frostbyte; microvalue $20

> goldenpath; firebird $20
> gridiron glory; bethesda $20
> lords of conflict; electronic arts $20
> manhunter 2; sierra $30
> midway battles; tdc $20
> olympus; olympus $20
> operation clean streets; broderbund $20
> people places things; time works $20
> phantasm; exocet $20
> santa paravia; starsoft $20
> sorcerer of claymorgue castle; keypunch $20
> space quest; sierra $30
> starflight; tpi $20
> stock market game; tdc $20
> summer games; epyx $20
> symbols and slogans; time works $20
> tank attack by; artworx $20
> targhan; silamarlis $20
> ultima II; sierra $60
> zynaps; hewson $20
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
> or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

8711. Use your PC joystick and PC mouse for on your Atari ST(e)

Newsgroup: comp.sys.atari.st
Date: 2006-12-25 04:58:35 UTC
From: Rajni <krishnasoft@gmail.com>
Message-ID: <1167022715.809611.150690@73g2000cwn.googlegroups.com>
Source record: 6538

Sorry for delaying this message, but currently auction is about to end
regarding this simulator of Atari joystick and mouse:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=320064614051&ssPageName=STRK:MESE:IT&ih=011

I'll post details soon regarding this item as I am having trouble with
staying logged in...

8712. BITS intro#32 "Merry CHRISTMAS"

Newsgroup: comp.sys.atari.st
Date: 2006-12-25 14:34:35 UTC
From: solO2 <so_o2@mailcity.com>
Message-ID: <1167057275.057715.27250@48g2000cwx.googlegroups.com>
Source record: 6539

```
BITS

present...

"Merry CHRISTMAS"
intro # 32
20061225
.-------------------------------------.
| . . * Merry * . * |
|* * * . . * . |
| CC H H RR I SS TTT M M A SS |
| C .H H R R I S . T MM MM A A S |
| C * HHH RR .I S * T. M M M AAA .S .|
| C. H H.R R I* S T M* M A A S |
| CC H H R R I SS . T M . M A A SS |
|. . * . * . * . . |
| 20061225 .* BYTE PIXL ATOM SOLO *|
| . * . * . * . |
|*************************************|
'-------------------------------------'

BITS are:
BYTE ..... code&programming
SOLO ..... distribution&contact
PIXL ..... graphics&fonts
ATOM ..... sound&music

Contact: so_o2@mailcity.com

Web: http://thebitsclub.tripod.com/

Download: http://thebitsclub.tripod.com/BITS32-ST-20061225.ZIP
```

8713. atari megafile??

Newsgroup: comp.sys.atari.st
Date: 2006-12-25 18:07:29 UTC
From: jimmie <james_23703@yahoo.com>
Message-ID: <1167070049.742482.14590@f1g2000cwa.googlegroups.com>
Source record: 6540

what type of harddrive was used in the atari megafile? i know it was
not scsi or ide? please advise

happy holidays to all

james

8714. Re: atari megafile??

Newsgroup: comp.sys.atari.st
Date: 2006-12-25 18:12:59 UTC
From: Robert Schaffner <rs.mac-kein-spam@t-online.de>
Message-ID: <emp4bdjif00$1@news.t-online.com>
Source record: 6541

jimmie schrieb:
> what type of harddrive was used in the atari megafile? i know it was
> not scsi or ide? please advise

MFM/RLL

--
-= DOIT-Hardware FAQs =-
____
Apple Macintosh Hardware FAQs
<http://www.doitarchive.de>

8715. TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-25 18:48:53 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <pan.2006.12.25.18.48.53.560714@timestorm.ross.com>
Source record: 6542

I see on a few Modula-2 related sites that TDI Modula-2/ST is available
for download. However, the URLs provided are no longer active. Doea
anyone know of a valid source? For those helpful types, I know about
Megamax Modula-2, and have it, thanks :)

Terry

--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

8716. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-25 23:33:43 UTC
From: leaver@alpha.com.au
Message-ID: <45906487_1@news.chariot.net.au>
Source record: 6543

On 25 Dec 2006 13:48:53 , qnr wrote:
>I see on a few Modula-2 related sites that TDI Modula-2/ST is available
>for download. However, the URLs provided are no longer active. Doea
>anyone know of a valid source? For those helpful types, I know about
>Megamax Modula-2, and have it, thanks :)
>
>Terry

Terry,

Rather than bore the pants off the news gorup = If you are interested
in TDI Modula I can help you. My email address is alphalink, not
alpha.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

8717. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-26 00:39:03 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <pan.2006.12.26.00.39.03.137477@timestorm.ross.com>
Source record: 6544

On Tue, 26 Dec 2006 10:23:43 +1050, David Leaver wrote:

> Rather than bore the pants off the news gorup = If you are interested in
> TDI Modula I can help you. My email address is alphalink, not alpha.
>
> David

Thank you David. I'll contact you in a while.

Terry
--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

8718. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-26 02:48:33 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <pan.2006.12.26.02.48.32.374830@timestorm.ross.com>
Source record: 6545

On Tue, 26 Dec 2006 10:23:43 +1050, David Leaver wrote:

> Rather than bore the pants off the news gorup = If you are interested in
> TDI Modula I can help you. My email address is alphalink, not alpha.
>
> David
>
>
> Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia

David,

I see some visits to my site from CAB and Highwire. Would those be from you? I'm wondering if the site displayed ok. I've tried to keep my sites straight HTML over the years, specifically to allow all browsers equal access, however, I recently started using a CMS called Joomla, and I don't know how well it will display in Atari browsers.

Terry

--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

8719. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-27 04:07:06 UTC
From: leaver@alphalink.com.au
Message-ID: <4591f61a_3@news.chariot.net.au>
Source record: 6546

>David,
>
>I see some visits to my site from CAB and Highwire. Would those be from
>you? I'm wondering if the site displayed ok. I've tried to keep my sites
>straight HTML over the years, specifically to allow all browsers equal
>access, however, I recently started using a CMS called Joomla, and I don't
>know how well it will display in Atari browsers.
>
>Terry

Terry,

Yes I did try, and neither Highwire nor CAB had any luck. Highwire
reported 'header timeout' and CAB just kept waiting.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

8720. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-27 05:51:47 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <pan.2006.12.27.05.51.47.213095@timestorm.ross.com>
Source record: 6547

On Wed, 27 Dec 2006 14:57:06 +1050, David Leaver wrote:

> Yes I did try, and neither Highwire nor CAB had any luck. Highwire
> reported 'header timeout' and CAB just kept waiting.
>
> David

Ugh... that's too bad. I'm going to need to work around that. I don't
have much that is Atari related on the site at the moment, however, the
site should be accessible by everyone, just on general principles.

Terry
--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

8721. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-27 09:26:12 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <45923ca0$0$5524$ba620e4c@news.skynet.be>
Source record: 6548

On Wednesday 27 December 2006 05:07, David Leaver wrote:

>>I've tried to keep my
>>sites straight HTML over the years, specifically to allow all browsers
>>equal access, however, I recently started using a CMS called Joomla,
>>and I don't know how well it will display in Atari browsers.

> Yes I did try, and neither Highwire nor CAB had any luck. Highwire
> reported 'header timeout' and CAB just kept waiting.

The development version of HighWire displays the site just fine. So this
is being fixed to everybody's satisfaction :-)

Cheers,
JFL

8722. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-27 17:08:20 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <pan.2006.12.27.17.08.20.886397@timestorm.ross.com>
Source record: 6549

On Wed, 27 Dec 2006 10:26:12 +0100, Jean-Franï¿½ois Lemaire wrote:

> The development version of HighWire displays the site just fine. So this
> is being fixed to everybody's satisfaction :-)
>
> Cheers,
> JFL

Ah. Good, thanks for the information :)

Terry

--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

8723. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-28 02:37:37 UTC
From: leaver@alphalink.com.au
Message-ID: <459332a1_3@news.chariot.net.au>
Source record: 6550

On 27 Dec 2006 12:08:20 , qnr wrote:
>On Wed, 27 Dec 2006 10:26:12 +0100, Jean-Fran&#65533;ois Lemaire wrote:
>
>> The development version of HighWire displays the site just fine. So this
>> is being fixed to everybody's satisfaction :-)
>>
>> Cheers,
>> JFL
>
>Ah. Good, thanks for the information :)
>
>Terry

I was under the impression that I was using the development version
too..... ah well.

David (sort of member of the Highwire team)

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

8724. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-28 03:18:37 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <pan.2006.12.28.03.18.37.584821@timestorm.ross.com>
Source record: 6551

On Thu, 28 Dec 2006 13:27:37 +1050, David Leaver wrote:

>
> I was under the impression that I was using the development version
> too..... ah well.
>
> David (sort of member of the Highwire team)
>
> Susan and David Leaver 10 Goodparla St,
> Hawker, ACT 2614
> Australia
David,

Only obvious difference seems to be with stik/mintnet

au Australia mozilla 4.0 (compatible; atari highwire/0.3.1 stik2)
2006-12-28 03:04:23
be Belgium mozilla 4.0 (compatible; atari highwire/0.3.1 mintnet)
2006-12-27 09:52:29

--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

8725. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-28 07:38:48 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <459374f1$0$21501$ba620e4c@news.skynet.be>
Source record: 6552

On Thursday 28 December 2006 04:18, qnr wrote:

> On Thu, 28 Dec 2006 13:27:37 +1050, David Leaver wrote:

>> I was under the impression that I was using the development version
>> too..... ah well.

> Only obvious difference seems to be with stik/mintnet
>
> au Australia mozilla 4.0 (compatible; atari highwire/0.3.1 stik2)
> 2006-12-28 03:04:23
> be Belgium mozilla 4.0 (compatible; atari highwire/0.3.1 mintnet)
> 2006-12-27 09:52:29

I think that's it, then. I just tried with HighWire 0.3.0 (MiNTnet), and
although the display seems a tad less conformant than 0.3.1, it's OK.

Cheers,
Jef

8726. BUY 4 ATARI ST GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.st
Date: 2006-12-28 19:59:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612281158250.14962-100000@onyx.spiritone.com>
Source record: 6553
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT JANUARY ATARI SALES!

Buy 4 Atari ST Games, Get 1 FREE! You can qualify for more than 1 free offer by doubling, or tripling, etc. your order. NEW Games Listed below.

3D Pool; 5 Intelligent Strategy Games; A320 Airbus; Action Fighter; Afrika Korps; Airball; Air Bucks; Air Support; A.L.C.O.N.; Alien Fires-2199 AD; All Aboard-The Microgauge Train Set; Alpha Waves; Amazon; The Ancient Art of War in the Skies; APB; ArcticFox; Armalyte-The Final Run; Artura; Asteroids Deluxe; Atomino; Aussie Joker Poker; Axe of Rage; B17 Flying Fortress; Baal; Backgammon; Back to the Future part III; Back to the Golden Age; The Ball Game; Bart vs. the World; BattleHawks 1942; Battle Master; BattleShip; BattleZone; Beach Volley; Black Gold; Black Lamp; Blitzkrieg May 1940; Block Out; Blood Money; BoBo; Boston Bomb Club; Botics; Boulder Dash Construction Kit; B.S.S. Jane Seymour; Bubble+; California Challenge-Test Drive II Scenery Disk; California Games; California Games II; Campaign-Tactical & Strategic War Simulation; Campaign-From North Africa to Northern Europe; Captain Planet and the Planeteers; Carrier Command; Cartoon Capers; Centerfold Squares; Champion of the Raj; Championship Wrestling; Chaos Strikes Back; The Charge of the Light Brigade; Chariots of Wrath; Sid Meier's Civilization; Club Backgammon; Clue-Master Detective; The Colonel's Bequest-a Laura Bow Mystery; Colorado; Combat Course; Combat Zone; Combo Racer; Conquests of Camelot-the Search for the Grail; Cool World; Corruption; Cosmic Pirate; Crack Down; Crack'ed; Crash Garret; Crime Does Not Pay; Crimson Crown-Further Adventures in Transylvania; Crystal Castles; Damocles Mission Disk 2; Dark Castle; DarkMan; D-Day | Dare you Re-Live it?; Death Sword; Defender II; Defenders of the Earth; Devious Designs; Devon Aire in the Hidden Diamond Caper; Disc; Dive Bomber; DogFight 80 years of Aerial Warfare; Domination; Doodlebug; Double Dragon II-The Revenge; Downhill Challenge; Dragon Breed; Dragons Breath; Dragon Scape; Dragon's Lair; Dragon's Lair II-Time Warp; Dragon's Lair III: The Curse of Mordread; Drakkhen; Drivin' Force; Dynasty Wars; East vs. West - Berlin 1948; edd the duck!; ELF; Eliminator; Exolon; F1; F-15 Strike Eagle; F-15 Strike Eagle II; F-16 Combat Pilot; F-19 Stealth Fighter; Falcon; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: CounterStrike-Mission Disk 1; Falcon-Operation: FireFight-Mission Disk 2; Ferrari Formula One; Final Assault; Fire and Brimstone; First Samurai; Flight Simulator II; Flood; Frenetic; Frontline; CCS; Frost Byte; Future Wars-Adventures in Time; Game Over II-The Video Game-The Adventure Goes On; The Games-Winter Edition; GATO-WW II GATO Class Submarine Simulation; GFL Championship Football; Gilbert-Escape from Drill; Global Commander; Gnome Ranger; Golden Path; Gold Runner II; Go-Moku/Renju-The Oriental Board Game; Grand Monster Slam; Grand Prix; GrandStand-The Ultimate Sports Compilation; Great Battles; Greens-The Ultimate 3-D Golf Simulation; Guardians; The Guild of Thieves; HammerFist;

Hard Drivin; Harley-Davidson The Road to Sturgis; HellRaider; Hex; Highway Patrol 2; Hill Street Blues; Hostage-Rescue Mission; Hot Rubber; Hunter; Imperium; Impossamole; Impossible Mission 2; Indy; Insects in Space; International Championship Athletics; Interphase; Into the Eagle's Nest; Jack Nicklaus' Greatest 18Holes of Championhip Golf; Jahangir Khan-World Championship-Squash; Jewels of Darkness; Khalaan; The Killing Cloud; Klax; Knightmare; Knight Orc; Knights of the Sky; Laser Squad; Legend; The Legend of William Tell; Legends of Valour-Volume 1~The Dawning; Lemmings 2-the Tribes; Lemmings Special Limited Edition Double Pack; Lombard Rally; Loopz; Lords of Conquest; M1 Tank Platoon; Magnum-The Compilation; Makin' Whoopee!; Manix; Marble Madness; Matrix Marauders; Maupiti island; Mean 18; Mercenary; Metro Cross; Miami Vice; MicroLeague Wrestling; MidWinter; Mig-29 Fulcrum; Missile Command; Mixed-Up Mother Goose; Moon Base; Moon Patrol; Mortville Manor; Mouse Quest; The Muscle Cars-The Duel: Test Drive II Car Disk; 'Nam*1965~1975; Nervana Quest 1 & 2; Nether World; Night Shift; Ninja Mission; North & South; North & South; Obsession; OGRE; Oh No! More Lemmings; Onslaught; Operation: Cleanstreets; Operation Stealth; Operation Thunderbolt; OutZone; Paris Dakar 90; The Pawn; Phantasm; Plutos; Populous II-Trials of the Olympian Gods; PowerBoat USA-OffShore SuperBoat Racing; Power Drift; Predator 2; A Prehistoric Tale; Prehistorik-Raider of the lost Nosh; Prime Time TV Network Game; Prophecy 1 the Viking Child; Psycho; This Game is no "Push-Over"; Q*Ball; Quadralien; Quink; Race Drivin; Sid Meier's Railroad Tycoon; Rainbow Island; Reach for the Skies; Red Storm Rising; Renegade; Rick Dangerous; Risky Woods; Road Raider; RoadWar 2000; Robinson's Requiem; Robotron: 2084; Robozone; Rock 'N' Roll Clams; Rorke's Drift; Rotox; RVF Honda; Scramble Spirits; the Sentry; Shadow Dancer; Shanghai; ShufflePuck Cafe; Silent Service; Silent Service II; Silicon Dreams; Skate Wars; SkyChase; SkyFox; Sleepwalker; Space Ace; Space Ace II: Borf's Revenge; Space Cutter; Space Harrier II; Space Quest II-Vohaul's Revenge; Space Shuttle; Space Station Oblivion; Speedball 2 Brutal Deluxe; Spirit of Excalibur; Spitfire 40; StarGlider; Star Quake; Steel Empire; Stormball; StrikeFleet; Strip Poker II; ST Star Raiders; Stunt Track Racer; Sub Battle Simulator; SubStation; The SuperCars; Superstar Ice Hockey; Tank Attack; Tass Times in ToneTown; Team Suzuki; Team Yankee; Techno Cop; Teenage Mutant Hero Turtles; Terrorpods; Tetris; Their Finest Hour-The Battle of Britain; Their Finest Missions-Vol One; Thunder Blade; ThunderHawk AH-73M; Thunder Jaws; Time; Time and Magik; Time Soldier; Torvak the Warrior; Total Eclipse; Tower Toppler; The Toyottes; Treasure Trap; Trio 1; Tusker; TV Sports Football; Twilight's Ransom; TwinWorld; Typhoon Thompson; The Ultimate Ride; UMS-The Universal Military Simulator; Utopia-The Creation of a Nation; WallStreet; Wargame Construction Set; War in the Gulf; Warlock; Warlock-The Avenger; Wayne Gretzky Hockey; Welltris; Willow; WindWalker; Winter Challenge; Winter Games; Wolf Pack; Word for Word; World Games; World Karate Championship; WWF European Rampage Tour; XIPHOS; XOR; Yolanda-The Ultimate Challenge; Will Harvey's Zany Golf; Zero Gravity; Zone Warrior; Zynaps;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8727. Wanted: Atari Mega ST4 & ICD LINKs!

Newsgroup: comp.sys.atari.st
Date: 2006-12-28 20:01:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612281200130.14962-100000@onyx.spiritone.com>
Source record: 6554
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and ICD LINK 2! Interested? Read on!

I'm willing to pay upto $100 for the right Mega ST4. I need to keep this
within the U.S. I'm also looking for the ICD Link2! Buying Link 2's from
anywhere! Call (503)256-9974, E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8728. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-28 22:31:41 UTC
From: leaver@alphalink.com.au
Message-ID: <45944a7d_3@news.chariot.net.au>
Source record: 6555

On 28 Dec 2006 08:38:48 , =?ISO-8859-15?Q?Jean=2DFran=E7ois?= Lem wrote:
>On Thursday 28 December 2006 04:18, qnr wrote:
>
>> On Thu, 28 Dec 2006 13:27:37 +1050, David Leaver wrote:
>
>>> I was under the impression that I was using the development version
>>> too..... ah well.
>
>> Only obvious difference seems to be with stik/mintnet
>>
>> au Australia mozilla 4.0 (compatible; atari highwire/0.3.1 stik2)
>> 2006-12-28 03:04:23
>> be Belgium mozilla 4.0 (compatible; atari highwire/0.3.1 mintnet)
>> 2006-12-27 09:52:29
>
>I think that's it, then. I just tried with HighWire 0.3.0 (MiNTnet), and
>although the display seems a tad less conformant than 0.3.1, it's OK.
>
>Cheers,
>Jef

On the off chance that Dan reads this and thinks that it's his fault,
I should point out that I'm running MagicNet, not STik2.

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

8729. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-28 23:17:41 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <45945106$0$5523$ba620e4c@news.skynet.be>
Source record: 6556

On Thursday 28 December 2006 23:31, David Leaver wrote:

[snip]

> On the off chance that Dan reads this and thinks that it's his fault,
> I should point out that I'm running MagicNet, not STik2.

What ovl module do you use, then? MiNTnet.ovl?

Cheers,
Jef

8730. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-29 00:04:43 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <pan.2006.12.29.00.04.43.659321@timestorm.ross.com>
Source record: 6557

On Fri, 29 Dec 2006 09:21:41 +1050, David Leaver wrote:

[snipped]
> On the off chance that Dan reads this and thinks that it's his fault, I
> should point out that I'm running MagicNet, not STik2.
>
> David

Well, technically, if someone is at fault, it is me, since it's my site.

--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

8731. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-29 04:30:50 UTC
From: leaver@alphalink.com.au
Message-ID: <45949eaa_1@news.chariot.net.au>
Source record: 6558

On 29 Dec 2006 00:17:41 , =?ISO-8859-15?Q?Jean=2DFran=E7ois?= Lem wrote:
>On Thursday 28 December 2006 23:31, David Leaver wrote:
>
>[snip]
>
>> On the off chance that Dan reads this and thinks that it's his fault,
>> I should point out that I'm running MagicNet, not STik2.
>
>What ovl module do you use, then? MiNTnet.ovl?
>
>Cheers,
>Jef

GlueStiK + stik2.ovl

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

8732. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-30 02:07:12 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <4595ca4b$0$1127$ba620e4c@news.skynet.be>
Source record: 6559

On Friday 29 December 2006 05:30, David Leaver wrote:

> On 29 Dec 2006 00:17:41 , =?ISO-8859-15?Q?Jean=2DFran=E7ois?= Lem

>>> On the off chance that Dan reads this and thinks that it's his
>>> fault, I should point out that I'm running MagicNet, not STik2.

>>What ovl module do you use, then? MiNTnet.ovl?

> GlueStiK + stik2.ovl

OK. I thought Magicnet was MiNTnet-compatible. I must have been
mistaken, then.

Cheers,
JF

8733. Re: [ANN] Studio Son 2.091 beta FR & UK

Newsgroup: comp.sys.atari.st
Date: 2006-12-30 19:04:17 UTC
From: malo.morgen@nowhere.com
Message-ID: <en6d7fing1@ss408.t-com.hr>
Source record: 6560

GREAT :)

On 15 Dec 2006 00:00:32 , croustibat wrote:
>Friday, December 15th 2006,
>
>
>
>
>This new release is the result of six months of irregular but always intense
>work. The audio editor for Atari Falcon becomes more and more stable and
>reliable with this 2.091 beta version. Many bugs of general use have been
>fixed.
>
>
>
>Studio Son 2.091b is available in the wonderful french language:
>http://doyeuxyvan.free.fr/studioson/std2091b/STD2091F.ZIP
>
>BUT Studio Son is back in English !
>http://doyeuxyvan.free.fr/studioson/std2091b/STD2091E.ZIP
>
>You can, of course, find the classic 68030 and 68030+68882 versions in these
>archives.
>
>
>I have performed a lot of hard tests to check the quality of my algorithms.
>I have written a lot of different DSP and C programs to obtain correct
>results. But, it is still a beta version, so be careful with your samples !
>
>This version has been tested with an original Falcon 030 with a 68882
>coprocessor. The CT60 card is not officially supported.
>
>
>
>-----------
>Bugs fixed:
>-----------
>
>- Crashs when filtering under Magic fixed.
>- For a resample process under Magic, internal file management fixed.
>- Significative noise reduction of plopping sounds as long as you use Studio
>Son.
>- Management improved of AIFF files compatible with Cubase Audio. These
>files are now saved with a physical size rounded to 1024 bytes multiples.

>Useful to prevent crackling noise when you import your AIFF files with
>Cubase Audio.
>- Buggy "Scrub" function rewritten. No crash occurs.
>- Reverse stereo bug for a "Scrub" fixed but still in beta test mode.
>- Buggy "Cross Fade" function improved. Autocorrection for wrong parameters.
>The UNDO is also correct.
>- Cut, Copy, Paste, Insert and others have their UNDO bugs fixed.
>- Bug of the current working folder fixed. (After an Insert for example)
>- DSP effect after a Resample and Filtering is now restored with no problem.
>- Overall settings saving are now re-enabled ! Up to date, you MUST keep the
>STUDIO.SYS folder.
>- Rewritten "New Sound File" function. You can now create a file with the
>fileselector, choose a frequency, ...
>- Rewritten "Apply Effect" function. Sample gap subtly fixed. Due to the DSP
>real time application of this function, it is obvious that it remains a very
>small gap into your final sample. This gap is usually filled by zero values
>as it has been thought for this rewritten function.
>- Markers management bugs fixed. (Delete, saving and loading procedures)
>- There was play error with "Preview Cut" function. It's now okay.
>- Block selection with SHIFT+TAB to the next marker has been debugged.
>- Sample time length is now updated after any UNDO.
>- Little bug fixed during a play actived by the space bar with an exported
>sample from Studio Son.
>- Many another minor bugs.
>
>
>----------------------------
>New features and bugs fixed:
>(since 2.09b version)
>----------------------------
>
>- Resampling function added (Linear Interpolation).
>- Resampling function includes a filter and linear interpolation code in
>only one DSP program.
>- You can resample from 2 Khz to192 Khz.
>- WAV files opening issue fixed.
>- Huge undo bug fixed.
>- Huge bug of the volume of mono samples filtered fixed.
>- FIR filters (Low Pass, High Pass, Band Pass and Band Reject) up to 2048
>coeefficients.
>- Resample process can be followed by a LowPass filter up to 1024
>coefficients.
>- DSP Filter algorithm improved. The speed of the treatment have been
>increased. Now you can enjoy a good optimization of the filtering process.
>- The end of the sample is now truly filtered.
>- Vu meter clipping problems fixed.
>- The cursor running is now correct when sample frequency is not the same as
>the system frequency.
>- Desktop background pattern modified to improve the work in monochrome.
>- Redraw bug of the desktop in monochrome corrected.

>- Several dialog boxes fields bugs fixed in monochrome.
>- Crashs at very high zoom levels fixed.
>- You can now really select all the sample with the mouse.
>- You can now really place the cursor at the end of the sample with the
>mouse.
>- Wrong size of the blocks at the end of the sample corrected.
>- You can now create a block with a "one sample" size when you make a long
>click on a part of the sample.
>- New alert boxes for the Filtering and Resampling function.
>- New internal undo for the Resampling function.
>
>New function "Resample..." allows you to change the frequency of your
>samples with a linear interpolation and an optional Low Pass filter.
>The "Filtering..." function enables you to carry out FIR filters (Low
>Pass, High Pass, Band Pass and Band Reject).
>This is performed by the DSP 56001 and with Direct to Disk process.
>
>-------------
>Known bugs:
>-------------
>
>- Several internal DSP effects can sometimes result in a reverse stereo
>mode, take care of this.
>- No sound when playing very high frequency samples.
>- Slowly WAV files opening.
>- Selected block after a resampling task is not deleted.
>- Sample duration and time counter are wrong when the system frequency
>doesn't match with the sample frequency.
>- You can hear some noise when playing WAV files at fast speeds.
>- Unable to reduce physically the size of a sample when you cut blocks.
>- Make an undo after the "Replace" function have no effect.
>- A lot of useful alert boxes need to be added.
>- In the time counter, the value 99 is followed by 10.
>- Several little bugs into the sample window.
>- The icon of the function "Generate Low Frequencies" differs with the
>colour of the resolution.
>- Little bugs of sample drawing.
>- Random error messages when filter steepness is very low.
>- It might remain some english translation errors.
>
>
>If you are using Studio Son on a single TOS, I strongly recommend the launch
>of ARROWFIX.PRG in the AUTO folder:
>http://doyeuxyvan.free.fr/studioson/std2091b/arrfix15/
>
>If you are using NVDI, just run ARROWFIX.PRG after this.
>Otherwise, GEM must be copied in RAM with the program GEMRAM.PRG before
>running ARROWFIX.PRG:
>http://doyeuxyvan.free.fr/studioson/std2091b/GEMRAM16/
>

>
>If you have troubles to run Studio Son under Magic, you can use the patch
>DSPSLOW1.PRG by Centek included into the package or you can find it here:
>http://doyeuxyvan.free.fr/studioson/std2091b/DSPSLOW1.PRG
>Don't run DSPSLOW1.PRG if you launch Studio Son under TOS otherwise you
>might have display or DSP locked issues.
>
>You can also use the nice DSPXBIOS patch by Didier Mequignon:
>http://perso.wanadoo.fr/didierm/files/dspxbios.zip
>http://doyeuxyvan.free.fr/studioson/std2091b/dspxbios.zip
>
>
>
>If you use an external clock, run FDI_INIT.PRG into the AUTO folder:
>http://doyeuxyvan.free.fr/studioson/std2091b/FDI_INIT.PRG
>
>FPATCH2.PRG is now included in the package.
>
>
>You can also download self-extracting STZIP unpacker:
>http://doyeuxyvan.free.fr/stzip26/STZIP26.TOS
>
>
>
>
>Have fun !
>
>
>Yvan Doyeux
>
>
>
>And Happy 80th Birthday Granny !
>
>
>
>
>
>
>.

8734. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-30 19:38:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200612302038.a55647@wun.maus.de>
Source record: 6562

Hallo Jean-Franï¿½ois!

JFL>OK. I thought Magicnet was MiNTnet-compatible.

It is, but not fully and may be a little outdated. MiNTNet-versions of commandline tools like CVS and WGET do work, but the Cab or highwire MiNT-Net overlays don't. For Cab, there's a recompiled Overlay available.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

8735. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-30 23:20:26 UTC
From: leaver@alpha.com.au
Message-ID: <4596f8ea_2@news.chariot.net.au>
Source record: 6561

On 30 Dec 2006 03:07:12 , =?ISO-8859-15?Q?Jean=2DFran=E7ois?= Lem wrote:

>OK. I thought Magicnet was MiNTnet-compatible. I must have been
>mistaken, then.
>
>Cheers,
>JF

In general it is, or was, but MiNTnet has moved on a bit. mintnet.ovl
works with Magicnet, but I use other things that need GlueStik

David

Susan and David Leaver 10 Goodparla St,
Hawker, ACT 2614
Australia

8736. Re: TDI Modula-2/ST question

Newsgroup: comp.sys.atari.st
Date: 2006-12-31 10:33:21 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <45979288$0$9321$ba620e4c@news.skynet.be>
Source record: 6563

On Saturday 30 December 2006 20:38, Ekkehard Flessa wrote:

>> JFL>OK. I thought Magicnet was MiNTnet-compatible.

> It is, but not fully and may be a little outdated. MiNTNet-versions of
> commandline tools like CVS and WGET do work, but the Cab or highwire
> MiNT-Net overlays don't. For Cab, there's a recompiled Overlay
> available.

All right. Thanks Ekkehard for the clarification and a happy New Year to
you.

Cheers,
Jef

8737. Items For Sale

Newsgroup: comp.sys.atari.st
Date: 2006-12-31 19:55:03 UTC
From: FMH <fmhcentral@gmail.com>
Message-ID: <4597e367_1@newsfeed.slurp.net>
Source record: 6564

I'm in the long slow process of cleaning out my basement. So far I only have gone through a small portion of the items but enough to start posting it for sale / trade. I put a Web Site together and started posting items to it. I do have a large selection of hardware available but not much is on the site at the moment. I'm hoping in the next 30-60 days to start really get things rolling on the site. The URL to the site is listed below.

Classic Computer and Video Game items for Sale/Trade
http://fmhcentral.freeservers.com